

# ARMs

## Assault Rules for Miniatures (Version 1.2)

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### INTRODUCTION

Welcome to the latest edition of ARMs (Assault Rules for Miniatures). This game system is meant to be used with most 25mm-28mm modern and sci-fi miniatures and vehicles, but it can also be used with any similarly sized models and toys as well. This set of rules is meant to be an alternative to your current rules system; you do not need to go out and buy a new line of miniatures to play this game. If you like the background or the squad organization of your current rules system, then by all means use it. All I offer is a change in the way your battles are fought.

This game includes rules for creating your own troops and vehicles, so you may use any miniatures or models that you wish (I have also provided a few sample army lists so you can start playing right away with the miniatures that you probably already have). Although these rules were originally meant for modern and sci-fi era skirmishes, they should work fairly well for archaic or medieval battles as well. To play this game, you will need;

- your miniatures
- at least one full set of polyhedral gaming dice (1d4, 1d6, 1d8, 1d10, 1d12 & 1d20) - two or three sets is recommended
- one set of explosion and spray templates (explained below)
- one direction randomizer (explained below)
- a tape measure marked in inches (72"-120" is recommended)
- marker chits or counters of some kind (coins will suffice)
- printouts of the various roster sheets
- pencils and some scratch paper

To represent explosions, this game uses a template marked with circles of various sizes (how this template is used is fully explained later in the rules in the section on Explosive Weapons). This game also uses a teardrop shaped template to represent the effects of flame throwers and other similar "spray" weapons (again, how this template is used is fully explained later in the rules in the section on Spray Weapons). Both of these templates appear on page 39 of the rules, and they will have to be printed out on a sheet of transparent material and cut out to be used for game play.

These rules occasionally require a random direction to be determined for certain situations, and there are several methods that can be used to generate a random direction; a "spinner", a special die marked with arrows, a coin with an arrow on both sides that is dropped onto the playing surface, etc. A very simple method is to take a ten-sided die (d10) and roll it normally; since each "side" of a d10 is shaped like an arrowhead, you can use the direction being "pointed" to by the side that is currently showing to determine the random direction. In any event, the direction being "pointed to" by the "direction randomizer" (whatever method you choose to use) is what determines the random direction.

Throughout these rules, you will encounter terms like "unit" and "trooper". A "unit" refers to any group of regular ground troops or mounted troops of squad size, or any single vehicle or mechanized unit. Special characters like heroes also count as their own individual unit. A "trooper" is any individual figure or model on its own base, but this could also include any group of smaller models mounted on a single base (like a group of small animals, for instance). Individual mounted troops are also counted as troopers (including such things as motorcycles and jet bikes) - but full sized vehicles are not.

### PLAYING THE GAME

#### The Dice

This game uses a wide variety of polyhedral gaming dice to determine the results of various actions (the dice are available wherever most role-playing games and miniatures are sold). Most gaming dice come as a "set", and this game utilizes almost all of them; d4, d6, d8, d10, d12, and d20 (the percentile dice - if your set has any - are not used). Sometimes the rules may require you to roll multiple dice of a specific type for a particular action, so it may be a good idea to have at least two or more sets on hand (with a few extra d6 lying around for good measure).

#### Troop Quality & Re-Rolls

Every miniature in this game (hereafter referred to as a "model") has a troop quality level (TQ) ranging anywhere from experienced grunt to seasoned veteran. A model's TQ level represents its overall skill and experience, and it is used to determine how well the model can fight in both ranged and melee combat, and how well it can handle itself under fire (keeping itself and any fellow troopers from fleeing the battle). Specific TQ values will appear later in the rules in the section on Designing Your Forces.

After certain die rolls have been made (in particular, attack rolls and morale checks - both explained later), a model may have the option of re-rolling some or all of the dice that were rolled for that particular action based on its TQ level (in the event that the initial results of the roll weren't satisfactory).

For any particular action, a model may re-roll as many of the dice that were rolled for that action as the acting model's TQ level (so a model with a TQ level of 1 that was rolling three dice for an action could only re-roll one of those dice). If only a single die is being rolled for an action, it may be re-rolled as many times as the acting model's TQ level. In either case, the total number of re-rolls made for an action may not exceed the acting model's TQ level (although there may be occasions when re-rolls are not allowed, or additional re-rolls may become available, but these will be noted in their appropriate sections later in the rules).

A die does not have to be re-rolled the maximum number of times allowed (equal to the acting model's TQ level); if the player is satisfied with the result after only one re-roll, the die does not need to be re-rolled any further (assuming the model in question even has any re-rolls remaining). However, once a model is finished using its re-rolls, the new roll must stand even if it is determined to be less favorable later on.

In the case of "launched" weapons (which are explained later in the rules), a re-roll may only be used the maximum number of times allowed for all aspects of that particular attack. For example, if a model only has a single re-roll, it may be used for either the "placement" roll or the "damage" roll, but not for both. If the model has two re-rolls, the placement and damage rolls may both be re-rolled once, or one of these rolls may be re-rolled twice.

In the case of melee attack and counter-attack rolls, after the attacker has made as many re-rolls as he wishes to (up to the maximum number of re-rolls that he is allowed to), the opponent may then make as many re-rolls as he wishes to (again, up to the maximum number of times that he is allowed to re-roll; melee attack and counter-attack rolls are also explained later in the rules).

## SEQUENCE OF PLAY

This game uses an alternating unit activation system (i.e. side A performs actions with one entire unit or squad, then side B acts with one unit, then side A acts with another unit, etc.) instead of the more traditional turn sequence that many games use (side A acts with its entire force, then side B acts with its remaining forces, etc.).

At the beginning of each game turn, have the opposed players each roll 1d6 for initiative; the player with the highest initiative roll is deemed the First Player for that turn (any tied die rolls should be re-rolled, although any troop quality re-rolls may not be applied to the initiative roll). In the event that there are multiple players on a particular side, the initiative roll will be to determine which side goes first (assuming that there are only two sides to the conflict). The players on a particular side should decide amongst themselves the order in which their units will act.

The First Player may activate one unit or squad and resolve any movement and combat for that unit before the Second Player may act with one of his units, and this continues back and forth until all units on the playing surface have acted. A unit's individual activation consists of three different phases; Morale, Movement, and Combat, and each phase must be completed for that unit before the next phase can begin.

## THE MORALE PHASE

### Panic Level & Morale Checks

There may be times during a battle when the resolve, bravery (and yes, even the stupidity) of your troops will be put to the test - this is where panic level and morale checks come into play. All troop units (meaning: entire squads of models) have a starting panic level (PL) of zero (0). Every time a unit takes a casualty, its panic level is increased by one point (PL +1), and it must make a morale check during its next morale phase before it may perform any actions in the following phases (i.e. the movement and combat phases).

To make a morale check, the unit must roll as many d6 as its morale level, and this is determined by how many models the unit initially started the game with.

<u>Original Unit Size</u>	<u>Morale Level</u>
1-6 models	1 (1d6)
7-12 models	2 (2d6)
13-18 models	3 (3d6)

When the morale dice are rolled they are added together, and if the total of the roll is greater than the unit's current PL, the check is successful and the entire unit may continue to move and fight normally. Troop quality re-rolls may be applied to a morale check, and the morale dice may be re-rolled as many times as is allowed by the TQ level of the highest skilled model in the unit (as he would be the one attempting to motivate the rest of the troops in that unit).

Mounted troops are allowed one additional re-roll for their morale checks (above that allowed by their TQ level), and vehicles and mecha never need to make morale checks. Also, some troops (those with certain morale-based special abilities) may have other modifiers to their morale checks, but these will be explained later in their appropriate sections.

If the unit fails its morale check (if the total of the roll is equal to or less than the unit's current PL), it must "fall back" towards its deployment zone (DZ). Place a counter or marker next to the unit to indicate its "falling back" status, and move the models in that unit towards their DZ at their normal movement value during their next movement phase (essentially taking an "advance" action - explained later). The unit may still make ranged attacks while falling back, but it must take the most direct route towards its DZ.

On the unit's next morale phase, it may attempt to make another morale check to see if it can recover some of its resolve and halt its withdrawal - this is called "rallying". Each unit is only allowed to make one morale check during its morale phase, so if the unit has to make a morale check due to additional casualties, it loses its chance to rally. If the unit fails to rally (either by failing the "rally" morale check, or by simply losing the chance to rally due to additional casualties), it continues to fall back towards its DZ as described above.

If while falling back the unit takes additional casualties and fails yet another morale check (a failed rally attempt does not count as a failed morale check), it will begin to "retreat", moving at double its normal movement value towards its DZ (the equivalent of taking a "charge" action - explained later). Place a second counter or marker next to the unit to indicate its "retreating" status.

A retreating unit may only make ranged attacks at targets that are between itself and the DZ, but this also includes any targets that are off to the sides and that could possibly intercept the retreating unit or cut off its escape route. A retreating unit may attempt to rally on its following morale phase, and if successful the unit will be reduced to "falling back" status and will no longer be "retreating" (and on the following morale phase, it may attempt to rally again to halt its withdrawal altogether).

However, if a withdrawing unit (either falling back or retreating) reaches the edge of the playing surface, it is considered to have fled the battle and its members are counted as casualties (in the event that such criteria are used in determining the victory conditions of the battle or scenario that is currently being played).

Whether a unit is falling back or retreating, it may only fight in melee combat if it is engaged by an enemy, and even then it may only make counter-attacks (explained later). The withdrawing unit may not initiate the melee combat itself, and it must continue to head for the DZ at every opportunity, breaking off any melee combats and continuing to move during its movement phase towards the DZ.

There may be times during a game that a unit will be required to make a morale check that is not related to the unit actually taking any casualties - usually due to a specific set of circumstances or some special ability that an enemy may have, but these will be mentioned later in their appropriate sections. In such a case, the unit still loses its chance to rally as if it had actually taken casualties. Regardless of the reason for the morale check, a counter or marker of some kind should be placed next to the unit as a reminder that a morale check needs to be made on its next morale phase.

Any unit that is retreating, falling back, or that is required to make a morale check in the current turn must be activated first by that player - and in that order (units that are retreating, units that are falling back, and units that need to make morale checks), before any other unit on that player's side may be activated.

If using coins as markers, a nickel (5¢) should be used to indicate that a morale check is needed on the following turn, and a dime (10¢) should be used to indicate the unit's withdrawal status; one dime for "falling back" and two dimes side by side for "retreating".

## THE MOVEMENT PHASE

### Troop Movement

All of the movement values (MOV) in this game are in inches, and individual troop models do not have a particular "facing", so they may move in any direction from their current position without having to pay for any facing changes (although it is traditional to face the troop models in the direction of their movement and/or their intended targets).

Troops can move over or through rough or difficult terrain, but only at half their MOV (i.e. each inch of movement through difficult terrain costs two inches of that model's movement). Examples of difficult terrain would be mud, rubble, dense foliage, streams, loose sand, rocky hills, etc.

Certain types of terrain may be considered "impassable" to most troop models (like high walls or steep cliffs). Unless the trooper has some kind of special equipment or natural ability, it will not be able to go through an impassable area of the battlefield. In many cases, it will be up to the players to determine whether a trooper will be able to circumvent impassable terrain or not (i.e. most players would agree that an insectoid alien would have a better chance of scaling a wall than a normal human would - unless the human had a grappling hook or some other similar equipment).

A troop model may move between two other friendly troop models as long as those models are not touching bases, and there is a gap between those models at least half as wide as the size of the moving model's base (i.e. a model on a 1" base could move between two friendly troopers as long as there was at least a 1/2" space between those two models).

However, a trooper may not move past or through enemy troop models, or move over or through any kind of vehicle (friendly or not), as these are also considered to be impassable terrain (again, there may be circumstances that would allow a model to circumvent the impassable terrain, but these should be handled on an individual case by case basis).

Troop models should not be placed in base-to-base contact with an enemy model or vehicle unless they are engaging that unit in melee combat (explained later). It is recommended that all opposing models not currently engaged in melee combat be placed at least 1" away from each other to avoid any confusion.

### Mounted Troop & Vehicle Movement

Mounted troops and vehicles also have a movement value rated in inches, but unlike regular troop models, mounted troops and vehicles do have "facing", and any facing changes must be paid for from the unit's MOV. Also, the direction of the unit's movement affects how far it can move; a mounted unit or a vehicle moving directly forward may use its full movement, but moving backward, diagonally or sideways allows it to use only half of its available MOV.

Note: mounted units or vehicles with wheels or tracks, and most "walker" type vehicles (as well as any kind of animal mount) may only move directly forward or backward - only mounts and vehicles that hover, as well as humanoid "mecha", may move diagonally and sideways.

A mounted unit may change its facing by 90° by spending one inch of its MOV, but a vehicle may only change its facing by 45° for the same expenditure of one inch of its MOV. Also, a moving vehicle may only make one facing change for every 3" of actual movement that it completes on the playing surface (i.e. move 3", turn 45°, move another 3", turn another 45°, etc.), but a mounted unit only has to move 2" for it to be able to make a facing change (i.e. move 2", turn 90°, move another 2", turn another 90°, etc.).

A stationary mounted unit or vehicle (one that has not yet moved in the current turn - even though it may have moved in the previous turn) may make as many consecutive facing changes as it can afford to make based on its current MOV. However, once it has finished making any consecutive facing changes, or if it makes a linear move on the playing surface, it is considered to be "moving" for the remainder of the turn.

If a vehicle has a turret of some kind, it may rotate the turret any amount to face in any direction at no cost to the vehicle's movement value (turrets are explained in more detail in the Designing Vehicles section later in the rules).

Also, difficult terrain for mounted units and vehicles is handled exactly the same as for troop models, paying double for each inch of movement over or through the difficult terrain. Hovering units may ignore all but the tallest terrain features (at the discretion of the players), and flying units may ignore terrain features altogether.

Like troop models, mounted units and vehicles should not be placed in base-to-base or direct contact with another enemy unit unless it is going to engage that unit in melee combat (for vehicles, this is called "ramming", and it is explained in the Designing Vehicles section later in the rules). Also, the same 1" rule for troop models should also be applied to mounted units and vehicles - to avoid any confusion as to which units are engaged in melee combat and which units are not.

#### **Optional Vehicle Movement Rules: Difficult Terrain**

If the players desire a bit more realism, difficult terrain can be handled differently for the various types of vehicles. Ground vehicles with wheels or tracks may pass over or through difficult terrain with no penalties to their MOV, but they must make a "mire test" to see if they can successfully traverse the terrain without getting stuck in it.

Roll 1d6 for the vehicle; if the roll is "2-6", the vehicle passes the test and may proceed through the rough terrain with no penalties to its MOV. If the roll is a "1", the vehicle is stuck or "mired", and may not attempt to free itself until the vehicle's next movement phase (although the vehicle may still make ranged attacks and drop off troops if possible).

On the mired vehicle's next movement phase, it must make another mire test, but at -1 to the die roll. If this test is successful, the vehicle is freed and it may move normally, but its current MOV will be halved for the remainder of the turn (since some of its movement was wasted in the attempt to free itself). However, if it fails the mire test, it remains stuck and may not attempt to free itself until its next movement phase.

Also, every time a mire test is failed, another -1 is applied to the next mire test (as the vehicle continues to dig itself in deeper into the terrain). After the fifth (5<sup>th</sup>) failed attempt, the vehicle is stuck there for the remainder of the game (at this point, the vehicle has dug itself so far in that it will take a specialized crew to get it out). Also, any TQ re-rolls may not be applied to mire tests.

Walking vehicles and mounted troops handle difficult terrain exactly like regular troops do, paying double for each inch of movement - and they do not get "mired" (this also applies to mounted troops with wheels or tracks, as they are small enough to be easily pulled free by the driver/operator). Although hover vehicles may ignore all but the tallest or most cramped terrain features, it is conceivable that a large hover vehicle could become stuck between two buildings on a narrow street (again, at the discretion of the players).

**Optional Rule For Mired Vehicles:** a mired vehicle may get assistance from another vehicle in the form of a "push". If a vehicle of roughly equal size (not less than half the size of the mired vehicle) pushes the mired vehicle during its own movement phase (spending 3" of its own MOV to do so), a +1 is added to the mired vehicle's next mire test roll. If a vehicle much larger than the mired vehicle helps to push (at least twice the size of the mired vehicle), a +2 is added to the next mire test. This rule is entirely optional and may be modified by the players at their discretion .

#### **Movement Actions**

There are three types of movement action that a trooper can take during its movement phase; a normal move (called an "advance"), a double move (called a "charge"), and remaining stationary (called a "hold"). Movement actions are assigned on a model-by-model basis, and a model may only take one movement action per turn, but it is not necessary for all of the models in a single unit to take the same kind of movement action (as long as they maintain unit coherency, explained later in the rules). However, every model in the acting unit must take one of the previously mentioned movement actions, and all movement for the entire unit must be completed before any model in that unit may make any attacks.

A troop model taking an "advance" action may move up to its full MOV and make a "snap shot" ranged attack in the combat phase. A troop model taking a "charge" action may move up to double its full MOV, and if it moves at least 2" or more and engages an enemy model in melee combat (if the trooper ends its charge in base-to-base contact with another model), it receives an additional re-roll as a melee combat bonus. If the charging troop model does not engage in melee combat by the end of its charge, it may then make a "wild shot" ranged attack in the combat phase.

If a troop model takes a "hold" action, it may not move, but it may make an "aimed shot" ranged attack in the combat phase, or it may continue to fight in hand-to-hand if it was already engaged in melee combat. A troop model taking a hold action also has the option of using "reaction fire" (which is explained later in its own section of the rules). Aimed shots, snap shots, and wild shots are all explained later in the section on Ranged Attacks.

Note: normally, heavy weapons are too large and unwieldy to be fired easily by a trooper that is on the move, so taking a hold action is the only way to ensure any kind of accuracy for a heavy weapon attack (i.e. making an "aimed" shot). A heavy weapon may be fired while advancing, but any attack made with it will be considered to be a "wild" shot. A heavy weapon may not be fired by a regular trooper that is charging.

Movement actions for vehicles are almost the same as for troop models (but please note that mounted units are treated as regular troop models for the purposes of movement actions, and not as vehicles). A vehicle taking an advance action may move up to its full MOV and make a "snap shot" attack for all of its weapons in the combat phase. However, each individual weapon must have a separate gunner to operate it, and the driver only counts as a gunner for one weapon, usually the frontmost mounted weapon. The advancing vehicle also has the option of firing only one of its weapons as an "aimed shot". In addition, "linked" (i.e. "twin") weapons only count as a single weapon, since only one targeting system is required to fire the set of linked weapons.

A vehicle taking a charge action may move up to double its full MOV and make a "snap shot" for only one of its weapons (or set of linked weapons) in the combat phase. If a vehicle takes a hold action, it may not move at all (not even to change its facing), but it may make an "aimed shot" for all of its weapons in the combat phase (again, provided each weapon has a gunner).

Note: vehicle-mounted heavy weapons may be fired from a moving vehicle as if they were "normal" weapons, as their size, weight, and recoil have little or no effect on the vehicle's ability to move (and the weapon's mounting system is usually designed to allow the weapon to be fired while moving) - treat them as you would any other normal weapon for the purposes of the "shot" type based on the vehicle's movement action.

Troop models in open-topped vehicles, or vehicles with hatches that will allow the crew to shoot out of the vehicle, may fire with their own personal weapons using the same rules for troop model movement actions. However, all troops in or on a vehicle are considered to be taking the same kind of movement action as the vehicle itself for firing purposes (i.e. if the vehicle is taking an "advance" movement action, all of the passengers and crew are considered to be taking an "advance" action as well).

If a vehicle's chosen path of movement causes it to come in contact with an enemy model or vehicle, and the moving vehicle has at least 2" of playing surface movement to spare before the end of its full movement (i.e. the vehicle has the ability to move an additional 2" on the playing surface, taking factors like difficult terrain into account), it is considered to have rammed into the enemy. As mentioned previously, rules for ramming are covered in the Designing Vehicles section later in the rules. The following is a list of the various movement actions that may be taken by troops and vehicles.

#### Movement Actions For Troop Models

**Advance** move up to full MOV and make a "snap shot" attack

**Charge** move up to double full MOV and engage in melee (+1 re-roll)  
-or- move double full MOV and make a "wild shot" attack

**Hold** no movement and make an "aimed shot" attack  
-or- no movement and continue to fight in melee combat

#### Movement Actions For Vehicles

**Advance** move up to full MOV and make a "snap shot" with all weapons, or make an "aimed shot" with only one weapon

**Charge** move up to double full MOV and make a "snap shot" with only one weapon

**Hold** no movement and make an "aimed shot" with all weapons

#### Unit Coherency

Unit coherency is used to maintain order and discipline on the battlefield. All basic troops in the same unit must stay within 2" of each other to maintain unit coherency (whether this is due to military discipline, tribal ritual, or just plain fear is up to the controlling player). If any part of a unit becomes separated from the main body of the squad (i.e. the part containing the squad leader or the highest ranking model in that unit - this is usually due to taking casualties), those models are out of unit coherency, and they must spend their next movement phase rejoining the rest of the unit.

Troops that are not within unit coherency by the end of their movement phase may not make any ranged attacks or initiate any melee combat during their combat phase (although they may continue to fight in hand-to-hand if they are already engaged in melee combat, or if they themselves are engaged in melee by an enemy).

However, if the act of charging and engaging an enemy unit in melee combat will restore unit coherency, the attacking troop models may do so and fight as normal (as long as they are within unit coherency by the end of their movement phase).

## THE COMBAT PHASE

### **Line Of Sight (LOS)**

The line of sight (LOS) is an imaginary line drawn between the attacker and the target. A troop model should have a clear LOS to the target in order to attack it (i.e. free of any obstructions). Friendly troop models that are not currently engaged in melee combat do not block the LOS, so another friendly unit may shoot past them or through them. In such a case, it is assumed that the friendly models will duck out of the way of their comrade's fire, or that the shooting unit will wait for an opportune moment to fire past his allies.

However, enemy troop models do block the LOS, as do all mounted troop units, vehicles, and mecha. In addition, any friendly troop model that is engaged in melee combat also blocks the LOS - not only to any targets on the opposite side of the melee, but also to the target that the friendly model is currently fighting with.

The only time you may shoot past a model that is blocking the LOS is if the desired target behind the intervening model is twice its size or more. In such a case, the LOS is not blocked by the smaller intervening model (i.e. you can usually shoot at a vehicle that is directly behind an intervening trooper model, as long as the amount of vehicle that can be seen by the attacker fills up at least twice as much area as that of the targeted trooper model).

When determining the LOS for vehicle weapons, the weapon to be used should itself have a clear LOS to the target. Also, many vehicle mounted weapons will have a limited firing arc depending on where the weapon is mounted on the vehicle, and the type of mounting mechanism that is used (explained later in more detail in the Vehicle Design section). In any event, if the target of an attack is obscured by some form of cover, it can usually still be attacked, but there will be a modifier applied to the target's defense depending on the specific type of cover (see the section on Cover later in the rules for more details).

### **Additional LOS Rule: Vehicle & Mounted Troop Blind Spots**

Any trooper model or mounted troop unit that is within 2" of a vehicle is considered to be in that vehicle's "blind spot". Even if the vehicle's weapons have a clear LOS to the target, if the target model is only 2" away from the vehicle, it may not be attacked by that vehicle's mounted weapons. However, this blind spot does not apply to any external "pintle-mounted" weapons, or even to the crew's own personal weapons (provided that they "pop out" of the vehicle to use their weapons), but normal LOS rules still apply.

This vehicle blind spot rule does not apply to other vehicles or to extremely large creatures or monsters that are within 2", as they can always be attacked (provided that the weapon to be used has a direct LOS to the target). The blind spot for mounted troops is a little different; their blind spot is a 45° arc directly to the mounted model's rear.

## Target Declaration & Target Priority

Before a trooper or vehicle can make a ranged attack, it must declare a target (or targets) for the attack. Once the target has been declared, the attack must be resolved before any other model can declare a target and make an attack. It is not necessary for all of the models in the acting unit to fire at targets that are in the same enemy unit (in other words, friendly squad A does not have to focus all of its attacks on enemy squad B, it could divide its attacks up between enemy squad B and enemy squad C - or any other hostile targets). This is where target priority comes into play.

Target priority is basically used to determine which target poses the most immediate threat to the trooper making the attack (or to that trooper's squad in general). Usually this means attacking the closest enemy models that the attacking trooper can see (i.e. that he has a clear LOS to). The whole purpose behind target priority is to prevent players from using their troops in an unrealistic or unfair manner. Quite often, players will use their heavy weaponry, or even the majority of their unit's firepower, to take out important character models or models carrying particularly powerful weapons.

In a realistic scenario, heavy weapons like missile launchers or recoilless rifles would be reserved for hardened targets such as vehicles and bunkers, and not for a lone trooper running across the battlefield (more on this later). On a similar note, small arms fire should not be wasted on armored targets that could never possibly be hurt by them.

When declaring targets for ranged attacks (including indirect fire attacks), all of the targets should be the foremost models in the enemy unit (relative to the attacker). However, if there are noticeably large gaps in the target squad's formation, shooting at troopers in the center of the unit would not be unheard of (as long as there is a clear LOS to the desired target model). The following is a numeric breakdown of target priority.

Target Type	Target Priority
any target in general	1
any target that is part of a superior force*	+1
<u>closer targets</u>	<u>+1</u>
farther targets	+0
targets in the open	+1
<u>targets in partial soft cover (light cover)</u>	<u>+0</u>
targets in partial hard cover (medium cover)	-1
targets in full soft cover (medium cover)	-1
<u>targets in full hard cover (heavy cover)</u>	<u>-2</u>
targets that are falling back/retreating	-2
targets that the trooper's weapon is designed for**	+1

\* a superior force is generally considered to be a unit that is at least twice as large as the squad of the attacking model, or a unit containing mounted troops or vehicles.

\*\* even though a trooper with a powerful weapon like a missile launcher has a much better chance of scoring a kill against an individual model, the weapon itself was designed to take out tougher targets that most small arms would be ineffective against.

Using the missile launcher as an example, if it came down to either shooting at a trooper or shooting at a tank (or even at a bunker) - you should usually shoot at the tank. However, if the toughest target within LOS is a troop model, and it poses the most immediate threat (based on its target priority rating), then by all means, blast the individual troop model.

## RANGED ATTACKS

All ranged weapons in this game use a specific type of die to represent their overall firepower; weaker or shorter ranged weapons would roll a d4 or d6, while stronger or longer ranged weapons would roll a d12 or d20. When a ranged attack is made (also called a "shooting" attack), that weapon's particular type of die is rolled and the die score must exceed the target number in order for the attack to be successful.

The target number for a shooting attack is determined by three things; the range factor (based on the distance to the target and the type of "shot" the attacker is taking), the target's defense (based on its armor or any natural or special defenses it may have), and any cover the target might be hiding behind. The first of these three - the range factor - is the most complex, as it also incorporates the type of "shot" the attacker is making (based on the type of movement action it took), and possibly even the type of weapon being used to make the attack.

For all ranged attacks, the range factor (RF) is 1 for every full ten inches (10") between the attacker and the target on the playing surface (i.e. 1/10 of the range, rounded down; so ranges of 10"-19" have a range factor of 1, ranges of 20"-29" have a range factor of 2, etc.). The easiest way to remember this is to only use the number in the "tens" place when counting the range (i.e. ranges in the teens are RF 1, ranges in the twenties are RF 2, etc.). The only exception to this is for ranges that are less than ten inches away (i.e. 1"-9"); for these ranges, the range factor is 1/2, and not "zero" (since zero cannot be multiplied by any number without yielding a result of zero, and the next step requires some basic multiplication).

In the earlier section on movement actions, several types of "shot" were mentioned relating to the various movement actions that a model can take; these were "aimed", "snap", and "wild" shots. Each "shot" type has its own range multiplier, and the range factor is multiplied by this to yield the basic target number. An "aimed" shot has a range multiplier of x1 (so the basic target number is the same as the range factor), a "snap" shot has a range multiplier of x2 (double the range factor), and a "wild" shot has a range multiplier of x3 (triple the range factor). In addition to this, "short ranged" and "very short ranged" weapons (explained later in their own section) will add a +1 and +2 modifier (respectively) to the range multiplier for the various shot types, making attacks at longer ranges with these types weapons extremely difficult.

The other two things contributing to the target number - the target's defense and any type of cover - are explained in more detail later in the rules. For now, it will be enough to know that any modifiers from either of these two factors would be added directly to the basic target number that was calculated in the previous step (with no further multiplication required), to yield the final target number for the attack.

The step-by-step procedure for making a ranged attack is as follows; declare a target for the attacking model's weapon (as described previously in the section on Target Priority), then measure the distance to the target in inches to determine the range factor. Next, multiply the range factor by the range multiplier for the attacking model's shot type, and for the type of weapon it is armed with, to yield the basic target number. Finally, add the target's defense value (DEF) and any modifiers for cover to the basic target number - this final number is the actual target number, and the attacker must roll higher than this number with the weapon's attack die (ATK) for the attack to be successful. If the target number is too high for the weapon's ATK die to roll higher than, that trooper's attack is wasted, having fired at a target that is beyond the "effective" range of his weapon.

If the total of the attack roll is greater than the target number, the target sustains damage - but how much damage is determined by how much the attack roll exceeds the target number by. For every three points (or fraction thereof) that the attack roll beats the target number by, one hit point (1 HP) of damage is inflicted. For example, if the target number is 4, a roll of "5-7" would cause 1 HP of damage, a roll of "8-10" would cause 2 HP, and a roll of "11-13" would cause 3 HP (etc.). Just for the sake of clarity, if an attack roll scores higher than the basic target number (i.e. the range) plus any modifiers for cover - but not including the target's DEF - the attack is still assumed to have "hit" the target, even if no actual damage was inflicted.

Here are some examples of ranged combat; a soldier taking an advance action and making a snap shot (with a x2 range multiplier), is firing at a target that is 28" away (with a range factor of 2), and the target is exposed and unarmored (with no defense to speak of) - so the target number for this attack is 4 (RF 2 x2 = 4). The soldier is armed with a modern rifle with an ATK die of 1d6, so he would have to roll "5-6" on the weapon's attack die to hit and cause 1 HP of damage to the target. If soldier were taking a hold action and making an aimed shot, he would be able hit and cause 1 HP of damage to the target with a roll of "3-5" on the weapon's ATK die (since the range multiplier would only be x1), and a roll of "6" would actually inflict 2 HP of damage.

If that same soldier were armed with a short ranged weapon like a modern pistol (also with an ATK die of 1d6, but with a +1 modifier to the range multiplier for being short ranged), he would be unable to harm that same target while taking an advance action because the target number would be 6 (RF 2 x3 = 6), and he would not be able to roll higher than that on the weapon's ATK die of 1d6. However, if he took a hold action, he would still be able to hit the target with a roll of "5-6" because the target number would only be 4 (RF 2 x2 = 4).

### **Short Ranged & Very Short Ranged Weapons**

As mentioned previously, "short ranged" and "very short ranged" weapons each add a +1 and +2 modifier (respectively) to the range multiplier for the type of shot the attacker is making (increasing the difficulty for attacks made at longer ranges). This is generally due to the weapon having a shorter barrel length, reduced power output, or some other factor that would limit its effective range or performance.

The reason for the two different levels of "short-rangedness" (short and very short) is to allow short ranged weapons (like pistols) to be even "shorter" ranged. For example: a gyro-bolt gun might be a short ranged weapon (due to short barrel length or inherent inaccuracy), but a gyro-bolt pistol would be a very short ranged weapon (since its barrel would be much shorter). Short ranged weapons are noted with an "s" on the Special column of a weapon's profile, and very short ranged weapons are noted with a "vs".

### **Pistol Weapons**

Pistol weapons are versatile because not only can they be fired normally for ranged attacks, but they also have no severe disadvantage when fired in close quarters like most other weapons. Because of this, they may be used in actual melee combat as part of that models melee attack (rolling the pistol's ATK die as if it were for a normal melee weapon).

Pistol weapons are noted with a "p" on the Special column of a weapon's profile, and since all pistol weapons are considered to be "short ranged" weapons, they are also noted with an "s" as well (although some pistol weapons may even be "very short ranged", but they will also be noted as such).

### **Autofire Weapons**

Autofire weapons have a high rate of fire, firing several shots with a single attack instead of just one shot as with most other weapons - so they are able to make multiple attack rolls against any possible targets each time they are fired. They are noted with an "af" on the Special column of a weapon's profile, followed by a number indicating how many attack rolls they can make when they are fired. Normally, an attack from an autofire weapon will focus all of its attack rolls on a single target, increasing the chances of a kill or of causing more damage to larger targets such as vehicles.

However, the attack rolls may be split up among several targets that are in close proximity to each other - this is called "autofire", and it sacrifices some of the weapon's overall attack power for the ability to hit multiple targets with a single attack. When making an autofire attack, at least one of the weapon's attack rolls must be allocated to the initial target of the attack. If there is another hostile target within 2" of the initial target (i.e. its base is only 2" away from the initial target's base) and still within the attacking model's LOS, any remaining attack rolls may be allocated to that target.

If the nearest hostile target to be attacked by the autofire is more than 2" away from the initial target, one of the weapon's attack rolls must be sacrificed - and this applies to every full 2" of distance that the autofire must "walk" across. In other words, bridging a gap that is larger than 2" between two target models (but less than 4") will expend one of the weapon's attack rolls as the wasted shots hit the ground or whiz harmlessly by between the two target models.

Any number of targets may be attacked with autofire, as long as the targets are close enough to each other, or if the weapon has enough attack rolls to be able to "pay" for any gaps between the targets. Also, it is assumed that the targets for most autofire attacks are about "trooper" size (i.e. approximately 1-2 inches across at the base).

Auto fire cannot be used to attack a vehicle and troops, or even multiple vehicles, as it is assumed that attacking a single vehicle will take all of the firepower that the weapon can provide.

One final note: autofire cannot "skip" any targets. If there are two hostile targets on either side of a friendly model, and the attacker wants to use autofire to shoot at the hostile targets, the friendly model must also be attacked.

### Scatter Weapons

Scatter weapons (like shotguns) fire a spread of several smaller projectiles with a single shot, which means they attack the target multiple times when an attack is made with them. The effect is similar to that of an autofire weapon attack, but only a single target can be hit by all of the scatter weapon's attack rolls. Scatter weapons are noted on the Special column of a weapon's profile with an "sc", followed by a number indicating how many attack rolls can be made against the target when they are fired, and since all scatter weapons are automatically considered to be "short ranged" weapons, they are also noted with an "s" as well (although some scatter weapons may even be "very short ranged", but they will also be noted as such).

### Heavy Weapons

As stated previously in the section on movement actions, heavy weapons cannot be fired easily while "on the move", as they are too large and unwieldy, so a trooper with a heavy weapon must take a hold action (making an "aimed" shot) in order to fire that particular weapon accurately. A heavy weapon may be fired while advancing, but the attack will be considered a "wild" shot (instead of a "snap" shot), and a heavy weapon may not be fired by a regular trooper that is charging. However, these deficiencies may be negated with the "gyrostabilizer" special equipment (explained later).

Heavy weapons are noted with an "h" on the Special column of a weapon's profile, and they usually require a two-man fire team to transport and fire the weapon (to carry all of the extra ammo and to "feed" the weapon while it is being fired). These two models are labeled the "firer" and the "loader". The "firer" is the trooper that is actually carrying or operating the heavy weapon, while the "loader" is basically a normal trooper acting in a support role (and usually armed with whatever the rest of his squad or force is armed with).

If the loader of the team is incapacitated or killed, the firer may not move more than 2" away from where the loader fell if he wishes to continue using that weapon (as this would mean leaving the ammo behind). However, this situation may be avoided with the "one-man fire team" special ability (explained later). Please note that vehicle-mounted heavy weapons do not require a loader, only a firer (or "gunner").

If the firer is armed with an additional weapon (like a pistol), he may shoot it instead of the heavy weapon using the normal shooting rules. The loader may also fire his weapon normally, although he himself may not carry or fire a heavy weapon, as he would be unable to assist the firer if he did so.

### Sniper Weapons

Sniper weapons in this game are very similar to heavy weapons in that they cannot be fired easily while "on the move"; taking an advance action makes the attack a "wild" shot, and taking a charge action prevents the sniper from shooting at all (and the use of a gyrostabilizer will not change this). Also, the sniper may attack with a different weapon instead of using his sniper weapon. The main difference is that a sniper weapon does not require a two-man fire team, but it does require that the trooper have the "sniper" special ability (explained later). A weapon like a longbow is also considered to be sniper weapon, but the trooper does not need to have the sniper ability to use it. Sniper weapons are noted on the Special column of a weapon's profile with an "sn".

### Launched Weapons (Direct & Indirect Fire)

Most small arms share a common trait - their accuracy and firepower decrease as the range to the target increases (and this is the case for most of the ranged weapons in this game). However, this does not apply to "launched" weapons, since their primary source of damage usually results from some kind of explosion or area effect, and not the actual impact of the round on the target. Because of this, attacks made with launched weapons are worked out a little differently than normal shooting attacks.

Launched attacks come in two forms; direct fire - where the attack is fired at the target via a direct LOS (the same as for a normal ranged attack), and indirect fire - where the attack is launched in an arc over most battlefield terrain features. To make an attack with a launched weapon, the first step is to make a "placement" roll.

A placement roll is made almost exactly like a normal shooting attack roll, but using the weapon's placement die instead of its ATK die (this will be noted in the Special column of a launched weapon's profile). Declare a target for the attack as described in previous sections - the target could even be just a point on the playing surface - then measure the distance to the target in inches and calculate the basic target number normally (based on the type of shot the attacker is making).

If the attack is "direct" fire, add in any cover modifiers to yield the final target number for the attack. If the attack is "indirect" fire, cover is ignored - and if the attacker does not have a direct LOS to the target, but some other friendly model does, the indirect fire attack may still proceed, but the final target number will be increased by +2 for that attack. If there is no LOS of any kind to the target, the indirect fire attack may not proceed. In either case (direct or indirect fire), the target's DEF value is not added to the final target number, as it has nothing to do with the placement or accuracy of the shot.

A launched weapon's placement roll must roll higher than the target number for the placement to be successful (i.e. for the attack to "hit" - the same as for a normal shooting attack), and the attacker may apply any available re-rolls to the placement roll. However, if the attacker uses all of his re-rolls on the placement roll, there may not be any left to use on the damage roll (as mentioned previously in the section on Troop Quality & Re-Rolls).



If the placement roll is equal to or less than the target number, the launched attack misses the intended target point and deviates a number of inches equal to the amount that the placement roll was missed by, and in a direction indicated by the direction randomizer (i.e. if the target number was "5" and the placement roll was a "3" the attack would deviate 3"; you would then use the direction randomizer to determine which direction the shot went).

Once the placement of the shot has been finalized, it explodes (see the following section on Explosive Weapons for details on blast template placement). Damage is then rolled for separately against each target that is hit by the explosion. Launched weapons are noted on the Special column of a weapon's profile as "df-" (direct fire) or "if-" (indirect fire), followed by the weapon's placement die type.

### Explosive Weapons

Explosive weapons come in several varieties; from the standard high explosive (HE) and fragmentation rounds that cause damage over a wide area, to the more focused explosions caused by high explosive armor piercing (HEAP) and high explosive squash head (HESH) rounds that focus the majority of their damage against the primary target of an attack. Of course, any of these types of explosion could also be caused by some form of advanced energy reaction, depending on the background or the setting that you plan to use for your games.

On page 39 of the rules there is an explosion template marked with several different sized circles. The ones actually used by these rules are the 1" circle, the 3" circle, and the 5" circle (the other circles with the dotted lines are there just in case the players decide to add their own "house rules" for various things, or even if they wish to use the template for some other game).

All explosive weapons are noted with an "e" on the Special column of the weapon's profile, followed by a number indicating the diameter in inches of the explosion caused by that weapon (i.e. "e1" for 1" explosions, "e3" for 3" explosions, and "e5" for 5" explosions). Weapons noted in this way attack every target covered by the appropriate sized circle on the blast template (even if only partially covered), and they use their normal ATK die when rolling for damage (and not the weapon's placement die, which was used to get the explosion on target in the first place).

However, some explosive weapons are also noted with an asterisk (\*) after the number indicating their blast size; these types of explosive weapons not only affect the targets under the appropriate sized circle, they also attack any targets covered by the next largest sized circle on the template - but with half of that weapon's ATK die (i.e. the weapon's ATK die roll against any target under the next largest sized circle is halved).

This is to represent explosions that do less damage the farther the target is from the center of the blast. So a weapon noted as "e1\*" would roll its normal ATK die against targets under the 1" circle, and halve the die roll against any targets beyond the 1" circle but still under the 3" circle. Likewise, an "e3\*" weapon would roll its normal ATK die against targets under the 3" circle, and halve the die roll against any targets beyond the 3" circle but still under the 5" circle.

There are no weapons in these rules that are noted as "e5\*", as that would cause an explosion too large to be covered by the template provided with these rules.

To make an attack with an explosive weapon, designate the initial target of the attack (which could also be just a point on the playing surface) and place the template on the playing surface so that the center of the template (marked with "cross hairs") is over the point of placement. If the circle for the specific type of explosion being used in the current attack covers the base of any target (even partially), that target is hit by the explosion.

Target priority should still be observed, but as long as the target with the highest target priority will still be hit by the explosion, it doesn't need to be the initial target of the attack. If attacking a vehicle or other similar large target, the cross hairs on the template must be over the vehicle - and they must be over a portion of the vehicle that the attacking unit has a direct LOS to.

The attacker should then make a placement roll (as explained in the previous section), and after the position of the template has been finalized, the attacker should make a separate damage roll for every target hit by the explosion. If the attacker has any re-rolls available (if they have not all been used for the placement roll), they may only be applied to the damage roll against the initial target of the attack (or the target closest to the center of the explosion), and not against any of the other targets covered by the template.

When rolling damage for an explosive weapon, an attack roll is made using the weapon's ATK die versus a target number of 1 plus the target's DEF value, and any additional modifiers for cover (based on a direct LOS from the center of the explosion) - any damage is then applied normally.

### Autofire With Launched Weapons

Some launched weapons may also be autofire weapons (like most vehicle-mounted automatic grenade launchers). In such cases, the following rules apply to autofire attacks for launched weapons. First, the distance the autofire can traverse to attack the next target before expending one of the weapon's attack rolls is increased by +1", so the next target can be up to 3" away for a launched autofire weapon instead of the normal 2" for a regular autofire weapon (this is because launched autofire weapons have a slower rate of fire, so their shots tend to be spread farther apart).

Next, all shots from a launched autofire weapon must be placed, even those expended by paying for any gaps between multiple targets - they do not pass harmlessly by as is the case for normal autofire weapons. Also, autofire shots from launched weapons cannot be placed more than 3" away from the target point of the previous shot.

For example, a unit that is firing a launched autofire weapon that has three attack rolls wants to attack two targets that are 5" apart; the first of the three shots is placed centered over the initial target of the attack (which could be just a point on the playing surface). The second shot is then placed 3" from the initial target point in the direction of the second target to be attacked, and the third shot is placed centered on the third target (which, again, could also be just a point on the playing surface).

However, the third shot could also be placed up to a maximum of 3" from the placement point of the second shot, to allow for a "maximum spread" type of attack. Depending on the type of explosive rounds being fired by the weapon, both targets in the previous example could probably be caught in the explosions of only two shots, placing both rounds closer together between the two targets in such a way that they are both covered by the specific circle used by that weapon's explosion.

### **Stun From Launched Weapons & Explosions**

In this game, "stun" is used to represent a model's effort to recover from the explosion or impact of a launched weapon round (either from direct or indirect fire), or even from just being caught in the blast of an explosion (including thrown hand grenades, explained in the following section).

In the case of troops and mounted units, stun effects could include situations like getting up from being knocked over by the attack, or just regaining the model's bearings and waiting for the smoke to clear. For vehicles and mecha, stun effects are represented by a momentary loss of control, resulting in a temporary decrease in the unit's speed.

When a trooper or mounted unit is hit by a launched weapon attack, or is caught in the blast of any explosive weapon, that model is automatically "stunned" - even if it suffers no damage from the attack. Vehicles and mecha are only stunned if the damage roll is equal to or higher than the target's total DEF value (although rolling equal to the target's DEF value will not actually cause any damage, it will still cause stun). If the damage roll is less than the DEF value of the vehicle or mecha, it is not stunned at all. When a unit is stunned, a marker or counter of some kind should be placed next to the unit to indicate its "stunned" status.

When troopers (including those riding in open-topped vehicles) and mounted units are stunned, on that unit's next activation (the one occurring after the model was stunned), its MOV is halved, and it may not make any ranged or melee attacks. If a stunned model is itself attacked in melee combat, it may fight back normally, but the counter-attack die rolls are halved (round up), and a stunned model may not use any re-rolls (melee combat is fully explained later in the rules). In addition, a stunned model may only use one melee weapon when it fights back - regardless of how many close combat weapons it may be armed with. When a normal enclosed vehicle or mecha is stunned, it's current MOV is reduced by 2" for its following activation.

At the beginning of a stunned unit's next activation (the second activation after being stunned), the stun effect wears off (remove that unit's stun marker) and the unit may move and fight normally - unless another launched or explosive attack causes more stun before then, in which case the stun marker stays in place. If using coins as markers, a penny (1¢) should be used to indicate that a unit is stunned.

### **Hand Grenades (Thrown Explosives)**

Making an attack with a hand grenade is similar to an indirect fire launched weapon; the attacker must first make a placement roll (ignoring any cover), then the grenade explodes and possibly causes damage to nearby target.

For the purposes of this game, a hand grenade can be anything from a primitive molotov cocktail to a traditional fragmentation grenade to a high tech energy detonator - any kind of hand-thrown explosive is considered to be a hand grenade, and uses this section of the rules when making an attack with them.

The first step in making a hand grenade attack is to determine the range factor to the target. As with indirect fire launched weapons, the target could be just a point on the playing surface, but unlike other kinds of shooting attacks, the actual range in inches is used as the range factor (i.e. 7" away means a range factor of 7, etc.); this number then becomes the basic target number for the placement roll, with no multipliers for shot type (more on this later).

If the attacker does not have a direct LOS to the target, the target number is increased by +2 (the same as for indirect fire launched weapons). However, even if no friendly unit has a direct LOS to the target, the hand grenade attack may still proceed (at that close range, just hearing the enemy rustling around should be enough to know where to approximately throw a grenade). A hand grenade can be thrown over any obstacle up to 3" tall with no adverse effects to the attack, but for each inch over 3" (or fraction thereof), the target number is increased by +1 (so a wall that is 5" tall will add a +2 to the target number for a hand grenade attack).

The next step is to make the placement roll. All hand grenades roll 1d6 for their placement die, but an additional modifier is added to the die roll based on the type of shot the attacker is making (this is used instead of using a range multiplier for the shot type). If the attacker is making an aimed shot, a modifier of +6 is added to the roll. If the attacker is making a snap shot, a +4 modifier is added, and if he is making a wild shot, a modifier of only +2 is added to the placement roll (this equates to additional inches that the hand grenade may be thrown). As with indirect fire launched weapons, the placement roll must roll higher than the target number for the attack to be on target.

If the placement roll is equal to or less than the target number, the grenade "falls short" of the target a number of inches equal to the amount that the roll was missed by - but never closer than 3" from the thrower (this game does not have "fumble" rolls, so a trooper throwing a hand grenade will never catch himself in the blast of that grenade - but the same cannot be said for any of his comrades in front of him...).

Hand grenades do not use a direction randomizer to determine which direction they deviate when they miss - they always land along a direct line between the attacker (i.e. the thrower) and the target. Once the placement of the grenade has been finalized, it explodes (see the section on Explosive Weapons earlier in the rules for details on explosion template placement and damage rolls). Hand grenades are noted on the Special column of a weapon's profile with a "th" (for "thrown"), followed by the grenade's placement die - which is always a d6 (i.e. th-d6).

### **Spray Weapons**

Weapons like flame throwers that attack with a "spray" or a "stream", or even a "spurt" of some kind, are all referred to as "spray" weapons - this is because they can "spray" their effects over a portion of the battlefield.

These types of weapon use the teardrop-shaped template from page 39 of these rules to indicate their range and the area of their effect. Since there are a variety of flame-type weapons in the world (or universe, depending on the setting you are playing), this game has two different sizes of spray template; the larger 8" long template (the full size of the actual template), and the smaller 4" long template (marked with a line halfway down the template).

When making an attack with a spray weapon, place the spray template on the playing surface so that the narrow end of the template is in contact with the base of the model that is making the attack, and the rest of the template is covering the targets to be attacked. If the attack is from a vehicle, the narrow end of the template should be placed against the vehicle weapon that is actually being used to make the attack. Like explosive weapons, spray weapons hit every model whose base is covered by the spray template (even if only partially covered), and a separate attack roll should be made against each target covered by the template.

Attacks for spray weapons are slightly different than for normal shooting weapons. First off, if a model is making an aimed shot or a snap shot with a spray weapon, the appropriate sized template for the weapon being used is placed on the playing surface (as described previously), but if the model is making a wild shot, the smaller 4" spray template is used - regardless of the original size of that weapon's spray template.

Spray weapons use their normal ATK die when making an attack roll, but instead of using the range to the target and a range multiplier for the shot type to determine the basic target number, the target number is "fixed" and is based entirely on the type of shot the attacker is making. The basic target number for an aimed shot is 1, the basic target number for a snap shot is 2, and the basic target number for a wild shot is 3 (in addition to automatically using the smaller 4" spray template as mentioned previously). The target's DEF value is then added to the basic target number to yield the actual target number for the attack. Attack rolls for spray weapons do not "miss" in the normal sense, they just fail to cause damage to the intended target(s).

One of the targets covered by the spray template may be specified as the initial or primary target of the attack, and any re-rolls may be applied against that target, but not against any others. Spray weapons are noted on the Special column of a weapon's profile with an "sp", followed by a number indicating the size of the spray template in inches (i.e. "sp8" for the 8" spray template, and "sp4" for the 4" spray template).

**Optional Spray Template Rule:** a model making an attack with a spray weapon may opt to "start" the attack at any point along the narrow end of the spray template up to and including an area that is the same width as that model's base, and use only the remaining portion of the wide end of the template to actually make the attack (instead of using the entire template). This is to represent the attacking model spraying an area that is much closer to itself than is normally done for a typical spray weapon attack, and while it does limit the overall range of the spray weapon, it allows the attacker to catch more nearby models under the spray weapon's template.

## Models With Two Ranged Weapons

A model that is equipped with two ranged weapons (two pistols, a pistol and a carbine, a pistol and a flame unit, two carbines, etc. - anything but a combination involving a heavy weapon, a sniper weapon, or a hand grenade), may attack with both of them during its combat phase, but it must sacrifice one of its re-rolls to do so. Also, the attacking model may only attack a single target with both weapons, but the attack rolls themselves are made normally. If the attacker sacrifices two of its re-rolls, it may attack two separate targets with one weapon each. However, if a model does not have enough re-rolls to sacrifice, it may not make this kind of multi-weapon attack.

## Reaction Fire

When a unit takes a "hold" action, it has the option of delaying its shooting attack until later in the turn - either until a new enemy target presents itself, or until the targets that can already be seen are closer (and possibly ensuring that they are within weapon range). This is called "reaction fire".

When a model is placed on reaction fire, a marker should be placed next to the model to indicate its "reactive" status. When an enemy model moves into the reactive model's LOS, the reactive model may interrupt that enemy's movement at any point to make its attack. If the model on reaction fire wishes to wait until a better target presents itself, it may do that as well. However, once the reaction fire attack is resolved, the attacking model's reaction marker is removed, and it may make no further attacks in the current turn (although it may fight back if engaged in melee combat).

Reaction fire only lasts for the current turn (it does not carry over from turn to turn), so if by the end of the current turn, no new enemy model presents itself, the reactive model may still fire at any target that it can already see (so as not to waste its chance to attack). Other than the attack occurring later in the turn, a reaction fire attack is treated the same as a normal aimed shot. If using coins as markers, a penny (1¢) stacked on top of a nickel (5¢) should be used to indicate that a model is on reaction fire.

## COVER

When a model is in or behind some form of terrain feature or obstacle, it is "in cover", and the basic target number for an attack against that model is increased based on the type of cover. There are three levels of cover; light (+1), medium (+2), and heavy (+3) - and these levels are determined by the specific type of cover. There are generally two basic types of cover; soft and hard. Soft cover is any cover that would only visually obscure an attack (like foliage and smoke), while hard cover is any cover that would actually stop an attack (like rocks or buildings).

When a model is  $\frac{1}{2}$  to  $\frac{3}{4}$  behind some kind of cover, it is in "partial" cover, and if the model is more than  $\frac{3}{4}$  behind the cover, but part of it can still be seen by the attacker, it is considered to be in "full" cover. Anything less than  $\frac{1}{2}$  covered does not count as being in cover at all, and if a model is completely behind some form of cover and it cannot be seen by the attacker, it is in "obscuring" cover and it cannot be attacked unless another unit that is friendly to the attacker has a LOS to that target.

In any event, if the attacker does have a clear LOS to a target model, but the target is directly adjacent to some form of terrain (building, tree, debris, etc.), that target may receive cover from that terrain if the players and/or the referee agree (use your best judgment - if all else fails, just roll a die). Also remember that hiding behind another trooper model or a mounted unit never counts as being in cover, but hiding behind a vehicle does.

A trooper model taking a "prone" position out in the open, or taking cover in a shell crater (wider than the model is tall), counts as being in partial soft cover - but only at a range of 10" or more from the attacker. If the attacker is any closer than 10", neither of these situations count as being in cover. Taking cover in either of these ways is done at the end of a trooper's movement, and it is free - but getting up and leaving the cover is done at the beginning of a trooper's movement, and it costs 2" of that trooper's MOV. Mounted units and vehicles cannot take cover in either of these ways, and particularly large models should not be allowed to - or at least, they should not be able to gain any benefit by doing so.

A model in partial cover (soft or hard) may make ranged attacks from behind the cover without any penalties due to the cover, but a model in full or obscuring soft cover must add a +2 to the target number of any attack it makes through the cover (since the attack is essentially being made "blind"), and a model that is behind full or obscuring hard cover may not make any direct fire attacks through the cover at all (but it may make an indirect fire launched weapon attack or a hand grenade attack over the top of the cover).

A trooper model that is behind full or obscuring cover (soft or hard) may expose itself and declare only partial cover. If a trooper model is already in position and in cover (i.e. has not yet moved in the current turn and does not plan to leave its covered position) it may expose itself by making a free move of no more than half of its base size to do so. Exposing itself in this way allows it to make direct fire ranged attacks from behind the cover without any penalties from the cover, but it also exposes itself to attacks as well (although the model will still be in partial cover).

A trooper model is still considered to be stationary (i.e. taking a hold action) even after this free move, but if it needs to move more than half of its base size to expose itself, it must take an advance or charge action. This free move rule does not apply to mounted units or vehicles - they must pay for any movement they wish to make by taking the appropriate movement action normally. The following is a list of the various types of cover, their level of cover, and their increase to the target number for ranged attacks.

<u>The Target Is...</u>	<u>Level Of Cover</u>	<u>Target Number</u>
...prone or in a crater	(light cover)	+1
...in partial soft cover	(light cover)	+1
...in full soft cover	(medium cover)	+2
...in obscuring soft cover	(heavy cover)	+3
...in partial hard cover	(medium cover)	+2
...in full hard cover	(heavy cover)	+3
...in obscuring hard cover	may not be attacked!	

**The Three Inch Rule For Cover:** a model may shoot past and ignore a low piece of terrain or cover if it is within 3" of that cover. Also, a model is considered to be in cover and gains the benefit of the cover if it is within 3" of the cover (this only applies to targets/opponents that are on opposite sides of the piece of cover - there are obvious exceptions to this rule, and final judgment should be left up to the players and/or the referee).

For example; a trooper that is within 3" of a barricade is shooting over it at a target that is more than 3" away from the barricade on the opposite side. In such a case, the target number would not be increased due to the cover because the attacker is close enough to the barricade to be able to shoot over or around it. In this example, the target is also too far away from the barricade to gain any cover from it. However, if the target were also within 3" of the barricade, it would gain the benefit of the cover and the target number would be increased (because the target is close enough to the cover to be able to duck behind it). Even though it seems that these two situations should cancel each other out (since both the attacker and the target are within 3" of the cover), this particular rule favors the target.

### **Additional Terrain Rule: Dense Foliage (woods & jungles)**

Unlike individual bushes or trees, dense foliage represents a thick growth of vegetation that may be difficult to see through or even move through. On the playing surface, it may be impractical (and expensive) to have dense areas of miniature foliage, so an area with only a few trees or bushes can be designated as dense foliage - as long as all of the players agree or are aware that the specified area is considered as dense foliage. The height of the dense foliage will be equal to the height of the most numerous piece of vegetation in the "patch". Also, dense foliage counts as difficult terrain for movement purposes.

Any model on the opposite side of a patch of dense foliage that is at least 3" deep, or a model that is at least 3" deep into a patch of dense foliage, is considered to be in partial soft cover - even if the model can clearly be seen through the foliage from a "model's-eye-view". If the depth of the dense foliage is 6" or more (for both examples), the model is considered to be in full soft cover (again, even if it can clearly be seen through the foliage). Dense foliage that is 12" deep or more is considered to be obscuring soft cover, and cannot be seen through at all - it is just too dense. This rule takes precedence over the "three inch rule" for cover.

### **Fast Moving Targets**

While not quite the same as cover, a rapidly moving target will be harder to hit and damage, so its DEF value will be slightly higher than a slower moving target. Any model that has moved 12" or more on the playing surface during its movement phase is considered to be a fast moving target, and it gets a +1 bonus to its DEF value until its next movement phase (and this bonus is applied to both ranged and melee combat).

### Point-Blank Range Attacks

When two or more models are placed in base-to-base contact with each other, they are considered to be in melee combat (melee combat is explained in the following section). However, this distance is also called "point-blank range", and this term is only used when making a specific type of shooting attack. While engaged in melee combat, an attacking model may make a single shooting attack instead of making a normal melee attack, but only during its own combat phase, and only against a single opponent (regardless of how many ranged weapons it has or the type of weapon, or how many opponents are engaged in the melee).

A point-blank range shooting attack is useful because it allows the attacking model a chance to use its ranged weapon while it is engaged in melee combat - in the event that it doesn't have a suitable close combat weapon, and it also keeps the opposing model from immediately counter-attacking with its own melee attack (essentially, it becomes a "one way" melee attack using the attacking model's ranged weapon).

When making a shooting attack at point-blank range, there is no "range" to be overcome like for a normal shooting attack, and the type of movement action that the attacking model took also has no bearing on the outcome of this kind of attack (i.e. there is no range multiplier for shot type). This also means that there is no additional re-roll for charging into melee combat and making a point-blank range attack. Instead, the difficulty of the attack depends entirely on the type of weapon being used to make the attack.

Pistol weapons of any kind have a basic target number of 1, while the basic target number for all short ranged weapons that are not pistol weapons (including any that are very short ranged) is 2. For all normal weapons that are not short ranged, the basic target number is 3, and for all heavy weapons, the basic target number is 4 (even if the heavy weapon is short ranged - in such a case, the weapon's "heaviness" takes precedence over its "short-rangedness").

Launched weapons and hand grenades do not need to make a placement roll when they are used to make an attack at point-blank range - the placement is automatic (it is assumed that the attack is directed at the ground directly between the two opponents, catching them both - and all surrounding models - in the weapon's explosion).

The basic target number for any kind of explosion is 1, and if a spray weapon is used to make a point-blank range attack, the target model is assumed to absorb the brunt of the attack, so the spray template is not actually used. However, because the target is consumed by the spray weapon's attack, the basic target number is only 2 (even if the spray weapon is "heavy" - or a pistol for that matter).

For all point-blank range attacks, the target's DEF value is then added to the basic target number to yield the actual target number for the attack. The following is a list of all of the basic target numbers for point-blank range attacks listed by weapon type.

<u>Weapon Type</u>	<u>Point-Blank Target Number</u>
pistol weapon	1
short or very short ranged weapon	2
normal weapon	3
heavy weapon	4
explosion (any type)	1
spray weapon (any type)	2

### MELEE ATTACKS (Hand-To-Hand)

Melee attacks can only be made when the opposing models are in base-to-base contact. Unlike shooting attacks, melee combat (also called "hand-to-hand" combat) happens simultaneously, giving both opponents the chance to do harm to each other. However, the model initiating the attack is always called "the attacker", and in the event that a model is attacked by multiple opponents, combat is resolved one attacker at a time (this is explained later in more detail).

When models fight in melee combat, each opponent rolls the appropriate type of die for the melee weapon that they are armed with (including pistol weapons) and they add their DEF value to the roll. The reason that a model's DEF value matters in melee combat is to reflect its ability to fight with just its body, in addition to any weapons that it may have - and to give an accurate target number for the opponent's die roll in order to inflict damage. The reasoning behind this is that a trooper wearing powered armor (DEF 3) even without weapons, is going to fight harder and stronger than a trooper wearing only flak armor (DEF 1).

When a model initiates melee combat, it is considered to be making an "attack", while the opponent is considered to be making a "counter-attack". When the HTH rolls are made, the model with the highest total roll (modified by that model's DEF value) has struck his opponent. The damage inflicted by a successful attack depends on how much the opponent's die roll was exceeded by. As with shooting attacks, for every three points (or fraction thereof) that the attack roll beats the opponent's roll by, one hit point (1 HP) of damage is inflicted.

Re-rolls may be applied to HTH attacks normally, but in the event that the die rolls are tied, no damage is caused to either opponent. If the attacker has charged into melee combat (taking a charge action in the movement phase and ending that model's move in base-to-base contact with an opponent - provided that the charging model moved at least 2"), it gains an additional re-roll for that attack. Also, cover plays no part in melee combat; if one model were to receive a bonus from cover, the other would as well - so they would cancel each other out and are not applied at all.

### Models With Two Melee Weapons

If a model is armed with two melee weapons, the HTH rolls for both of that model's weapons are made at the same time against the opponent's HTH roll, but the two die rolls stand alone - they are not added together (this also applies to any kind of weapon or attack that allows the attacker to roll multiple HTH dice at the same time).

As with a normal HTH attack, the attacking model's DEF value is added to each weapon's individual die roll. When multiple dice are rolled for a melee attack (or even for a counter-attack), the model with the single highest die roll has struck his opponent, and if both dice score higher than the opponent's single highest die roll, that opponent is struck multiple times (damage is determined normally). Re-rolls may be applied normally, but since attacks made with multiple melee weapons are considered to be a single attack, a model with only one re-roll may not apply it to both of his weapons - only to one of those weapons.

### Melee Attacks Against Vehicles And Mecha

When a troop model or a mounted unit wishes to attack a vehicle or mecha in melee combat (from here on referred to only as a "vehicle" for the sake of brevity), the procedure for making the attack roll is exactly the same as for a normal hand-to-hand attack against another model (as described previously). For the vehicle's counter-attack, it rolls 1d10 and adds its DEF to the roll - but it may not use any re-rolls (and all vehicles and mecha that are attacked by troop models roll 1d10 for their counter-attack rolls in HTH combat, since this is the type of die rolled by all inanimate objects). The main difference in attacking a vehicle with a troop model is that the vehicle isn't actually "fighting back", so even if the vehicle's total roll is higher, the attacking model takes no damage.

### Multiple Attackers In Melee Combat

As stated previously, melee combat is resolved one attacker at a time. However, having multiple attackers in a melee increases the chances of the attacking side scoring a hit (either by distracting the opponent or by taking advantage of an opening created by the opponent fighting another of the attacker's comrades). For each additional attacker on the same side that attacks a single opponent in melee (after the initial attacker - assuming that the opponent survives the initial attack), a +1 is added to that attacker's DEF value (which translates into a bonus to its HTH roll); and this bonus is cumulative (i.e. the first attacker has no additional bonus, the second attacker has a +1 to its DEF value, the third attacker has a +2 to its DEF value, etc.). Note that this is not an additional re-roll, but an increase to the attacker's DEF value (which is then added to every die rolled). This rule only applies when attacking troops or mounted units - it does not apply when attacking vehicles or mecha.

### DAMAGE

As explained previously, the damage inflicted by an attack depends on how much the attack roll exceeds the target number or the opponent's HTH roll by (depending on if the attack was a shooting attack or a melee attack). Damage in this game is measured in hit points (HP), and the hit points inflicted by an attack are subtracted from the target model's HP stat. When the target has no HP left, it is considered to be wounded or damaged beyond the point of being useful on the battlefield. For troop models, they are usually just removed from play. For vehicles and other large units, they are simply left on the gaming surface as terrain or obstacles (just use a maker of some kind to indicate the "destroyed" status of the unit).

Alternatively, troop models may be placed on their sides and left on the playing surface to represent the carnage of battle.

### Doors

In this game, the only type of cover or terrain that may be destroyed is a door (this is purely for simplicity's sake; if the players wish to destroy other types of terrain, they are free to make up their own rules to do so). Doors are treated just like any other target, with the attack roll attempting to beat the range to the door, and the door's DEF value. In the case of a melee attack against a door, the door gets to roll 1d10 and adds its DEF value to the roll (exactly the same as for a vehicle's counter-attack roll in melee). Since the door isn't "fighting back", the attacking model cannot be harmed even if the door's roll is higher. There are several types of door, ranging from typical standard dwelling doors to pressurized bulkheads. Most doors have only 1 HP, but "reinforced" and "heavy" doors each have 2 HP.

<u>Door Type</u>	<u>Defense (DEF)</u>	<u>Example</u>
flimsy	0	primitive dwelling door
weak	1	economy dwelling door
normal	2	modern dwelling door
reinforced	3	security door, airlock
heavy	4	vault door, bulkhead

### Setting Up For A Game

When preparing for a game, make sure that both you and your opponent(s) are clear about any special rules or conditions that pertain to the current game about to be played (special or "hidden" objectives, reinforcements after "x" number of turns, etc.). When laying out the terrain for a game, it should be placed in such a manner that no particular side has a definite advantage because of cover, restricted troop movement, etc. (unless mutually agreed upon before the game begins, or in the event that a specific scenario is to be played out). A method commonly used for placing terrain is to have one player place a piece of terrain on the playing surface, then have another player place the next piece of terrain, and so on, until everyone is satisfied with the way everything looks (or until you run out of terrain pieces).

When setting up your forces on the playing surface, the models should be placed on the playing surface one "unit" at a time - a unit being a squad of models, a "solo" model (explained later), or a single vehicle or mecha. The players should take turns alternating back and forth between placing their units on the playing surface, but the side with the greatest number of units should always be the first to place a unit on the playing surface (the side with the next largest number of units should be the second to place a unit, etc.).

Also, when the units are being set up, they should be placed within six inches (6") of the edge of the playing surface, and on opposing sides of the playing surface (again, unless playing a specific scenario or if it was mutually agreed upon to be otherwise before the game began). Certain special abilities may allow some units to be set up in a way other than those listed here, but these will be explained in more detail later in the rules in their appropriate sections.

## DESIGNING YOUR FORCES

The following sections will allow you to create your forces using your existing models. Several sample "converted" armies are provided at the end of these sections so you can start playing right away.

### Unit Size

The maximum number of models that may be in a single squad or unit is eighteen (18) models. The minimum number of models that can be in a unit is two (2) models. A single model may be its own unit, but it must purchase the Solo special ability (explained later).

### Trooper Profile

All regular trooper models have the following profile;

**MOV   TQ   DEF   HP   Cost**

#### Movement Value (MOV)

A trooper's movement value (MOV) determines how far the model can move on the playing surface. The basic MOV for any miniature is 2" (for free). A "normal" humanoid trooper typically has a MOV of 4", and a "quick" trooper (a genetically enhanced humanoid or a trooper with lithe or spry racial characteristics) would have a MOV of 5". A "fast" trooper (one with extremely fast racial characteristics) would have a MOV of 6". Most troop models shouldn't have a MOV greater than 6", as that would be more typical of mounted units and vehicles (explained later).

#### Movement Value (MOV)

2" = slow (slow crawling creatures)	free
3" = impaired (short/disabled humanoid)	+1pt
4" = normal (humanoid)	+2pts
5" = quick (athletic humanoid, insectoid)	+4pts
6" = fast (fast insectoid)	+8pts

#### Troop Quality (TQ)

A model's troop quality (TQ) represents its overall skill and experience, and is used to help determine how well it can fight in ranged and melee combat, as well as handle itself under fire (keeping itself and any fellow troopers from fleeing the battle). As mentioned previously, a model's TQ level is how many re-rolls it has available when performing various actions (as long as a re-roll is allowed for that particular action). Basic experienced grunt troops have a TQ of 0 (zero), seasoned veteran troops and special forces have a TQ of 1, and crack elite troops have a TQ of 2. Heroes also have a TQ of 2, but they are explained later in their own section.

#### Troop Quality (TQ)

0	free
1	+5pts
2	+10pts

#### Defense Value (DEF)

The defense value (DEF) of a trooper reflects how hard it is to wound or damage that model.

It is usually based on the type of armor the trooper is equipped with (either natural or manufactured), but can also represent a shield or any extreme racial toughness a model may possess. The following is a list of common armor types and their DEF.

<u>Armor Type</u>	<u>Defense (DEF)</u>	<u>Example</u>
none	0	business suit
flak vest, flak armor	1	full "SWAT" or military gear
partial/light combat armor	1	"Colonial Marine" armor
full combat armor	2	"Stormtrooper" armor
powered armor	3	"Imperial Marine" armor
heavy powered armor	4	"Tactical Dreadnought"

carrying a shield                    +1 to DEF (must pay for increased DEF)  
(the shield could be metal, composite, energized material, force field, etc. )

<u>Natural Defenses</u>	<u>Defense (DEF)</u>	<u>Example</u>
skin/fur (none)	0	humans, livestock
skittering critters	1	small fast animals
tough hide/partial carapace	1	"small Nyd"
full carapace	2	"Genethief"
thick carapace	3	"Nyd Warrior"
chitinous carapace	4	"Carnivex"
massive chitinous carapace	5	giant armored creatures

#### Defense Value (DEF)

0	free
1	+2pts
2	+6pts
3	+12pts
4	+20pts
5	+30pts

#### Hit Points (HP)

The number of hit points (HP) a trooper has represents how much damage it can sustain before being removed from play. A human-sized trooper will usually have a maximum of 1 HP. Particularly resilient characters like heroes or large creatures typically have more than one HP (usually 2 or 3). Extremely large or tough creatures might have anywhere from 3 to 6 HP (more if particularly immense).

#### Hit Points (HP)

1	free
2	+3pts
3	+6pts
4	+9pts
5	+12pts
6	+15pts
7+	15pts +5pts per additional point (i.e. 7 = +20pts, 8 = +25pts, etc.)

#### Cost

The last stat on a model's profile is its point cost. As you will notice, all throughout this and the following sections, point costs for the various attributes and abilities are listed as "+npts" ("n" being the cost added to the total for that individual model).

## MOUNTED TROOPS

Mounted troops have the advantage of speed on the battlefield, but without some of the movement restrictions of full-sized vehicles (as mentioned previously in the section on movement), and they also have better morale (as mentioned previously in the section on morale). A "mount" could be anything from a horse to a giant lizard, or from a motorcycle to a jetbike - anything that will normally carry a single trooper into battle (and on occasion, two troopers) is considered to be a mount.

A mount and its rider are considered to be a single model, so they do not have separate defense values, and this game does not differentiate between a rider hit and a mount hit; if one is killed or put out of action, it is assumed that the other is too. Mounted troops are primarily purchased as regular trooper models, but with better movement values (which must be purchased from the list below) and a slightly higher DEF value (one point higher than the rider would normally have - to account for the additional toughness of the riding beast or riding machine). Mounts do not have "size" like vehicles do (explained later), and they usually have only 1 or 2 HP. Also, a mount equipped with a heavy weapon must purchase the "one-man fire team" special ability (also explained later).

### Mounted Troop Movement Value (MOV)

6" = normal mount (horse)	+9pts
7" = quick mount (fast horse, flightless bird)	+12pts
8" = fast mount (hunting lizard, giant insect)	+15pts
9" = wheeled mount (motorcycle, ATV)	+18pts
12" = flying mount (winged beast, jetbike)	+25pts

## SPECIAL ABILITIES (for individual models)

The following sections list some special abilities that can be purchased for your troops on a "per-model" basis, but each ability may only be purchased one time for each model that is in play. This list of abilities is by no means exhaustive or set in stone; if you and your opponent come up with your own ideas for special abilities for your troops (or find a concept in another set of rules that you particularly like), define what the ability does and assign an appropriate point value to it.

**Climbing:** (+5pts) this ability (which could also be attributed to using specialized equipment) allows a model to scale sheer surfaces like walls and cliffs - making this type of impassable terrain "difficult", and difficult terrain of this type "normal" (i.e. without any penalty to the model's MOV).

**Death Blow:** (+10pts) a model with this ability is either so strong or so skilled that it inflicts an additional +1d6 HP from a successful melee attack (as long as at least 1 HP is initially inflicted by the attack). This ability should also be purchased for anything that would be considered "monstrous" (i.e. an extremely large and/or strong creature).

**Dodge:** (+5pts) this ability gives the model a chance to completely evade any attack that has successfully caused damage. Roll 1d6 for the dodging model; if the roll is "5-6", the dodge was successful and the attack causes no damage.

This ability does not prevent explosive weapons from exploding, just from causing any damage to the dodging model. Also, re-rolls may not be applied to this ability.

**Forward Observer:** (+5pts) a model with this ability is highly trained as a spotter for indirect fire attacks. If the spotter can see the target, it allows a friendly model making a blind indirect fire attack to ignore the +2 modifier that is normally added to the target number.

**Gunslinger:** (+5pts) this ability allows a model that is armed with two ranged weapons to shoot both of them at the same target without having to sacrifice one of its re-rolls (although shooting at separate targets with both weapons will still require one re-roll to be sacrificed).

**Horrific:** (+10pts) this ability causes fear and terror in the enemy. Any opposing model or unit that comes within 3" of a "horrific" model during its movement, or even attempts to engage a horrific model in melee combat, must instantly make a morale check with an additional +1 applied to its PL. The unit must then apply the effects of that check to the remainder of its movement, so it is quite possible for a unit to attempt to charge into melee combat with a horrific model, and then suddenly turn tail and withdraw.

If a unit is itself approached by a horrific model, or if a horrific model comes within 3" of any model in an opposing unit during the course of its own movement (even if not directly engaging the enemy), that unit will have to make a morale check on its next activation (again, with a +1 to its PL). In either case, the increase to the unit's PL is only temporary, but only if the morale check is successful (in which case the unit's PL is returned to its previous level). If the morale check is unsuccessful, the +1 increase to the unit's PL remains. Also, horrific models, as well as vehicles and mecha, are immune to the effects of other horrific models.

**Infiltrator:** (+20pts) a model with this ability may infiltrate an enemy squad and "replace" or "pose as" one of the members of that unit. However, only a "grunt" trooper (one with a TQ level of zero) may be replaced - since replacing a trooper of a higher TQ level would definitely be noticed by the other members of that unit. Also, only squads of regular soldiers (including mounted troops) may be infiltrated - vehicle crews and mecha may not be infiltrated. The infiltrator himself may be of any TQ level, but he must also be purchased as a "solo" unit (explained later).

The player controlling the infiltrator should write down somewhere exactly which model on the opposing side has been "replaced", but the opposing player should not be told which one (or if at all possible, he should not even be told that an infiltrator is being used). The infiltrated unit is then controlled by the opposing player normally as if it were still one of that player's regular troops. When the player controlling the infiltrator decides to have him "reveal" himself, the opposing player's trooper is replaced by the "proper" model, and it may then be activated normally by the player controlling the infiltrator as one of that player's regular units - but only if the infiltrated squad has not yet been activated this turn.



In the event that the infiltrator is accidentally attacked by his own side (either by being caught under some kind of template weapon, or just by being the only viable target available based on its target priority), it is instantly revealed and its normal DEF value is used to determine whether it survives the attack or not. Again, only grunt troops may be infiltrated, so if the opposing force contains no grunt troops, an infiltrator may not be used in the current game.

**Leaping Charge:** (+5pts) a model with this ability may "leap" up to an additional 4" when it takes a charge action, and it may ignore any difficult terrain for those extra 4", but it may not ignore impassable terrain. The additional 4" may be applied to any part of the charging model's movement, whether at the beginning, somewhere in the middle, or at the end, it really doesn't matter - but all 4" (or however many inches of "leap" movement the model plans to use - up to 4") must be applied at the same time.

**Marksman:** (+5pts) this ability gives the model one additional re-roll every time it makes a shooting attack (including shooting attacks made at point-blank range). However, this ability does not cover the use of pistol weapons in melee combat - only normal shooting attacks.

**Master Warrior:** (+5pts) this ability gives the model one additional re-roll every time it fights in melee combat (including counter-attacks). This ability also covers the use of pistol weapons in melee combat, but it does not include shooting attacks made at point-blank range.

**Medic:** (+10pts) a model with this ability can attempt to heal a wounded friendly model, but doing so replaces any attacks that it may wish to make that turn (although it may fight back normally if it is engaged in melee combat). A medic must be in base-to-base contact with its patient in order to administer treatment, and a roll of 1d6 should be made; if the roll is "4-6", 1 HP is restored to the wounded model. Troop quality re-rolls may be applied to this roll (to reflect better trained or more skilled medics), but a medic may never heal itself. Only models with zero or more HP remaining may be healed by a medic - at less than zero HP, a model is beyond help and it cannot be saved. Also, a model cannot be restored to more than its original number of HP.

**One-Man Fire Team:** (+5pts) a model with this ability is outfitted in such a way that it may carry all of the ammo and equipment required to transport and fire a heavy weapon all by itself (instead of the two-man crew normally required to operate a heavy weapon). This could be due to customized gear, a modified weapon, or even exceptional training.

**Sniper:** (+5pts) this ability allows a sniper to enhance one aspect of a shooting attack made with a sniper weapon to suit the situation, and the specific bonus can be changed for each shooting attack the sniper makes - but only one bonus is allowed per attack.

The three bonuses a sniper can receive are; the sniper may have an additional re-roll when making the shooting attack, an additional +1 HP can be added to the damage inflicted by the weapon (as long as at least 1 HP is initially inflicted by the attack), or a +1 bonus can be added to the die roll for the attack (allowing the weapon to reach or damage a target that it normally would not be able to). These bonuses can only be achieved when making a shooting attack with a sniper weapon. Choose one bonus before the attack roll is made; in the event that a bonus wasn't specified, the default bonus is an additional re-roll.

**Solo:** (+5pts) a model with this ability is considered to be its own unit, so it does not have to deal with unit coherency or casualty-related morale rules (since taking a single casualty will effectively "destroy" the entire unit). However, other morale rules (like reacting to a "horrific" model) still apply. In addition to being able to purchase other special abilities, a solo model may also purchase special "unit" abilities (normally only available to entire squads - explained later).

**Stealth:** (+10pts) this ability represents superior camouflage and/or stealth technology, and it reduces the chance of a model being hit by a shooting attack - even if that model is out in the open. When shooting at a model with the stealth ability, the target number for the attack is increased by +1d6 points - but only against that specific attack. Each time an attack is made against that model, the die should be rolled again and the new number is used to increase the target number (this random element represents the fact that no camouflage is perfect, and that shifting battlefield conditions may increase or decrease the effectiveness of the stealth).

Please note that this ability does not increase the target's actual DEF value, only the difficulty in hitting that target (especially for launched weapons and such). Also, the range for detecting a model that is using stealth and is lying in ambush (ambushes are explained later) is half of that for a non-stealth model (i.e. a stealth model will only be detected within 3" without a scanner, and within 6" even with a scanner - scanners are also explained later).

#### **SPECIAL UNIT ABILITIES (for squads of models)**

This section lists special abilities that can only be purchased for an entire squad or unit of models (or for individual models with the "solo" special ability). The cost listed for each ability is for an entire unit, but an additional cost of +1pt per model in the unit should also be added to the cost of each ability (except for the "cowardly" ability, explained later). As with individual special abilities, each unit ability may only be purchased once for each unit in play.

**Ambush:** (+20pts) this ability allows the unit to set an ambush in secret almost anywhere on the playing surface at the beginning of the game - as long as it is in cover (relative to the initial set-up of the opposing force), and not in the opposing side's deployment zone.

Normal movement and cover rules should still apply when setting the ambush, so the ambushing unit should have been able to reasonably reach the point of ambush via whatever movement type they have available, and actually be able to hide in the available cover (in other words, a vehicle or even an entire squad is not going to be able to lay an ambush behind a single man-sized rock).

How the ambush is laid out is up to the players. Typically, several numbered "dummy" markers are placed near various patches of cover, with the number of the actual position of the ambush written down somewhere to confirm its location later. Another way is to sketch a simple map of the playing surface showing the point of the ambush, or even a detailed description of where the ambush is to take place.

A unit lying in ambush will not be detected until opposing troops or vehicles come within 6" of the correct dummy marker (or the point where the ambush is to take place). If the models lying in ambush have stealth (explained previously), they will not be detected until opposing units are within 3". In either case, using a scanner (explained later) will double the detection range (to 12" and 6" respectively).

When a unit that is lying in ambush is detected, or if the controlling player decides that the "time to strike" has come and he exposes the ambush himself, the ambushing unit is then placed on the playing surface so that it is roughly centered over or around the specified ambush point.

**Blind Devotion:** (+5pts) similar to the heroic ability "heroic deflection" (but in a reverse sort of way, explained later), this ability allows the models in the "devoted" unit to sacrifice themselves for other troops in the same army (including other models in the same unit). Any shooting attack (not including attacks made at point-blank range) may be re-allocated to a nearby "devoted" model if it is no more than 2" away from the targeted model, and it is within 90° of the angle of attack (i.e. on the same "side" of the targeted model relative to where the attack is coming from). The devoted model is then moved into base-to-base contact with the targeted model (for free) and it is attacked normally as if it were the intended target.

**Brave:** (+10pts) a unit with this ability gets one additional re-roll when making morale checks and when rallying.

**Cowardly:** (-25% of the total unit cost) a unit with this ability automatically starts off with a panic level equal to its morale level (i.e. 1-3), and it may never use a re-roll for a morale check (including rallying). If the unit fails a morale check, it automatically "retreats" instead of just "falling back".

**Drop Deployment:** (+15pts) this ability allows the unit to enter play anywhere on the playing surface except the opposing side's deployment zone. The "drop" method could be anything from using a dropship, parachuting in, burrowing from underground, or even being teleported onto the field, and the unit that is being "dropped" may enter play on any turn after the first turn (at the controlling player's discretion). Specify a point on the playing surface where the unit is to "drop" and roll 2d6; if both dice roll the same number (doubles), or if the numbers are within one point of each other (sequential), the unit deploys at the desired spot.

On any other roll, the unit deviates a number of inches equal to the total rolled on both dice, and in the direction indicated by the direction randomizer. If this places the unit off the table, that unit enters from the table's edge at the point indicated by the direction randomizer. Likewise, if this deviation places the unit on any impassable terrain or in the enemy's deployment zone, the unit is placed on an allowable area of the playing surface in a position slightly closer to the specified drop point. Also, any "dropped" troops that fall back or retreat due to failed morale checks must withdraw towards their controlling player's table edge, and not their initial deployment location.

**Fearless:** (+20pts) a unit with this ability knows no fear, and may ignore all morale checks - whether related to taking casualties, encountering horrific opponents, or witnessing the loss of a hero (explained later).

**Grizzled:** (+10pts) a unit with this ability is more experienced in field operations, so it is able to increase its unit coherency distance by +2" (i.e. the models may be up to 4" away from each other and still maintain unit coherency).

**Recon:** (+10pts) a unit with this ability is trained in reconnaissance or is in the vanguard of its force, and it may start the game anywhere up to halfway across the playing surface on its controlling player's side (including the very center). Also, a recon unit is placed last when setting up the troops for the battle (and after all of the opponent's units have been placed on the table). If both sides have recon troops, the First Player for the first game turn places his recon units last.

## HEROES

Heroes are more than just mere squad leaders or unit commanders, they are "personalities" that inspire their troops to push on and try harder, and they themselves have abilities far exceeding those of normal troops. All heroes have a base cost of +50pts, which includes their TQ of 2 and 2 HP, but it does not include the cost of their MOV, DEF or of any additional HP. They also have the heroic abilities "inspires bravery" and "heroic deflection" (explained below), and the special abilities "solo" (individual) and "fearless" (unit) at no extra cost. Additional special abilities may be purchased separately at their normal point cost - including special unit abilities (since a hero is considered to be his own unit).

**Heroic Ability - Inspires Bravery:** any friendly unit that has a direct LOS to a hero (even if only one model in that unit has a direct LOS), or any unit that is within 6" of a hero if there is no direct LOS (again, even if only one model in that unit is within 6"), gains an additional re-roll when making a morale check (including rallying). However, if a hero is killed (i.e. removed from play - assuming he was not successfully healed by a medic), any friendly unit that has a LOS to the hero's actual demise (or is within 6" of the hero if there is no LOS) must make a morale check on its next morale phase as if it had just taken three additional casualties (PL +3). Also, the additional re-roll for the hero (that was just killed) being in view or within 6" does not apply (since he's dead).

If there is another living hero within LOS or within 6" of the unit that is making the morale check, it may gain an additional re-roll, but it must still make the morale check on it's next activation at the increased panic level (PL +3).

**Heroic Ability - Heroic Deflection:** any shooting attack directed at a hero (not including attacks made at point-blank range) may be re-allocated to any nearby friendly model that is no more than 2" away from the hero, and that is within 90° of the angle of attack (i.e. on the same "side" of the hero model relative to where the attack is coming from). The model "taking the hit" for the hero is then moved into base-to-base contact with the hero (for free) and it is attacked normally as if it were the intended target.

#### **SPECIAL EQUIPMENT (for individual troop models)**

This section details various special equipment that a model can be outfitted with, and the point cost is on a "per-model" basis. As with special abilities, if you and your opponent come up with your own ideas for a piece of equipment for your troops (or find a gadget in another set of rules that you particularly like), define what the equipment does and assign an appropriate point value to it.

**Flight Pack:** (+10pts for 6" of flight; maximum of 18") this piece of equipment (which could also be considered a special ability, as it also includes the use of wings or any other means of flight) allows the model to fly and essentially ignore terrain effects when it moves. A flight pack has a basic flight movement of 6", but it may be purchased up to three times for the same model to allow for a maximum flight movement of 18". If a model is equipped with a flight pack, it may either use its normal ground movement or its flight movement, but not both in the same turn. Also, flight movement is is doubled when taking a "charge" action.

Since it may not always be clear if a flight equipped model has landed or not, it may not "stop" on difficult or impassable terrain - it may only move over it. Also, a flying model is always assumed to be flying just above the playing surface (to take advantage of low lying cover and such). This means that terrain does block the LOS for a flying model the same as it does for regular ground troops. Other than ignoring difficult or impassable terrain, flight movement is treated just like normal ground movement as far as movement actions are concerned.

A flying model that engages an enemy model in melee combat is considered to either have landed, or is flying so low that it is easily within arm's reach (and is subject to counter-attacks and may itself be attacked). If a flying model is engaged in melee combat by an enemy, it may be able to escape the melee. Roll 1d6 for the flying model; if the roll is "5-6", the model has "lifted off" and has escaped the melee before any blows have been struck (and any re-rolls may not be applied to this "escape" roll). A model that has lifted off is considered to be hovering in place 6" off the ground until its next movement phase, and while this may prevent it from being engaged in melee combat by most ground troops, it does not stop them from firing their ranged weapons at it.

This maneuver may not always be possible in certain cramped quarters, and a flying model's ability to perform this maneuver should be left up to the discretion of the players and/or the referee.

**Gyrostabilizer:** (+10pts) this device (which could also be attributed to greater strength) provides superior control and stability to a heavy weapon, and it allows the "firer" of a heavy weapon fire team (either one-man or two-man) to move and fire with the heavy weapon as if it were a normal weapon (i.e. not "heavy"). A model may only be equipped with a single gyrostabilizer, and it cannot be used in conjunction with a sniper weapon (a sniper weapon may never be fired during a "charge").

**Jump Pack:** (+10pts) a model equipped with a jump pack may "jump" over intervening terrain features, or on top of (or down from) terrain features of various heights. A jump pack allows a model to jump up to 12" in the movement phase, ignoring all intervening terrain. If the jump equipped model takes an "advance" action, it may only move the 12" afforded by the jump pack, regardless of its normal movement value. If the jumping model takes a "charge" action, it may move the 12" from the jump pack and its normal movement value (either before or after the jump). However, a jump pack's movement is never doubled due to taking a "charge" action, nor is the jump equipped model's normal movement doubled either, as it is considered to be too busy operating the jump pack to be able to "run" as well.

If a jump equipped model chooses to land in difficult terrain, roll 1d6; if the roll is a "1", the model crashes on the terrain and is instantly killed, regardless of its DEF or the number of HP it has (and any re-rolls may not be applied to this roll). A jumping model must always end its movement on the ground (or some other solid surface) - it cannot remain airborne from turn to turn like a flying model can. Also, a jump equipped model may not "lift off" and escape melee combat like a flying model can.

**Scanner:** (+5pts) this device (which could also be attributed to enhanced senses) allows the scanning model to double the range for detecting enemies lying in ambush; so normal troops will be detected at a range of 12" (instead of 6"), and stealth troops will be detected at a range of 6" (instead of 3").

**Targeter:** (+5pts) a targeter adds a +1 bonus to the ATK value of a ranged weapon - increasing the range and accuracy of that weapon slightly. A targeter cannot be mounted on a spray template weapon, as they are not accurate enough for a targeter to be considered effective. They also cannot be fitted to a sniper weapon or a launched weapon - since these are assumed to already include a targeter of some kind. A weapon may only be equipped with a single targeter.

## PSYCHIC POWERS

Also known as "magic" in less advanced civilizations, psychic powers - and other similar abilities that allow the user or "psycher" to manipulate various forms of energy through sheer force of will - are a force to be reckoned with in battle. A psycher's ability is rated in levels, with a maximum level of psychic mastery of three. Adding a level of psychic mastery to a model costs +10pts per level. The psycher must then "spend" these levels when he uses his psychic powers, but they fully regenerate at the start of the following turn (so a psycher always has his full number of psi levels at the start of each turn that can be used for activating his powers).

Individual psychic powers must also be purchased separately at the listed point cost, and each power can only be used once per turn - regardless of the psycher's level. However, multiple psychic powers can be used in the same turn provided that the psycher has a sufficiently high psi level to be able to afford to activate them. Also, re-rolls may never be used for psychic powers, as that is a function of the psycher's level of psi mastery, and not his TQ level.

**Psychic Attack:** (+10pts) this power allows the psycher to make a ranged psychic attack instead of a shooting attack in the combat phase, and it replaces any shooting attack that the psycher would make - regardless of any ranged weapons that it may be carrying. Also, the type of movement action that the psycher took has no effect on the use of this ability (i.e. range multipliers are not used for psychic attacks).

Whether the psychic attack takes the form of a bolt of lightning, a ball of fire, or a beam of energy, it all has the same effect - to cause physical damage to the target. This power is very flexible in the way that it can be used to attack, with variable damage, range and area of effect. In its simplest form (using 1 psi level), this ability is equal to a 1d6 shooting attack that can be directed against a single target that is within the psycher's LOS. However, unlike a normal shooting attack, the range to the target is not added to the target number - only the target's DEF value and any modifiers for cover are used (i.e. if the psycher can see the target, he can attack it, but cover will still help the target's defense).

If additional psi levels are spent when using this power, or even if the strengths of the ability are allocated differently, the attack can be modified with special effects like attacking multiple targets, having an area effect (using the explosion or spray template), causing stun like an explosion, etc. If a template of any kind is used to enhance a psychic attack, the same rules that apply to an attack made by a weapon using that kind of template also apply to the psychic attack (although a psycher will be immune to the effects of his own psychic attack, in the event that he himself is caught under the explosion template). Also, when multiple dice are rolled for a psychic attack (i.e. 2d6 or 3d6), the die scores are added together. The following is a list of all of the possible psychic attack combinations and their cost in psi levels.

Level 1 Psychic Attack (spending one psi level);

- 1d6 versus a single target within LOS
- 1d6 using the 3" blast circle (no stun) at a range of 12"
- 1d6 using the spray template (at full size)

Level 2 Psychic Attack (spending two psi levels);

- 2d6 versus a single target within LOS
- 1d6 versus two separate targets within LOS
- 2d6 using the 3" blast circle (no stun) at a range of 12"
- 1d6 using the 3" blast circle (with stun) at a range of 12"
- 1d6 using the 3" blast circle (no stun) within LOS
- 1d6 using the 5" blast circle (no stun) at a range of 12"
- 2d6 using the spray template (at full size)

Level 3 Psychic Attack (spending three psi levels);

- 3d6 versus a single target within LOS
- 2d6 versus a single target within LOS
- and- 1d6 versus another single target within LOS
- 1d6 versus three separate targets within LOS
- 3d6 using the 3" blast circle (no stun) at a range of 12"
- 2d6 using the 3" blast circle (with stun) at a range of 12"
- 2d6 using the 3" blast circle (no stun) within LOS
- 1d6 using the 3" blast circle (with stun) within LOS
- 2d6 using the 5" blast circle (no stun) at a range of 12"
- 1d6 using the 5" blast circle (with stun) at a range of 12"
- 1d6 using the 5" blast circle (no stun) within LOS
- 3d6 using the spray template (at full size)

**Psychic Barrier:** (+10pts) this power allows the psycher to surround himself with a psychic force field that increases his DEF, and possibly the DEF of any nearby friendly models, for the remainder of the current turn (depending on the size of the barrier). However, a psychic barrier is only effective against ranged attacks (including the "psychic attack" power), but not against melee attacks or against shooting attacks made at point-blank range. This power is activated during the psycher's combat phase, and it lasts until the end of the current turn, but it does not carry over to the following turn. Also, it does not count for or detract from any of the attacks that the psycher intends to make during his combat phase.

In its most basic form, this power adds a +2 to the psycher's DEF value for every psi level spent. However, the psycher may also extend the barrier to cover other nearby models as well, increasing their DEF values, but reducing the overall effectiveness of the barrier. To indicate the size of an "extended" barrier, the explosion template is used, and any models that are covered by the appropriate sized circle (even if only partially covered) receive a bonus to their DEF. The following is a list of all of the possible psychic barrier combinations and their psi level cost.

Level 1 Psychic Barrier (spending one psi level);

- +2 DEF for the psycher only
- +1 DEF for any model under the 3" blast circle

Level 2 Psychic Barrier (spending two psi levels);

- +4 DEF for the psycher only
- +2 DEF for any model under the 3" blast circle
- +1 DEF for any model under the 5" blast circle

Level 3 Psychic Barrier (spending three psi levels);

- +6 DEF for the psycher only
- +3 DEF for any model under the 3" blast circle
- +2 DEF for any model under the 5" blast circle

**Psychic Blast:** (+10pts) unlike the "psychic attack" power, which is a physical attack, this power attacks only the mind of a single target. Since it attacks the "spirit" or "life energy" of the target, it is only effective against "living" targets (including simple life forms such as plants) - machines would be unaffected. The only other restriction for a psychic blast is that the psyker must have a clear LOS to the target - range is not a factor, and partial or full cover will not prevent a psychic blast, but obscuring cover or a blocked LOS will stop a psychic blast (since the target is obscured from view). Also, a psychic blast replaces any shooting attack that the psyker would make during the combat phase, regardless of any ranged weapons that it may be carrying.

When making a psychic blast attack, the psyker rolls a d6 for every psi level spent on using the ability, and the dice are not added together. The target of the attack gets to roll only a single d6 for its defense, but if the target is also a psyker, it may spend any available psi levels to boost its defense roll at the same ratio of 1 psi level for each additional d6. Both opponents then pick their single highest rolling die; if the attacking psyker's single highest die roll is higher than the target's single highest roll, the target is instantly killed, regardless of its DEF or the number of HP it has. A psychic blast is a one-way attack (like a shooting attack), so even if the target's roll is higher, the attacking psyker is not harmed.

**Psychic Concealment:** (+10pts) this power is a form of psychic "stealth" (since it reduces the chances of the psyker being hit by a shooting attack - even if the psyker is out in the open), and it is similar to the "psychic barrier" power in the way it is used and paid for (as it can cover a wide area). This power is activated during the psyker's movement phase, and it lasts until the end of the current turn, but it does not carry over to the following turn. Also, it does not count for or detract from any of the attacks that the psyker intends to make during his combat phase.

A psyker using psychic concealment increases the target number of every shooting attack made against it by +1d6 points for every psi level spent activating this power. Each time a separate shooting attack is made against the psyker, the concealment die (or dice) should be rolled again and the newly rolled number is used to increase the target number against that attack. Additional psi levels may be spent to increase the area covered by the concealing effect (using the explosion template). This allows the psyker to conceal any nearby friendly models as well, but the psi levels do not need to be spent each time the concealment dice are rolled, since the effects of this power last until the end of the current turn.

Please note that this power does not increase the target's actual DEF value, only the difficulty in hitting that target (especially for launched weapons and such). Also, the range for detecting a model that is using psychic concealment and is lying in ambush (ambushes were explained previously) is half of that for a non-stealth or non-concealed model (again, this is the same as the "stealth" special ability, also explained previously). The following is a list of all of the possible psychic concealment combinations and their psi level cost.

Level 1 Psychic Concealment (spending one psi level);  
+1d6 to the target number for the psyker only

Level 2 Psychic Concealment (spending two psi levels);  
+2d6 to the target number for the psyker only  
+1d6 to the target number for any model under the 3" blast circle

Level 3 Psychic Concealment (spending three psi levels);  
+3d6 to the target number for the psyker only  
+2d6 to the target number for any model under the 3" blast circle  
+1d6 to the target number for any model under the 5" blast circle

**Psychic Conveyance:** (+5pts) this power is a form of psychic flight, and it is treated like a flight pack for movement purposes (see the "flight pack" entry in the special equipment section earlier in the rules for more details). For each psi level that the psyker spends using this power, he may move up to 12" during his movement phase, but this psychic movement replaces any other movement that the psyker may wish to make. Also, this movement may not be doubled, as it is already assumed that the psyker is moving at a "charge" rate of speed. However, this also means that the psyker still gains the +1 additional re-roll HTH bonus for charging if it engages in melee combat by the end of its move. All other rules for "charging" still apply as well (i.e. all ranged attacks will be wild shots, heavy weapons may not be fired, etc.).

**Psychic Panic:** (+10pts) this power allows the psyker cause panic and fear among various enemy units, and possibly cause them to flee the battle. The effect is similar to that of the "horrific" special ability, in that it temporarily increases the target unit's panic level (PL) by a certain amount, and forces that unit to make a morale check on its next activation. However, if the unit passes the morale check, its PL returns to the previous level. This power only works against a unit that is within the psyker's direct LOS (i.e. a unit that the psyker can actually see), but at least half of that unit's members must be clearly visible to the psyker for this power to be effective. The following is a list of all of the possible psychic panic combinations and their psi level cost.

Level 1 Psychic Panic (spending one psi level);  
temporarily increase one enemy unit's PL by +1

Level 2 Psychic Panic (spending two psi levels);  
temporarily increase one enemy unit's PL by +2  
temporarily increase two enemy units' PL by +1

Level 3 Psychic Panic (spending three psi levels);  
temporarily increase one enemy unit's PL by +3  
temporarily increase one enemy unit's PL by +2  
- and - temporarily increase another enemy unit's PL by +1  
temporarily increase three enemy units' PL by +1

**Psychic Teleportation:** (+5pts) this power allows the psyker to instantly teleport across the playing surface during his movement phase, but teleportation replaces any other movement that the psyker may wish to make during that turn. Also, since there are certain dangers inherent to teleportation, the psyker must make a successful teleport roll to safely and accurately arrive at the desired location.

Specify the point on the playing surface that the psyker wishes to teleport to and roll 1d6 for every psi level spent activating this power (the die rolls stand alone - they are not added together, and any re-rolls may not be applied). If the psyker does not have a direct LOS to the desired location (if he cannot "see" it from his current position), an additional psi level must be spent to activate this power.

If any of the dice roll "4-6", the teleport is successful and the psyker is placed in the desired location, but if the teleport roll is unsuccessful (if all of the dice roll a "3" or less), the psyker must use the direction randomizer and deviate 1d6 inches in the determined direction. If this deviation causes the psyker to appear "within" a solid piece of terrain (even if only partially), the psyker is instantly killed (in this case, anything but some kind of foliage is considered to be "solid terrain"). If the deviation causes the psyker to intersect with another model (again, even if only partially), both models are instantly killed, regardless of their DEF or the number of HP they have. If the deviation causes the psyker to be placed "inside" a vehicle, not only is the psyker killed, but the vehicle takes 1d6 HP of damage (roll normally to determine which vehicle system takes damage).

If all of the dice rolled for the teleport come up a "1" (even if only one die is rolled), it is a catastrophic failure and the psyker is consumed by the powerful forces of the warp and is instantly killed. Please note that any deaths resulting from a teleportation incident cannot be healed by a medic. The following is a list of all of the possible psychic teleportation combinations and their psi level cost.

Level 1 Psychic Teleportation (spending one psi level);  
roll 1d6 and teleport to any point within the psyker's LOS

Level 2 Psychic Teleportation (spending two psi levels);  
roll 2d6 and teleport to any point within the psyker's LOS  
roll 1d6 and teleport to any point on the playing surface

Level 3 Psychic Teleportation (spending three psi levels);  
roll 3d6 and teleport to any point within the psyker's LOS  
roll 2d6 and teleport to any point on the playing surface

### **Psychic Weapons (a.k.a. "force" weapons)**

Psychers are occasionally armed with "force" weapons; melee weapons that are psychically tuned to focus the psyker's energy and channel it through the weapon, greatly increasing its damage potential. The act of merely wielding a force weapon causes it to resonate with the psyker's energy, but if the psyker actually focuses his power through the weapon, a tremendous amount of energy can be released.

When a psyker fights in HTH combat with a force weapon, the ATK die that is rolled for the force weapon is always 1d10, and a bonus equal to the psyker's psi level is added to the force weapon's ATK die roll (this is in addition to adding the psyker's DEF value to the roll, the same as for any normal HTH attack). This bonus is free, and it does not expend any of the psyker's psi levels to gain this bonus (and any psi levels spent activating other psychic abilities do not count against the psyker's actual psi level for the purposes of this bonus).

However, a psyker may replace this basic bonus with a potentially more powerful one by actually expending psi levels. For each psi level that the psyker spends on a melee attack made with a force weapon (assuming he has any psi levels remaining to spend), an additional 1d6 is rolled along with the force weapon's 1d10, and the additional die's roll is added to the force weapon's die roll (again, this additional die roll replaces the psyker's basic bonus). If the psyker has any re-rolls available and wishes to use them, they may only be used on the weapon's ATK die of 1d10, and not on the additional dice that were gained by the expenditure of psi levels. Damage for the melee attack is determined normally.

## **DESIGNING VEHICLES**

Anything that can carry several weapon systems and at least two or more troopers into battle is considered to be a vehicle (as opposed to a mount, explained previously), and should use the following rules for vehicle design. Also, each vehicle counts as an individual unit when declaring actions for your troops.

### **Vehicle Profile**

All vehicles have the following profile;

**SIZ MOV TQ DEF HP CAP RAM Cost**

### **Vehicle Size (SIZ)**

A vehicle's SIZ is used to determine many of its other stats. It is a combination of the length, width, and height of the vehicle's main body in inches (also called the chassis). When measuring the model to be used, round each dimension down to the nearest half inch, and when the dimensions are added together, round the total down to the nearest whole number.

Vehicles that are particularly oddly shaped and do not completely fill a "box" of L+W+H should usually be considered smaller than their actual measured size (about 25%-33% smaller, depending on the vehicle's particular shape). If the vehicle is a "walker" type, it's legs are not measured as part of its size - only its chassis is (and a "walker" should not be confused with "mecha", which have their own section later in the rules). Turrets and sponsons (side turrets with limited firing arcs) also do not count when measuring a vehicle's size, so they should not be included in the vehicle's measurements.

The cost for each point of SIZ is +5pts. If a vehicle is not fully armored and enclosed, it is considered to be "open-topped", and only costs +4pts for each point of SIZ. Vehicles that are "on a budget" are not required to use (or pay for) their full SIZ, so if you wish to make a vehicle that is "smaller" than its actual SIZ to save on points, you are free to do so (but be aware - this will make the vehicle weaker).

### **Vehicle Movement (MOV)**

The movement value of a vehicle is based on its mode of locomotion. The following list shows the various types of vehicle movement, their MOV value, and their cost in points.

### Vehicle Movement Value (MOV)

walking vehicle - short (up to 6" tall) = 6"	+10pts
walking vehicle - tall (more than 6" tall) = 8"	+20pts
tracked vehicle = 6" (tank, half track)	+10pts
wheeled vehicle = 9" (truck, armored car)	+20pts
hover vehicle = 12" (hovercraft, GEV)	+30pts
flying vehicle - slow = 12" (helicopter, speeder)	+30pts
flying vehicle - fast = 18" (fighter aircraft)	+40pts

### Vehicle Crew Troop Quality (TQ)

The troop quality level (TQ) of a vehicle's crew represents their overall skill, and helps determine how well they can shoot, drive, and perform repairs on the vehicle. Basic experienced vehicle crews have a TQ level of 0, seasoned veteran crews have a TQ level of 1, and crack elite crews have a TQ level of 2 (a vehicle may not have a "heroic" crew, or even have a "hero" as part of its crew - and a "heroic" passenger does not count as being part of that vehicle's crew).

You must pay the point cost from the following list for each crew member (driver, gunner, etc.), and the entire crew must be of the same TQ level. You may notice that even a crew member with a TQ level of zero has a point cost; this is to reflect the additional training required to operate and maintain a vehicle, even for the most basic of crew members.

### Vehicle Crew Troop Quality (TQ)

0	+2pts
1	+5pts
2	+10pts

### Vehicle Defense (DEF)

As with regular troop models, a vehicle's DEF value depends largely on the type of armor it has. The following is a list of the most common vehicle armor types and their DEF.

<u>Vehicle Armor</u>	<u>Defense (DEF)</u>	<u>Example</u>
none (basic materials)	2	car, truck
security armor	4	armored limo
light battle armor	6	money truck, APC
medium battle armor	8	light tank
heavy battle armor	10	heavy tank, MBT
super heavy battle armor	12	rolling fortress

### Vehicle Defense Value (DEF)

2	+5pts
4	+15pts
6	+30pts
8	+50pts
10	+75pts
12	+105pts

### Vehicle Hit Points (HP) & Crew Capacity (CAP)

The maximum number of HP a vehicle can have is equal to its SIZ, but the actual number of HP it has depends on what type of role the vehicle plays on the battlefield. This is also true for a vehicle's crew capacity (CAP - short for "capacity", but it could also be short for "Crew And Passengers", whichever is easier to remember).

A vehicle's HP and CAP do not have a point cost, as they are a function of the vehicle's SIZ (i.e. the larger the vehicle's SIZ, the greater its HP and CAP). Also, the driver or pilot of a vehicle does not count against the vehicle's total CAP, but a co-pilot or a gunner does.

If the vehicle is a "troop carrier", it has  $\frac{3}{4}$  as many HP as its SIZ (round down), but it can carry a number of troops equal to its SIZ. Increasing a troop carrier's HP by +1 HP lowers the number of passengers it can carry by -1 CAP (again, the absolute maximum number of HP it can have is equal to its SIZ). A turret or sponson may be added to the vehicle for an additional point cost, or by sacrificing some of its HP or CAP (turrets and sponsons are explained later).

If the vehicle is a "battle vehicle", it has as many HP as its SIZ, but it can only carry  $\frac{1}{2}$  as many passengers as its SIZ (round down). Increasing the number of passengers a battle vehicle can carry by +1 CAP lowers its HP by -1 HP (and again, the maximum number of passengers a vehicle can carry is equal to its SIZ). Also, a turret or a single sponson or a pair of restricted sponsons are automatically included with a battle vehicle for free (again, these are all explained later).

A note on passenger size: a vehicle's CAP assumes that most of the passengers are approximately "man-sized". Troops in heavier (i.e. "powered") armor could possibly take up more space. At the discretion of the players and/or the referee, models with a DEF of 4 or more could take up  $1\frac{1}{2}$  or 2 spaces of CAP instead of just 1 space. Likewise, large models with multiple HP could also take up multiple spaces, or even not be able to fit in the vehicle (again, at the discretion of the players and/or the referee).

**Optional Additional Passenger Rule:** if a vehicle is carrying its maximum number of passengers and can't hold any more inside the vehicle, then additional models may hang onto the outside of the vehicle (either on the sides or on top). Models on the outside of a moving vehicle are automatically treated as if they are taking a charge action for shooting purposes (regardless of the vehicle's actual speed), but they gain no bonus if they engage an enemy unit in melee combat. They also receive no protection from the vehicle's armor, but the vehicle still blocks the LOS against enemies on the opposite side of the vehicle. These troops may also gain the "fast moving target" bonus to their DEF (explained previously).

The maximum number of models that can hang onto the outside of the vehicle is equal to its SIZ, regardless of what its CAP is. The vehicle can carry half its SIZ (round down) on the outside and still move at full speed - more than this and the vehicle's movement is reduced by half (again, this is assuming that the vehicle is already at full capacity inside). A vehicle can only carry its CAP and half of its SIZ in models and still move at full speed; the absolute maximum number of models it can carry is equal to its CAP and its SIZ (but with this many models onboard, it may only move at half speed).

### Mounting Vehicle Weapons (Turrets & Sponsons)

Here is a simple guide to determine how many and what kind of weapons a vehicle may carry; one integral normal weapon for each HP the vehicle has, and one integral Heavy weapon for every two HP the vehicle has. A vehicle may carry any number of external pintle-mounted weapons.

A top-mounted turret (360° firing arc) can be added to a vehicle by sacrificing 3 HP or 3 CAP (or any combination of the two) or by spending an additional +30pts. A front, rear, or side-mounted sponson (180° firing arc covering one of the vehicle's sides) can be added by sacrificing 2 HP or 2 CAP, or by spending +20pts (a turret with a restricted firing arc is considered to be a sponson as far as these rules are concerned). A side-mounted sponson could also have a diagonal firing arc if so specified when the vehicle is designed.

A restricted arc sponson (90° firing arc, specified when the vehicle is designed) can be added to a vehicle by sacrificing only 1 HP or 1 CAP, or by spending +10pts. A vehicle can only have one turret, but it may have any number of sponsons (provided they can all fit on the vehicle). Also, if an integral weapon is mounted on a vehicle without a turret or a sponson, the weapon only has a limited 45° firing arc (again, the direction to be specified when the vehicle is designed).

### Vehicle Ramming Damage (RAM)

The ramming damage (RAM) of a vehicle is equal to ½ of its SIZ (round down) + 1/3 of its MOV value (round up - this gives the numbers 2, 3, 4, or 6 depending on the vehicle's type of locomotion). As described previously in the section on vehicle movement, a vehicle must have at least 2" of movement remaining when it comes in contact with the target of the ram to actually be considered "ramming" the target.

If a vehicle rams into another vehicle, the attacking vehicle makes a roll of 1d6+DEF+RAM, while the target of the ram rolls 1d10+DEF (the normal defense roll for a vehicle in melee combat). The side that rolls higher than the other inflicts as many HP to the opposing vehicle as the opposing side's roll was beaten by (i.e. vehicle A rolls 3 points higher than vehicle B, so vehicle B takes 3 HP of damage - this is a slight departure from a normal melee attack against a vehicle, as it is now possible for the target of the ram to cause damage to the ramming vehicle).

However, the side that rolls higher also takes ½ of the inflicted damage to itself (round up - in the case of the previous example, vehicle A would also take 2 HP of damage). If the rolls are tied, both vehicles take just 1 HP of damage. Also, any re-rolls the attacking driver has may be applied to this "ramming" roll, but the target vehicle may not use any re-rolls. In any event, the damage allocation for both vehicles is rolled for normally (vehicle damage is explained later). Also, the act of ramming into another vehicle ends the ramming vehicle's movement for the remainder of the current turn at the point of impact.

If a vehicle attempts to ram into troop models or mounted troops (tries to hit them, run them over, etc.), the vehicle should make a single roll of 1d6+RAM that is applied against all targets (the vehicle's DEF is not added to this roll, as the troops aren't "fighting back"). Each model in the vehicle's path should then make a separate roll of 2d6+DEF (adding the rolls of both dice together) and compare it to the vehicle's single ram roll; if a model's roll is higher, it has avoided (or at least, avoided being harmed by) the ramming vehicle. Re-rolls may be applied to both the vehicle's and the model's rolls (and even though the dice are added together for the model's roll, only one of the dice may be rolled again for each re-roll).

Displace any model that managed to dodge the ram to the side of the vehicle's path - either to the side it is closer to, or roll a die to determine which side. If the "ram" roll is an even tie or if the vehicle's roll is higher, it has hit or run over the target model(s), doing 1d6 HP of damage to each, regardless of the model's DEF (roll individual damage only for models with more than 1 HP). Remember, the vehicle only makes a single ramming roll even if running over multiple models.

When a vehicle successfully runs over troops, there is a slim chance that it will take some minor damage (blow a tire, throw a track, fry a repulsor, whatever). Roll 1d6; if the roll is "2-6", the ram occurs with no adverse effects to the vehicle (and any re-rolls the driver has may be applied to this roll). If the roll is a "1", the vehicle comes to a halt at the end of its intended movement and takes 1 HP of damage (roll for vehicle damage normally - explained later). If the vehicle survives the impact (i.e. is not destroyed by the damage), it may not do anything for the remainder of the turn as the crew regain their bearings, perform various system checks, and restart the vehicle. However, troops being transported by the vehicle may still disembark.

### Cost

The last stat on a vehicle's profile is its point cost. As with troop models, point costs are listed for the various attributes as "+npts" ("n" being the cost added to the total for the vehicle).

### VEHICLE DAMAGE

When a vehicle takes damage, apply the number of HP inflicted to the vehicle's HP stat (the same as for troop models); then roll 1d6 and consult the following table to determine which part of the vehicle was damaged (and continue to roll on any subsequent tables to determine the specific results of that damage).

#### Vehicle System Damage (1d6)

- 1 integral systems (weapons & controls)
- 2-3 movement & propulsion systems
- 4-5 crew & passengers
- 6 critical structural hit

#### Integral Systems Hit

If these systems are hit, roll 1d6;

- 1-4 = weapon system hit  
(one weapon is lost; choose one or determine randomly)
- 5-6 = control system hit  
(the vehicle shuts down for the remainder of game)

A crew member (not a passenger) may attempt to repair a damaged integral system. At the start of the vehicle's next combat phase (the one following the phase in which the damage was actually inflicted), a repair attempt can be made by rolling 1d6; if the roll is a "6", the repair is successful (no HP are restored, but the damaged integral system is once again operational).



The crew member performing the repair may do nothing else for the remainder of the turn, but multiple crew members may work on the same damaged system to increase the odds of success (each rolling their own separate repair roll). Also, any re-rolls the crew has may be applied to their individual repair rolls.

### **Movement & Propulsion Systems Hit**

The first time these systems take a hit, the vehicle's MOV value is reduced by half (round down). Also, the vehicle's RAM is reduced by 3 points (RAM -3). The second time these systems take a hit, the vehicle is immobilized for the remainder of the game (and no "field repairs" are possible).

### **Crew & Passengers Hit**

If the vehicle is a normal armored vehicle, the crew takes one casualty for every 3 HP (or fraction thereof) done by an attack (i.e. 1-3 HP causes one casualty, 4-6 HP causes two casualties, etc.). If the vehicle is "open-topped", the crew takes one casualty for each HP inflicted by the attack.

Vehicle crew and passengers who become casualties are automatically killed, regardless of their DEF or the number of HP they have (it is assumed that they were killed in a vulnerable moment). If there is a medic close to or inside the vehicle (assuming he survived), he may attempt restore a killed model to 1 HP as per the normal rules for medics. Roll 1d6 and consult the table below to determine which members of the crew have become casualties;

1-5 = passengers or crew  
(riders, gunners, etc. - randomly determine which is hit)  
6 = driver

(if the driver is killed, the vehicle may not move during its next movement phase while a surviving passenger or crew member takes the driver's place)

The table above assumes that the vehicle has a full compliment of passengers and crew. If it is a small vehicle (like a two-seater), use common sense in determining which crew member becomes a casualty.

### **Critical Structural Hit & Damage Effects**

If a vehicle takes a critical structural hit, not only does it take the HP inflicted by the attack, but it also sustains an additional 1d6 HP of damage (with no effect other than to lower the vehicle's HP stat). Also, a vehicle's HP cannot be "repaired", and when its HP stat has been reduced to half its full value (round down), there is a chance that the vehicle will break down every time it moves (regardless of the type of damage that caused the HP reduction). At this point, the vehicle is considered to be "severely" damaged.

When a severely damaged vehicle moves, roll 1d6; if the roll is a "1", the vehicle becomes disabled and shuts down at the end of its movement, and it may no longer move for the remainder of the game (although the turret and any sponsons may still aim and fire normally). This "break down" can be "field repaired" on a roll of "6" on 1d6 (the same as for integral system repair - explained previously), but only at the beginning of the vehicle's next combat phase (the one following the phase in which the vehicle actually broke down).

As mentioned previously, a crew member performing repairs may do nothing else during its turn, and multiple crew members may work on the same repair. When a vehicle's HP have been reduced to zero, the vehicle is automatically destroyed. Roll 1d6 and consult the following table to determine the fate of the vehicle's crew;

1-3 = no additional casualties  
4-5 = 1d6 crew become casualties  
(as per a "crew and passengers" hit - randomly determine which)  
6 = no survivors

### **DESIGNING MECHA**

Mecha are different from troops in powered armor or battlesuits - they are not "worn" like a suit so much as they are "piloted" like a vehicle. For the purposes of this game, this distinction usually relates to the mecha's size. Most mecha models up to 3" in height are still considered to be "suits" of some kind, and are purchased like regular troops and not as mecha (there are exceptions to this size rule of course, but most dreadnoughts and similar war machines from the various miniature manufacturers are still considered to be "troops"). Mecha are treated as regular ground troops for the purposes of movement and combat actions, and all mecha count as individual units when declaring actions for your troops.

### **Mecha Profile**

All mecha have the following profile;

**SIZ MOV JMP TQ DEF HP HTH Cost**

### **Mecha Size (SIZ)**

The SIZ of a mecha is used to determine several of its other stats. To determine a mecha's SIZ, measure its height to the top of its head in inches (ignoring antennae or fins and such) and round any fractions normally; this is that unit's SIZ. As with vehicles, the cost for each point of SIZ is +5pts, and you are not required to use (or pay for) the mecha's full SIZ if you wish to make a smaller and/or weaker unit to save on points.

### **Mecha Movement (MOV)**

This game assumes that the basic mode of locomotion for all mecha is ground movement (i.e. walking). A mecha's basic MOV value is a number of inches equal to its SIZ +1 (and this movement is free and has no point cost, as it is a function of the unit's SIZ). If a mecha has an additional mode of movement (wheels in the feet, hover jets in the legs, etc.), they may be purchased for an additional point cost from those options listed in the vehicle design section (under Vehicle Movement).

### **Mecha Jump Movement Purchase Cost (JMP)**

Most mecha figures and models have several thruster nozzles located on various parts of their frames (usually on the unit's backpack or in the legs). For the purposes of this game, these are considered to be jump jets, and are the equivalent of an individual troop model's jump pack - allowing the mecha to traverse 12" sections of the playing surface while ignoring terrain features (see the section on Special Equipment earlier in the rules for details on jump packs and jump movement).

For the sake of simplicity, all mecha with jump jets will be able to jump the same distance (12"), but the cost of those jump jets - the jump movement purchase (JMP) cost, will vary depending on the mecha's SIZ (i.e. a bigger mech would have to pay more for thrusters that would carry it the same distance as a smaller mech). To determine a unit's JMP cost, multiply its SIZ by 2 and add 10 to the result ((SIZ x 2) + 10). This cost is totally optional - your mecha are not required to have jump jets, but if you do not pay the JMP cost, the unit will not be able to use jump movement.

Mecha using jump movement should use the movement rules for jump packs from the Special Equipment section, but with the following exception - if a jump equipped mecha chooses to land in difficult terrain, roll 1d6; if the roll is a "1", the model crashes on the terrain and takes 1d6 HP of damage, regardless of its DEF (and mecha damage allocation must be rolled for normally - explained later). Also, any re-rolls the pilot has may not be applied to this roll.

### Mecha Pilot Troop Quality (TQ)

The TQ level of a mecha's pilot is used in the same way as it is for troop models and vehicle crews. A basic experienced mecha pilot has a TQ level of 0, seasoned veteran pilots have a TQ level of 1, and crack elite pilots have a TQ level of 2. However, unlike vehicle crews, a mecha may have a hero for a pilot, but he must be purchased at the normal point cost (see the section on Heroes for more details). As with vehicles, even a pilot with a TQ level of zero has a point cost - to reflect the additional training required to operate and maintain the mecha.

#### Mecha Pilot Troop Quality (TQ)

0	+2pts
1	+5pts
2	+10pts

### Mecha Defense (DEF)

As with regular troop models and vehicles, a mecha's DEF value depends on the type of armor it has, or if it is equipped with a shield. Use the armor list from the previous section on Designing Vehicles to purchase armor for your mecha, but with the following addition;

Mecha Shield = +2 to DEF (must pay for the increased DEF)  
(the shield could be metal, composite, energized material, force field, etc. )

### Mecha Hit Points (HP)

The maximum number of HP a mecha can have is equal to its SIZ, but the actual number of HP it has depends on its build or body type. If the mecha is particularly skinny or slender, decrease the number of HP by one (-1 HP), and if particularly bulky or stocky, increase the number of HP by one (+1 HP). As with vehicles, mecha HP do not have a point cost, as they are purely a function of its SIZ.

### Mecha Melee Damage (HTH)

The basic melee ability for all mecha (the mecha's HTH stat) is equal to ½ of the mecha's SIZ (round down), and the type of die rolled when making a mecha melee attack is 1d6.

This "unarmed" ability to cause damage without weapons is free (as it is a function of the mecha's SIZ) and it may not be increased. However, additional close combat and melee weapons may be purchased at their normal point cost to replace the mecha's basic attack die of 1d6 (allowing the mecha to roll a "stronger" type of die for its melee attacks). As with regular troop models, the mecha's DEF value is also added to its HTH roll when making a melee attack (for a typical attack roll of 1d6+HTH+DEF), and any re-rolls the pilot has are allowed normally.

### Mounting Mecha Weapons

Here is a simple guide to determine how many and what kind of weapons a mecha may carry; one integral normal weapon for each HP the mecha has, and one integral Heavy weapon for every two HP the mecha has. Weapons mounted on the mecha's body and legs have a limited firing arc of 90° relative to its facing (this includes "weapon arms", as they are technically just weapons that are mounted to the sides of the unit's body). Arm-mounted and hand-held weapons, however, have a full 180° firing arc (again, relative to the mecha's front facing).

### Cost

The last stat on a mecha's profile is its point cost. As with troop models and vehicles, point costs are listed for the various attributes as "+npts" ("n" being the cost added to the total for the mecha).

### MECHA DAMAGE

When a mecha takes damage, apply the number of HP inflicted to the mecha's HP stat (the same as for troop models and vehicles); then roll 1d6 and consult the following table to determine which part of the mecha was damaged (and continue to roll on any subsequent tables to determine the specific results of that damage).

#### Mecha System Damage (1d6)

- 1 integral systems (weapons & controls)
- 2-3 movement & propulsion systems
- 4-5 critical structural hit
- 6 cockpit

### Integral Systems Hit

If these systems are hit, roll 1d6;

- 1-4 = weapon system hit  
(one weapon is lost; choose one or determine randomly)
- 5-6 = control system hit  
(the mecha shuts down for the remainder of game)

The pilot may attempt to repair a damaged integral system. At the start of the mecha's next combat phase (the one following the phase in which the damage was actually inflicted), a repair attempt can be made by rolling 1d6; if the roll is a "6", the repair is successful (no HP are restored, but the damaged integral system is once again operational). The pilot may do nothing else for the remainder of the turn, but any re-rolls he has may be applied to the repair roll.

### **Movement & Propulsion Systems Hit**

The first time these systems take a hit, the mecha's MOV value (including jump movement) is reduced by half (round down). The second time these systems take a hit, the mecha is immobilized for the remainder of the game, and no "field repairs" are possible. If immobilized, it is possible that the unit may also topple over and fall to the ground. Roll 1d6; if the roll is "1-2", the mecha falls over (use the direction randomizer to determine the direction of the fall).

Anything under the fallen mecha is attacked with a roll of 1d6 plus the mecha's HTH value (its DEF is not added to the roll, and the mecha may not use any re-rolls, as it is not actually in control of the fall). Troop models and mounted troops may dodge the falling mecha using the same rules as for vehicle rams against troops (rolling 2d6+DEF for each model), and vehicles and other mecha would roll 1d10+DEF (as if they were being attacked in melee by troop models).

### **Critical Structural Hit & Damage Effects**

If a mecha takes a critical structural hit, not only does it take the HP inflicted by the attack, but it also sustains an additional 1d6 HP of damage (with no effect other than to lower the mecha's HP stat). Also, a mecha's HP cannot be "repaired", and when its HP stat has been reduced to half its full value (round down), there is a chance that the mecha will break down every time it moves (regardless of the type of damage that caused the HP reduction). At this point, the mecha is considered to be "severely" damaged.

When a severely damaged mecha moves, roll 1d6; if the roll is a "1", the mecha becomes disabled and shuts down at the end of its movement, and it may no longer move for the remainder of the game (although any ranged weapons may still be fired in the general direction they are pointing). This "break down" can be "repaired" on a roll of "6" on 1d6 (the same as for integral system repair - explained previously), but only at the beginning of the mecha's next combat phase (the one following the phase in which the mecha actually broke down). As mentioned previously, the pilot may do nothing else during his turn while performing repairs (and he may only concentrate his efforts on one system at a time). When a mecha's HP have been reduced to zero, the mecha is destroyed and the pilot is automatically killed.

### **Cockpit Hit**

If a mecha is hit in the cockpit, roll 1d6; if the roll is a "6", the pilot manages to survive the attack; on any other roll, he is instantly killed. In either case, any damage inflicted is still applied to the mecha's HP normally. If the pilot is killed, the unit is instantly immobilized and may topple over and fall (see the previous Movement & Propulsion Systems damage section for the effects of a falling mecha).

### **Vehicles Versus Mecha In Melee ("ramming into mecha")**

When a vehicle attempts to ram into a mecha, the vehicle rolls its normal 1d6+DEF+RAM, while the mecha rolls its basic melee roll of 1d6+HTH+DEF (regardless of the type of melee weapons it may be armed with). If the mecha's roll is higher than the vehicle's roll, it takes no damage and it is displaced to the side of the vehicle's path (the same as for a model avoiding a vehicle ram).

If the vehicle's roll is higher than the mecha's roll, the mecha takes as many HP as its roll was beaten by (the same as for vehicle ramming damage versus another vehicle). However, the vehicle also takes ½ of the inflicted damage to itself (round up). In the event of an even tie, both units take only 1 HP of damage. Also, any re-rolls may be applied to both the vehicle's and the mecha's die rolls.

### **Rules Addendum: Using Colored Counters As Markers**

As mentioned in several sections of these rules, coins are used as markers of various types. However, as an alternative, you may also use solid colored counters or marker chits instead. If you choose to use colored counters as markers, here are the recommended colors for the various marker types, and simple mnemonic devices to help you remember;

- **Yellow** counters should be used to indicate that a unit needs to make a Morale Check on the following turn (yellow as in the unit may turn "yellow" or "chicken").

- **Green** counters should be used to indicate a unit's withdrawal status; one counter for a "withdrawing" unit, and two counters for a "retreating" unit (green for "go", and double green for "go go" - as in "go back!").

- **Blue** counters should be used to indicate that a model is "stunned" (blue as in "black and blue").

- **Red** counters should be used to indicate that a model is on Reaction Fire (red as in "ready to fire").

## DESIGNING WEAPONS (The Point System)

The following section contains the point system that was used to come up with all of the numbers for the sample weapons that appear later in these rules. For some of the sample weapons, the numbers had to be "tweaked" a little (for certain special weapons).

### Range Weapon Profile

All ranged weapons have the following profile;

<u>Weapon Name</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
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### Attack Value (ATK) and Placement Die Type

The following attack dice are used for both ranged and melee weapons. Also, a weapon's Placement Die will be listed under the Special column of that weapon's profile.

d4 = +4pts  
d6 = +6pts  
d8 = +8pts  
d10 = +10pts  
d12 = +12pts  
d20 = +20pts

### Special Notation

(s) short ranged weapon = -1pt  
(vs) very short ranged weapon = -2pts  
(p) pistol weapon = -1pt  
(af) autofire weapon = +1pt (+½ the cost of each extra ATK die)  
(sc) scatter weapon = -1pt (+½ the cost of each extra ATK die)  
(h) heavy weapon = -2pts  
(sn) sniper weapon = +0pts  
(e1) 1" explosive weapon = +1pt  
(e3) 3" explosive weapon = +2pts  
(e5) 5" explosive weapon = +3pts  
(e1\*) 1" extended explosive weapon = +2pts  
(e3\*) 3" extended explosive weapon = +3pts  
(sp8) 8" spray template weapon = +4pts  
(sp4) 4" spray template weapon = +2pts  
(df-) direct fire launched weapon = placement die cost  
(if-) indirect fire launched weapon = placement die cost  
(th-) thrown weapon = -1pt (no placement die cost)  
(hold action = 1d6+6", advance action = 1d6+4", charge action = 1d6+2" )  
(ψ) "psi" (force) weapon = +10pts

Since pistol weapons and scatter weapons are automatically considered to be short ranged, they do not get the additional -1pt cost reduction for having the "s" notation in the Special column of that weapon's profile. Also, if they are classified as very short ranged (and noted with a "vs" in the Special column of the weapon's profile), they only receive a -1pt cost reduction instead of the normal -2pts reduction.

### A Note on Barrel Length:

The decision to designate a weapon as either a pistol, a carbine, or a rifle, and whether or not the weapon is "short ranged" or not, should depend largely on its barrel length.

A pistol typically has a barrel length approximately as long as a man's hand or shorter (from the tip of the middle finger to the wrist).

A carbine (or a short ranged rifle) typically has a barrel length approximately the length of a man's forearm or shorter (from the elbow to the wrist).

A rifle is any weapon with a barrel length longer than a man's forearm (again, from elbow to wrist).

### A Note on Twin and Linked Weapons:

When creating a weapon that is "twin" or "linked", it is purchased as if it were an autofire weapon, paying half for each additional ATK die after the first. However, the additional +1pt cost for an autofire weapon is not added to the cost of a twin or linked weapon, since it cannot divide up its fire like an autofire weapon can - it must fire all linked weapons at the same target (similar to a scatter weapon, but without the side effect of being short ranged).

If a twin or linked weapon is also an autofire weapon, the previous rule is ignored, and the weapon is treated as a normal autofire weapon, but with a higher rate of fire.

### A Note on Flame Weapons:

The type of ATK die you assign to a flame-type spray weapon should be based on what causes the flame and/or the combustion.

Aerosol type flame weapons should roll 1d4 for their ATK die (an example of this type of combustion would be a can of hairspray held up to a lighter).

Fuel type flame weapons should roll 1d6 for their ATK die (this is the type of combustion that conventional flame throwers use).

Chemical type flame weapons should roll 1d8 for their ATK die (this would be used for weapons that use a chemical reaction to cause the combustion, but could also be used for weapons using acid or other corrosive agents). In theory, a heavier version of a chemical flame weapon would roll 1d10 for its ATK die. This increased damage could be due to oversaturation of the target, or possibly from more corrosive chemicals.

## ARMY LIST CONVERSIONS (Setting Up Your Forces)

The following section contains some "converted" armies, with the stats and cost for several models and weapons already worked out for you so you can start playing right away with your old miniatures (these are my "interpretations" of various sci-fi armies, and are in no way "set in stone"). All you will need to do is pick and choose what you want to use and add up the totals. However you should be warned; no point system is perfect or foolproof, and this system is not meant for tournament level competition. If you discover that the point values aren't working for your games, or aren't balancing out the way you think they should, change them - or even discard them. The stats themselves are all that really matter - the point system should be considered secondary.

In most cases, only a model's stats and cost will appear on the army lists (including the cost of any weapons or equipment that the model may be outfitted with) - the stats of any specific weapons the model may be armed with will be listed separately on the appropriate weapon list. Also, if you wish to equip a model with different types of ammunition for weapons like missile or grenade launchers, you must purchase the more expensive type of "launcher" from the weapon list at the listed cost; any additional type of "launcher" will then be included for free. For example, a grenade launcher loaded with concussion grenades (12pts) and fragmentation grenades (15pts) would cost 15pts. This also applies to weapons like shotguns, which can fire both solid and scatter shot.

### Sample Trooper Profile

<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Standard Trooper (w/assault rifle)	4	0	0	1	2 (12)
Standard Trooper (w/vest) (w/assault rifle)	4	0	1	1	4 (14)

### Sample Weapon List

Key: s= short ranged, vs= very short ranged, p= pistol, af= autofire, sc= scatter, h= heavy, sn= sniper, e= explosive, sp= spray, df= direct fire, if= indirect fire, th= thrown, ψ= psi

<u>Generic Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Bow (any kind)	d4	sn	4
Crossbow	d4	-	4
Crossbow Pistol	d4	s/p	3
Civilian Sport Pistol	d4	s/p	3
Civilian Sport Carbine	d4	s	3
Civilian Sport Rifle	d4	-	4
Pistol	d6	s/p	5
Carbine	d6	s	5
Rifle	d6	-	6
Auto/Machine Pistol	d6	vs/p/af2	8
Sub Machine Gun (SMG)	d6	s/af2	9
Assault Rifle	d6	af2	10
Light Machine Gun (LMG)	d6	af3/h	11
Heavy Machine Gun (HMG)	d8	af3/h	15
Hunting Rifle	d6	sn	6
Sniper Rifle	d8	sn	8
Sniper Cannon ("Barret", etc.)	d10	sn	10

<u>Generic Ranged Weapons (cont'd)</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Sport/Hunting Shotgun (scatter shot)	d4	s/sc2	5
(solid shot)	d6	s	5
Combat/Riot Shotgun ("Elephant Gun") (scatter shot)	d6	s/sc2	8
(solid shot)	d8	s	7
"Whippit" Shotgun ("sawed-off") (scatter shot)	d6	vs/sc2	7
(solid shot)	d8	vs	6
"Classic" Flame Thrower	d6	sp8/h	8
"Modern" Flame Unit	d6	sp8	10
Hand Flame Unit	d6	sp4/p	7
Hand Grenade - Concussion	d4	th-d6/e3	5*
Hand Grenade - Fragmentation	d6	th-d6/e3*	8*
* for the listed cost, one model can be equipped with enough of this type of hand grenade to last for the entire battle, or up to six models in the same unit may be equipped with a single grenade of this type.			
Grenade Launcher (concussion)	d4	if-d6/e3	12
(fragmentation)	d6	if-d6/e3*	15
(shaped charge)	d12	if-d6/e1*	20
Light Anti-Armor Weapon (LAW)	d12	df-d6/e1*/h	18
Rocket Propelled Grenade (RPG)	d20	df-d6/e1*/h	26
Light Mortar (man-portable)	d8	if-d8/e3*/h	17
Heavy Mortar	d8	if-d10/e5/h	19
Advanced Pistol	d8	s/p	7
Advanced Carbine	d8	s	7
Advanced Rifle	d8	-	8
Advanced Machine Pistol	d8	vs/p/af2	11
Advanced SMG	d8	s/af2	12
Advanced Assault Rifle	d8	af2	13
Advanced LMG	d8	af3/h	15
Advanced HMG	d10	af3/h	19
Advanced Chemical Flame Unit	d8	sp8	12

### Generic Melee Weapons

	<u>ATK</u>	<u>Cost</u>
None (unarmed - body only)	none	-
Basic HTH Combat Skills/Boxing/Brawling	d4	4
Advanced HTH Combat Skills/Martial Arts	d6	6
Improvised Club (rifle butt, baseball bat)	d4	4
Small Blade (kitchen cutlery, switchblade)	d4	4
Light Melee Weapon (club, quarterstaff, nunchaku, fighting knife, fixed bayonet, short sword, rapier, saber, hatchet)	d6	6
Medium Melee Weapon (mace, morningstar, longsword, katana, axe, halberd, spear)	d8	8
Heavy Melee Weapon (warhammer, greatsword, claymore, battleaxe)	d10	10
Hi-Tech Knife (chain/mono/vibro)	d8	8
Hi-Tech Sword/Axe (chain/mono/vibro)	d10	10
Power Blade (sword/axe/etc.)	d12	12
Energy Blade/Beam Blade (sword/axe/etc.)	d20	20



## The Gothic Imperium of Humanity

<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Guardisman (w/flak armor)	4	0	1	1	4
(w/laser gun)					(10)
(w/flamer)					(16)
(w/plasma gun)					(14)
(w/meltergun)					(14)
(w/grenade launcher [frag & krack])					(23)
(w/autocannon & laser pistol)					(26)
(w/heavy slugger & laser pistol)					(27)
(w/laser cannon & laser gun)					(28)
(w/missile launcher [frag & krack] & laser pistol)					(36)
(w/heavy flamer*)					(21)
* includes the "one-man fire team" ability (+5pts)					
(w/sniper rifle*)					(19)
* includes the "sniper" ability (+5pts).					
Guardisman Sergeant	4	1	1	1	9
(w/rocket slug pistol & chainsword)					(25)
Shock Trooper (w/combat armor)	4	0	2	1	8
(w/hi-laser gun)					(16)
(w/flamer)					(20)
(w/plasma gun)					(18)
(w/meltergun)					(18)
(w/grenade launcher [frag & krack])					(27)
Shock Trooper Sergeant	4	0	2	1	13
(w/hi-laser pistol & powersword)					(30)
Imperial Marine (w/power armor)	5	0	3	1	17
(w/sluggger)					(24)
(w/flamer)					(29)
(w/plasma gun)					(27)
(w/meltergun)					(27)
(w/heavy slugger*)					(40)
(w/laser cannon*)					(40)
(w/plasma cannon*)					(42)
(w/multi-melter*)					(38)
(w/missile launcher [frag & krack]*)					(49)
* includes the "one-man fire team" ability (+5pts).					
Imperial Marine Sergeant	5	1	3	1	22
(w/rocket slug pistol & chainsword)					(38)
Imperial Scout (w/combat armor)	5	0	2	1	10
(w/rocket slug pistol & knife)					(22)
(w/shotgun & rocket slug pistol)					(24)
(w/heavy slugger*, rocket slug pistol & knife)					(45)
* includes the "one-man fire team" ability (+5pts).					
(w/sniper rifle* & rocket slug pistol)					(31)
* includes the "sniper" ability (+5pts).					
Scout Sergeant	5	1	2	1	15
(w/rocket slug pistol & chain knife)					(29)

<u>Troop Type (cont'd)</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Terminator Marine (w/hvy P.A.)	4	1	4	1	27
(w/storm slugger & powerglove or powersword)					(51)
(w/storm slugger & chainfist)					(54)
(w/assault cannon* & powerglove)					(78)
(w/heavy flamer* & powerglove)					(66)
(w/storm slugger & tornado missile launcher*)					(84)
* includes a gyrostabilizer (+10pts) and the "one-man fire team" ability (+5pts).					
(w/paired power claws)					(55)
(w/storm hammer & shield)			(DEF=5)		(52)
Dreadnought*	4	1	5	4	81
(w/assault cannon & powerfist*)					(129)
(w/assault cannon & missile launcher [frag & krack])					(132)
(w/twin laser cannons & powerfist*)					(133)
(w/twin laser cannons & missile launcher [frag & krack])					(136)
(w/multi-melter & powerfist*)					(121)
(w/multi-melter & missile launcher [frag & krack])					(124)
(w/two powerfists* - one with a meltergun)					(127)
* includes a gyrostabilizer (+10pts) and the "death blow", "gunslinger", "one-man fire team" and "solo" abilities (+25pts). A dreadnought powerfist has either a storm slugger or a heavy flamer included in the cost of the powerfist (+24pts total). You also have the option of choosing (and paying for) two weapons from the Dreadnought Weapons list (one weapon listed as "R" and one as "L").					
<u>Mounted Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Imperial Marine Biker	9	0	4	1	38
(w/twin sluggers & rocket slug pistol)					(55)
(w/twin sluggers & slugger)					(56)
(w/twin sluggers & plasma gun)					(59)
(w/twin sluggers & meltergun)					(59)
Biker Sergeant	9	1	4	1	43
(w/twin sluggers & chainsword)					(64)
Marine Assault Bike*	9	0	4	2*	53
(w/twin sluggers & heavy slugger)					(82)
(w/twin sluggers & multi-melter)					(80)
* both riders are equipped with rocket slug pistols (+12pts). If an assault bike takes only 1 HP of damage from an attack, there is a 50% chance that either the driver <u>or</u> the gunner is hit. If the gunner is hit, the bike can continue to function, but without the use of the heavy weapon. If the driver is hit, the bike instantly crashes killing both riders (the same is if it took the full 2 HP of damage).					
Scout Biker	9	0	3	1	30
(w/twin sluggers & rocket slug pistol)					(47)
(w/twin sluggers & shotgun)					(49)
(w/twin sluggers & plasma gun)					(51)
(w/twin sluggers & meltergun)					(51)
Scout Biker Sergeant	9	1	3	1	35
(w/twin sluggers & chainsword)					(56)

<u>Vehicle Type*</u>	<u>SIZ</u>	<u>MOV</u>	<u>DEF</u>	<u>HP</u>	<u>CAP</u>	<u>RAM</u>	<u>Cost*</u>
Speeder (B)	4	12	4	4	2	6	65
Rhinoceros (T)	9	6	6	6	9	6	85
Hunter (B)	9	6	6	9	4	6	85
Landcruiser (B)	14	6	8	14	7	9	130
Kimera (T)	10	6	6	7	10	7	90
Le'mans-Russo (B)	9	6	8	9	4	6	105
Guardian (B/ot)	4	6	4	4	2	4	41

\* (T) = troop carrier, (B) = battle vehicle, (ot) = open-topped; the listed cost of these vehicles does not include any crew, weapons, or modifications.

<u>Imperial Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Autopistol	d6	s/p	5
Autogun	d6	-	6
Autocannon	d12	af2/h	17
Shotgun	d6	s/sc2	8
Sniper Rifle	d10	sn	10

Rocket Slug Pistol	d8	vs/p	6
Rocket Slug Gun (Sluggger)	d8	s	7
Storm Sluggger	d8	s/af2	12
Heavy Sluggger	d10	s/af3/h	18
Assault Cannon*	d10	s/af3/h	24

\* inflicts an additional +1 HP per hit (as long as at least 1 HP is initially inflicted by that attack).

Hand Flamer	d8	sp4/p	9
Flamer	d8	sp8	12
Heavy Flamer	d10	sp8/h	12

Laser Pistol	d6	s/p	5
Laser Gun	d6	-	6
Laser Cannon	d20	h	18
Hi-(powered) Laser Pistol	d8	s/p	7
Hi-(powered) Laser Gun	d8	-	8

Plasma Pistol	d10	s/p	9
Plasma Gun	d10	-	10
Plasma Cannon (Heavy Plasma Gun)	d10	df-d10/e3/h	20

Meltingun	d12	vs	10
Multi-Melter	d20	vs/h	16

Missile Launcher			
(frag missile)	d8	df-d8/e3*/h	17
(krack missile)	d20	df-d8/e1/h	27
Tornado Missile Launcher*	*	df-d8/h	30

\* has both frag and krack missiles; a specialized targeter is included with the weapon (already reflected in its profile and cost), but the weapon becomes "short ranged" if the targeter is not equipped on the model.

Grenade Launcher			
(frag grenade)	d6	if-d6/e3*	15
(krack grenade)	d12	if-d6/e1	19

Mortar	d8	df-d8/e3*/h	17
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<u>Imperial Ranged Weapons (cont'd)</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Hand Grenade - Frag	d6	th-d6/e3*	8*
Hand Grenade - Krack	d12	th-d6/e1	12*

\* for the listed cost, one model can be equipped with enough of this type of hand grenade to last for the entire battle, or up to six models in the same unit may be equipped with a single grenade of this type.

<u>Imperial Melee Weapons</u>	<u>ATK</u>	<u>Cost</u>
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Light Melee Weapon (fighting knife, short sword, fixed bayonet, etc.)	d6	6
Medium Melee Weapon (longsword, chain knife)	d8	8
Chain Sword, Chain Axe	d10	10
Power Weapon (sword, axe, glove, fist, etc.)	d12	12
Chainfist*	d12	15

\* inflicts an additional +2 HP to static targets like doors and stationary vehicles (as long as at least 1 HP is initially inflicted by the attack).

Power Claw* (single)	d12	14
Power Claws* (paired)	d12 (x2)	28

\* inflicts an additional +1 HP per hit (as long as at least 1 HP is initially inflicted by that attack).

Storm Hammer*	d12	15
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\* causes "stun" as if from an explosion.

Force Weapon* (sword, axe, club, etc.)	d10 $\psi$	20
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\* the user receives a bonus equal to his psi level for every attack roll, but he may also spend psi levels to boost the HTH bonus by +1d6 points for every psi level spent.

Retributor Force Weapon*	d10 $\psi$	30
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\* this weapon acts as a psi level "battery", starting the game with a number of psi levels equal to the user's psi level already stored within it. These may be used as the psyker's own psi levels, but may not be regenerated or stored again during the course of the game. As with a normal force weapon, the psyker receives a bonus equal to his psi level for every attack roll, but he may also spend psi levels to boost the HTH bonus by +1d6 points for every psi level spent.

<u>Dreadnought Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
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Assault Cannon* (R)	d10	s/af3/h	24
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\* inflicts an additional +1 HP per hit (as long as at least 1 HP is initially inflicted by that attack).

Twin Autocannons (R)	d12	af3/h	23
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Twin Heavy Sluggers	d10	s/af5/h	28
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Twin Laser Cannons (R)	d20 (x2)	h	28
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Plasma Cannon (R)	d10	df-d10/e3/h	20
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Multi-Melter (R)	d20	vs/h	16
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Missile Launcher (L) (has both frag and krack missiles)			27
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(frag missile)	d8	df-d8/e3*/h	-
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(krack missile)	d20	df-d8/e1/h	-
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Powerfist w/Storm Bolter (L)	-	-	24
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Powerfist w/Heavy Flamer (L)	-	-	24
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Powerfist w/Meltingun (R)	-	-	22
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Power Claw w/Heavy Flamer	-	-	26
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<u>Imperial Vehicle Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Battle Cannon	d12	df-d12/e5/h	25
Destroyer Cannon	d12	df-d6/e5/h	19
Groundshaker Cannon	d12	if-d20/e5/h	33
Gryphon Mortar	d10	if-d12/e5/h	23
Twister Launcher	d10	if-d10/af2/e5/h	27
Monsoon Launcher	d10	df-d8/af2/e3*/h	23
Twin Sluggers (bike mounted)	d8 (x2)	s	11
Storm Slugger	d8	s/af2	12
Heavy Slugger	d10	s/af3/h	18
Twin Heavy Sluggers	d10	s/af5/h	28
Assault Cannon*	d10	s/af3/h	24
Twin Assault Cannons*	d10	s/af6/h	45
* inflicts an additional +1 HP per hit (as long as at least 1 HP is initially inflicted by that attack).			
Autocannon	d12	af2/h	17
Twin Autocannons	d12	af3/h	23
Autolaser	d10	af3/h	19
Laser Cannon	d20	h	18
Twin Laser Cannons	d20 (x2)	h	28
Plasma Cannon	d10	df-d10/e3/h	20
Twin Plasma Cannons	d10 (x2)	df-d10/e3/h	25
Multi-Melter	d20	vs/h	16

## The Elders (Ancient Space Elves)

<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Elder Guardian (w/shuriken launcher)	5	0	2	1	10 (22)
Elder Ranger* (w/ranger long laser & shuriken pistol)	5	0	1	1	22 (36)
* includes the "sniper" and "stealth" abilities (+15pts).					
Warlock* (w/shuriken pistol & mage blade)	5	0	2*	1	50 (86)
* includes runic armor (+20pts), level 1 psychic mastery (+10pts), and the psychic attack power (+10pts).					
Runic Armor; when a warlock wearing runic armor takes damage from an attack, it gets to make a special saving roll on 1d10; if the saving roll is <u>greater</u> than the amount that the attacking weapon's damage roll exceeded the target number or the warlock's HTH roll by, the warlock takes no damage from the attack. Also, re-rolls may <u>not</u> be used for this saving roll.					
Avenger Warrior (w/shuriken launcher)	5	0	2	1	22
Dragon Warrior (w/fusion gun)	5	0	2	1	20
Scorpion Warrior (w/shuriken pistol, chainsword & helmlauncher*)	5	0	2	1	36
* Helmlauncher (+10pts); this melee weapon has an ATK value of 1d8, and it can be used either as part of the scorpion warrior's melee attack (but <u>not</u> a counter-attack), or as part of a point-blank range shooting attack (but without having to sacrifice a re-roll for shooting multiple weapons). This weapon may only be used against the same target or opponent that the scorpion warrior is attacking with his other weapon(s) - it cannot be used to attack a separate target.					
Banshee Warrior (w/shuriken pistol, powersword & shrieker mask*)	6	0	2	1	42
* Shrieker Mask (+10pts); when a banshee warrior with a shrieker mask engages an opponent in melee combat, the opponent doesn't get to roll any ATK dice - it only gets its DEF+1 (as if it were the target of a shooting attack; the additional +1 bonus is to represent a minimum die roll and/or target number). If the opponent survives the attack, it may fight normally in any subsequent rounds of melee combat with the attacker (the shrieker mask will have no further effect), but if the opponent is engaged by <u>another</u> banshee warrior with a shrieker mask, the new attacker's mask will have its full effect.					
Hawk Warrior (w/laser blaster, hawk bomblet pack & 12" flight pack)	2 (12)	0	2	1	51
Spider Warrior (w/doom spinner & wormhole generator*)	4	0	2	1	52

\* Wormhole Generator (+20pts); a spider warrior equipped with a wormhole generator may move 12" in the movement phase and may ignore any and all terrain features (similar to a jump pack). The spider warrior may even end its movement inside of places that it does not have a direct LOS to (i.e. inside buildings and bunkers - but not vehicles), but doing this makes the trip more risky.

Wormhole movement replaces the spider warrior's normal movement if it takes an "advance" action, but if it takes a "charge" action, it may make a wormhole move and use its normal movement (either before or after the wormhole move - the same as for a normal jump pack). A wormhole generator's movement is never doubled due to taking a "charge" action, nor is the model's normal movement doubled, since it is too busy operating the wormhole generator.

Unlike a regular jump pack, a wormhole generator may extend the distance of the move to be made, but this increases the model's exposure to the warp and puts it at additional risk. If the wormhole move is made into a space that the model does not have a direct LOS to, or if the distance of the move is extended by 12" (or fraction thereof), roll 1d6; if the roll is a "1", the model is lost in the warp and is considered to be a casualty. For each additional 12" (or fraction thereof) that the move is "extended", the roll to be "lost" in the warp is increased by +1 (i.e. 13"-24" = lost on a roll of "1", 25"-36" = lost on a roll of "1-2", etc.). Re-rolls may not be applied to this roll.

Reaper Warrior\*                    4      0      3      1      43  
(w/reaper catapult)

\* includes the "one-man fire team" ability (+5pts).

Spiritguard                        4      0      3      2      51  
(w/spiritcannon)

Spiritlord\*                        5      1      4      4      111

\* includes two powerfists (one with a shuriken launcher and one with a flamer, for +48pts), and the "death blow", "gunslinger", "one-man fire team" and "solo" abilities (+25pts). You may also choose (and pay for) one weapon from the Elder Platform Weapons list (the weapon's cost also includes a gyro stabilizer).

<u>Mounted Troop Type</u>	<u>MOV</u>	<u>TO</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Elder Guardian on Jetbike	12	0	3	1	37
(w/twin shuriken launchers & shuriken pistol)					(59)
(w/shuriken cannon & shuriken pistol)					(61)

Gleaming Spear Warrior on Jetbike	12	0	3	1	37
(w/twin shuriken launchers & laser lance*)					(61)
(w/shuriken cannon & laser lance*)					(63)

\* Laser Lance (+8pts); this weapon has an ATK value of 1d10 and is "very short" ranged (vs). It can only be used against a target in the enemy unit that the gleaming spear warrior is about to engage in melee combat. Resolve the attack as if it were at a range of 10" away from the target (RF 1), and before any melee combat is worked out (the laser lance may not be used for point-blank range attacks - it is meant to be fired just prior to engaging the target in melee combat).

<u>Vehicle Type*</u>	<u>SIZ</u>	<u>MOV</u>	<u>DEF</u>	<u>HP</u>	<u>CAP</u>	<u>RAM</u>	<u>Cost*</u>
Viper (B)	4	12	4	4	2	8	65
Falcon (B)	9	12	6	9	4	8	105
Water Serpent (T)	9	12	8	6	9	8	125
War Walker (B/ot)	3	6	4	3	1	3	37

\* (T) = troop carrier, (B) = battle vehicle, (ot) = open-topped; the listed cost of these vehicles does not include any crew, weapons, or modifications.

<u>Elder Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Shuriken Pistol	d8	vs/p	6
Shuriken Launcher	d8	s/af2	12
Shuriken Cannon	d10	s/af3/h	18
Reaper Catapult	d10	df-d8/af2/e3/h	24
Doom Spinner*	d10	sp8	24

\* if the target is a living organism, an additional +1d6 HP is inflicted (as long as at least 1 HP is initially inflicted by the attack).

Flamer	d8	sp8	12
Fusion Gun	d12	vs	10
Firelance	d12	s	11
Spiritcannon*	d20	s/df-d4/e1	34

\* inflicts an additional +1d6 HP (as long as at least 1 HP is initially inflicted by the attack).

Laser Pistol	d6	s/p	5
Laser Gun	d6	-	6
Laser Blaster	d6	af2	10
Hawk Talon	d8	af3	17
Bright Lancer	d20	h	18
Ranger Long Laser	d8	sn	8

Hawk Bomblet Pack\*                    1d8    special/e5    15

\* when a hawk warrior moves using its flight pack, it may drop a hail of small plasma bomblets on any area that it passes over. Draw an imaginary line between the start and end point of the hawk warrior's flight movement and place the explosion template at any point along this line - including the model's final position (it is assumed that the bomblets were dropped and exploded before the model actually lands). Then make normal attack rolls against all targets under the template.

Since a unit of hawk warriors is assumed to move and attack together, any other hawk warriors in the same unit are not affected by any of the bomblets that are dropped. Dropping bomblets using a bomblet pack does not count against any shooting attacks that the hawk warrior may wish to make during its normal combat phase, but the hawk warrior must move at least 6" using its flight movement to do so. A hawk warrior equipped with a bomblet pack is also assumed to be equipped with plasma hand grenades (for free) that may be thrown normally in the combat phase.

Hand Grenade - Plasma                    d8    th-d6/e3    9\*

\* for the listed cost, one model can be equipped with enough of this type of hand grenade to last for the entire battle, or up to six models in the same unit may be equipped with a single grenade of this type.

**Elder Melee Weapons**

	<b><u>ATK</u></b>	<b><u>Cost</u></b>
Chainsword	d10	10
Biting Blade*	d10	12

\* inflicts an additional +1 HP (as long as at least 1 HP is initially inflicted by the attack).

Power Weapon (sword, axe, glove, fist, etc.)	d12	12
Direblade*, Skullweb*	d12	14

\* inflicts an additional +1 HP (as long as at least 1 HP is initially inflicted by the attack).

Mage Blade*, Wailing Spear*	d10 $\psi$	30
-----------------------------	------------	----

\* the user receives a bonus equal to his psi level for every attack roll, but he may also spend psi levels to boost the HTH bonus. For every psi level spent, the attack roll is boosted by +2d6 points, but only if the weapon is used as the warlock's only close combat weapon for that particular attack (i.e. no other weapon may be used). If the psychic weapon is used in conjunction with another weapon like a pistol or some other close combat weapon, it is treated as a normal force weapon, and the attack roll is only boosted by +1d6 points for every psi level spent.

**Elder Platform Weapons\***

	<b><u>ATK</u></b>	<b><u>Special</u></b>	<b><u>Cost</u></b>
* all platform weapons already include a gyrostabilizer (+10pts).			
Shuriken Cannon	d10	s/af3/h	28
Gatling Laser	d10	af4/h	34
Bright Lancer	d20	h	28
Stellar Cannon	d10	df-d8/af3/e3/h	39
Missile Launcher (has both plasma and krack missiles)			37
(plasma missile)	d10	df-d8/e3/h	-
(krack missile)	d20	df-d8/e1/h	-

**Elder Support Weapons**

Shade Weaver*	d10	if-d6/e3/h	26
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\* this weapon may be fired normally using the profile above, or it may be fired at close range using the 8" spray template (but with the same ATK value); in either case, if the targets are living organisms, an additional +1d6 HP is inflicted to each target (as long as at least 1 HP is initially inflicted by the attack).

Distortion Cannon*	d20	s/df-d6/e3/h	35
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\* inflicts an additional +1d6 HP (as long as at least 1 HP is initially inflicted by the attack).

Vibration Cannon*	d8	df-d6/e3/h	26
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\* this weapon has a wide beam or "corridor of fire" that affects an area 3" wide (as wide as the 3" blast circle) between the weapon itself and the target point (although LOS rules still apply). After the placement roll has been made and the target point has been determined, make an attack roll for every model that the "beam" comes in contact with. Vehicles are more vulnerable to the effects of this weapon, so they automatically suffer 1 HP, regardless of the results of the attack roll (but this automatic damage is only applied to the vehicle's HP, with no other damage effects). Only targets that are close to or are actually on the ground are affected by this weapon (including hovering units) - flying units are not.

**Elder Vehicle Weapons**

	<b><u>ATK</u></b>	<b><u>Special</u></b>	<b><u>Cost</u></b>
Twin Shuriken Launchers	d8	s/af3	16
Shuriken Cannon	d10	s/af3/h	18
Twin Shuriken Cannons	d10	s/af5/h	28
Gatling Laser	d10	af4/h	24
Twin Gatling Lasers	d10	af6/h	34
Bright Lancer	d20	h	18
Twin Bright Lancers	d20 (x2)	h	28
Stellar Cannon	d10	df-d8/af3/e3/h	29
Twin Stellar Cannons	d10	df-d8/af5/e3/h	39
Missile Launcher (has both plasma and krack missiles)			27
(plasma missile)	d10	df-d8/e3/h	-
(krack missile)	d20	df-d8/e1/h	-
Twin Missile Launchers (has both plasma and krack missiles)			37
(plasma missile)	d10 (x2)	df-d8/e3/h	-
(krack missile)	d20 (x2)	df-d8/e1/h	-
Pulse Laser	d20	af2/h	29
Prism Cannon	d20	df-d10/e3/h	30

## The Nyds (Genetically Engineered Monstrosities)

Although all Nyds have "claws" of various sizes included in their profiles, these basic claws are automatically replaced by any kind of melee weapon the creature may be equipped with (i.e. any kind of specialized claw, talon, pistol weapon, etc.).

Troop Type	MOV	TQ	DEF	HP	Cost
Ripping Swarm*	5	0	1	3	34

\* ripping swarms have the "fearless" special ability, but they are also vulnerable to area effect weapons, so any type of template weapon inflicts an additional +1 HP per hit (as long as at least 1 HP is initially inflicted by that attack) - this also includes spray template weapons that are used at point-blank range. Ripping swarms have an ATK value of 1d6 (x3) for melee combat.

Nyd Shooter	6	0	1	1	10
(w/small claws & meatborer)					(20)
(w/small claws & gorger)					(26)
(w/quillfists)					(23)
(w/small claws & spike gun)					(19)
(w/small claws & stranglwebber)					(29)

Nyd Slasher*	6	0	1	1	15
(w/small slashing talons)					(24)
(w/quillfists)					(28)

\* includes the "leaping charge" ability (+5pts).

Nyd Flyer	2 (12)	0	1	1	38
(w/meatborer, bio plasma & 12" flight pack [wings])					

Genethief (w/ripping claws)	6	1	2	1	41
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Nyd Warrior	6	1	3	2	28
(w/medium slashing talons & quillfists)					(53)
(w/medium slashing talons & gorger)					(52)
(w/medium slashing talons & deathspurter)					(55)
(w/medium slashing talons & poison cannon)					(56)
(w/medium slashing talons & strangler pod)					(64)
(w/two pairs of medium slashing talons)					(44)
(w/medium slashing talons & ripping claws)					(62)
(w/ripping claws & quillfists)					(63)
(w/ripping claws & gorger)					(62)
(w/ripping claws & deathspurter)					(65)
(w/ripping claws & poison cannon)					(66)
(w/ripping claws & strangler pod)					(74)

Hungerer	8	1	3	2	35
(w/large slashing talons & quillfists)					(63)
(w/large slashing talons & gorger)					(62)
(w/large slashing talons & deathspurter)					(65)
(w/two pairs of large slashing talons)					(55)
(w/large slashing talons & ripping claws)					(72)
(w/ripping claws & quillfists)					(70)
(w/ripping claws & gorger)					(69)
(w/ripping claws & deathspurter)					(72)

Lychter*	6	1	3	3	112
(w/barbed hooks, large slashing talons & ripping claws)					

\* includes the "solo", "stealth" and "ambush" abilities (+36pts).

Troop Type (cont'd)	MOV	TQ	DEF	HP	Cost
Carnivex*	5	1	4	4	53

(w/large slashing talons & poison cannon)					(84)
(w/large slashing talons & strangler pod)					(92)
(w/two pairs of large slashing talons)					(73)
(w/large slashing talons & ripping claws)					(90)
(w/ripping claws & poison cannon)					(91)
(w/ripping claws & strangler pod)					(99)

\* includes the "death blow" and "solo" abilities (+15pts).

Psychotrope* (w/medium claws)	5	1	2	2	69
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\* includes a warping field (+20pts), the "solo" ability (+5pts), level 1 psychic mastery (+10pts), and the psychic attack power (+10pts).

Warping Field; when a creature with a warping field takes damage from an attack, it gets to make a special saving roll on 1d10; if the saving roll is greater than the amount that the attacking weapon's damage roll exceeded the target number or the creature's HTH roll by, the creature takes no damage from the attack. Also, re-rolls may not be used for this saving roll.

Biovox* (w/medium claws)	4	0	1	2	23
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\* includes the "one-man fire team" and "solo" abilities (+10pts); spore bombs must be purchased separately by type, and the listed cost is for enough bombs to last for the entire battle.

Hive Lord*	6	2	4	4	117
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(w/large slashing talons & quillfists)					(145)
(w/large slashing talons & gorger)					(144)
(w/large slashing talons & deathspurter)					(147)
(w/large slashing talons & poison cannon)					(148)
(w/large slashing talons & strangler pod)					(156)
(w/two pairs of large slashing talons)					(137)
(w/large slashing talons & ripping claws)					(154)
(w/ripping claws & quillfists)					(152)
(w/ripping claws & gorger)					(151)
(w/ripping claws & deathspurter)					(154)
(w/ripping claws & poison cannon)					(155)
(w/ripping claws & strangler pod)					(163)

\* counts as a "hero" (+50pts), and includes the "death blow", and "horrific" abilities (+20pts); may add a warping field (see the Psychotrope entry above) and levels of psychic mastery and psychic powers at their normal point costs.

Hive Guard	6	1	5	2	68
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(w/ripping claw\*, quillshield\* & flail whip)

\* a single ripping claw (+12pts) has an ATK value of 1d10, and inflicts an additional +1 HP (as long as at least 1 HP is initially inflicted by the attack); a Quillshield (+20pts) counts as a shield (with the increased DEF already reflected in the unit's profile above) combined with a single quillfist - with an ATK value of only a single d6 and using the 8" spray template.

The Crimson Terror*	8	1	4	3	110
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(w/two pairs of large slashing talons)

\* includes the "death blow", "solo" and "drop deployment" abilities (+31pts) - although it actually "tunnels" or "burrows" its way onto the battlefield instead of actually "dropping" in.



## The Taoo (Grey Aliens with Mecha)

<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
Taoo Flame Warrior	5	0	2	1	10
(w/pulse rifle)					(18)
(w/pulse carbine & grenade launcher)					(22)
(w/rail rifle)					(20)
Flame Warrior Leader	5	1	2	1	15
(w/pulse rifle)					(23)
(w/pulse carbine & grenade launcher)					(27)
T-15 Stealthsuit*	2 (6)	1	3	1	59

\* includes a burst cannon (+17pts), the "stealth" ability (+10pts), a 6" flight pack (+10pts) and a scanner (+5pts).

T-8 Battlesuit 2 (6) 1 3 2 35  
 \* includes a 6" flight pack (+10pts) and a scanner (+5pts). You may choose (and pay for) up to three weapons from the Taoo Battlesuit Weapons list (except "twin railguns" and "smart missile system").

T-88 Heavy Battlesuit\* 5 1 4 2 42  
 (w/twin railguns & twin plasma rifles) (85)  
 (w/twin railguns & smart missile system) (95)  
 \* includes a scanner (+5pts) and the "one-man fire team" ability (+5pts).

Taoo Gun Drone\* 2 (6) 0 2 1 34  
 (w/twin pulse carbines, twin grenade launchers & 6" flight pack)  
 \* all Taoo drones (both gun and shield drones) have the "blind devotion" ability for +2pts (already included in their cost); this allows you to purchase them individually and integrate them into other Taoo units without buying the "blind devotion" ability for the entire unit.

Taoo Shield Drone\* 2 (6) 0 2 1 36  
 (w/shield generator\* & 6" flight pack)  
 \* Shield Generator (+20pts); works similar to the psychic ability "psychic barrier"; the shield is always "up", it covers an area the size of the 3" blast circle, and a bonus of +2 is added to the DEF value of any model covered by the 3" circle. The size of the shield can be increased up to the 5" blast circle (during the drone's movement phase), but then only a +1 is added to the DEF value of any model covered by the 5" circle. The shield works against all ranged attacks (including psychic attacks), but not against melee attacks or shooting attacks made at point-blank range.

<u>Vehicle Type*</u>	<u>SIZ</u>	<u>MOV</u>	<u>DEF</u>	<u>HP</u>	<u>CAP</u>	<u>RAM</u>	<u>Cost*</u>
Devilshark (T)	9	12	6	6	9	8	105
Hammerfish (B)	9	12	6	9	4	8	105

\* (T) = troop carrier, (B) = battle vehicle; the listed cost of these vehicles does not include any crew, weapons, or modifications.

<u>Taoo Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Pulse Pistol	d8	s/p	7
Pulse Rifle	d8	-	8
Pulse Carbine (w/grenade launcher)	d8	s/af2	12
Grenade Launcher - photon	d4	if-d6/e3	-
Twin Pulse Carbines (w/grenade launchers)	d8	s/af3	16
Twin Grenade Launchers - photon	d4 (x2)	if-d6/e3	-
Rail Rifle	d10	sn	10
Hand Grenade - Photon	d4	th-d6/e3	5*

\* for the listed cost, one model can be equipped with enough of this type of hand grenade to last for the entire battle, or up to six models in the same unit may be equipped with a single grenade of this type.

<u>Taoo Battlesuit Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Burst Cannon	d8	af3	17
Twin Burst Cannons	d8	af5	25
Plasma Rifle	d10	-	10
Twin Plasma Rifles	d10 (x2)	-	15
Fusion Blaster	d12	vs	10
Twin Fusion Blasters	d12 (x2)	vs	16
Flamer	d8	sp8	12
Missile Pod	d12	af2	19
Twin Missile Pods	d12	af3	25
Twin Railguns - Solid Shot	d20 (x2)	h	28
Smart Missile System	d8	if-d6/af4/h	25

<u>Taoo Vehicle Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>
Railgun (has both solid shot and submunition rounds)			21
(solid shot)	d20	h	-
(submunition)	d10	df-d10/e5/h	-
Ion Cannon	d10	af3/h	19
Smart Missile System	d8	if-d6/af4/h	25
Seeker Missile (one shot)	d12	if-d20/e3/h	10

## Taoo T-8 and T-88 Battlesuit Optional Equipment

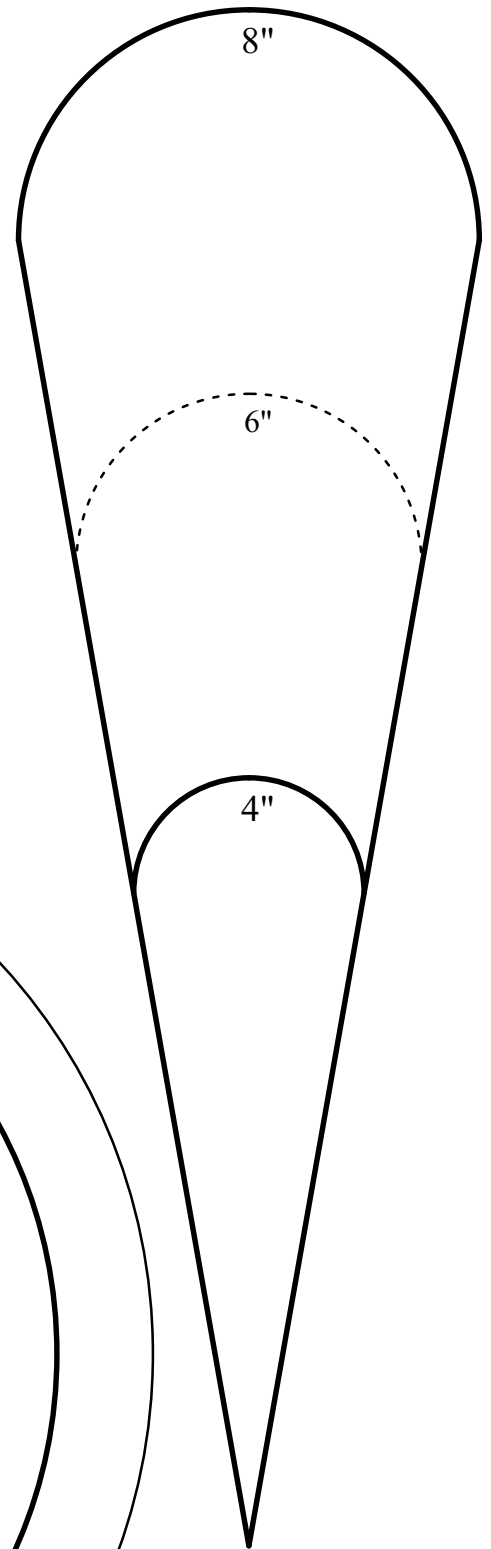
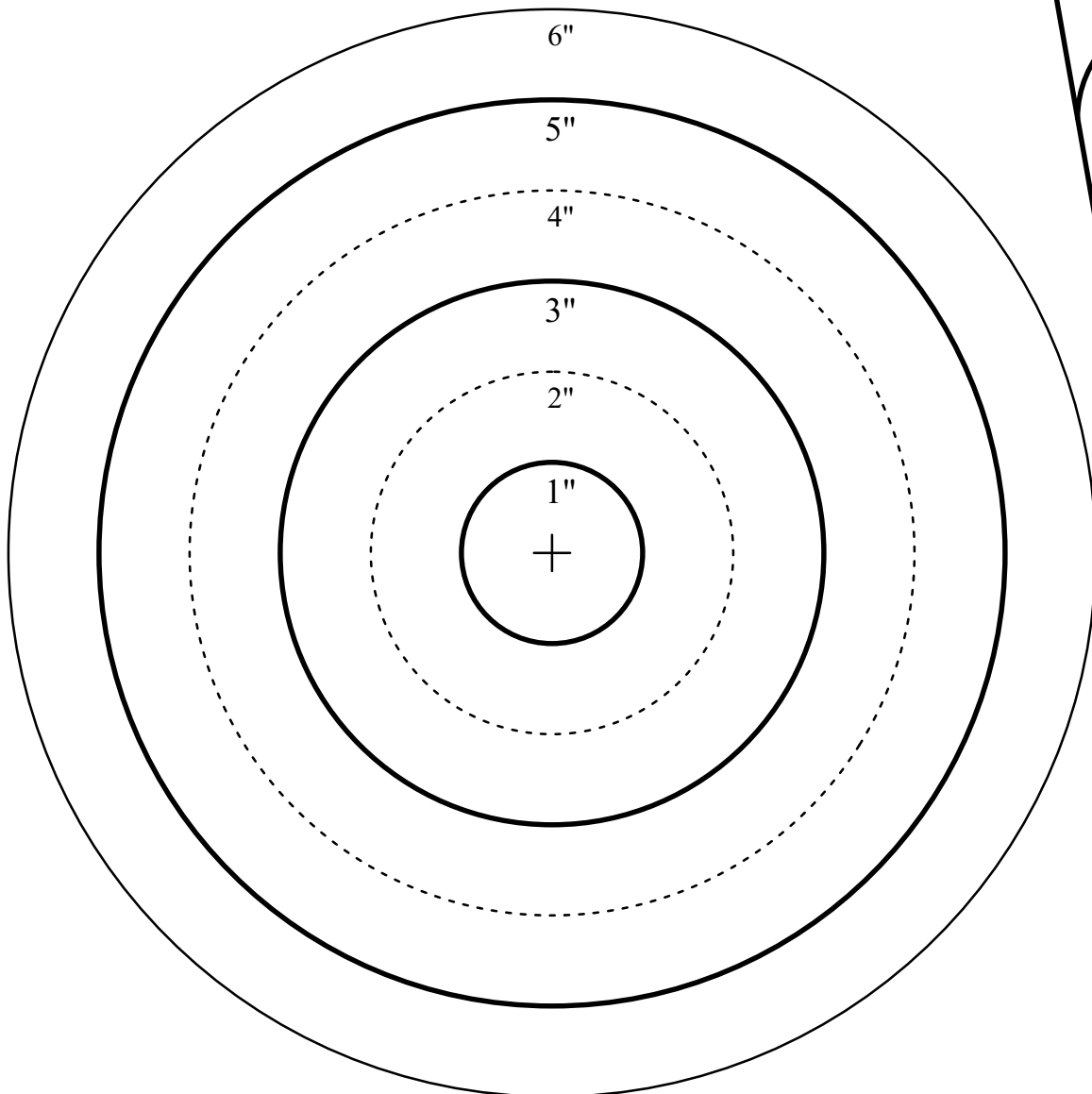
**Multi-Tracker:** (+5pts) this piece of equipment has the same effect as the "Gunslinger" special ability; it allows the battlesuit to fire two separate ranged weapons at the same target in the shooting phase without sacrificing a re-roll, and if the battlesuit does sacrifice a re-roll, both weapons may be fired at separate targets. This also applies to any set of "twin" weapons from the Taoo Battlesuit Weapons list, but this only applies to Taoo battlesuit weapons, and not to any other kind of "twin" weapons (which must normally both be fired at the same target).

**Battlesuit Shield Generator:** (+10pts) different than the gun drone shield generator (which is meant to protect ground troops), the battlesuit version is almost exactly the same as a regular shield; it adds +1 to the DEF value of the battlesuit against all attacks.

**Quick Reference Range Factor Chart**

Shot Type & Weapon Type	Range To Target (in inches)								
	1-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	
Aimed shot using a...									
...normal weapon (x1)	1	1	2	3	4	5	6	7	
...short ranged weapon (x2)	1	2	4	6	8	10	12	14	
...very short ranged weapon (x3)	2	3	6	9	12	15	18	21	
Snap shot using a...									
...normal weapon (x2)	1	2	4	6	8	10	12	14	
...short ranged weapon (x3)	2	3	6	9	12	15	18	21	
...very short ranged weapon (x4)	2	4	8	12	16	20	24	28	
Wild shot using a...									
...normal weapon (x3)	2	3	6	9	12	15	18	21	
...short ranged weapon (x4)	2	4	8	12	16	20	24	28	
...very short ranged weapon (x5)	3	5	10	15	20	25	30	35	

**Explosion & Spray Templates**







<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
1. _____	___	2	___	2+___	___

<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1. _____	___	___	___	___
2. _____	___	___	___	___
3. _____	___	___	___	___
4. _____	___	___	___	___
total: _____			___	___

<u>Melee Weapons</u>	<u>ATK</u>	<u>Cost</u>	<u>Qty</u>
1. _____	___	___	___
2. _____	___	___	___
3. _____	___	___	___
total: _____		___	___

**Hero Roster Sheet**

Total Hero Cost: 50 + \_\_\_ = \_\_\_

<u>Psychic Powers</u>	<u>Cost</u>
Psi Level: _____	___
Psychic Attack	10
Psychic Barrier	10
Psychic Blast	10
Psychic Concealment	10
Psychic Conveyance	5
Psychic Panic	10
Psychic Teleportation	5
total: _____	

<u>Special Equipment</u>	<u>Cost</u>
1. Flight Pack (6")	10
2. Flight Pack (12")	20
3. Flight Pack (18")	30
4. Gyrostabilizer	10
5. Jump Pack	10
6. Scanner	5
7. Targeter	5
total: _____	

Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<u>Heroic &amp; Special Abilities</u>	<u>Cost</u>
1. <b>Inspires Bravery</b>	<b>free</b>
2. <b>Heroic Deflection</b>	<b>free</b>
3. Climbing	5
4. Death Blow	10
5. Dodge	5
6. Forward Observer	5
7. Gunslinger	5
8. Horrific	10
9. Infiltrator	20
10. Leaping Charge	5
11. Marksman	5
12. Master Warrior	5
13. Medic	10
14. One-Man Fire Team	5
15. Sniper	5
16. <b>Solo</b>	<b>free</b>
17. Stealth	10
18. Ambush	20
19. Drop Deployment	15
20. <b>Fearless</b>	<b>free</b>
21. Recon	10
total: _____	

<u>Troop Type</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>Cost</u>
1. _____	___	2	___	2+___	___

<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1. _____	___	___	___	___
2. _____	___	___	___	___
3. _____	___	___	___	___
4. _____	___	___	___	___
total: _____			___	___

<u>Melee Weapons</u>	<u>ATK</u>	<u>Cost</u>	<u>Qty</u>
1. _____	___	___	___
2. _____	___	___	___
3. _____	___	___	___
total: _____		___	___

**Hero Roster Sheet**

Total Hero Cost: 50 + \_\_\_ = \_\_\_

<u>Psychic Powers</u>	<u>Cost</u>
Psi Level: _____	___
Psychic Attack	10
Psychic Barrier	10
Psychic Blast	10
Psychic Concealment	10
Psychic Conveyance	5
Psychic Panic	10
Psychic Teleportation	5
total: _____	

<u>Special Equipment</u>	<u>Cost</u>
1. Flight Pack (6")	10
2. Flight Pack (12")	20
3. Flight Pack (18")	30
4. Gyrostabilizer	10
5. Jump Pack	10
6. Scanner	5
7. Targeter	5
total: _____	

Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<u>Heroic &amp; Special Abilities</u>	<u>Cost</u>
1. <b>Inspires Bravery</b>	<b>free</b>
2. <b>Heroic Deflection</b>	<b>free</b>
3. Climbing	5
4. Death Blow	10
5. Dodge	5
6. Forward Observer	5
7. Gunslinger	5
8. Horrific	10
9. Infiltrator	20
10. Leaping Charge	5
11. Marksman	5
12. Master Warrior	5
13. Medic	10
14. One-Man Fire Team	5
15. Sniper	5
16. <b>Solo</b>	<b>free</b>
17. Stealth	10
18. Ambush	20
19. Drop Deployment	15
20. <b>Fearless</b>	<b>free</b>
21. Recon	10
total: _____	

<u>Vehicle Type</u>	<u>SIZ</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>CAP</u>	<u>RAM</u>	<u>Cost</u>
1. _____	—	—	—	—	—	—	—	—

	<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
			total: _____		

Notes: \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<u>Special Abilities</u>	<u>Cost</u>
1. Stealth	10
2. Ambush	20
3. Drop Deployment	15
4. Recon	10
	total: _____

<u>Vehicle Type</u>
Troop Carrier
Battle Vehicle
Open Topped

<u>Movement Type</u>		
Walker (short)	6"	10pts
Walker (tall)	8"	20pts
Tracked	6"	10pts
Wheeled	9"	20pts
Hover	12"	30pts
Flight (slow)	12"	30pts
Flight (fast)	18"	40pts

**Vehicle Roster Sheet**

Total Vehicle Cost: \_\_\_\_\_

<u>Vehicle Type</u>	<u>SIZ</u>	<u>MOV</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>CAP</u>	<u>RAM</u>	<u>Cost</u>
1. _____	—	—	—	—	—	—	—	—

	<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
			total: _____		

Notes: \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<u>Special Abilities</u>	<u>Cost</u>
1. Stealth	10
2. Ambush	20
3. Drop Deployment	15
4. Recon	10
	total: _____

<u>Vehicle Type</u>
Troop Carrier
Battle Vehicle
Open Topped

<u>Movement Type</u>		
Walker (short)	6"	10pts
Walker (tall)	8"	20pts
Tracked	6"	10pts
Wheeled	9"	20pts
Hover	12"	30pts
Flight (slow)	12"	30pts
Flight (fast)	18"	40pts

**Vehicle Roster Sheet**

Total Vehicle Cost: \_\_\_\_\_

<u>Mecha Type</u>	<u>SIZ</u>	<u>MOV</u>	<u>JMP</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>HTH</u>	<u>Cost</u>
1. _____	—	—	—	—	—	—	—	—

<u>Additional Movement Type</u>		
Tracked	6"	10pts
Wheeled	9"	20pts
Hover	12"	30pts
Flight (slow)	12"	30pts
Flight (fast)	18"	40pts

	<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
			total:_____		

**Mecha Roster Sheet**

Total Mecha Cost:\_\_\_\_\_

<u>Special Abilities</u>	<u>Cost</u>
1. Climbing	5
2. Death Blow	10
3. Dodge	5
4. Horrific	10
5. Marksman	5
6. Master Warrior	5
7. Stealth	10
8. Ambush	20
9. Drop Deployment	15
10. Recon	10
	total:_____

Notes: \_\_\_\_\_  
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 \_\_\_\_\_

<u>Mecha Type</u>	<u>SIZ</u>	<u>MOV</u>	<u>JMP</u>	<u>TQ</u>	<u>DEF</u>	<u>HP</u>	<u>HTH</u>	<u>Cost</u>
1. _____	—	—	—	—	—	—	—	—

<u>Additional Movement Type</u>		
Tracked	6"	10pts
Wheeled	9"	20pts
Hover	12"	30pts
Flight (slow)	12"	30pts
Flight (fast)	18"	40pts

	<u>Ranged Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Cost</u>	<u>Qty</u>
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
			total:_____		

**Mecha Roster Sheet**

Total Mecha Cost:\_\_\_\_\_

<u>Special Abilities</u>	<u>Cost</u>
1. Climbing	5
2. Death Blow	10
3. Dodge	5
4. Horrific	10
5. Marksman	5
6. Master Warrior	5
7. Stealth	10
8. Ambush	20
9. Drop Deployment	15
10. Recon	10
	total:_____

Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## QUICK REFERENCE SECTION

### Sequence of Play

- roll 1d6 for initiative to determine the First & Second Player. The First Player moves and acts with one unit, then the Second Player moves and acts with one unit (this continues back and forth until all units have acted).

### Morale Checks

- a unit's Panic Level is increased by +1 for every casualty it sustains.
- on the unit's next Morale Phase, roll higher than the unit's current Panic Level to pass the check (re-rolls may be applied). Mounted troops get one additional re-roll, and vehicles and mecha do not need make morale checks.

### Movement Actions For Troop Models

- Advance** move up to full MOV and make a "snap shot" attack.
- Charge** move up to double full MOV and engage in melee (+1 re-roll)  
-or- move double full MOV and make a "wild shot" attack.
- Hold** no movement and make an "aimed shot" attack  
-or- no movement and continue to fight in melee combat.

### Movement Actions For Vehicles

- Advance** move up to full MOV and make a "snap shot" with all weapons, or make an "aimed shot" with only one weapon.
- Charge** move up to double full MOV and make a "snap shot" with only one weapon.
- Hold** no movement and make an "aimed shot" with all weapons.

- a vehicle must move 3" on the playing surface before it can make a 45° facing change; mounted troops only have to move 2" before making a 90° facing change.

### Target Priority

Target Type	Target Priority
any target in general	1
any target that is part of a superior force	+1
closer targets	+1
farther targets	+0
targets in the open	+1
targets in partial soft cover	+0
targets in partial hard cover	-1
targets in full soft cover	-1
targets in full hard cover	-2
targets that are falling back/retreating	-2
targets that the trooper's weapon is designed for	+1

### Ranged Combat

- determine the Range Factor; RF of 1 for every full 10" of range (i.e. use only the "tens" place when counting out the range; ranges of 1"-9" are RF ½).
- multiply the Range Factor by the range multiplier (from the following list) to get the basic target number.
- add the target's DEF value, and any modifiers for cover (see below), to the basic target number to yield the final target number.
- roll the ATK die of the attacking weapon higher than the target number to score a hit (re-rolls may be applied).

### Range Multipliers (based on shot type and weapon type)

- Aimed shot using a: normal weapon x1  
short ranged weapon x2  
very short ranged weapon x3
- Snap shot using a: normal weapon x2  
short ranged weapon x3  
very short ranged weapon x4
- Wild shot using a: normal weapon x3  
short ranged weapon x4  
very short ranged weapon x5

### Cover Modifiers (added to the basic target number)

target is prone or in a crater	(light cover)	+1
target is in partial soft cover	(light cover)	+1
target is in full soft cover	(medium cover)	+2
target is in obscuring soft cover	(heavy cover)	+3
target is in partial hard cover	(medium cover)	+2
target is in full hard cover	(heavy cover)	+3
target is in obscuring hard cover	may not be attacked!	

- a fast moving target (one that moved 12" or more during its movement phase) has a +1 added to its DEF value until its next movement phase.

### Launched Weapons (direct & indirect fire)

- determine the Range Factor and basic target number normally.
- if the attack is from a direct fire weapon, any cover modifiers are also added in; cover is ignored if the attack is from an indirect fire weapon, but if the indirect attack is "blind", a +2 is added to the basic target number.
- make a placement roll versus the final target number (re-rolls may be applied); if the placement roll fails, the shot deviates in a random direction a number of inches equal to the amount that the roll was missed by.
- place the explosion template on the playing surface and make a separate damage roll for each target under the appropriate sized blast circle (versus a basic target number of 1 plus the target's DEF value and any cover modifiers).

### Hand Grenades (thrown explosives)

- determine the Range Factor; RF of 1 for every inch of range.
- make a placement roll ignoring cover (re-rolls may be applied). All thrown weapons roll a d6 for their placement die, plus a modifier based on the type of shot; aimed shot = +6, snap shot = +4, wild shot = +2
- if the roll is unsuccessful, the grenade will "fall short" and not deviate in a random direction, and it will not land closer than 3" from the thrower.

### Point-Blank Range Attacks (basic target numbers; no "shot" multipliers)

- pistol weapons have a basic target number of 1.
- short and very short ranged weapons have a basic target number of 2.
- normal weapons have a basic target number of 3.
- heavy weapons have a basic target number of 4.
- explosions have a basic target number of 1.
- spray weapons have a basic target number of 2.

### Melee Combat

- the attacker rolls the ATK die of his weapon plus his DEF value versus the opponent's ATK die and DEF value (re-rolls may be applied to both rolls).
- for multiple attackers in melee combat, each attacker after the first receives a cumulative +1 bonus added to its DEF value.

### Melee Attacks Versus Vehicles, Mecha & Doors

- the attacking model makes a normal HTH roll (re-rolls may be applied), versus the target's roll of 1d10 plus its DEF value (with no re-rolls allowed), and the target isn't "fighting back".

### Vehicle Ramming Against Vehicles

- the ramming vehicle rolls 1d6+DEF+RAM (driver re-rolls are allowed) versus the target vehicle's 1d10+DEF (with no re-rolls allowed).

### Vehicle Ramming Against Troops

- the ramming vehicle makes a single roll of 1d6+RAM, while each troop model makes a roll of 2d6+DEF (adding both dice rolls together). Re-rolls may be applied to all rolls, but only one of a trooper's two dice may be re-rolled using a single re-roll (even though both dice are being added together).

### Vehicle Ramming Against Mecha

- the ramming vehicle rolls 1d6+DEF+RAM versus the target mecha's 1d6+HTH+DEF (re-rolls may be applied to both rolls).

### Damage

- for every three points (or fraction thereof) that the attack or damage roll beats the target number by (or exceeds the opponent's attack roll by), one hit point (1 HP) of damage is inflicted.

### Using Coins As Markers

- Morale Check required next turn = 5¢
- Withdrawal Status: Falling Back = 10¢  
Retreating = 10¢ x2
- Model is Stunned = 1¢
- Model is on Reaction Fire = 1¢ stacked on top of 5¢

### Using Colored Counters

- Yellow
- Green
- Green x2
- Blue
- Red