

SCRAP

Skirmish Combat Rules for (almost) Any Period

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INTRODUCTION

Welcome to SCRAP - Skirmish Combat Rules for (almost) Any Period. This game system is meant to be used with most 25mm-28mm miniatures and any period-related vehicles and war engines. 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 samples 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 (and are, for the most part, written as such), they should also work fairly well for historic or fantasy battles as well. To play this game, you will need;

- your miniatures
- six-sided dice (d6) and twelve-sided dice (d12)
- area effect templates (explained below)
- one "direction randomizer" (explained below)
- a tape measure marked in inches
- colored markers; red, yellow, green, blue, and white
- printouts of the various roster sheets
- pencils and some scratch paper

To represent various area effect weapons and attacks, this game uses two different size circles; a 5" diameter circle and a 3" diameter circle (how these are used is fully explained later in the rules in their appropriate sections). A template marked with both these sizes (and a few additional lines that can be used during game play) appears on page 31 of the rules. It is recommended that you print the template on a sheet of transparent material and cut it out. These circles are also roughly the same size as Compact Discs - the standard 4 3/4" (12cm) size and the smaller 3 1/8" (8cm) size. Feel free to use these in place of the template provided (or you may even use templates from another game manufacturer).

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. 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 or squad of regular ground troops or mounted troops, or any single vehicle or mechanized unit. Special characters like heroes are also counted as their own individual unit.

A "trooper" is any individual figure 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 riding beasts, motorcycles and jet bikes) - but full sized vehicles are not considered as troopers.

PLAYING THE GAME

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, how well it can avoid being hit by a ranged attack, and how well it can handle itself under stressful situations (keeping itself and any fellow troopers from fleeing the battle). Basic experienced grunt troops have a TQ level of 0 (zero), seasoned veteran troops and special forces have a TQ level of 1, and crack elite troops and heroes have a TQ of 2.

For most actions that require a die roll (in particular, to-hit rolls, damage rolls, and morale checks - all explained later), the die may be re-rolled as many times as the acting model's TQ level, and the most favorable result may be kept. Alternatively, you may roll as many additional dice as the model's TQ level (all at the same time) and choose the best roll. In either case, the outcome is the same.

If multiple dice are already being rolled for an action (like for certain autofire attacks, explained later), the total number of dice to be re-rolled may not exceed the acting model's TQ level. When making to-hit and damage rolls, remember that these are both aspects of the same action/attack, so a re-roll may only be used the maximum number of times allowed for all aspects of that particular attack (i.e. either for the to-hit roll or the damage roll - unless the acting model has multiple re-rolls available).

A model's TQ level also represents its ability to keep its head down or to make better use of any available cover against ranged attacks (see the section on Ranged Attacks later in the rules for details on how this is used). There may also be times when re-rolls are not allowed, or when additional re-rolls may become available, but these will be noted in their appropriate sections later in the rules.

Initiative & Sequence Of Play

This game uses alternating unit activation (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 1d12 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, but troop quality re-rolls may not be applied to the initiative roll. If the players agree, the initiative roll may even be modified (based on some kind of strategy rating or on the number of units remaining, etc.). 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 then 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

All troop units (meaning: entire squads of models) have a starting panic level (PL) of one (1). 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 activation before it may perform any actions in the following phases (i.e. the movement and combat phases). To indicate that a unit needs to make a morale check on its next activation, place a yellow marker next to the unit as a reminder. To make a morale check, the unit must roll as many d6 as its morale level, and this number is determined by how many models the unit initially started the game with. Please see the following table;

| <u>Original Unit Size</u> | <u>Morale Level</u> |
|---------------------------|---------------------|
| 1-6 models | 1 (1d6) |
| 7-12 models | 2 (2d6) |
| 13-18 models | 3 (3d6) |
| 19-25 models | 4 (4d6) |

When the morale dice are rolled they are added together, and if the total of the roll is equal to or 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 much 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). This means that a number of dice equal to the highest skilled model's TQ level may be re-rolled, or individual dice may be re-rolled as many times as the highest skilled model's TQ level.

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 less than the unit's current PL), it must "fall back" towards its deployment zone (DZ). Place a green 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 rate 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 choose to make a voluntary 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 a single morale check during its morale phase, so if the unit has to make a compulsory morale check due to taking 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 taking 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 (and 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 - also explained later). Place a second green 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 activation, and if successful the unit will be reduced to "falling back" status and it 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 out).

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

Any unit that is retreating, falling back, or that is required to make a morale check on its next activation 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 a morale check), before any other unit on that player's side may be activated. 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 yellow marker should be placed next to the unit as a reminder that a morale check needs to be made on its next morale phase.

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), so 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 and/or the referee to determine whether a trooper will be able to circumvent impassable terrain or not (i.e. most players would agree that an insectoid creature 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 (e.g. a model on a 1" base could move between two friendly troopers as long as there was at least a ½" 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 a "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).

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 it may proceed through the rough terrain with no penalties to its MOV. If the roll is a "1", the vehicle becomes stuck or "mired", and it 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 (the one after it initially became mired), it must make another mire test, but at -1 to the die roll. If this mire test is successful, the vehicle is freed and it may move normally, but its MOV will be halved for the remainder of the current turn (since some of its movement was wasted in the attempt to free itself).

However, if it fails the mire test, the vehicle remains stuck and it 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 (5th) 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. Hovering vehicles may ignore all but the tallest or most cramped terrain features, but 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 these 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 fully explained in the section on Ranged Attacks later in the rules. Movement actions for vehicles are almost the same as for troop models (but please note that mounted units are treated as regular troops 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". Weapons that are "linked" or "twin" only count as a single weapon, since only one targeting system is required to fire all of the "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).

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, and all troops in the same unit must stay within a certain distance of each other to maintain unit coherency. However, unit coherency also depends on the type of "formation" the unit is using, and there are two different types of unit formation; "loose" and "tight".

A "loose" formation is where the individual troops in a particular unit may be arranged in any manner, as long as they are within a certain distance of other members of the same unit. A "tight" formation is where all of the members in a unit are in constant base-to-base contact with each other, and are arranged in a traditional square or rectangle formation (the special rules for troops in a tight formation appear later in the rules). For the most part, these rules will assume that troops are organized using a loose formation.

Grunt troops (those with a TQ level of zero) must stay within 2" of each other to maintain unit coherency, veteran troops (with a TQ level of 1), must stay within 3" of each other, and elite troops (with a TQ level of 2) must stay within 4" of each other to maintain unit coherency. 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. Also, the coherency distance of the "lowest" ranked models in the unit are used to determine unit coherency (as they would be the ones out of coherency before any of the higher ranked models would).

Models that are out of unit coherency must spend their next movement phase rejoining or "consolidating" 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). Certain special abilities may alter a unit's coherency distance, but these will be noted later in their appropriate sections of the rules.

THE COMBAT PHASE

Line Of Sight (LOS)

The line of sight (LOS) is an imaginary line drawn between the attacker and the target. A 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 specific rules for firing into melee combat appear later in the rules).

The only time you may shoot past a model that is blocking the LOS is if the desired target that is 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 is at least twice the size of the intervening 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 a ranged attack is obscured by some form of cover, it can usually still be attacked, but the difficulty level of the attack will be increased based 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 model 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 models that are within 2" of the vehicle, 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 only a 45° arc directly to the mounted model's rear.

Target Declaration & Target Priority

Before a model 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 in that unit can declare a target and make an attack. It is not necessary for all of the models in the acting unit to attack 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 model 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 usually 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 such weapons.

When declaring targets for ranged attacks (including indirect fire attacks - explained later), 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.

| <u>Target Type</u> | <u>Target Priority</u> |
|---|------------------------|
| 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 |

* for troopers, 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 several mounted troops, or even a vehicle.

** even though a trooper with a powerful weapon like a missile launcher has a much better chance of scoring a kill against an individual troop 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

When making a ranged attack (also called a "shooting attack"), the first step is to determine the range to the target - which in turn, determines the basic target number for that attack. All ranged weapons have four "range bands"; short, medium, long, and extreme - and the actual distance that each "band" represents will vary from weapon to weapon.

Measure the distance to the target in inches and refer to the profile of the weapon being used to make the attack to determine which range band the target falls under. Attacks made at "short" range have a basic target number of 3, while attacks made at "medium" range have a basic target number of 6. Attacks made at "long" range have a basic target number of 9, and attacks made at "extreme" range have a basic target number of 12. The attacker must then roll equal to or greater than the target number on 1d12 for the attack to be successful.

However, these basic target numbers assume that the attacker is making an "aimed" shot (by taking a "hold" action). If the attacker is making a "snap" shot (by taking an "advance" action), the target number is increased by +3, and if the attacker is making a "wild" shot (by taking a "charge" action), the target number is increased by +6. In addition to this, the target model's TQ level, and any cover that it may be hiding behind, are also added to the target number (cover is explained in more detail in the following section of the rules).

The complete procedure for making a ranged attack is as follows; declare a target for the attacking model's weapon (as described previously), then measure the distance to the target in inches to determine which of the weapon's range bands the target falls under (to determine the basic target number for the attack). Next, modify the target number based on the attacker's "shot" type. Finally, add the target's TQ level and any modifiers for cover to the target number - this final number is the actual target number for the attack. The attacker must roll equal to or greater than the target number on 1d12 for the attack to be successful and hit the target, and any re-rolls the attacking model has may be applied normally.

If the final target number is too high for the attack die to roll equal to or greater than, that trooper's attack is wasted, having fired at a target that is beyond the "effective" range of his weapon under the current circumstances. In the event that the attack is successful, the attacker should roll for damage (see the section on Damage later in the rules for details). The following table will help in quickly determining the basic target number.

| <u>Shot Type</u> | <u>- Range Band -</u> | | | |
|------------------|-----------------------|---------------|-------------|----------------|
| | <u>Short</u> | <u>Medium</u> | <u>Long</u> | <u>Extreme</u> |
| Aimed Shot | 3 | 6 | 9 | 12 |
| Snap Shot | 6 | 9 | 12 | - |
| Wild Shot | 9 | 12 | - | - |

(basic target numbers)

COVER

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. Hiding behind another trooper model never counts as being in cover, but hiding behind a vehicle does. Partial cover adds a +1 to the target number of a ranged attack, and full cover increases the target number by +2.

A trooper taking a "prone" position out in the open, or taking cover in a shell crater (at least as wide as the model is tall), counts as being in partial cover - but only at a range of 12" or more from the attacker. If the attacker is any closer than 12", 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 done for free - but getting up from a prone position or leaving the cover of a shell crater is done at the beginning of a trooper's movement, and it costs 2" of that trooper's MOV. Vehicles (and any other particularly large models) cannot take cover in either of these ways.

While the amount of cover may affect the accuracy of an attack, the specific type of cover will modify the target model's DEF value. 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, trees or buildings). Soft cover adds nothing to the target model's DEF value, but hard cover adds a +1 to the target model's DEF value against all ranged attacks. In the case of prone models, or those taking cover in a shell crater, being prone out in the open only counts as soft cover (no DEF bonus), but a shell crater counts as hard cover (DEF +1).

A model that is in partial cover (either 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 attacks through the cover at all (but it may make an indirect fire attack or a hand grenade attack over the top of the cover).

A trooper model that is behind full or obscuring cover (again, either soft or hard) may expose itself and declare only partial cover. If a trooper model is already in position and is 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 ranged attacks from behind the cover without any penalties due to 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 vehicles - they must always pay for any movement they wish to make by taking the appropriate movement action normally. The following is a list of the various levels of cover and their increase to the target number for ranged attacks.

| <u>The Target Is...</u> | <u>Target Number</u> |
|--|----------------------|
| ...prone or in a crater | +1 |
| ...in partial cover (1/2 to 3/4 covered) | +1 |
| ...in full cover (more than 3/4 covered) | +2 |
| ...in obscuring cover | may not be attacked! |

Hard Cover adds +1 to the target's DEF value (DEF +1)

The Three Inch Rule For Cover: a model may ignore and shoot past a low piece of terrain or cover if it is within 3" of that cover. Also, a model is considered to be "in cover" if it is within 3" of a piece of terrain - but this only applies to targets that are on the opposite side of a piece of cover (there are exceptions to this rule, but 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 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 to be 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 at least 12" or more on the playing surface during its movement phase is considered to be a fast moving target, and it gains a +1 bonus to its DEF value until its next activation (and this defense bonus is applied to both ranged and melee combat). The reason that a fast moving model's DEF value is increased - and not the target number for the attack - is to allow this same modifier to be used equally for both ranged and melee attacks.

Pistol Weapons

Pistol weapons are versatile because they can be fired normally, or they can be used in melee combat as part of that model' s melee attack - adding the pistol' s DAM value to the HTH roll as if it were for a normal melee weapon (explained later). Pistol weapons are noted with a "P" on the Special column of a weapon' s profile.

Heavy Weapons

Weapons of considerable size and bulk, or even weapons with particular firing characteristics (slow to fire, difficult to aim or reload, etc.), are all considered to be "heavy", and a model armed with a heavy weapon may have its MOV reduced by a certain amount depending on the weapon' s size. There are three classes of heavy weapon; "Heavy" (noted as H on the Special column of a weapon' s profile), "Very Heavy" (noted as H1), and "Extremely Heavy" (noted as H2 on the Special column of a weapon' s profile). A "very heavy" weapon (H1) reduces a model' s MOV by one inch (MOV -1"), and an "extremely heavy" weapon (H2) reduces a model' s MOV by two inches (MOV -2"), but a weapon that is only "heavy" (H) does not reduce a model' s MOV at all.

A model with the "strong" special ability (explained later) cancels out a level of "heaviness" - so an H2 heavy weapon would be treated as H1, and an H1 heavy weapon would not have any movement penalty at all (although it would still be considered a "heavy" weapon, since a model' s strength cannot remove a weapon' s "heavy" quality, only the movement penalty incurred by the level of "heaviness").

Since heavy weapons are (for the most part) large and unwieldy, they cannot be fired easily while "on the move", so a trooper with a heavy weapon must take a hold action (making an "aimed" shot) in order to fire that 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.

If a model with a heavy weapon is also armed with an additional weapon (like a pistol), he may shoot that weapon instead of the heavy weapon. Several sample weapons are listed later in the rules, but when assigning values to new weapons, it will be up to the players and/or the referee to determine what class a heavy weapon is.

One final 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 a heavy weapon to be fired while moving). Treat them as you would any other normal (i.e. not "heavy") weapon for the purposes of the "shot" type based on the vehicle' s movement action.

Additional Heavy Weapon Rule: Crew-Served Weapons

Particularly cumbersome weapons may be "crew-served" to help reduce the movement penalty incurred by that weapon. Crew-served heavy weapons typically take the form of a two-man fire team - 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", and they must always be within 2" of each other for the heavy weapon to be fired. 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 is usually armed with whatever the rest of his squad or force is armed with). Having two models serve a heavy weapon reduces that weapon' s movement penalty by 1 point (but this can never be used to actually increase a model' s total MOV value).

The loader may fire his weapon normally, but he himself may not carry or fire a heavy weapon, as he would be unable to assist the firer if he did so. If the loader of the team is 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).

Sniper Weapons

Sniper weapons are similar to heavy weapons in that taking an advance action makes the attack a "wild" shot, and taking a charge action prevents the sniper weapon from being fired at all. The main difference is that a sniper weapon does not have a movement penalty, and its "heaviness" cannot be negated by the "steady" special ability (explained later).

Sniper weapons may gain one of the following special bonuses, but only one bonus is allowed per attack, and the bonus must be specified before the attack is made. The three bonuses that a sniper weapon can receive are; the shooter may gain an additional re-roll, a +1 bonus can be added to the to-hit roll for the attack (allowing the weapon to hit a target that it normally would not be able to), or an additional +1 can be added to the weapon' s damage roll. Sniper weapons are noted on the Special column of a weapon' s profile with an \$n\$.

Autofire Weapons

Autofire weapons have a high rate of fire, so they can attack several times when they are fired. These attacks can all be focused on a single target, or they may be split up to attack several targets that are in close proximity to each other. There are three types of autofire attack; "focus" fire, "burst" fire, and "suppressive" fire.

Focus fire is just that - when all of the weapon' s fire is focused on a single target. The target of the focus fire is attacked three times (3x), making three separate to-hit rolls. Burst fire is when the attacker is attempting to hit several targets that are in close proximity to each other with autofire. The small 3" area effect template is used to indicate the area attacked, and every target under the template (even partially) is attack two times each (2x), making two separate to-hit rolls against each target. Suppressive fire is used to cover a wide area with autofire, so the large 5" area effect template is used. Every target under the large template (even partially) is attacked only once, making a single to-hit roll against each target. For the sake of simplicity, the range used for a burst fire or suppressive fire attack is the range to the center of the template, and not the range to any one specific model.

Autofire weapons also have another characteristic - their "rate of fire" (ROF). An autofire weapon' s ROF indicates how many damage rolls are made against the target for each successful hit.

Most autofire weapons will only have a ROF of 1 (i.e. one damage roll per hit), but weapons with higher rates of fire, or those that can sustain their fire longer, will have a ROF of 2 or even 3 (i.e. two or three damage rolls per hit). Autofire weapons are noted with an "A" on the Special column of a weapon's profile, followed by that weapon's ROF ("A1", "A2", or "A3").

Scatter Weapons

Scatter weapons (like shotguns) fire a spread of several smaller projectiles with a single shot, so they make two damage rolls for each successful attack (the effect is similar to an autofire weapon with a higher rate of fire). Scatter weapons are extremely effective "up close", so any attack made with a scatter weapon at point-blank range (explained later) adds an additional +1 modifier to the weapon's damage value (DAM +1). Scatter weapons are noted on the Special column of a weapon's profile with an "Sc".

Explosive Weapons & Deviation

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) rounds that concentrate the majority of their damage against the primary target of an attack.

Any weapon that has explosive effects will have the damage value of the explosion listed in parenthesis "(") on the weapon list, and the size of the explosion will be listed on the Special column of that weapon's profile; "Sml" for explosions using the small 3" area effect template, and "Lrg" for explosions using the large 5" template. Some explosive weapons may even have two damage values listed; one for the actual target of the attack (listed without parenthesis), and one for any nearby targets caught in the weapon's blast (listed as a normal explosion with parenthesis).

To make an attack with an explosive weapon, designate a target for the attack (the target could even be just a point on the playing surface), and make a normal to-hit roll. If the attack is successful, place the area effect template on the playing surface so that the center of the template is over the target of the attack. If the template covers the base of any nearby model (even partially), that target is also 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 center of the template must be over the vehicle - and it must be over a portion of the vehicle that the attacking model has a direct LOS to.

If the attack is unsuccessful (if the to-hit roll is less than the target number), the template will deviate a number of inches equal to the amount that the die roll missed the target number by, and in a direction determined by the direction randomizer (e.g. if the target number was "5" and the to-hit roll was a "3", the attack would deviate 2 inches; you would then use the direction randomizer to determine which direction the shot went).

However, this game does not have "fumble" rolls, so the area effect template may never be placed so that the attacker is caught in the blast of his own weapon (but the same cannot be said for any of his comrades in front of him...). After the position of the template has been finalized, the attacker should then 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 to-hit 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.

If a model that is covered by the template is also behind hard cover (based on a direct LOS from the center of the explosion), that model gains the +1 cover bonus to its DEF. Also, when a trooper or a mounted unit is caught in the blast of any explosive weapon, that model is automatically "stunned" - even if it suffers no damage from the attack ("stun" effects are covered later in the section on Damage).

Indirect Fire Attacks

Some explosive weapons are also "indirect fire" weapons, meaning any attack made with them is launched in an arc over most battlefield terrain features. When making the to-hit roll for an indirect fire attack, any cover that the target may be hiding behind is ignored. If the attacker does not have a direct LOS to the target, but some other friendly model does, the indirect attack may still proceed, but the target number for this type of "blind" attack 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. All other aspects of an indirect fire attack are treated just like a normal explosive weapon attack. Indirect fire weapons are noted as "Ind" on the Special column of a weapon's profile.

Autofire With Explosive Weapons

Some explosive weapons may also be autofire weapons (like most vehicle-mounted automatic grenade launchers). In such cases, the following rules apply to autofire attacks for explosive weapons. Autofire explosive weapons still fire three times (3x), just like a normal focus fire attack, but instead of using a template to indicate the area affected by the autofire, each of the three "shots" may be placed up to 2" away from the center of the previous shot (as long as all three target points are still within the attacker's LOS). Any deviation for these three shots should be worked out from their intended target point, and not from the deviated location of the previous shot.

Hand Grenades (Thrown Explosives)

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". Hand grenades are essentially indirect fire weapons, so they can be thrown over any obstacle up to 3" tall with no adverse effects to the attack. However, for each inch over 3" in height (or fraction thereof), the target number for the attack is increased by +1.

Even if the attacker does not have a direct LOS to the target, the attack may still proceed (at that close range, just hearing the enemy rustling around should be enough to know where to approximately throw a hand grenade). However, the target number will still be increased by +2 for being a "blind" attack.

When making the to-hit roll for a hand grenade attack, if the roll is unsuccessful, the grenade "falls short" of the target a number of inches equal to the amount that the roll was missed by (similar to normal explosive weapons). However, hand grenades do not use the 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. Hand grenades are noted with a "G" on the Special column of the weapon's profile, followed by the size of the area effect template to be used.

Flame Weapons

Weapons like flame throwers that attack with a "spray" or a "stream" of fuel or chemicals are referred to as "flame" weapons, and they use the area effect templates to indicate the area covered by the flames. Extremely small flame weapons like "hand-held" flame units or "flame pistols" use the small 3" area effect template, but all other "larger" flame weapons can use either the large 5" area effect template or the small 3" area effect template - depending on how much area the attacker wants to cover with that particular attack. Regardless of its size, the center of the area effect template may only be placed a certain distance from the attacker based on the type of "shot" he is making.

If the attacker is making an aimed shot, the template may be placed up to 6" away from the shooter, and if the attacker is making a snap shot, it may be placed up to 4" away. If the attacker is making a wild shot, the template may only be placed 2" from the shooter, and even though this would technically place the attacking model under its own template if using the large 5" area effect template, it is never attacked by its own weapon. Also, the normal rules for heavy weapons and shot type still apply. No to-hit roll is required when placing the template for a flame weapon attack, but a separate damage roll should be made against each target covered by the template (even if only partially covered).

Any targets that are directly between the shooter and the area effect template are also attacked by the flame weapon. Draw an imaginary line from the center of the attacking model's base to the center of the area effect template; any model within ½" of either side of this imaginary line is also attacked by the flame weapon (these lines are also indicated on the template provided on page 31 of the rules).

If a flame weapon that is capable of using the large 5" area effect template uses the smaller 3" template instead, each target under the small template is attacked twice (2x) - similar to an attack made with a scatter weapon. Regardless of the size of the template, one of the targets attacked by the flame weapon may be specified as the initial or primary target of the attack, and any re-rolls may be applied to the damage roll against that target - but not against any others. Flame weapons are noted on the Special column of a weapon's profile with an "F", followed by the maximum size of area effect template allowed for that weapon (i.e. "Sml" or "Lrg").

Models With Two Ranged Weapons

A model armed with two ranged weapons may attack with both of them during its combat phase, but it must sacrifice one of its re-rolls to do so. These could be two pistols, a pistol and a rifle, a pistol and a flamer - anything but a combination involving a heavy weapon, a sniper weapon, or a hand grenade. The attacking model may only attack a single target with both weapons, but the to-hit rolls themselves are made normally. If the attacker sacrifices two of his re-rolls, he may attack two separate targets with one weapon each. However, if a model does not have a high enough TQ level to be able to sacrifice any re-rolls, it may not make this kind of multi-weapon attack.

Reaction Fire

When a model 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, place a red marker 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 no new enemy model presents itself by the end of the current turn, 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.

Point-Blank Range Attacks

When two models are within 1" of each other, or if they are in base-to-base contact, they are considered to be at "point-blank" range (models that are in base-to-base contact are also considered to be in melee combat - explained later in the rules). A model may make a single point-blank range 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 that is made while in base-to-base contact allows the attacking model to use its ranged weapon while engaged in melee combat (in the event that it doesn't have a suitable close combat weapon). 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). A point-blank range shooting attack has a basic target number of 2, regardless of the type of movement action that the attacking model took in the movement phase.

This means that there is no additional re-roll for charging into melee combat and making a point-blank range attack. The target model' s TQ level, and any modifiers for cover, are then added to this basic target number. Explosive weapons (including hand grenades) do not need to make a to-hit roll when they are used to make an attack at point-blank range - 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.

If a flame weapon is used to make a point-blank range attack, the target model is assumed to absorb the brunt of the attack, so the area effect template is not actually used. However, because the target is consumed by the flame weapon' s attack, two damage rolls are made against that target (similar to the damage inflicted by a scatter weapon).

Firing Into Melee Combat

Although models in base-to-base melee combat block the LOS (as mentioned previously), there may be occasions when firing into a melee becomes a very viable option - possibly to save a comrade that has almost no chance of surviving in hand-to-hand against his current opponent, or if the commander is particularly unscrupulous and counts the trooper engaged in the melee as an "acceptable loss".

When firing into a melee, roll 1d6; if both opponents can clearly be seen by the attacker (i.e. if the attack is from the "side" of the melee combat), a roll of "1-3" will hit the model to the attacker' s "left", and a roll of "4-6" will hit the model to the attacker' s "right". If one of the models in the melee is partially obscuring the other, a roll of "1-4" will hit the "obscuring" model, and a roll of "5-6" will hit the "obscured" model. If a model is completely obscuring his opponent, the obscuring model will be hit on a roll of "1-5", and the obscured model will only be hit on a roll of "6". In the event that the obscuring model is much larger than his obscured opponent, a -1 modifier should be applied to the die roll.

Models that are engaged in melee combat do not get their TQ level added to the target number for the attack, as they are too busy fighting with their opponent to be able to duck out of the way or to make use of any available cover.

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 injure 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).

Unless otherwise specified by the rules, all melee combat rolls are resolved by rolling 1d12 for each combatant. The damage value (DAM) of the melee weapon that a model is armed with, as well as that model' s DEF value, are then added to the die roll to yield that model' s total hand-to-hand (HTH) roll. As mentioned previously, a pistol weapon may also be used in melee combat, adding its DAM value to the HTH roll just like any other melee weapon.

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 that is fighting back is considered to be making a "counter-attack". When the HTH rolls are made, the model with the highest total roll (after modifiers) has struck his opponent, and the "margin of success" (the amount that the higher roll exceeds the lower roll by) determines the level of damage (see the section on Damage later in the rules for more details).

Re-rolls may be applied to HTH attacks, with the attacker using up all of his re-rolls before the opponent may use any of his own. 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.

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. However, only the first (or "primary") melee weapon gets to roll the normal attack die of 1d12; the second weapon only gets to roll 1d6 for its HTH roll. In both cases, the individual weapon' s DAM value, as well as the model' s DEF value, are added to the die roll for each individual weapon. Also, the two die rolls stand alone - they are not added together. The player should make a note on the roster sheet as to which weapon is a model' s primary melee weapon, and which is its secondary melee weapon.

When multiple dice are rolled for a melee attack (or even for a counter-attack), the model with the single highest modified die roll has struck his opponent, and if both dice score greater than the opponent' s single highest die roll, that opponent is struck multiple times (damage is still determined normally). Re-rolls may be applied, 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 1d12 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 1d12 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 greater, 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 fighting another of the attacker's comrades). For each additional model 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, the third attacker has a +2 to its DEF, etc.).

Note that this is not an additional re-roll, but an increase to the attacker's DEF value (which is then added to its melee combat die roll). This rule only applies when attacking troops or mounted units - it does not apply when attacking vehicles or mecha.

Polearms

Melee weapons like pikes, spears, lances, and halberds are all considered to be "polearms", and they have certain special rules that apply to them. There are also three different lengths of polearm; "long", "medium", and "short". Long polearms are weapons that are longer than twice the height of a man (like a pike or a lance). Medium polearms are weapons that are taller than a man, but no more than twice his height in length (like a spear or a halberd). Short polearms are anything that is about as tall as a man or shorter (like a short spear, or possibly a scaled-down version of a spear for the smaller fantasy races like dwarves or goblins).

A model armed with a polearm of any length receives a +1 bonus to his counter-attack roll when receiving a charge (i.e. when being engaged in melee combat by a model that is taking a charge action). However, this does not apply if the model with the polearm is already currently engaged in melee combat. Models armed with long or medium length polearms also receive a +1 bonus to their attack rolls when they themselves charge and engage an opponent in melee combat.

For melee attacks not involving a charge, a long polearm may be used to attack a model that is up to 2" away from the attacker, and a medium polearm may be used to attack a model that is up to 1" away. In such cases, the opponent makes his HTH roll normally, but even if the counter-attack roll is higher, no damage is done to the attacker (unless the opponent is also armed with a polearm of equal or greater length, in which case the attack is resolved normally). Short polearms may only be used to attack a model that the attacker is actually in base-to-base contact with (the same as for any normal melee attack). If a model armed with long polearm uses it to fight while in base-to-base contact (i.e. not making or receiving a charge), a -1 modifier is applied to that model's DEF, as the length of the weapon prevents it from being used effectively in close quarters.

If the model is armed with a different type of melee weapon, he may use that weapon instead, but he may not "switch" to that weapon until his next activation.

DAMAGE

If an attack is successful, the next step is to determine what type of damage is inflicted by the attack. There are three levels of damage for regular troops; "stunned", "wounded", and "killed". To determine the level of damage, roll 1d6 and add the weapon's DAM value to the roll. For melee attacks, the "margin of success" is used (the amount that the opponent's HTH roll was beaten by), and it is added to the weapon's DAM value instead of a separate die roll. In either case, the resulting number is called the "damage score".

If the total of the damage score exceeds the target's DEF value by only one point, the target is "stunned". If the total of the damage score is two or three points higher, the target is "wounded", and if the damage score is higher by four or more points, the target is "killed". For example, if the target's DEF value (or HTH roll) is 3, a damage score of "4" would stun the target, a score of "5-6" would wound the target, and a damage score of "7+" would kill the target.

Damage Score Results

(versus the target's DEF value or the opponent's HTH roll)

+1 = Stunned
+2 or +3 = Wounded
+4 or more = Killed

When a trooper is "stunned" (including troops riding in an open-topped vehicle or mounted troops), place a blue marker next to it. A stunned model's MOV is temporarily reduced by two inches (MOV -2"), and it may not make any ranged or melee attacks. If the model is itself attacked in melee, it may fight back normally (with a counter-attack), but it may only roll 1d6 for any melee combat rolls instead of 1d12 - and it may only use one melee weapon when it fights back, regardless of how many close combat weapons it may be armed with. Also, a stunned model may never use a re-roll.

Stun takes effect immediately, and it lasts through the stunned model's next activation. At the beginning of the stunned model's following activation (the second activation after being stunned), the stun effect wears off (remove that model's stun marker) and the unit may move and fight normally.

When a model is "wounded", place a white marker and a blue marker next to it (since a wounded model is also automatically "stunned", but there are other lasting "wound" effects as well). When a wounded model's stun wears off, the wounded model's MOV is then permanently reduced by two inches (MOV -2"), and all ranged attacks will have a -2 modifier applied to them. Also, all melee combat rolls will use only 1d6, and the model may only use a single melee weapon when it fights.

If a stunned model receives another stunned result, it is wounded; and if a stunned model receives a wounded result, it is instantly killed. If a wounded model receives a stunned result or another wounded result, it is also instantly killed. When a model is "killed", it is simply removed from play.

Alternatively, a killed model may be placed on its side and left on the playing surface to represent the carnage of battle. Damage for vehicles and mecha is handled a bit differently. Instead of damage levels like stunned, wounded, and killed, vehicles have damage points (DP). For every two points (or fraction thereof) that the damage roll (or the HTH roll) exceeds the target vehicle' s DEF value (or its own HTH roll), one DP is inflicted. Specific damage results for vehicles and mecha are covered later in the rules in the Vehicle Design and Mecha Design sections.

Optional Alternative Damage System: as you may have noticed, the method for determining damage is slightly different for ranged and melee combat (i.e. the "damage roll" method used for shooting attacks, and the "margin of success" method used for melee attacks). This is because the margin of success (MOS) method does not lend itself well to various types of ranged attacks (in particular, indirect, explosive and flame weapon attacks). However, I do realize that the MOS method is faster, since it reduces the overall number of die rolls needed to yield a damage result. For those that prefer the MOS method, I offer the following optional rule.

When making a direct-fire ranged attack, you may substitute the damage roll method with the MOS method. So the damage for a ranged attack will be worked out almost exactly like a melee attack, adding the ranged weapon' s DAM value to the attack roll, and adding the target' s DEF value to the target number for the attack. This is particularly useful if playing a game in a setting that does not frequently use rapid fire, indirect-fire, or explosive weapons (i.e. a setting that primarily uses bows or black powder firearms).

For scatter weapons and autofire weapons with a high ROF (i.e. a ROF of at least 2 or 3), only the first shot is worked out using the MOS method to determine the level of damage - the damage for the second and third shots is worked out using the normal damage roll method. If making an indirect fire or a flame weapon attack, the normal damage roll method should still be used.

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 to-hit roll attempting to beat the target number (i.e. the range to the door). In the case of a melee attack against a door, the door gets to roll 1d12 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.

Doors have damage points like vehicles do, instead of using damage levels like troops do. There are several different types of door, ranging from typical standard dwelling doors to pressurized bulkheads. Most doors have only 1 DP, but "reinforced" and "heavy" doors should each have 2 DP.

| <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 |

Special Rules For Tight Formations

Since troops in a loose formation don' t really have any special rules applied to them, the term "formation" will only be used to describe troops in a tight formation for the remainder of these rules (for the sake of brevity). A formation of troops must be at least four trooper models wide, or three mounted troops wide, to actually be considered a "formation", and although individual troop models do not have a particular "facing", a formation of troops does (but only for movement purposes).

Troops in formation may move using the normal rules for troop movement, but since the formation is moving as a single unit, all models in the formation must be able to clear or pass through any terrain or obstacles on the battlefield. Also, the MOV of the slowest model in the formation (based on any difficult terrain it may be passing over) determines the maximum MOV of the entire formation.

To change its facing, a formation may perform a "wheel" maneuver. This is done by using one of the formation' s front "corners" as a pivot point. For the sake of simplicity, the model in the front rank (i.e. the front row) at the end opposite the pivot point is then moved in an arc around the pivot point using its normal MOV. After that model has finished moving, all of the remaining models in the unit are then re-arranged in a tight formation based on this new position.

Every model in the formation is then considered to have taken the same kind of movement action and to have moved the same amount as the first model that was moved (this type of maneuver is much simpler if all of the models in the unit are mounted on a movement tray of some kind).

Alternatively, a formation may instantly change its facing by making a "face" maneuver (i.e. left, right, or about), but this may not be performed if the unit is currently engaged in melee combat. A face maneuver does not use any of the formation' s MOV, but it does prevent the formation from taking a "charge" action that turn. Any models that need to "consolidate" the formation' s new facing after a face maneuver (to make the formation' s new "front" a solid line of troops) may then do so for free.

The leader of a unit of troops in formation may be "detached" from that unit (i.e. he does not actually need to be "in" the formation). However, he must remain within unit coherency of at least one model in that formation, and this distance is based on his TQ level, and not the TQ level of the troops in the formation (representing his ability to relay orders to the throng of troops at his command).

Only the front two ranks of a formation may make direct fire ranged attacks. However, the entire formation may make indirect fire attacks (like the "hail of arrows" special ability, explained later in the rules). When a unit in formation engages in melee combat (or is itself engaged), only the models in the front rank may engage in base-to-base melee combat. If the models in the front rank are armed with polearms, they may use them as per the normal rules for polearms. Troops from the second rank may also fight in melee combat, but only if they are armed with long or medium polearms - and they may only attack opponents that are in base-to-base contact with one of the three adjacent friendly models in the front rank (i.e. the model directly in front of the second rank model, and the two models on either side of that model). Also, all of these models may only fight against opponents that are along the same "face" of the formation (i.e. the "front" facing).

When a formation takes casualties in melee combat, they are only taken from models that are actually in base-to-base contact with any opponents - even if those opponents are using long or medium polearms. When a formation takes casualties from direct fire ranged weapons, they can only be taken from the first two ranks relative to the attacking model (or up to two models "deep" into the formation if attacking from the flank or rear). Indirect fire weapons make their attacks and cause casualties as per their normal rules.

After all attacks against a formation have been resolved, the models in that formation may consolidate and re-form one side of that formation for free (as mentioned previously). A formation of troops may also use the "shield wall" special ability (explained later). Finally, when a unit in formation is "falling back", it must remain in formation, but if the unit is "retreating", it may break formation - but it must still remain within normal unit coherency based on the TQ level of the troops in that unit.

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 by assigning stats and values to your existing models. This game does not use a point system, so it will be up to the players and/or the referee to determine what would be "fair" in any given scenario. Some sample "converted" armies are provided later in the rules so you can start playing right away with miniatures that you probably already have.

Unit Size

The maximum number of models that may be in a single squad or unit is twenty-five (25) models. The minimum number of models that can be in a unit is two (2) models. A single model may be its own special unit (called a "solo" unit), but this should be reserved for special troops like snipers or advanced scouts. No more than 20% of your entire force (i.e. one out of every five models) should be "solo" units.

Trooper Profile

All regular trooper models have the following profile;

TQ MOV DEF

Troop Quality (TQ)

As mentioned previously, a model' s TQ level represents its overall skill and experience. Basic experienced grunt troops have a TQ level of 0 (zero), seasoned veteran troops and special forces have a TQ level of 1, and crack elite troops and heroes have a TQ level of 2 (heroes are explained later in their own section of the rules).

Movement Value (MOV)

A trooper' s movement value (MOV) determines how far the model can move on the playing surface. The basic minimum MOV for any model is 2". 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 a mounted unit or a vehicle (explained later).

Movement Value (MOV)

- 2" = slow (slow crawling creatures)
- 3" = impaired (short/disabled humanoid)
- 4" = normal (humanoid)
- 5" = quick (athletic humanoid, insectoid)
- 6" = fast (fast insectoid)

Defense Value (DEF)

The defense value (DEF) of a model 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 it 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>Modern Armor Type</u> | <u>Defense (DEF)</u> | <u>Example</u> |
|----------------------------|----------------------|------------------------------|
| none, clothes | 0 | business suit |
| flak vest, flak armor | 1 | full "SWAT" or military gear |
| partial/light combat armor | 1 | "Colonial Soldier" armor |
| full combat armor | 2 | "Storm Trooper" armor |
| powered armor | 3 | "Imperial Marine" armor |
| heavy powered armor | 4 | "Tactical Dreadnought" |

| <u>Ancient Armor Type</u> | <u>Defense (DEF)</u> | <u>Example</u> |
|---------------------------|----------------------|-----------------------------|
| light ancient armor | 1 | padded armor, leather armor |
| medium ancient armor | 2 | scaemail, chainmail |
| heavy ancient armor | 3 | platemail |

carrying a shield +1 to DEF medieval shield, riot shield
(the shield could be wood, metal, composite, energized, 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 creature |
| full carapace | 2 | medium creature |
| thick carapace | 3 | large creature |
| chitinous carapace | 4 | huge creature |
| massive chitinous carapace | 5 | giant armored creatures |

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 these rules do not differentiate between a rider being hit by an attack, and a mount being hit; if one is killed or put out of action, it is assumed that the other is as well. Mounted troops are primarily treated as regular troop models, but with better movement values (which must be assigned from the following list).

Mounts also have 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 the riding machine). Also, mounts do not have "size" like vehicles do (explained later).

Mounted Troop Movement Value (MOV)

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

When a mounted trooper charges a unit of footsoldiers that are in a tight formation and engages them in melee combat, if the model directly in front of the mounted trooper is killed, it is replaced by the mounted trooper - to represent the footsoldier being run over or trampled by the mount.

SPECIAL ABILITIES & EQUIPMENT

The following section lists various special abilities and equipment that can be assigned to your models at the discretion of the players and/or the referee. This list is by no means exhaustive or set in stone, so feel free to add to it if you and your opponent come up with your own ideas for an ability or a piece of equipment for your troops (or if you find a concept in another set of rules that you particularly like).

Ambush: this ability allows a unit of troops 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 forces), 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 an entire squad of troops 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 writing 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 the stealth ability (explained later), they will not be detected until the opposing units are within 3". In either case, using a scanner (also 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 models are then placed on the playing surface so that they are roughly centered over or around the specified ambush point.

Blind Devotion: this ability allows the "devoted" model (like a body guard) to sacrifice itself for other troops 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 if 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: this ability allows a unit of troops to add a +1 to the die roll when making a morale check and when rallying.

Climbing: 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).

Comms: this ability allows the models in a unit to increase their unit coherency distance by +4" (usually due to improved communication or through the use of various communication equipment). However, this ability can be canceled out if the scenario restricts it (the enemy may be using some kind of jamming equipment, or weather conditions or some other environmental factors are affecting communications, etc.).

Cowardly: a unit of troops with this ability may never use a re-roll for a morale check (including rallying), and if the unit fails a morale check, it automatically "retreats" instead of just "falling back".

Dodge: this ability gives a model the chance to completely evade the damage caused by any attack that has successfully hit and caused damage. Roll 1d12 for the dodging model; if the roll is "10-12" (i.e. "double digits"), the dodge was successful and the attack causes no damage. If the attack is from an explosive weapon or a flame weapon, only a roll of "12" will successfully dodge the damage - but it will not prevent the automatic stun caused by an explosion. Troop quality re-rolls may be applied to this roll.

Drop Deployment: this ability allows a unit of troops 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. However, TQ re-rolls may be applied normally to this "drop" roll.

If this deviation places the unit off the table, that unit enters from the table' s edge at the point indicated by the direction randomizer. Likewise, if the 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: a unit of troops with this ability knows no fear, and they may ignore all morale checks - whether related to taking casualties, encountering horrific opponents (explained later), or witnessing the loss of a hero (also explained later).

Flight: (6" per level, with a maximum of three levels) this ability (which could also be considered a piece of equipment), includes the use of wings or any other means of flight, and it allows the model to fly and essentially ignore terrain effects when it moves. This ability has a basic flight movement of 6", but it may be assigned up to three times for the same model to allow for a maximum flight movement of 18".

A model with the flight ability may either use its normal ground movement or its flight movement, but not both in the same turn. Also, flight movement is doubled when taking a "charge" action. Since it may not always be clear if a flying 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 activation, 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.

Forward Observer: a model with this ability is highly trained as a spotter for indirect fire attacks. If the forward observer can see the target, it allows another friendly model that is making a "blind" indirect fire attack to ignore the +2 modifier that is normally added to the target difficulty for this type of attack.

Grizzled: a unit of troops with this ability has been around a while and has seen the horrors of war, so it gets an additional re-roll when making morale checks and rallying. It is also more experienced in field operations, so it is able to increase the unit coherency distance of all models in the unit by +1".

Gunslinger: 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).

Hail Of Arrows: this ability can only be assigned to a unit of archers armed with conventional bows (i.e. not crossbows). A "hail of arrows" attack is an indirect fire attack that uses the large 5" area effect template. Since the attack is indirect, at least one model in the unit must have a direct LOS to the target area - or at least have a friendly spotter that has a direct LOS. However, since there is no conventional to-hit roll for this type of attack, there is no modifier for the attack being made "blind". The minimum range for the attack is 10", and a maximum range is 30" - and this is measured from the lead model in the attacking unit to the center of the template.

The total number of arrows loosed in the "hail" is equal to the number of archers participating in the attack, but not every model in the attacking unit needs to be a part of the attack, as the results of the attack are solely dependent on the number of archers that are actually shooting. When making the attack, place the template on the playing surface at the desired location and deviate it 1d3 inches in a random direction using the direction randomizer; then subtract the unit' s "average" TQ level (or the "highest" TQ level if the unit is evenly divided) from the total number of inches deviated - this is to represent that higher quality troops are able to gauge the distance and stay on target better.

Roll 1d6 for every model covered by the template (even if only partially covered) and consult the table below by finding the total number of arrows that were loosed in the attack in the left column, then moving to the right on the table until you reach the number that was rolled on the die for that particular model, and finally by moving up on the table to see how many arrows actually hit the target model.

| Total Number Of Arrows | Miss! | 1 Hit | 2 Hits | 3 Hits |
|------------------------|-------|-------|--------|--------|
| 1-5 | 1-5 | 6 | - | - |
| 6-10 | 1-4 | 5-6 | - | - |
| 11-15 | 1-3 | 4-5 | 6 | - |
| 16-20 | 1-2 | 3-5 | 6 | - |
| 21-25 | 1-2 | 3-4 | 5 | 6 |

(die roll on 1d6)

Start with the target model closest to the center of the template, then work clockwise in an outward spiral until every model under the template has been rolled for, or until every arrow that was loosed has found its mark - whichever comes first. When there are no arrows remaining or no more models to roll for, the "hail" ends, and damage should then be worked out normally for every arrow that hit.

Horrific: 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, vehicles and mecha are immune to the effects of horrific models (as are other horrific models).

Infiltration: 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, and he is automatically considered as a "solo" unit.

The player controlling the infiltrator should write down somewhere exactly which model on the opposing side has been "replaced". The opposing player should not be told which model is the infiltrator (or if at all possible, he should not even be told that a model with infiltration 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 that 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, a model with infiltration may not be used in the current game.

Jump Pack: a model equipped with a jump pack may "jump" over intervening terrain features, or on top of (or down from) terrain of various heights. A jump pack allows a model to move up to 12" in the movement phase, ignoring all intervening terrain, but a jumping model must always end its movement on the ground (or some other solid surface) - it cannot remain airborne from turn to turn.

If the jumping 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 MOV (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 MOV doubled either, as it is too busy operating the jump pack to be able to "run" as well.

Every time a model makes a jump, it must also make a "landing" roll. Roll 1d12 and consult the table below using the appropriate column for the type of terrain the jumping model is landing in/on. Troop quality re-rolls may be applied to this roll.

| <u>Landing Roll</u> | <u>Normal Terrain</u> | <u>Difficult Terrain</u> |
|---------------------|-----------------------|--------------------------|
| 1 | the model is Wounded | the model is Killed |
| 2 | the model is Stunned | the model is Wounded |
| 3 | No Effect | the model is Stunned |
| 4+ | No Effect | No Effect |

Difficult terrain is as described previously in the section on Movement, but it also includes any terrain that the jumping model cannot actually "see" before the jump (i.e. terrain that the jumping model has no direct LOS to).

Leap: 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: 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: 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: a model with this ability can attempt to heal an injured friendly model, but doing so replaces any attacks that the medic 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 1d12 should be made; if the roll is "7-12", one level of damage is removed from the injured model (i.e. a wounded model becomes merely stunned, and a stunned model has the stun effects removed). 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 that are wounded or stunned may be healed by a medic - a model that has been killed is beyond the help that a battlefield medic can offer.

Mindless: a unit of troops with this ability cannot act with any sort of purpose unless they are commanded by a friendly model designated as their "controller" - and that model must be alive and on the playing surface. This could represent an undead fantasy army that cannot be controlled without the command of a wizard or a special magic item, or a sci-fi robot army that can't coordinate unless they receive specific command codes during battle. As long as the controller is alive, the mindless unit may take actions and act just like any other normal troops, but their TQ level will always be one level lower than that of their controller, with a minimum TQ level of zero (this is to represent that only just-so-much of the controller's knowledge and experience can be conferred upon his mindless charges).

Being "mindless" does not make a unit immune to morale rules. Also, if the mindless unit's controller is killed, the unit's PL is increased by 2 points (PL +2), and it must make a morale check on its next activation just like any other troops - but a mindless unit without a controller may never rally. If the unit passes the check, it may not do anything but take a hold action - and it may not make any attacks or use reaction fire (basically, the mindless troops will just stand there). If any of the models in the mindless unit without a controller are attacked in melee combat, they may fight back and make counter-attacks normally.

On the mindless unit's following activation (the second activation after losing their controller), the unit will move 1d6 inches in a random direction. If a mindless model comes in base-to-base contact with an enemy model, it will attack that enemy in melee combat normally. If the mindless unit as a whole comes within 3" of an enemy model or unit, and they are armed with ranged weapons, they will shoot at those enemies, but the attacks will only be "snap" shots.

Power Attack: a model with this ability is either so strong or so skilled that it adds an additional +1d6 to the damage score of a successful melee attack. This ability should also be assigned to anything that would be considered "huge" or "monstrous" (i.e. any extremely large and/or strong models).

Recon: a model or a unit of troops 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.

Resilient: a model with this ability is able to "shake off" or ignore the effects of minor damage, so it is only "stunned" when it receives a damage result of "wounded" (i.e. it cannot simply be stunned - it must also be wounded in order for it to be stunned). However, this does not apply to the automatic stun caused by explosive weapons - they always cause stun.

Scanner: this piece of equipment (which could also be attributed to enhanced senses) allows the scanning model to double the range for detecting enemies that are lying in ambush; so normal models lying in ambush will be detected at a range of 12" (instead of 6"), and stealth models lying in ambush will be detected at a range of 6" (instead of 3").

Shield Wall: this ability can only be assigned to a unit of troops that are equipped with shields. To use this ability, there must be at least three models in the "wall", and they must all be in base-to-base contact forming a line. The controlling player must then specify which "side" of this line is the "front" facing (unlike normal troops, troops using a shield wall have a definite facing). If the troops are in a tight formation, only the front rank may form the shield wall. When troops form a shield wall, they gain an additional +1 to their DEF values against all attacks coming from the "front" side of the "wall".

Soulless: this ability is similar to the "mindless" ability, in that it also requires a unit of troops to have a "controller" on the playing surface, and their TQ level is one level lower than that of their controller (with a minimum TQ level of zero). The main difference is that soulless troops are immune to all morale rules (i.e. they are "fearless"), but if their controller is killed, they completely cease to function (i.e. every model in the soulless unit instantly becomes a casualty).

Steady: this ability (which could be attributed to a piece of equipment like a gyro-stabilizer, or even to greater strength or an extreme affinity with the weapon in question) provides superior stability and fire control to a model carrying a heavy weapon. It does not reduce a model's MOV penalty from the heavy weapon, but it does allow the model to move and fire with the heavy weapon as if it were a "normal" weapon (i.e. taking an "advance" action allows the heavy weapon to make a "snap" shot, and a "wild" shot is only caused by taking a "charge" action - just like a normal weapon).

As with most other special abilities, a model may only be assigned this ability once, and it is usually reserved for "heavier" troop types (like those wearing suits of heavy powered armor). However, the "steady" ability cannot be used in conjunction with a sniper weapon to improve that weapon's shot type while moving, since a sniper weapon needs to be aimed very carefully (which would be extremely difficult while moving).

Stealth: 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 stealth, the target number for the attack is increased by +1d6 points - but only against that specific attack. Each time a shooting 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). Stealth is not effective in melee combat, and TQ re-rolls may not be applied to the stealth roll.

Strong: this ability allows a model to reduce a level of "heaviness" when carrying a heavy weapon (reducing the weapon's MOV penalty by 1"). It does not affect the weapon's "heavy" characteristic or the penalties applied to the type of shot being made - it only reduces the heavy weapon's movement penalty. This ability can represent the strength imparted by powered armor, cybernetic implants, arcane magic items, etc.

Targeter: this device adds a +1 bonus to the to-hit roll of a ranged weapon, increasing its range and accuracy slightly. A targeter cannot be mounted on a flame weapon, as they are not accurate enough for a targeter to be considered effective. They also cannot be fitted to a sniper weapon or an indirect fire weapon - since these are assumed to already include a targeter of some kind. A weapon may only be equipped with a single targeter.

Tough: this ability makes a model harder to wound and kill by increasing the damage score required to cause those particular damage results. Please use the following numbers when applying the damage score to a "tough" model.

Damage Score Results For Tough Models
(versus the target's DEF value or the opponent's HTH roll)
+1 or +2 = Stunned
+3, +4, or +5 = Wounded
+6 or more = Killed

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 TQ level of 2, and they have a +1 added to their DEF (one point higher than their armor would normally allow). They have the heroic abilities "heroic deflection" and "inspires bravery" (explained below). They also have the "fearless" special ability, and they are considered to be "solo" units.

Heroic Ability - Heroic Deflection: this ability is similar to the "blind devotion" ability but in a reverse sort of way. 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.

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 and when rallying.

However, if a hero is killed (i.e. removed from play), 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 being in view or within 6" of a hero does not apply to the hero that was just killed (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 its next activation at the increased panic level (PL +3).

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, which was explained previously), and should use the following rules for vehicle design. Also, each vehicle in your force counts as an individual or "solo" unit when declaring actions for your troops.

Vehicle Profile

All vehicles have the following profile:

SIZ TQ MOV DEF DP CAP RAM

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 that do not completely "fill in" 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, its legs are not measured as part of its size - only its chassis is (and a "walker" should not be confused with humanoid "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.

If a vehicle is not fully armored and enclosed, it is considered to be "open-topped". Vehicles are not required to use their full SIZ, so if you wish to make a vehicle that is "smaller" than its actual SIZ, you are free to do so (but be aware that this will make the vehicle weaker).

Vehicle Crew Troop Quality (TQ)

The troop quality (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 of 0, seasoned veteran crews have a TQ of 1, and crack elite crews have a TQ 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 part of the crew).

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.

Vehicle Movement Value (MOV)

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

Vehicle Defense (DEF)

A vehicle's DEF value depends on the type of armor it has. The following is a list of the most common vehicle armor types and their DEF. Reinforced armor may be one point higher, and weak or worn armor may be one point lower.

| <u>Vehicle Armor</u> | <u>Defense (DEF)</u> | <u>Example</u> |
|--------------------------|----------------------|------------------|
| none (basic materials) | 0 | car, truck |
| security armor | 2 | armored limo |
| light battle armor | 4 | money truck, APC |
| medium battle armor | 6 | light tank |
| heavy battle armor | 8 | heavy tank, MBT |
| super heavy battle armor | 10 | rolling fortress |

Vehicle Damage Points (DP) & Crew Capacity (CAP)

The maximum number of damage points (DP) a vehicle can have is equal to its SIZ, but the actual number of DP 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 DP and CAP are a function of its SIZ, so the larger the vehicle's SIZ, the greater its DP 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 ¾ as many DP as its SIZ (round down), but it can carry as many troops as its SIZ. Increasing a troop carrier's DP by +1 lowers the number of passengers it can carry by -1 CAP (again, the absolute maximum number of DP it can have is equal to its SIZ). A turret or sponson may also be added to the vehicle by sacrificing some of its DP or CAP (explained later).

If the vehicle is a "battle vehicle", it has as many DP as its SIZ, but it can only carry ½ as many passengers as its SIZ (round down). Increasing the number of passengers a battle vehicle can carry by +1 CAP lowers its DP by -1 (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 is automatically included with a battle vehicle at no DP or CAP cost (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 1½ or 2 spaces of CAP instead of just 1 space. Likewise, large models could also take up multiple spaces, or even not be able to fit in the vehicle at all (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 DP the vehicle has, and one integral Heavy weapon for every two DP 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 DP or 3 CAP (or any combination of the two). A front, rear, or side-mounted sponson (180° firing arc covering one of the vehicle's sides) can be added by sacrificing 2 DP or 2 CAP (and 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, again, specified when the vehicle is designed) can be added to a vehicle by sacrificing only 1 DP or 1 CAP.

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 initially 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 (round up - giving 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 1d12+DEF (the normal defense roll for a vehicle in melee combat). The side that rolls higher than the other inflicts 1 DP to the opposing vehicle for every two points (or fraction thereof) that the opposing side's roll was beaten by (i.e. vehicle A rolls 3 points higher than vehicle B, so vehicle B takes 2 DP of damage). This is a slight departure from a normal melee attack against a vehicle, as it is 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 1 DP of damage). If the rolls are tied, both vehicles involved take just 1 DP of damage. Also, any re-rolls the attacking driver has may be applied to this "ramming" roll. 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 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 (the vehicle's DEF is not added to this roll, as the targeted 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). Roll an additional 1d6 and add it to the damage score of each model that was hit by the ram (similar to the "power attack" special ability). 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 for the vehicle; 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 DP of damage (roll for vehicle damage normally - explained later). If the vehicle takes damage from a ram (either against another vehicle or against troops), but survives the impact (i.e. is not destroyed by the damage), it may not do anything for the remainder of the turn.

This is because the crew are attempting to regain their bearings, perform various system checks, and restart the vehicle. However, any troops that are being transported by the vehicle may still disembark normally.

VEHICLE DAMAGE

When a vehicle takes damage, apply the number of DP inflicted by the attack to the vehicle' s DRstat; 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 DP 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 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 2 DP (or fraction thereof) done by an attack (i.e. 1-2 DP causes one casualty, 3-4 DP causes two casualties, etc.). If the vehicle is "open-topped", the crew takes one casualty for each DP inflicted by the attack. Vehicle crew and passengers who become casualties are automatically killed, regardless of their DEF (it is assumed that they were caught off guard or killed in a vulnerable moment while riding in the vehicle). Roll 1d6 and consult the following table to determine which members of the crew have become casualties;

1-5 = passengers or crew (but not the driver)
(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 DP inflicted by the attack, but it also sustains an additional 1d6 DP of damage (with no effect other than to lower the vehicle' s DRstat). Also, a vehicle' s DP cannot be "repaired", and when its DP 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 DP 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' 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 DP 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 assigned stats 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 "solo" units when declaring actions for your troops.

Mecha Profile

All mecha have the following profile;

SIZ TQ MOV DEF DP HTH

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, you are not required to use the mecha's full SIZ if you wish to make a smaller and/or weaker unit.

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 (see the section on Heroes earlier in the rules for more details).

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 basic movement value cannot be increased as it is directly related of the unit's SIZ. If a mecha has an additional mode of movement (wheels in the feet, hover jets in the legs, etc.), it may be assigned a MOV value from those options listed in the vehicle design section (under Vehicle Movement).

Mecha Jump Jets

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). These can be treated either as thrusters used for flight movement, or as jump jets (the equivalent of an individual trooper's jump pack - see the section on Special Abilities & Equipment earlier in the rules for details on jump packs and jump movement).

If they are assigned as jump jets, all of the normal rules for jump movement apply, but with the following exceptions; when making the landing roll, a result of "stunned" is ignored, but a result of "wounded" causes 1 DP to the mecha, and a result of "killed" causes 2 DP (regardless of the mecha's DEF value). Mecha damage allocation must then be rolled for normally (explained later).

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 assign a DEF value to your mecha, but with the following addition;

mecha carrying a shield = +2 to DEF

(the shield could be metal, composite, energized material, force field, etc.)

Mecha Damage Points (DP)

As with vehicles, a mecha's DP is a function of its SIZ. The maximum number of DP a mecha can have is equal to its SIZ, but the actual number of DP it has depends on its build or body type. If the mecha is particularly skinny or slender, decrease the number of DP by one point (-1 DP), and if it is bulky or stocky, increase the total number of DP by one point (+1 DP).

Mecha Melee Damage (HTH)

The basic melee combat 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 melee attack for all mecha is 1d6. This is the mecha's "unarmed" melee ability, but additional close combat weapons may be used, and their DAM value is added to the mecha's HTH value normally.

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. However, since mecha are essentially "vehicles", they do not "counter-attack" in melee combat, so when a mecha is attacked in melee, it makes a defense roll of 1d12+DEF just like any other vehicle or inanimate object does.

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 DP the mecha has, and one integral Heavy weapon for every two DP 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).

MECHA DAMAGE

When a mecha takes damage, apply the number of DP inflicted to the mecha's DRtat (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 DP 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 is reduced by half (round down). This damage applies to all of the mecha's available movement types, including any jump movement. 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 pilot may not use any re-rolls, as he 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 1d12+DEF (as if they were being attacked by troops in melee combat).

Critical Structural Hit & Damage Effects

If a mecha takes a critical structural hit, not only does it take the DP inflicted by the attack, but it also sustains an additional 1d6 DP of damage (with no effect other than to lower the mecha's DRstat). Also, a mecha's DP cannot be "repaired", and when its DP 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 DP 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 DP 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 DP normally. If the pilot is killed, the unit is instantly immobilized and it may topple over and fall.

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 any additional melee weapons that 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 1 DP for every two points (or fraction thereof) that 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 DP. Any re-rolls may be applied to both the vehicle' and the mecha' s die rolls.

ARCANE POWERS

Any kind of arcane supernatural ability that allows the user or "caster" to manipulate various forms of energy through sheer force of will are known as "psionics" in the modern age, but are commonly referred to as "magic" in less advanced civilizations. Regardless of their origins, they are a force to be reckoned with in battle.

A caster's ability is rated in levels, and you may assign a caster up to three levels of arcane mastery (called "mana" levels). The caster must then "spend" these mana levels when he uses his arcane powers, but they fully regenerate at the start of the following turn. In this way, an arcane caster will always have his full number of mana levels available at the start of each turn to be used for activating his powers.

Individual arcane powers must also be assigned to the caster (usually no more than two powers per level of the caster), and each power can only be used once per turn, regardless of the caster's level. However, multiple arcane powers can be used in the same turn provided that the caster has a sufficiently high mana level to be able to afford to activate them. Also, re-rolls may never be used for arcane powers, as that is a function of the caster' level of mastery, and not his TQ level.

Arcane Assault: this power allows the caster to make a ranged arcane attack instead of a shooting attack in the combat phase, and it replaces any shooting attack that the caster would make - regardless of any ranged weapons that he may be carrying. Also, the type of movement action that the caster took has no effect on the use of this ability, as no to-hit roll is required. Whether the arcane assault 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, with variable damage, range, and area of effect. In its simplest form (using 1 mana level), this ability can be directed against a single target that is within the caster's LOS, and it has a damage value of +0 versus the target's DEF value (plus any hard cover that the target may be behind). So as long as the caster can see the target, he can attack it, but hard cover will still increase the target's defense.

If additional mana levels are spent when using this power, or even if the strengths of the ability are allocated differently, the attack can be modified to have an area effect. When an area effect template is used to enhance an arcane assault, any target under the template (even partially) is attacked - although a caster will be immune to the effects of his own attack in the event that he himself is caught under the template. The following is a list of all of the possible arcane assault combinations and their usage cost in mana levels.

Level 1 Arcane Assault (spending one mana level);

- attack a single target within the caster' s LOS (DAM +0)
- attack a single target within 6" of the caster (DAM +1)
- attack with the small template within 6" of the caster (DAM +0)

Level 2 Arcane Assault (spending two mana levels);

- attack a single target within the caster' s LOS (DAM +1)
- attack a single target within 6" of the caster (DAM +2)
- attack with the small template within the caster' s LOS (DAM +0)
- attack with the small template within 6" of the caster (DAM +1)
- attack with the large template within 6" of the caster (DAM +0)

Level 3 Arcane Assault (spending three mana levels);

- attack a single target within the caster' s LOS (DAM +2)
- attack a single target within 6" of the caster (DAM +3)
- attack with the small template within the caster' s LOS (DAM +1)
- attack with the small template within 6" of the caster (DAM +2)
- attack with the large template within the caster' s LOS (DAM +0)
- attack with the large template within 6" of the caster (DAM +1)

Arcane Blast: similar to the "arcane assault" ability, this power actually causes explosions - so not only are the area effect templates used, but any targets covered by a template (even partially) are also automatically stunned, even if they suffer no actual damage from the attack. The following is a list of all of the possible arcane blast combinations and their usage cost in mana levels.

Level 1 Arcane Blast (spending one mana level);

- attack with the small template within 6" of the caster (DAM +0)

Level 2 Arcane Blast (spending two mana levels);

- attack with the small template within the caster' s LOS (DAM +0)
- attack with the small template within 6" of the caster (DAM +1)
- attack with the large template within 6" of the caster (DAM +0)

Level 3 Arcane Blast (spending three mana levels);

- attack with the small template within the caster' s LOS (DAM +1)
- attack with the small template within 6" of the caster (DAM +2)
- attack with the large template within the caster' s LOS (DAM +0)
- attack with the large template within 6" of the caster (DAM +1)

Spirit Strike: unlike the "arcane assault" 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 - so machines would be unaffected. The only other restriction for a spirit strike is that the caster must have a clear LOS to the target - range is not a factor, and partial or full cover will not prevent a spirit strike, but obscuring cover or a blocked LOS will stop a spirit strike (since the target is obscured from view).

Also, a spirit strike replaces any shooting attack that the caster would make during the combat phase, regardless of any ranged weapons that the caster may be carrying. When making a spirit strike attack, the caster rolls 1d6 for every mana level spent on using this ability, and he picks the single highest rolling die (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 of the spirit strike is also an arcane caster, it may roll 1d12 instead of 1d6.

If the attacking caster' s die roll is higher than the target' s roll, the target is instantly killed, regardless of its DEF; if the rolls are equal or the target' s roll is higher, the target survives the attack with no other effects. A spirit strike is a one-way attack (like a shooting attack), so even if the target' s roll is higher, the attacking caster is not harmed.

Arcane Barrier: this power allows the caster to surround himself with an arcane force field that increases his DEF (and possibly the DEF of any nearby friendly models, depending on the size of the barrier) for the remainder of the current turn. However, an arcane barrier is only effective against ranged attacks (including the "arcane assault" power), but not against melee attacks or against shooting attacks made at point-blank range. This power is activated during the caster' 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 against any attacks that the caster intends to make during his combat phase.

In its most basic form, this power adds a +2 to the caster's DEF value for every mana level spent. However, the caster 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 area effect templates are used, and any model that is covered by the appropriate sized template (even if only partially covered) receives a bonus to its DEF. The following is a list of all of the possible arcane barrier combinations and their mana level usage cost.

Level 1 Arcane Barrier (spending one mana level);

- +2 DEF for the caster only
- +1 DEF for any model under the small template

Level 2 Arcane Barrier (spending two mana levels);

- +4 DEF for the caster only
- +2 DEF for any model under the small template
- +1 DEF for any model under the large template

Level 3 Arcane Barrier (spending three mana levels);

- +6 DEF for the caster only
- +3 DEF for any model under the small template
- +2 DEF for any model under the large template

Arcane Concealment: this power is a form of arcane "stealth", since it reduces the chances of the caster being hit by a shooting attack - even if the caster is out in the open. It is similar to the "arcane barrier" power in the way it is used and paid for, as it can cover a wide area.

This power is activated during the caster'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 against any attacks that the caster intends to make during his combat phase.

A caster using arcane concealment increases the target number of every shooting attack made against him by 1d6 points for every mana level spent activating this power. Each time a separate shooting attack is made against the caster, the concealment die (or dice) should be rolled again and the newly rolled number is used to increase the target number of that attack (and these die rolls are added together).

Additional mana levels may be spent to increase the area covered by the concealing effect (using the area effect templates). This allows the caster to conceal any nearby friendly models as well, but the mana 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.

Also, the range for detecting a model that is using arcane 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). As with the stealth ability, arcane concealment is not effective in melee combat. The following is a list of all of the possible arcane concealment combinations and their usage cost in mana levels.

Level 1 Arcane Concealment (spending one mana level);
+1d6 to the target number for the caster only

Level 2 Arcane Concealment (spending two mana levels);
+2d6 to the target number for the caster only
+1d6 to the target number for any model under the small template

Level 3 Arcane Concealment (spending three mana levels);
+3d6 to the target number for the caster only
+2d6 to the target number for any model under the small template
+1d6 to the target number for any model under the large template

Arcane Confusion: this power allows the caster cause panic and fear among various enemy units, and possibly cause them to flee the battle. The effect is similar to 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 of troops that is within the caster's direct LOS (i.e. that the caster can actually see), and at least half of that unit's members must be clearly visible to the caster for this power to be effective. Due to its arcane nature, this power is also effective against the crews of vehicles and mecha. The following is a list of all the possible arcane confusion combinations and their mana level cost.

Level 1 Arcane Confusion (spending one mana level);
temporarily increase one enemy unit's PL by +1

Level 2 Arcane Confusion (spending two mana levels);
temporarily increase one enemy unit's PL by +2
temporarily increase two enemy units' PL by +1

Level 3 Arcane Confusion (spending three mana 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

Arcane Conveyance: this power is a form of arcane flight, and it is treated like the "flight" special ability for movement purposes (see the section on "flight" in the Special Abilities & Equipment section earlier in the rules for more details). For each mana level that the caster spends using this power, he may move up to 12" during his movement phase, but this arcane movement replaces any other movement that the caster may wish to make. Also, this movement may not be doubled, as it is already assumed that the caster is moving at a "charge" rate of speed. However, this also means that the caster still gains the additional HTH bonus of +1 re-roll for charging if he engages in melee combat by the end of his move. All other rules for "charging" still apply as well (i.e. all ranged attacks will be wild shots, etc.).

Arcane Teleportation: this power allows the caster to instantly teleport across the playing surface during his movement phase, but teleportation replaces any other movement that the caster may wish to make during that turn. Since there are certain dangers inherent to teleportation, the caster must make a successful teleport roll to safely and accurately arrive at the desired location. Specify the point on the playing surface that the caster wishes to teleport to and roll 1d6 for every mana 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 caster does not have a direct LOS to the desired location (if he cannot "see" it from his current position), an additional mana level must be spent to activate this power (but an additional die is not gained). If any of the dice roll "4-6", the teleport is successful and the caster is placed in the desired location, but if the teleport roll is unsuccessful (if all of the dice roll a "3" or less), the caster must use the direction randomizer and deviate 1d6 inches in the determined direction. If this deviation causes the caster to appear "within" a solid piece of terrain (even if only partially), the caster is instantly killed (in this case, anything but some kind of foliage is considered to be "solid terrain").

If the deviation causes the caster to intersect with another troop model or mounted unit (again, even if only partially), both models are instantly killed, regardless of their DEF. If the deviation causes the caster to be placed "inside" a vehicle, not only is the caster killed, but the vehicle takes 1d6 DP (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 caster is consumed by powerful arcane forces and is instantly killed before re-materializing. The following is a list of all of the possible arcane teleportation combinations and their mana level usage cost.

Level 1 Arcane Teleportation (spending one mana level);
roll 1d6 and teleport to any point within the caster' s LOS

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

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

Arcane Entity: this power allows the caster to summon or conjure an arcane entity to fight on the caster' s behest (whether this takes the form of some kind of demon or an elemental being, or a psychic manifestation of the caster' s "id", it all has the same effect of instantly bringing another model onto the playing surface to fight for the caster). This power is activated during the caster' s movement phase, and for every mana level spent on this power, the caster gets six "creation points" (6 CP) to spend on the arcane entity' s movement (MOV), defense (DEF), and melee attack strength (DAM). This power may be used by a caster that is "falling back" but not by one that is "retreating".

When an arcane entity is initially "created", the model representing the entity is placed on the playing surface anywhere within 12" of the caster, and within the caster' s LOS. This includes being placed in the center of a unit of troops (displacing those models), and the entity may even start off in base-to-base contact with an enemy model. A minimum of 1 CP must be spent on creating an arcane entity, but for that 1 CP, the caster can create a single entity that has a MOV of 2", a DEF of 0 (zero), and a melee attack with a DAM of +0. For each additional CP spent on that entity, its MOV can be increased by an additional +2" (up to a maximum MOV of 12"), or its DEF or melee DAM can be increased by one point (up to a maximum of +6pts each).

Once created, the entity is treated like any other model, but it must always stay within 12" of the caster and within the caster' s LOS. For an additional 5 CP, the entity can be allowed to "roam", letting it to go anywhere on the playing surface as long as it is still within the caster' s LOS. An arcane entity always has a TQ level one level lower than that of the caster (with a minimum TQ level of zero), and it is immune to all morale rules. If the caster wishes to, he may create more than one entity for each mana level spent, as long as he has the appropriate number of CP to do so.

An arcane entity is activated and takes its action right after the caster takes his (essentially, it becomes part of the caster' s "unit"), and it may even be activated as soon as it is created. Each turn the arcane entity is in existence, the caster must spend the same number of mana levels and CP used to create the entity to "maintain" it (either to "bind" the entity or keep control over it, or to hold the caster' s focus or concentration). If the caster has any mana levels left over after maintaining the entity, he may spend them normally to activate other arcane abilities.

If a caster is killed while any arcane entities of his creation are on the playing surface, roll 1d6 for each of those entities; if the roll is "2-6", the entity ceases to exist (it is "dispelled", released or freed to return to its own plane, etc.), but if the roll is a "1", it remains on the playing surface and it will attack the nearest model that is not another arcane entity created by the same caster. This same roll should then be made at the beginning of every consecutive turn that the "casterless" arcane entity is still on the playing surface.

If a caster is forced to "fall back" due to a failed morale check, and he outdistances his creation and exceeds the 12" control limit (assuming the entity will not be able to "catch up" if activated immediately after the caster), or if the caster breaks the LOS to his created entity, that entity is treated as if the caster were killed. If the caster is forced to "retreat", his concentration is broken and every arcane entity of his creation on the playing surface is treated as if the caster were killed.

Arcane Weapons (a.k.a. "force" weapons)

Casters are occasionally armed with "force" weapons; melee weapons that are tuned to focus the caster' s arcane 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 caster' s energy, but if the caster actually focuses his power through the weapon, a tremendous amount of energy can be released.

When a caster fights in HTH combat with a force weapon, a DAM bonus equal to the caster' s original mana level is added to the force weapon' s HTH roll (this is in addition to adding the caster' 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 caster' s mana levels to gain this bonus, and any mana levels that were spent activating other arcane abilities do not count against the caster' s original mana level for the purposes of this bonus.

However, a caster may replace this basic bonus with a potentially more powerful one by actually expending mana levels. For each mana level that the caster spends on a melee attack made with a force weapon (assuming he has any mana levels remaining to spend), an additional 1d6 is rolled and added to the force weapon' s HTH roll (again, this additional die roll replaces the caster' s basic bonus). If the caster has any re-rolls available and wishes to use them, they may only be used on the weapon' s to-hit roll (i.e. the 1d12 that is rolled to make the HTH attack), and not on the additional dice that were gained by the expenditure of mana levels. Damage for the melee attack is then determined normally.

ARMY LIST CONVERSIONS (Setting Up Your Forces)

The following section contains some sample "converted" armies, with the stats for several models and weapons already assigned 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. In most cases, only an individual model's stats will appear on the army lists - 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, the model's TQ should be taken into account. Grunt troops will usually only be equipped with a single type of ordnance, but better trained troops will be trusted to make more tactical decisions (and have better supply lines), so they will be able to choose more types of ammo; up to two different types for veteran troops, and up to three different types for elite troops.

Sample Trooper Profile

| Troop Type | TQ | MOV | DEF |
|-------------------------------------|----|-----|-----|
| standard trooper | 0 | 4 | 0 |
| standard trooper (w/ballistic vest) | 0 | 4 | 1 |

Weapon List

Key: P=pistol, H=heavy, Sn=sniper, A=autofire, Sc=scatter, F=flame weapon, Sml=small template, Lrg=large template, Ind=indirect fire, G=hand grenade

| Ranged Weapons | S | M | L | E | DAM | Special |
|-----------------------------------|-----|-----|-----|-----|---------|-------------|
| bow (any kind) | 6 | 12 | 18 | 24 | -1 | H |
| crossbow | 5 | 10 | 15 | 20 | -1 | H |
| crossbow pistol | 3 | 6 | 9 | 12 | -1 | P, H |
| muzzle-loading pistol | 5 | 10 | 15 | 20 | -1 | P, H |
| muzzle-loading rifle | 10 | 20 | 30 | 40 | -1 | H |
| snub-nosed "pocket" pistol | 4 | 8 | 12 | 16 | +0 | P |
| pistol (combat/law enforcement) | 6 | 12 | 18 | 24 | +0 | P |
| carbine (sport/hunting/combat) | 12 | 24 | 36 | 48 | +0 | - |
| rifle (sport/hunting/combat) | 15 | 30 | 45 | 60 | +0 | - |
| sniper rifle | 20 | 40 | 60 | 80 | +0 | Sn |
| sniper cannon ("Barret", etc.) | 25 | 50 | 75 | 100 | +1 | Sn, H1 |
| combat shotgun | 5 | 10 | 15 | 20 | +0 | Sc |
| "sawed-off" shotgun | 3 | 6 | 9 | 12 | +0 | Sc |
| auto/machine pistol | 5 | 10 | 15 | 20 | +0 | A1, P |
| sub machine gun (SMG) | 8 | 16 | 24 | 32 | +0 | A1 |
| assault rifle (compact) | 12 | 24 | 36 | 48 | +0 | A1 |
| battle rifle (full sized) | 15 | 30 | 45 | 60 | +0 | A1 |
| light machine gun (LMG) | 15 | 30 | 45 | 60 | +0 | A2, H |
| rotary light machinegun (minigun) | 15 | 30 | 45 | 60 | +0 | A3, H |
| heavy machine gun (HMG) | 20 | 40 | 60 | 80 | +1 | A2, H1 |
| "classic" flamethrower | (2) | (4) | (6) | - | +0 | F, Lrg, H1 |
| modern flame unit | (2) | (4) | (6) | - | +0 | F, Lrg |
| hand flame unit (flame pistol) | (2) | (4) | (6) | - | +0 | F, Sml |
| rifle-mounted grenade launcher | 12 | 24 | 36 | 48 | - | Ind, H |
| repeating grenade launcher | 15 | 30 | 45 | 60 | - | Ind |
| automatic grenade launcher | 15 | 30 | 45 | 60 | - | Ind, A1, H1 |
| - concussion grenade ammo | | | | | (-2) | Sml |
| - fragmentation grenade ammo | | | | | (+0) | Sml |
| - shaped charge grenade ammo | | | | | +2 (-1) | Sml |

| Ranged Weapons (cont'd) | S | M | L | E | DAM | Special |
|--------------------------------|----|----|----|-----|---------|--------------|
| hand grenade - concussion | 3 | 6 | 9 | 12 | (-2) | G, Sml |
| hand grenade - fragmentation | 3 | 6 | 9 | 12 | (+0) | G, Sml |
| light anti-armor weapon (LAW) | 12 | 24 | 36 | 48 | +3 (+0) | Sml, H |
| rocket-propelled grenade (RPG) | 15 | 30 | 45 | 60 | +3 (+0) | Sml, H1 |
| light mortar (man-portable) | 20 | 40 | 60 | 80 | (+1) | Ind, Sml, H1 |
| heavy mortar (crew-served) | 30 | 60 | 90 | 120 | (+1) | Ind, Lrg, H2 |

| Vehicle Weapons | S | M | L | E | DAM | Special |
|--|----|-----|-----|-----|---------|---------|
| light autocannon (20mm-40mm) | 25 | 50 | 75 | 100 | +2 | A2, H |
| rotary light autocannon (vulcan) | 20 | 40 | 60 | 80 | +2 | A3, H |
| heavy autocannon (50mm-80mm) | 30 | 60 | 90 | 120 | - | A1, H |
| - standard solid munitions | | | | | +3 | - |
| - anti-personnel munitions | | | | | +3 (+0) | Sml |
| light cannon (90mm-110mm) | 40 | 80 | 120 | 160 | - | H |
| - high explosive (HE) | | | | | +4 (+1) | Lrg |
| - high explosive armor piercing (HEAP) | | | | | +5 (+0) | Sml |
| heavy cannon (120mm-150mm) | 50 | 100 | 150 | 200 | - | H |
| - high explosive (HE) | | | | | +5 (+2) | Lrg |
| - high explosive armor piercing (HEAP) | | | | | +6 (+0) | Sml |
| - armor piercing dart (APD) | | | | | +7 | - |

Melee Weapons

| Melee Weapons | DAM |
|---|-----|
| none/unarmed (body only using basic HTH skills - boxing, brawling) | -1 |
| advanced HTH combat skills (martial arts, military training) | +0 |
| light weapon (rifle butt, club, knife, fixed bayonet, hatchet) | +0 |
| medium weapon (staff, mace, morningstar, rapier, saber, longsword, katana, axe, halberd, spear) | +1 |
| heavy weapon (warhammer, greatsword, claymore, battleaxe) | +2 |
| hi-tech weapon (chainblade, monoblade, vibroblade) | +2 |
| energized/charged weapon (a.k.a. "power" weapon) | +3 |

Animal Melee Attacks

| Animal Melee Attacks | DAM |
|---|-----|
| fangs & claws: small (attack dog, wolf) | +0 |
| fangs & claws: medium (lion, tiger, small velociraptor) | +1 |
| fangs & claws: large (bear, large velociraptor) | +2 |
| fangs & claws: huge (allosaur, small tyrannosaur) | +3 |

"Bug Hunters"

| Troop Type | TQ | MOV | DEF |
|---|----|-----|-----|
| Colonial Soldier (w/light combat armor) | 0 | 4 | 1 |
| Intergalactic Hunter* | 1 | 5 | 2 |

* includes the special abilities "climbing", "grizzled", "resilient", "scanner", "stealth", and "targeter".

Xenomorph Bug* 0 6 2
 * includes medium fangs & claws, and the special abilities "climbing", "leap" and "resilient". If a xenomorph is "killed", its acid blood sprays any nearby models with a DAM value of +0 (use the small area effect template, but with no explosive stun).

Arachnid "Trooper" Bug* 0 7 2
 * includes large fangs & claws, and the special abilities "fearless", "power attack", "resilient", and "tough".

| Bug Hunter Ranged Weapons | S | M | L | E | DAM | Special |
|---------------------------|----|----|----|----|-----|---------|
| advanced assault rifle | 12 | 24 | 36 | 48 | +1 | A1 |
| advanced battle rifle | 15 | 30 | 45 | 60 | +1 | A1 |
| hunter's shouldblaster | 10 | 20 | 30 | 48 | +2 | - |

Warriors From A Long Time Ago In A Galaxy Far Away

| <u>Troop Type</u> | <u>TQ</u> | <u>MOV</u> | <u>DEF</u> |
|--------------------------------|-----------|------------|------------|
| rebel trooper (w/blast vest) | 0 | 4 | 1 |
| storm trooper (w/combat armor) | 1 | 4 | 2 |

| <u>Ranged Weapons</u> | <u>S</u> | <u>M</u> | <u>L</u> | <u>E</u> | <u>DAM</u> | <u>Special</u> |
|-------------------------|----------|----------|----------|----------|------------|----------------|
| blaster pistol | 6 | 12 | 18 | 24 | +1 | P |
| heavy blaster pistol | 6 | 12 | 18 | 24 | +2 | P |
| blaster carbine | 12 | 24 | 36 | 48 | +1 | - |
| blaster rifle | 15 | 30 | 45 | 60 | +1 | - |
| heavy blaster rifle | 15 | 30 | 45 | 60 | +2 | - |
| repeating blaster | 15 | 30 | 45 | 60 | +1 | A1 |
| heavy repeating blaster | 15 | 30 | 45 | 60 | +2 | A1, H |
| thermal detonator | 3 | 6 | 9 | 12 | (+1) | G, Lrg |

The Gothic Imperium of Humanity

| <u>Troop Type</u> | <u>TQ</u> | <u>MOV</u> | <u>DEF</u> |
|---|-----------|------------|------------|
| Guardsmen (w/flak armor) | 0 | 4 | 1 |
| Shock Trooper (w/combat armor) | 0 | 4 | 2 |
| Imperial Scout (w/combat armor) | 0 | 5 | 2 |
| Imperial Marine (w/powered armor) | 0 | 5 | 3 |
| Terminator Marine (w/hvy powered armor) | 1 | 4 | 4 |
| Dreadnought* | 1 | 4 | 5 |

* includes the special abilities "gunslinger", "gyrostabilizer", "resilient", and "tough". You may choose two weapons from the Dreadnought Weapon lists to arm it (one weapon listed as "R" and one listed as "L").

| <u>Mounted Troop Type</u> | <u>TQ</u> | <u>MOV</u> | <u>DEF</u> |
|-----------------------------------|-----------|------------|------------|
| Scout Biker | 0 | 9 | 3 |
| Imperial Marine Biker | 0 | 9 | 4 |
| Marine Assault Bike* (two-seater) | 0 | 9 | 4 |

* if an assault bike is "killed" by an attack, there is a 50% chance that either the driver or 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 in the crash.

- making any of the above listed troop types (except for the dreadnought and the assault bike) into a sergeant increases that model' s TQ by +1

| <u>Vehicle Type*</u> | <u>SIZ</u> | <u>MOV</u> | <u>DEF</u> | <u>DP</u> | <u>CAP</u> | <u>RAM</u> |
|----------------------|------------|------------|------------|-----------|------------|------------|
| Speeder (B) | 4 | 12 | 3 | 4 | 2 | 6 |
| Rhinoceros (T) | 9 | 6 | 5 | 6 | 9 | 6 |
| Hunter (B) | 9 | 6 | 5 | 9 | 4 | 6 |
| Landcruiser (B) | 14 | 6 | 7 | 14 | 7 | 9 |
| Kimera (T) | 10 | 6 | 5 | 7 | 10 | 7 |
| Le' mans-Russo (B) | 9 | 6 | 7 | 9 | 4 | 6 |
| Guardian (B/ot) | 4 | 6 | 3 | 4 | 2 | 4 |

* (T) = troop carrier, (B) = battle vehicle, (ot) = open-topped

| <u>Imperial Ranged Weapons</u> | <u>S</u> | <u>M</u> | <u>L</u> | <u>E</u> | <u>DAM</u> | <u>Special</u> |
|--------------------------------|----------|----------|----------|----------|------------|----------------|
| Rocket Slug Pistol | 5 | 10 | 15 | 20 | +1 | P |
| Rocket Slug Gun ("Slugger") | 8 | 16 | 24 | 32 | +1 | - |
| Storm Slugger | 8 | 16 | 24 | 32 | +1 | A1 |
| Heavy Slugger | 12 | 24 | 36 | 48 | +2 | A2, H1 |
| Rotary Attack Cannon | 10 | 20 | 30 | 40 | +2 | A3, H1 |

| <u>Imperial Ranged Weapons (cont'd)</u> | <u>S</u> | <u>M</u> | <u>L</u> | <u>E</u> | <u>DAM</u> | <u>Special</u> |
|---|----------|----------|----------|----------|------------|----------------|
| Advanced Flame Unit ("Flamer") | (2) | (4) | (6) | - | +1 | F, Lrg |
| Hand Flamer | (2) | (4) | (6) | - | +1 | F, Sml |
| Heavy (Dual) Flamer | (2) | (4) | (6) | - | +2 | F, Lrg, H1 |
| Autopistol, Laser Pistol | 6 | 12 | 18 | 24 | +0 | P |
| Autogun, Laser Gun | 12 | 24 | 36 | 48 | +0 | - |
| Autocannon | 15 | 30 | 45 | 60 | +3 | A1, H2 |
| Laser Cannon | 20 | 40 | 60 | 80 | +4 | H2 |
| Hi-(powered) Laser Pistol | 6 | 12 | 18 | 24 | +1 | P |
| Hi-(powered) Laser Gun | 12 | 24 | 36 | 48 | +1 | - |
| Plasma Pistol | 6 | 12 | 18 | 24 | +2 | P |
| Plasma Gun | 12 | 24 | 36 | 48 | +2 | - |
| Heavy Plasma Gun (Plasma Cannon) | 15 | 30 | 45 | 60 | +3 (+1) | Sml, H2 |
| Microwave "Melter" Gun | 3 | 6 | 9 | 12 | +3 | - |
| Heavy "Melter" Gun ("Multi-Melter") | 5 | 10 | 15 | 20 | +4 | H2 |

| | | | | | | |
|------------------------------|----|----|----|----|---------|-----|
| Missile Launcher | 20 | 40 | 60 | 80 | - | H1 |
| - fragmentation missile ammo | | | | | +1 (+0) | Sml |
| - shaped charge missile ammo | | | | | +3 (-1) | Sml |

| <u>Imperial Melee Weapons</u> | <u>DAM</u> |
|--|------------|
| Chain Sword, Chain Axe | +2 |
| Power Weapon (sword, axe, glove, fist, etc.) | +3 |
| Power Claws (one-handed) | +4 |
| Chainfist* | +3 |

* inflicts an additional +1 DP to stationary targets like doors and immobilized vehicles - as long as at least 1 DP is initially inflicted by the attack.

| | |
|--|----|
| Storm Hammer* | +3 |
| * causes stun like an explosion - even if the HTH roll is tied | |

Force Weapon* (sword, axe, club, etc.) +mana
 * the caster receives a DAM bonus equal to his mana level added to the attack roll, but he may also choose to spend mana levels to boost the HTH roll by +1d6 points for every mana level spent (but this replaces the basic bonus of the caster' s mana level).

Retributor Force Weapon* +mana
 * this weapon acts as a mana "battery", starting the game with a number of mana levels equal to the user' s level of mastery already stored within it. These may be used as the caster' s owmana levels, but they may not be regenerated or stored again during the course of the game. Other than this, it functions like a normal force weapon.

| <u>Dreadnought Ranged Weapons</u> | <u>S</u> | <u>M</u> | <u>L</u> | <u>E</u> | <u>DAM</u> | <u>Special</u> |
|-----------------------------------|----------|----------|----------|----------|------------|----------------|
| Rotary Attack Cannon (R) | 10 | 20 | 30 | 40 | +2 | A3, H |
| Twin Autocannons (R) | 15 | 30 | 45 | 60 | +3 | A2, H |
| Twin Heavy Sluggers (R) | 12 | 24 | 36 | 48 | +2 | A3, H |
| Twin Laser Cannons (R) | 20 | 40 | 60 | 80 | +4 [x2] | H |
| Plasma Cannon (R) | 15 | 30 | 45 | 60 | +3 (+1) | Sml, H |
| Multi-Melter (R) | 5 | 10 | 15 | 20 | +4 | H |
| Missile Launcher (L) | 20 | 40 | 60 | 80 | - | H |
| - fragmentation missile ammo | | | | | +1 (+0) | Sml |
| - shaped charge missile ammo | | | | | +3 (-1) | Sml |

| <u>Dreadnought Melee Weapons</u> | <u>DAM</u> |
|----------------------------------|------------|
| Powerfist w/Storm Slugger (L) | +2 |
| Powerfist w/Heavy Flamer (L) | +2 |
| Powerfist w/Melting Gun (R) | +2 |
| Power Claw w/Heavy Flamer (L) | +3 |

| <u>Imperial Vehicle Weapons</u> | <u>S</u> | <u>M</u> | <u>L</u> | <u>E</u> | <u>DAM</u> | <u>Special</u> |
|---------------------------------|----------|----------|----------|----------|--------------|-----------------|
| Battle Cannon | 20 | 40 | 60 | 80 | (+3) | Lrg, H |
| Destroyer Cannon | 10 | 20 | 30 | 40 | (+4) | Lrg, H |
| Groundshaker Cannon | 30 | 60 | 90 | 120 | (+4) | Ind, Lrg, H |
| Gryphon Mortar | 15 | 30 | 45 | 60 | (+2) | Ind, Lrg, H |
| Twister Launcher | 15 | 30 | 45 | 60 | (+2) | Ind, A1, Lrg, H |
| Monsoon Launcher | 10 | 20 | 30 | 40 | (+2) | A1, Sml, H |
| | | | | | | |
| Twin Sluggers (bike mounted) | 8 | 16 | 24 | 32 | +1 [x2] | - |
| Storm Slugger | 8 | 16 | 24 | 32 | +1 | A1 |
| Heavy Slugger | 12 | 24 | 36 | 48 | +2 | A2, H1 |
| Twin Heavy Sluggers | 12 | 24 | 36 | 48 | +2 | A3, H |
| Rotary Attack Cannon | 10 | 20 | 30 | 40 | +2 | A3, H |
| Twin Rotary Attack Cannons | 10 | 20 | 30 | 40 | +2 | A5, H |
| Autocannon | 15 | 30 | 45 | 60 | +3 | A1, H |
| Twin Autocannons | 15 | 30 | 45 | 60 | +3 | A2, H |
| | | | | | | |
| Autolaser | 15 | 30 | 45 | 60 | +2 | A2, H |
| Laser Cannon | 20 | 40 | 60 | 80 | +4 | H |
| Twin Laser Cannons | 20 | 40 | 60 | 80 | +4 [x2] | H |
| Plasma Cannon | 15 | 30 | 45 | 60 | +3 (+1) | Sml, H |
| Twin Plasma Cannons | 15 | 30 | 45 | 60 | +3 (+1) [x2] | Sml, H |
| Multi-Melter | 5 | 10 | 15 | 20 | +4 | H |

DESIGNING RANGED WEAPONS

When designing and assigning values to ranged weapons, the main factor that sets many weapons apart is the weapon's range. Here is a list of range bands - including many that were used for the samples that appear in this game. As you may notice, the multiples for some numbers were left out, as they tended to be odd numbers that didn't "flow" very well, or weren't easy to remember. Also please remember that when assigning a range value to a weapon, the weapon's "effective" range should equate to its "long" range, while its absolute maximum range should equate to its "extreme" range.

| <u>Short</u> | <u>Medium</u> | <u>Long</u> | <u>Extreme</u> | <u>Short</u> | <u>Medium</u> | <u>Long</u> | <u>Extreme</u> |
|--------------|---------------|-------------|----------------|--------------|---------------|-------------|----------------|
| 2 | 4 | 6 | 8 | 15 | 30 | 45 | 60 |
| 3 | 6 | 9 | 12 | 18 | 36 | 54 | 72 |
| 4 | 8 | 12 | 16 | 20 | 40 | 60 | 80 |
| 5 | 10 | 15 | 20 | 25 | 50 | 75 | 100 |
| 6 | 12 | 18 | 24 | 30 | 60 | 90 | 120 |
| 8 | 16 | 24 | 32 | 40 | 80 | 120 | 160 |
| 10 | 20 | 30 | 40 | 50 | 100 | 150 | 200 |
| 12 | 24 | 36 | 48 | | | | |

Vehicle Name

SIZ

TQ

MOV

DEF

DP

CAP

RAM

1. _____

Vehicle Roster Sheet

Ranged Weapons

S

M

L

E

DAM

Special

Qty

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Vehicle Type

Troop Carrier

Battle Vehicle

Open Topped

Movement Type

Walker (short) 6"

Walker (tall) 8"

Tracked 6"

Wheeled 9"

Hover 12"

Flight (slow) 12"

Flight (fast) 18"

Notes: _____

Special Abilities & Equipment

1. Ambush
2. Climbing
3. Drop Deployment
4. Forward Observer
5. Horrific
6. Recon
7. Scanner
8. Stealth
9. Targeter

Vehicle Name

SIZ

TQ

MOV

DEF

DP

CAP

RAM

1. _____

Vehicle Roster Sheet

Ranged Weapons

S

M

L

E

DAM

Special

Qty

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Vehicle Type

Troop Carrier

Battle Vehicle

Open Topped

Movement Type

Walker (short) 6"

Walker (tall) 8"

Tracked 6"

Wheeled 9"

Hover 12"

Flight (slow) 12"

Flight (fast) 18"

Notes: _____

Special Abilities & Equipment

1. Ambush
2. Climbing
3. Drop Deployment
4. Forward Observer
5. Horrific
6. Recon
7. Scanner
8. Stealth
9. Targeter

Mecha Name

SIZ TQ MOV DEF DP HTH

1. _____

Mecha Roster Sheet

Additional Movement Type

Tracked 6"
Wheeled 9"
Hover 12"
Flight (slow) 12"
Flight (fast) 18"

Arcane Caster

Mana Level

1. _____

Arcane Powers

- 1. Arcane Assault
- 2. Arcane Blast
- 3. Spirit Strike
- 4. Arcane Barrier
- 5. Arcane Concealment
- 6. Arcane Confusion
- 7. Arcane Conveyance
- 8. Arcane Teleportation
- 9. Arcane Entity

Special Abilities & Equipment

- 1. Ambush
- 4. Climbing
- 7. Dodge
- 8. Drop Deployment
- 13. Forward Observer
- 15. Gunslinger
- 17. Horrific
- 19. Jump Pack (Jump Jets)
- 21. Marksman
- 22. Master Warrior
- 23. Medic
- 25. Power Attack
- 26. Recon
- 28. Scanner
- 32. Stealth
- 34. Targeter

Melee Weapons

DAM

1. _____
2. _____

Ranged Weapons

S M L E DAM Special Qty

1. _____
2. _____
3. _____
4. _____

Heroic Abilities

- 1. Heroic Deflection
- 2. Inspires Bravery

Mecha Name

SIZ TQ MOV DEF DP HTH

1. _____

Mecha Roster Sheet

Additional Movement Type

Tracked 6"
Wheeled 9"
Hover 12"
Flight (slow) 12"
Flight (fast) 18"

Arcane Caster

Mana Level

1. _____

Arcane Powers

- 1. Arcane Assault
- 2. Arcane Blast
- 3. Spirit Strike
- 4. Arcane Barrier
- 5. Arcane Concealment
- 6. Arcane Confusion
- 7. Arcane Conveyance
- 8. Arcane Teleportation
- 9. Arcane Entity

Special Abilities & Equipment

- 1. Ambush
- 4. Climbing
- 7. Dodge
- 8. Drop Deployment
- 13. Forward Observer
- 15. Gunslinger
- 17. Horrific
- 19. Jump Pack (Jump Jets)
- 21. Marksman
- 22. Master Warrior
- 23. Medic
- 25. Power Attack
- 26. Recon
- 28. Scanner
- 32. Stealth
- 34. Targeter

Melee Weapons

DAM

1. _____
2. _____

Ranged Weapons

S M L E DAM Special Qty

1. _____
2. _____
3. _____
4. _____

Heroic Abilities

- 1. Heroic Deflection
- 2. Inspires Bravery

QUICK REFERENCE SECTION

Sequence of Play

- roll 1d12 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 equal to or greater than the unit's current Panic Level with its morale dice 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

- check the range to the target and the range band of the weapon being used to determine the basic target number.
 - modify the basic target number based on the type of shot the attacker is making, and add in the target's TQ level and any modifiers for cover to the basic target number to yield the final target number.
 - roll equal to or greater than the final target number on 1d12 to successfully hit the target (re-rolls may be applied).

- Range Band -

| Shot Type | Short | Medium | Long | Extreme |
|------------|-------|--------|------|---------|
| Aimed Shot | 3 | 6 | 9 | 12 |
| Snap Shot | 6 | 9 | 12 | - |
| Wild Shot | 9 | 12 | - | - |

(basic target numbers)

Cover Modifiers (added to the basic target number)

| The Target Is... | Target Number |
|--|----------------------|
| ...prone or in a crater | +1 |
| ...in partial cover (1/2 to 3/4 covered) | +1 |
| ...in full cover (more than 3/4 covered) | +2 |
| ...in obscuring cover | may not be attacked! |

- hard cover adds +1 to the target's DEF value (DEF +1)
 - 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.

Melee Combat

- the attacker and his opponent both roll 1d12 plus their DEF and the DAM value of the weapon being used (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.

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 1d12 plus its DEF (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 1d12+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 die 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

- if an attack is successful, roll 1d6 and add the weapon's DAM value to the roll; for melee attacks, the amount that the HTH roll exceeds the opponent's roll is used instead - this number is the damage score.
 - if the total of the damage score exceeds the target's DEF value by one point, the target is "stunned". If the total of the damage score is two or three points higher, the target is "wounded", and if the damage score is higher by four or more points, the target is "killed".

Damage Score Results
 (versus the target's DEF value or the opponent's HTH roll)

| |
|---------------------|
| +1 = Stunned |
| +2 or +3 = Wounded |
| +4 or more = Killed |

- for vehicle damage, every two points (or fraction thereof) that the damage score exceeds the target's DEF value by, one damage point (1 DP) is inflicted.