

# FigWars 3

## Combat Rules for Miniatures

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### Introduction

Welcome to *FigWars 3*. These rules are meant for small battles using 25mm-32mm miniatures - typically with no more than 30 models per side. These rules are 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, so you may use any miniatures or models that you wish (I have also provided a few samples to get you started with 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. To play this game, you will need;

- your miniatures and some terrain
- six-sided dice (d6) - at least six per player
- one eight-sided die (1d8)
- a ruler or tape measure marked in inches
- area effect templates (explained below)
- printouts of the various markers and roster sheets
- pencils and some scratch paper

Weapons like flame throwers and explosives use specific templates to represent their areas of effect. Explosive "blast" weapons use a template marked with two different sized circles, while flame throwers and other similar "spray" type weapons use a triangular template (how these templates are used is fully explained later in the rules in their appropriate sections). Both of these templates appear later the rules. It is recommended that you print out these templates on a sheet of transparent material so that you can more easily see the miniatures underneath and ensure proper placement of the templates during the game.

These rules occasionally require a random direction to be determined for certain situations (usually referred to as "deviation"). The easiest way to do this is to roll an eight-sided die (d8) and use the "arrow" method. Since the faces of a d8 are triangular (with a pointy end towards the "top" of the showing number), the direction being "pointed to" by the showing face is what determines the random direction. Deviation arrows and numbers also appear on the blast template, so you may also use it to determine a 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 considered to be troopers (including such things as riding beasts, motorcycles and jet bikes) - but full sized vehicles are not counted as troopers.

### The Basics Of The Dice System

This game primarily uses regular six-sided dice (d6) for most combat and task resolution. However, the majority of die rolls in this game are read a bit differently than die rolls for most other games. If the rules call for an "attack" roll or a "defense" roll, or any roll of "nd" ("n" being the number of dice to be rolled), the dice are rolled and the results of each die are read in the following way; a roll of 1-2 equals a *failure* or a *miss*, a roll of 3-5 equals a *success* or a *hit*, and a roll of 6 equals a *critical success* or a *critical hit* (and counts as two "hits"). The total of all "hits" rolled then determines how successful the overall roll was for that action. The specifics of how successes are used will be explained later in the rules in the appropriate sections.

If you have the inclination, an easy way to make the dice quick to read is to color the numbers or "pips" a different color to represent the different results; white for a "miss", black of a "hit", and red for a "critical hit".

### CHARACTER TRAITS

Every miniature in this game (hereafter referred to as a "model") has several characteristics or *traits* that represent its ability to do various things during game play. The five traits that every model has are; Troop Quality (TQ), Movement (MOV), Defense (DEF), Damage Points (DP) and Command (COM). The following sections will briefly cover these traits.

#### Troop Quality (TQ)

A model's troop quality (TQ) rating is it's "core" trait, and it represents the model's overall skill and experience. 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 an attack (either by dodging or by making better use of any available cover), and how well it can handle itself under stressful situations (e.g. while under fire).

**Green (TQ "zero"):** this TQ rating represents civilians or military conscripts that have almost no combat training or experience (except for maybe knowing which end of a weapon is the "business" end). This would also apply to civilian hunters or survivalists that know how to use a weapon (i.e. "good ol' boys"), but have never been in actual combat (this TQ rating would also be used for domesticated farm animals). Models with a TQ of 0 (zero) are generally "in the way", and are of little or no use on the battlefield.

**Grunt (TQ 1):** this TQ rating represents soldiers, militia or law enforcement officers that have minimal training and very little combat experience. Models with a TQ of 1 are your average "grunt" soldiers that have a general understanding of the ins-and-outs of combat (this TQ rating would also include most wild "grazing" or "herd" animals).

**Veteran (TQ 2):** this TQ rating represents seasoned fighters with a great deal of actual combat experience. Models with a TQ of 2 are quite adept at dispatching their opponents, and are typically used to fill leadership roles on the battlefield. Predatory "hunting" animals would also have a TQ rating of 2.

**Elite (TQ 3):** this TQ rating represents individuals that are the "best-of-the-best" at combat and warfare. Models with a TQ of 3 are your typical "special forces".

**Movement (MOV)**

A model's movement (MOV) rating determines how far the model can move on the playing surface by taking a "walk" action (explained later). However, the actual distance moved may vary depending on the type of terrain the model is crossing.

The basic minimum MOV for any model is 2". A "normal" humanoid model typically has a MOV rating of 4", and a "quick" model (a genetically enhanced humanoid or a model with spry racial characteristics) would have a MOV of 5". A "fast" model (one with extremely fast racial characteristics) would have a MOV of 6". Most troop models shouldn't have a MOV rating greater than 6", as that would be more typical of a model riding on a mount or a steed of some kind (also explained later).

**Typical Movement (MOV) Ratings**

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

**Defense (DEF)**

A model's defense (DEF) rating represents how difficult it is to actually injure that model with an attack. It is a combination of the model's TQ rating and the type of armor the model is wearing (including carrying a shield). This could also include any natural defenses or racial toughness that the model may have. The following is a list of common armor types and their DEF ratings.

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

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

<u>Shield Type</u>	<u>Defense (DEF)</u>	<u>Example</u>
carrying a small shield	+0 to DEF	buckler
carrying a normal shield	+1d to DEF	kite shield
carrying a large shield	+2d to DEF	tower shield

(the shield could be made out of wood, metal, advanced composites, energized materials, a force field, etc. Shields are covered in more detail later in the rules)

<u>Natural Defenses</u>	<u>Defense (DEF)</u>	<u>Example</u>
skin/fur (none)	0	humans, livestock
skittering critters	1d	small fast animals
tough hide/partial carapace	1d	rhino hide
full carapace	2d	xenomorph alien
thick carapace	3d	arachnid alien, dragon scales
chitinous carapace	4d	thick dragon scales
massive chitinous carapace	5d	giant armored creatures
genetic enhancements	+1d	bio-engineered supersoldiers

**Damage Points (DP)**

A model's damage point (DP) rating represents how much damage the model can take before it is put out of action (i.e. killed or incapacitated). Most models will have anywhere between 1 and 3 DP, but particularly tough or resilient models will have 4 or even 5 DP. Models that can take a great deal of damage before being killed (like extremely large creatures) would definitely have 5 DP or more.

**Command (COM)**

A model's command (COM) rating is a calculated trait, and it represents the model's sphere of influence and the ability to communicate with other members of its own unit (the term "COM" could also be short for "communication" - whichever is easier for you to remember). The higher the COM rating, the farther a model may be from its teammates and still maintain a clear line of communication.

A model's COM distance is equal to double its TQ rating (TQx2) in inches. For models with a TQ rating of zero, the default COM rating is 1. A model is not required to be within COM distance of another model in the same unit, but there are disadvantages to being out of COM range. All of this will be covered in more detail in the section on Unit Coherency later in the rules.

**MOUNTED TROOPS**

Mounted troops have the advantage of speed on the battlefield, but without some of the movement restrictions of full-sized vehicles (explained later in the section on Movement). They also have better morale, so they add a +1d modifier when making morale checks (also explained later). 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 ratings, 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 ratings (which must be assigned from the following list).

**Mounted Troop Movement (MOV) Ratings**

- 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)

Mounts also have a slightly higher DEF rating (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).

When a mounted model 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 model is killed, it is replaced by the mounted model - to represent the footsoldier being run over or trampled by the mount.

## 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. A hero can be any TQ rating (typically veteran or elite), but because they have that "special something", they may re-roll one of the dice when performing any type of attack, action or skill check, and choose the more favorable result (alternatively, a hero could roll an additional die for the action and discard the least favorable result - in either case, the result is about the same).

Heroes are also "hard to kill", so they have an additional +1d added to their DEF rating (one point higher than their armor would normally allow for) and one additional DP (one more than a normal trooper of that type would have). 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 (again, all explained later in the rules).

**Heroic Ability - Heroic Deflection:** any shooting attack directed at a hero (not including attacks made while engaged in melee combat) may be re-allocated to a single 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. However, if there isn't enough room to move into base-to-base contact with the hero, the friendly model may not "take the hit" for that hero.

**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 friendly 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 a +1d modifier 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 the next morale phase as if it had just taken two additional casualties (PL +2). Also, the +1d morale bonus 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 the +1d bonus, but it must still make the morale check at the increased panic level (PL +2).

## DESIGNING YOUR FORCES

The following section will help you create your forces, but it is recommended that you have a general understanding of the rules before using this section so that you will understand how things like special abilities modify the existing rules. 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" troop types are provided later in the rules to get you started.

### Unit Size & Solo Units

The maximum number of models that may be in a single squad or unit is twenty (20) 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.

### 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).

**Aggressive:** a model with this ability will choose to fight over any regard for personal safety, so it may ignore any pinned results.

**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 some other large model, or even an entire squad of troops, is not going to be able to lay an ambush behind a single man-sized rock - unless you have a really good explanation as to why it should be able to do so).

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 a "devoted" model (like a body guard) to sacrifice itself for other troops in the same unit. Any shooting attack (not including attacks made while engaged in melee combat) may be re-allocated to a single 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. However, if there is not enough room to move the devoted model into base-to-base contact with the targeted model, the devoted model may not "take the hit" for the targeted model.

**Brave:** this ability allows a unit of troops to add a +1d modifier when making a morale check and when rallying.

**Climbing:** this ability (which could also be attributed to utilizing specialized equipment or having an innate or natural climbing ability) allows a model to scale sheer surfaces like walls and cliffs - treating this type of impassable terrain as an incline (i.e. "difficult"), and an incline as a slope (i.e. without any penalty to the model's MOV).

**Comms:** this ability allows the models in a unit to increase their COM rating 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 disability automatically "retreats" instead of just "falling back" when it fails a compulsory morale check.

**Dodge:** this ability gives a model the chance to completely evade the damage caused by any attack that has successfully hit and caused damage (and it is usually reserved for martial artists or models that are cyber-enhanced). Make a skill check for the dodging model with a Moderate difficulty level (2+); if the check is successful the model dodges the attack and it causes no damage. If the attack is from an explosive weapon or a spray weapon, the difficulty level for the check is Hard (3+), but even if the check is successful, it will not prevent the automatic stun that is caused by an explosion. A re-roll may not 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 make a skill check with a Hard difficulty (3+); if the check is successful, the model deploys at the desired spot. If unsuccessful, the model deviates 1d8 inches in a random direction (roll 1d8 and use the same method you normally use for blast weapon deviation).

If this deviation places the unit off the table, on any impassable terrain, or in the enemy's deployment zone, the unit is placed on an allowable area of the playing surface that is in a position slightly closer to the originally 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.

**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 MOV rating or its flight movement, but not both in the same turn. Also, flight movement is doubled when taking a "run" 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 a model on the ground. Other than ignoring difficult or impassable terrain, flight movement is treated just like normal ground movement as far as action and movement costs 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 1d8 for the flying model; if the roll is 7-8, 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 4" 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, and it is within unit coherency of the unit containing the model making the "blind" indirect fire attack, it allows the attacker to have only a -1d modifier applied to its attack roll instead of the -2d modifier that is normally applied to 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 to re-roll one of the dice the die when a making morale check and when rallying, and then choose the better result. It is also more experienced in field operations, so it is able to increase its overall COM rating 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 the -1d attack modifier. Also, if shooting at separate targets with both weapons, only a -1d modifier is applied to each attack instead of the normal -2d modifier.

**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 a +1 applied to its PL. The unit must then apply the effects of that morale check to the remainder of its activation, 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 compulsory morale check during the morale phase (again, with a +1 to its PL). Vehicles and mecha are immune to the effects of horrific models (as are other horrific models).

**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" during its activation, 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 a "walk" action, it may only move the 12" afforded by the jump pack, regardless of its normal MOV rating. If the jumping model takes a "run" action, it may move the 12" from the jump pack and its normal MOV rating (either before or after the jump). However, a jump pack's movement is never doubled due to taking a "run" action, nor is the jump equipped model's MOV rating doubled either, as it is too busy operating the jump pack to be able to run at the same time.

Every time a model makes a jump, it must also make a "landing" roll. Have the model make a normal skill check and consult the table below using the appropriate column for the type of terrain the jumping model is landing in or on. A hero may apply his re-roll to this roll.

<u>Skill Check</u>	<u>Normal Terrain</u>	<u>Difficult Terrain</u>
0	the model suffers 1 DP	the model suffers 3 DP
1	the model is pinned	the model suffers 1 DP
2	No Effect	the model is pinned
3+	No Effect	No Effect

Difficult terrain is as described 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 "run" 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 running 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 all be applied at the same time.

**Marksman:** this ability allows a model to re-roll one of the attack dice every time it makes a shooting attack and choose the more favorable result. However, this ability does not cover the use of pistol weapons in melee combat - it only applies to normal shooting attacks.

**Master Warrior:** this ability allows a model to re-roll one of the attack dice every time it fights in melee combat and choose the more favorable result. This ability also covers the use of pistol weapons in melee combat.

**Medic:** a model with this ability can attempt to heal an injured model by spending 2 actions and making a skill check. The medic must be in base-to-base contact with its patient in order to administer treatment, but if the check is successful, 1 DP is restored to the injured model for every two successes (or fraction thereof) that are rolled (i.e. 1-2 successes = +1 DP, 3-4 successes = +2 DP, etc.). A single success can also be used to remove a stunned effect from a model, but not a pinned result. A model that has been reduced to zero DP must be healed within one turn or it will die. A model that has been reduced to below zero DP is beyond the help that a battlefield medic can offer. Also, a medic may never heal itself.

**Mighty Blow:** a model with this ability is either so strong or so skilled that it inflicts additional DP from a successful melee attack (as long as at least 1 DP is initially inflicted by the attack). Roll 1d8 and halve the result (rounding up); this is the number of additional DP caused by the attack (this is also called rolling 1d4). This ability should also be used for anything that would be considered huge or monstrous (i.e. an extremely large and/or strong creature).

**Mindless:** models with this ability cannot act with any sort of purpose unless they are commanded by a friendly model designated as their "controller". 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.

The controller must be on or above the playing surface, and as long as he is alive (i.e. has at least 1 DP remaining), and has a LOS to at least one member of the unit that the mindless model is attached to, the mindless models may take actions and act just like any other normal troops - but their TQ rating will always be one level lower than that of their controller, with a minimum TQ rating 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 model immune to morale rules. Also, if the mindless model's controller is killed, the model's PL is increased by +2 instead of the normal +1, and it must make a morale check during the morale phase just like any other model - and a mindless model without a controller may never rally.

If the controller is killed and the mindless model passes its morale check, the mindless model will just stand there for one whole turn and not do anything on its own - although if a mindless model is attacked in melee combat, it will fight back normally. On the mindless model's following activation (the second activation after losing the controller), the model will move 1" in a random direction (roll 1d8 and use the same method you normally use for blast weapon deviation).

If a mindless model without a controller comes in base-to-base contact with an enemy model, it will attack that enemy in melee combat normally. If a mindless model or unit without a controller comes within 4" of an enemy model or unit, and the mindless models are armed with ranged weapons, they will shoot at those enemies, but the attacks cannot be "aimed". Also, a mindless model without a controller may never use an extra action.

**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.

**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 that have a DEF rating of at least 1 (i.e. normal-sized shields - not bucklers). 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, models using a shield wall have a definite facing). If the models are grouped together in a formation, only the front rank may form the shield wall. When models form a shield wall, they gain an additional +1d to their DEF ratings 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 model to have a "controller" within LOS on the playing surface, and the soulless model's TQ rating is one level lower than that of the controller (with a minimum TQ rating of zero). The main difference is that a soulless model is automatically "fearless" (i.e. immune to all morale rules), but if the controller is killed, it completely ceases to function and instantly becomes a casualty.

**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. Each time a ranged attack is made against a model with stealth, the target model gets a +1d modifier added to its DEF rating and it can force the attacker to re-roll one of the attack dice and keep the less favorable result. This stealth re-roll takes place after all other re-rolls have been made. Also, stealth is not effective against melee combat (including shooting attacks made while engaged in melee combat).

**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 number of actions it takes to fire that weapon - it only reduces the heavy weapon's movement penalty. Also, when a strong model makes a successful melee attack, 1 additional DP is inflicted by the attack (as long as the attack initially inflicts at least 1 DP). This ability can represent the strength imparted by powered armor, cybernetic implants, arcane magic items, etc.

**Targeter:** this device adds a +1d bonus to the attack roll of a ranged weapon. A targeter cannot be mounted on a spray 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. Also, a weapon may only be equipped with a single targeter.

## 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 activating for your troops.

### Vehicle Profile

All vehicles have the following profile;

**SIZ TQ MOV DEF DP CAP RAM**

### Vehicle Size (SIZ)

A vehicle's size (SIZ) rating 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 TQ rating of a vehicle's crew represents how well they can shoot, drive, and perform repairs on the vehicle. Vehicle crew TQ ratings are the same as regular troop TQ ratings (please see the previous section on Troop Quality for details). A vehicle may not have a "heroic" crew, or even have a hero as part of its crew - and having a hero as a passenger does not count as being part of the vehicle's crew.

### Vehicle Movement (MOV)

The MOV rating of a vehicle is based on its mode of locomotion. The following list shows the various types of vehicle movement.

#### Vehicle Movement (MOV) Ratings

- 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 rating depends on the type of armor the vehicle has. The following is a list of the most common vehicle armor types and their DEF ratings. 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)	1d	car, truck
security armor	3d	armored limo
light battle armor	5d	money truck, APC
medium battle armor	7d	light tank
heavy battle armor	9d	heavy tank, MBT
super heavy battle armor	11d	rolling fortress

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

The maximum number of DP that 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  $\frac{3}{4}$  as many DP as its SIZ (rounded 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  $\frac{1}{2}$  as many passengers as its SIZ (rounded 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  $1\frac{1}{2}$  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 vehicle must spend 1 action for every turn that they are hanging onto that vehicle (regardless of the vehicle's actual speed). 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.

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 (rounded 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).

### Vehicle Ramming Damage (RAM)

The ramming damage (RAM) rating of a vehicle is a calculated value, and it is used as part of the vehicle's ATK rating when it makes a melee attack (i.e. when it rams into something). A vehicle's RAM rating is equal to  $\frac{1}{2}$  of its SIZ (rounded down) +  $\frac{1}{3}$  of its MOV (rounded up - giving the numbers 2, 3, 4, or 6 depending on the vehicle's type of locomotion). Again;  $(SIZ \div 2 \downarrow) + (MOV \div 3 \uparrow) = RAM$ . Ramming is covered in the section on Melee Combat later in the rules.

## 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).

## 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 actions, and all mecha count as individual "solo" units when activating your troops.

## Mecha Profile

All mecha have the following profile;

**SIZ TQ MOV DEF DP**

### Mecha Size (SIZ)

The SIZ rating 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 rating. 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 troops and vehicle crews (please see the previous sections on Troop Quality for details). However, unlike a vehicle crew, a mecha may have a hero for a pilot.

### 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 rating from those options listed in the Designing Vehicle 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 mecha may ignore any landing result of "pinned". If any damage is inflicted from a poor landing, damage allocation must then be rolled for normally (explained later in the section on Vehicle & Mecha Damage).

## Mecha Defense (DEF)

As with regular troop models and vehicles, a mecha's DEF rating 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 = +2d to DEF

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

## Mecha Damage Points (DP)

As with vehicles, a mecha's DP rating 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 Combat (Unarmed)

Because mecha are so much larger and more powerful than regular troops, the basic melee ATK rating for a mecha using just its frame (without any melee weapons) is ½ of the mecha's SIZ (rounded up). Additional close combat weapons may still be equipped normally.

## Mounting Mecha Weapons

Here is a simple guide to determine how many and what kind of weapons a mecha may carry; one integral normal weapon for each 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).

## DESIGNING RANGED WEAPONS

When designing and assigning ratings 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 later in this rules. 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.

<u>Short</u>	<u>Long</u>	<u>Extreme</u>	<u>Short</u>	<u>Long</u>	<u>Extreme</u>
2	4	8	15	30	60
3	6	12	18	36	72
4	8	16	20	40	80
5	10	20	25	50	100
6	12	24	30	60	120
8	16	32	40	80	160
10	20	40	50	100	200
12	24	48			

## 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.). 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.

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).

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, 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.).

When the units are being set up, they should be placed within 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 in their appropriate sections of the rules.

## PLAYING THE GAME

### Initiative & Turn Order

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 (i.e. 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 opposing players each roll 1d8 for initiative; the player with the highest die roll is deemed the First Player for that turn, the next highest roll is deemed the Second Player, and so on. Any tied die rolls should be re-rolled amongst those players with the same initiative roll. In the event that there are multiple players on a particular side, the initiative roll will be to determine which side goes first (assuming that there are only two sides to the conflict). The players on a particular side should then decide amongst themselves the order in which their units will act.

The First Player may activate one unit or squad and perform actions for every model in that unit before the Second Player may act with one of his units (and then on to the Third Player, and so on). This continues until every unit on the playing surface has acted, at which point the "morale phase" occurs (explained later) and the current turn ends.

### Activation & Actions

Every model in this game has two *actions* that it may perform when it is activated. Actions may not be saved from turn-to-turn; they must be used in the current turn or they are lost. Also, an action that affects the outcome of another action (like aiming before making a ranged attack) may not be carried over to the following turn - the entire action must be completed in the current turn.

The following section details the various actions that a model may perform when it is activated. The specifics of the various types of action (like movement and combat) will be covered later in the rules in their appropriate sections.

#### Action

<u>Action</u>	<u>Actions Used</u>
Walk (move up to the model's MOV rating)	1 action
Run (move up to double the model's MOV rating)	2 actions
Strike/Fight (make a single melee attack)	1 action
Focus (melee & skill use; +1d for one action)	1 action
Shoot/Throw (make a single ranged attack)	1-2 actions
Aim (+1d for one ranged attack)	1 action
Draw a weapon not currently in use	free
Sheath/Holster/Stow a weapon currently in use	1 action
Reload (a ranged weapon)	1 action
Sentry (may hold attack until later)	attack +1 action
Miscellaneous Combat Action (requires a skill check)	1-2 actions*
Non-Combat Action	1-2 actions*

\* the number of actions it takes to perform a miscellaneous or non-combat action depends on the complexity and difficulty of the action (although a skill check is required to complete a miscellaneous combat action, explained later).

**Walk:** a model may move up to its full MOV rating for 1 action. A model may walk up to twice in a single turn (which is essentially the same as taking a run action - see below), but a model may never move more than double its full MOV rating in a single turn.

**Run:** a model may move up to double its full MOV rating for 2 actions.

**Strike/Fight:** a model may make a melee attack against a single opponent by using 1 action.

**Focus:** a model may spend an action to increase the effectiveness of a melee attack, adding a +1d to the model's DEF rating for that attack. This action may also be taken when the model is itself attacked in melee combat. If a model has an unused action remaining when it is attacked, it may be used to boost the model's DEF rating by +1d against that attack. Alternatively, a focus action can be used to increase a skill check by +1d.

**Shoot/Throw:** a model may make a single ranged attack by spending 1 action (unless the weapon is "slow", explained later).

**Aim:** a model may spend an action to increase the effectiveness of a ranged attack, adding +1d to the model's RNG rating for that attack.

**Draw a Weapon:** a model may draw a weapon that is not currently in use at no action cost.

**Sheath/Holster/Stow a Weapon:** a model may put away one weapon currently in use for 1 action. The model can choose to just drop the weapon at no action cost and retrieve it later for 1 action.

**Reload a Weapon:** a model may reload a ranged weapon for one action (weapons that require reloading are explained later).

**Sentry:** a model taking a sentry action spends 1 action to hold its attack until later - either until a suitable target presents itself, or until the targets that can already be seen are closer. This is in addition to the action cost of actually making the attack (based on the weapon being used - so the entire action cost of taking a sentry action is either 2 or 3 actions).

When an enemy model is activated or performs an action within the sentry model's LOS (explained later), the sentry may interrupt that opponent's activation at any point to make the attack (including pre-empting any attack that the opponent is about to make). A sentry action only lasts until that model's next activation. However, if no enemy model is activated within the sentry's LOS, or if no new opponent presents itself by the model's next activation, the sentry model may still attack any viable target currently within range and LOS - so as not to waste its chance to attack.

If the sentry model is itself attacked before it gets to make its attack (either by being caught in the area effect of a blast weapon or a spray weapon - both explained later), even if the sentry model takes no damage from the attack, the sentry action immediately ends and it loses its chance to attack.

**Miscellaneous Combat Action:** a model may perform a miscellaneous combat action by spending an appropriate number of actions, and making a skill check to successfully complete the action (skill checks are explained later). Here is an example of a miscellaneous combat action;

**Push (off/out):** this action lets a model attempt to push another model off of a ledge or roof, or even out a window for 1 action. Have both models involved make opposed skill checks; if the model that initiated the push rolls higher, the opponent is pushed off the ledge or out the window. A push is "one way", so even if the pushing model fails, nothing happens to that model.

**Non-Combat Action:** a model may perform a non-combat action by using an appropriate number of actions to successfully complete the task. Non-combat actions would be things like downloading data from a computer terminal, searching a body for any loot or artifacts, or placing a barricade. Anything that can be successfully completed by simply spending time to do it (and not requiring a skill check) is considered to be a non-combat action.

**Sharing Activation**

When models are organized into a squad or unit, the models are still activated one at a time, but if the models are close enough to each other, they may "share" their activation.

Models in a squad may share their activation and act together if they are within their TQ rating of each other in inches at the beginning of their activation (essentially at half their COM rating), but this only applies to models that are already within their TQ rating of each other at the time the unit is nominated to be activated. Models with a TQ rating of zero must be in base-to-base contact in order to share their activation (using a "mob mentality"). Models that are not within their TQ rating at this point may still be activated as part of that unit, but they may not share their activation.

When a unit of models share their activation, the actions of the models in the unit are essentially placed in a "pool" (although the actions still belong to their respective models). The models still only have their normal number of actions, and the actions may only be resolved one at a time, but the actions in this pool may be performed in any order.

For example, a unit of three models (model A, B and C) normally has a total of six actions among them (two actions for each model). Model A may perform one action, then model B may perform two actions, then model C may perform one action, then model A may perform its second action, and finally, model C may perform its second action.

Finally, models may only share their activation if they are of a similar type - infantry and cavalry models would not be able to share their activation.

**Extra Actions**

At the beginning of each turn, every player should roll for Extra Actions. In this game, an extra action represents motivation or inspiration from leaders, or chance opportunities that can arise in the heat of battle that the player can use to his advantage. To roll for extra actions, each player should roll 1d8 and consult the following table;

<u>Total Die Roll</u>	<u>Number of Extra Actions</u>
1-4	0
5-7	1
8-9	<u>2</u>
10-11	3
12+	4

As you will notice, the Total Die Roll column goes higher than "8" (the maximum you could roll on 1d8); this is because each surviving hero on a side adds a +1 bonus to the die roll for extra actions (but not to the actual number of extra actions). There may also be an additional modifier to the die roll for extra actions based on how many units are currently still in play - please see the following table;

<u>Units In Play</u>	<u>Bonus To Roll</u>
1-2 units	+0
3-4 units	+1
5-6 units	+2
7-8 units	+3
9 or more units	+4
each hero	+1

However, if a friendly unit is retreating, it is not counted for the purposes of rolling for extra actions. Finally, a model may only be given one extra action per turn, so a model may never use more than 3 actions during its activation.

**Skill Checks**

As mentioned previously, a miscellaneous combat action will require not only the expenditure of actions, but also a skill check to successfully complete that task (as opposed to a non-combat action, which has a guaranteed success, so long as the appropriate number of actions are spent).

A skill check is made by rolling as many dice as the model's TQ rating and reading the results normally (counting the number of successes or "hits" rolled). If the number of successes equals or exceeds the difficulty number, the task is successfully accomplished. However, even if the skill check is unsuccessful, the model's actions are still spent in the attempt to perform the activity. The target number for a particular task is usually determined by a referee, or it is agreed upon by the players. The following is a list of difficulty numbers for skill checks.

<u>Task Difficulty</u>	→	<u>Easy</u>	<u>Moderate</u>	<u>Hard</u>	<u>Very Hard</u>	<u>Impossible</u>
Target Number	→	1+	2+	3+	4+	5+
(of successes)						

**Unskilled Models (models with a TQ rating of zero)**

As you will notice, a "green" model TQ rating of zero (0) would not normally be able to roll any dice when performing an action that requires a skill check. So how does a model with no TQ rating make a skill check? By taking a focus action (+1d) before performing the action.

## MOVEMENT

All of the movement ratings in this game are in inches, and individual 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 models in the direction of their movement and/or their intended targets). A model should not be placed in base-to-base contact with an enemy model unless it is engaging that model 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.

### Difficult & Impassable Terrain

A model can move over or through rough or difficult terrain, but only at half its MOV rating (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 some models (like high walls or steep cliffs), so unless the model has some kind of special equipment or natural ability, it will not be able to go through an impassable area of the battlefield.

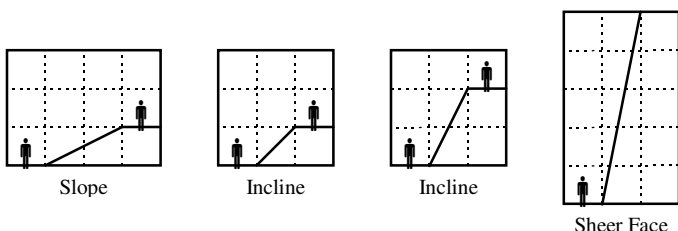
In many cases, it will be up to the players and/or the referee to determine whether a model will be able to circumvent impassable terrain or not, but these should be handled on an individual case by case basis. For example, most players would agree that an insectoid creature would have a better chance of scaling a wall than a normal human would - unless the human had a grappling hook or some other similar equipment.

### Slopes, Inclines & Sheer Faces

An incline of less than 45° (i.e. an incline that is longer than it is tall) is considered to be a "slope", and moving up or down a slope is considered to be normal movement, and does not incur any additional MOV costs (other than the normal cost of the movement).

However, an incline of 45° or more (i.e. an incline that is as tall or taller than it is long) is considered to be an "incline", and it must be "climbed". All climbing movement is made at half the model's MOV rating (i.e. it costs 2 MOV per inch of climbing movement, the same as for difficult terrain).

An incline of 75° or more (i.e. an incline only one inch long, but five or more inches in height) is considered to be a "sheer face" - and an incline this steep is deemed to be impassable terrain. A model will not be able to scale a sheer face unless it has some type of specialized climbing equipment or climbing skills. The following diagrams show examples of a slope, some inclines, and a sheer face.



## Stairs & Ladders

Stairs that are on an incline of 45° or less (i.e. stairs that are as long or longer than they are tall) are not considered to be an "incline" for movement purposes. This means that they do not need to be "climbed" like a regular incline (mainly due to the fact that the steps on the stairway negate any movement penalty for the incline). Instead, they are treated as a "slope".

Stairs on an incline of more than 45° (i.e. stairs that are taller than they are long), are considered to be "ladders" for all intents and purposes, and will still need to be climbed just like any other incline (see the previous section for details). However, ladders are not considered to be impassable terrain (again, due to the steps or rungs on the ladder), so a model may climb them without any specialized skills or equipment, regardless of the angle or amount of incline.

### Crossing Obstacles

Any low piece of terrain that a model could quickly climb or jump over is considered to be an obstacle. In this case, a "low" piece of terrain would be anything up to as tall as the center of the model's chest (this is also about the same height as its armpits). Examples of common obstacles would be low hedges, fences or barricades, rows of crates or barrels, etc.

A model may attempt to cross an obstacle, but only if it has enough MOV remaining from its current movement action to reach the opposite side of the obstacle (as if the obstacle wasn't actually there). Move the model so its base is touching the edge of the obstacle (prior to crossing it), then make an *obstacle test* by rolling 1d8 and consulting the following table.

#### Die Roll    Obstacle Test Result

1-2	The model fails to cross the obstacle and its movement action immediately ends.
3-6	The model barely manages to cross the obstacle, but its movement action ends just as it crosses.
7-8	The model effortlessly crosses the obstacle and it may finish its movement action normally.

When attempting to cross an obstacle, a model may expend more MOV than is actually necessary in order to increase its chances of successfully clearing that obstacle. For each inch of MOV spent, a +1 modifier is added to the die roll.

Also, if the obstacle is taller than the center of the model's chest, but no more than twice this height, a -1 modifier is applied to the die roll. A model may not cross an obstacle that is more than twice the height of its chest - in such a case, the obstacle becomes impassable terrain.

### Jumping Across A Gap

A model may attempt to jump across a gap by making a *jump test*. Move the model so that its base is touching the edge of the gap to be crossed. Half of the distance the model just moved prior to reaching the gap (rounded down) is the jump bonus for that particular jump, and only the movement made in the same turn as the actual jump counts toward this distance (although actually making the jump attempt ends that model's movement action, whether it succeeds or not).

Roll 1d8 and add the jump bonus; if the total roll is greater than the distance being jumped across (rounded up to the nearest whole inch), the model has successfully cleared the gap. Place the model on the opposite side of the gap, but with its base still touching the edge - its movement action then ends.

If the opposite side of the gap is higher in elevation than the side being jumped from by at least one inch, a -1 modifier is applied to the die roll. If the jump test is equal to or less than the distance being jumped, the jump fails and the model falls down into the area that it was trying to jump across (see the section on Falling below).

### Jumping Down From An Elevation

A model may jump down from an elevation by spending one inch of its MOV and making a jump test (rolling higher than the height being jumped down from - rounded up). If the jump test fails, the model is considered to have fallen the entire distance being jumped down from (see the section on Falling below).

### Falling

When a model falls (usually from a failed jump test), the distance fallen determines how much damage (if any) the model will take. The model may also be stunned or disoriented from the fall. This is represented by the model losing one or more of its actions - taken from the remainder of its current activation and/or from its next activation. Please see the following list.

<u>Distance Fallen</u>	<u>Result</u>
up to 1"	no effect
<u>more than 1", up to 2"</u>	<u>lose 1 action</u>
more than 2", up to 3"	inflict 1 DP & lose 1 action
more than 3", up to 5"	inflict 2 DP & lose 1 action
<u>more than 5", up to 7"</u>	<u>inflict 3 DP &amp; lose 1 action</u>
more than 7", up to 9"	inflict 4 DP & lose 2 actions
more than 9", up to 12"	inflict 5 DP & lose 2 actions
more than 12"	inflict 6 DP & lose 2 actions

### Tall Models

The rules for jumping, and falling are written with the assumption that the model performing these actions is of average size (with legs that are only 1" long or less - measured to the center of the model's groin). However, if the model is tall, with legs that are longer than 1", performing these types of activities becomes a bit easier.

If the model's legs are between 1" and 3" long, a +1 modifier is added to the die roll of any jump test the model has to make. Also, 2" are subtracted from any distance fallen. If the model's legs are between 3" and 5" long, a +2 is added to any jump test, and 4" are subtracted from the distance fallen.

### Moving Past Other Models

A model may move between two other friendly 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 models as long as there was at least a 1/2" space between those two models). However, a model may not move past or through enemy models, or move over or through any kind of vehicle (friendly or not), as these are considered to be impassable terrain.

### Unit Coherency

As mentioned previously, a model's COM rating represents how far that model can be from another model in the same unit and still maintain a clear line of command and communication on the battlefield. This concept is referred to as *unit coherency*.

At the beginning of a model's activation, if that model is not within unit coherency of the part of the squad that contains the unit's designated leader, the model must make a morale check to continue operating outside the influence of the rest of its unit. If the check succeeds, the model may perform actions normally for the rest of its activation, but if the check fails, the model must use its next action(s) in an attempt to rejoin the rest of its unit and re-establish unit coherency (this individual morale check does not count against the unit's regular morale check, explained later).

Once unit coherency has been re-established and the model performs at least one action while maintaining unit coherency, the model may again act normally, and may even separate from the unit again and attempt to act independently. Also, any model that is not within unit coherency during the morale phase will have a -1d modifier applied to any compulsory morale check.

### Mounted Troops & Vehicle Movement

Mounted troops and vehicles also have a movement rating 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 model's MOV. Also, the direction of the model's movement affects how far it can move; a mounted troop 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 troops 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 model 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 (e.g. move 3", turn 45°, move another 3", turn another 45°, etc.), but a mounted troop only has to move 2" for it to be able to make a facing change (e.g. move 2", turn 90°, move another 2", turn another 90°, etc.).

A stationary mounted model 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 troops and vehicles is handled exactly the same as for regular 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/or the referee), and flying units may ignore terrain features altogether.

Like troop models, mounted troops and vehicles should not be placed in base-to-base or direct contact with another enemy model unless it is going to engage that model in melee combat (for vehicles, this is called "ramming", and it is explained in the Melee Combat section later in the rules). Also, the same 1" rule for troop models should also be applied to mounted troops and vehicles - to avoid any confusion as to which models are engaged in melee combat and which models 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 1d8 for the vehicle; if the roll is 3-8, the vehicle passes the test and it may proceed through the rough terrain with no penalties to its MOV. If the roll is 1-2, 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 turn (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 turn. 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 sixth (6<sup>th</sup>) failed attempt, the vehicle is stuck there for the remainder of the game - at this point, the vehicle has dug itself so far in that it will take a specialized crew to get it out.

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 activation (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.

## MELEE COMBAT

A melee attack (also called a hand-to-hand or close combat attack) can only be made against an opponent that the model is in base-to-base contact with (unless it has a weapon with reach like a polearm, explained later).

When a model makes a melee attack, it declares which opposing model it is attacking and spends the appropriate number of actions to make the attack. Melee combat happens simultaneously, with both the attacker and the defender attempting to injure each other (although the defender does not need to spend any actions to do so, even though he is fighting back).

To make a melee attack, have the opponents each add their DEF rating to the ATK rating of the weapon being used and roll that many dice; if the attacker's roll is successful (if he rolls more successes than the defender), he has successfully struck his opponent. If the rolls are completely tied, the attack is negated (i.e. dodged, blocked, parried, etc.) and neither model is affected. If the defender's roll is higher and he scores more "successes" than the attacker, the attack becomes a "counter-attack". However, a counter-attack is more difficult to pull off than a direct attack, so to reflect this, one success is subtracted from the total number of successes rolled for the counter-attack.

When figuring the results of a melee combat, the number of successes that exceeded the opponent's roll is used to determine just how successful the attack (or counter-attack) was. The following list shows the number of successes that exceeded the opponent's roll, and how those successes are used to affect the target model.

### One (1) melee success can be used to...

...cause a pinned result.  
...immediately force the opponent back one inch.

### Two (2) melee successes can be used to...

...force the opponent back one inch while the attacker follows.  
...inflict one damage point (1 DP).

### Four (4) melee successes can be used to...

...disarm the opponent (one weapon of the victor's choosing).

The number of melee successes and their effects may also be combined in various ways to achieve more dramatic results. Please see the following examples.

### Combining two (2) melee success results can be used to...

...cause a pinned result and force the opponent back one inch.

### Combining three (3) melee success results can be used to...

...cause a pinned result and force the opponent back one inch while the attacker follows.  
...cause a pinned result and inflict 1 DP.  
...force the opponent back one inch and inflict 1 DP.

### Combining four (4) melee success results can be used to...

...cause a pinned result and force the opponent back one inch and inflict 1 DP.  
...force the opponent back one inch while the attacker follows and inflict 1 DP.  
...inflict 2 DP.

### Combining five (5) melee success results can be used to...

...cause a pinned result and force the opponent back one inch while the attacker follows and inflict 1 DP.  
...cause a pinned result and inflict 2 DP.  
...force the opponent back one inch and inflict 2 DP.  
...cause a pinned result and disarm the opponent.  
...force the opponent back one inch and disarm him.

As you will notice, a model may never receive more than one "pinned" result from any single melee attack, nor may it be forced back more than one inch from a single attack. A pinned result is explained in the section on Damage that appears later in the rules.

### **Unarmed Models (models with an ATK rating of zero)**

As you look through the sample weapon lists that appear later in the rules, you will notice that a model fighting with only its body has an ATK rating of zero (0). If you combine this with an unskilled "green" model with no armor (with a total DEF rating of zero), you end up with a model that has a total ATK rating of zero (0). So how does a model with no ATK rating make a melee attack? By taking a focus action (+1d) before making the attack. This could also be looked at as the unskilled model making an all-out frenzied attack, essentially spending two actions to make the attack.

### **Models With Multiple Melee Weapons**

A model that is armed with two melee weapons (including pistol weapons, explained later) adds the ATK rating of the "stronger" weapon to ½ of the ATK rating (rounded up) of the "weaker" weapon. This total then becomes the new ATK rating for those paired melee weapons.

For example, a model armed with a ATK 4 weapon in one hand, and a ATK 3 weapon in the other hand, would have a total ATK of 6 for the pair of weapons;

$$(4 + [3 \div 2 = 1.5] = 5.5 \text{ rounded up to } 6).$$

The model still only gets a single attack for the pair of weapons, but it also gains a "re-roll" every time it fights with the paired weapons (for both attack and counter-attack rolls). This means that for every melee attack, the model may re-roll one of the dice and keep the more favorable result. Alternatively, the model may roll an additional die when making a paired weapon melee attack and discard the less favorable result (in either case, the outcome is about the same).

### **Polearms**

Melee weapons like pikes, spears, lances, and halberds are all considered to be "polearms", and they have certain special rules that apply only to them. There are three different lengths of polearm; "short", "medium", and "long".

Short polearms are as tall as a man or shorter (like a javelin or a short spear, or possibly a scaled-down version of a regular spear for one of the smaller fantasy races like dwarves or goblins). For all intents and purposes, a rifle with a fixed bayonet also counts as a short polearm. Medium polearms are weapons that are taller than a man, but no more than twice his height in length (like a full sized spear or a halberd). Long polearms are weapons that are longer than twice the height of a man (like a pike or a lance).

A short polearm 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). A medium polearm may be used to attack a model that is up to 1" away from the attacker, and a long polearm may be used to attack a model that is up to 2" away. In the case of medium and long polearms, the attacker makes his melee attack normally, but even if the defender's counter-attack roll is successful, no damage is done to the attacker (unless the defender is also armed with a polearm of equal or greater length, in which case the attack is resolved normally).

If a model armed with long polearm uses it to fight while in base-to-base contact, a -1d modifier is applied to that model's MEL rating, 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, it may use that weapon instead, but it may not "switch" to that weapon until the model's next activation.

A model armed with a polearm of any length receives a +1d bonus to its MEL rating for its counter-attack when receiving a charge (i.e. when being engaged in melee combat by a model that has moved at least 2"). 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 +1d bonus to their MEL rating when they themselves move at least 2" and engage an opponent in melee combat (i.e. when they charge).

### "Entangling" Melee Weapons (Whips & Chains)

An entangling weapon is treated just like a polearm with a "long" reach for the purposes of making an attack (i.e. up to 2" away), but when used defensively (when a model with an entangling weapon is being attacked), it cannot be used to harm the attacker (i.e. a counter-attack from a whip cannot inflict any damage points on the attacker).

However, a whip or a chain can be used to "entangle" an opponent instead of being used to cause damage (and this applies to both attacks and counter-attacks). The number of DP that would have been inflicted by the entangling weapon's attack or counter-attack roll is how many actions the entangled model must spend to free itself - but an entangled model may only free itself during its own activation.

While a model is "entangled", its DEF and MEL ratings are reduced by 1 point. Also, the entangled model cannot move away from the model that entangled it (except as noted below) - but it can move closer. A model remains entangled either until it frees itself, until the attacker releases it (by spending 1 action), until the attacker "drops" the entangling weapon voluntarily (at no action cost), or until the attacker is itself killed.

Note: an entangled model that is at least twice as large as the model that entangled it can move away from the entangling model - dragging that model with it. Each inch of dragging movement costs 3 inches from the larger entangled model's MOV.

### Shields

When a model equipped with a shield fights in melee combat, the equipped model may re-roll one of its attack dice and choose the more favorable result.

However, doing this means that the model is on the defensive, so even if it rolls more successes, it loses the opportunity to cause any damage. This shield re-roll takes place after all other types of re-roll have been made. However, this re-roll only applies to melee combat, and not to ranged attacks. A shield may also increase the equipped model's DEF rating depending on the specific type of shield being used (as listed previously in the section on Defense).

### Multiple Attackers In Melee Combat

When a model is attacked by multiple opponents in melee combat during the same game turn, it increases the chances of the attacking side scoring a hit (either by distracting the defender or by taking advantage of an opening created by fighting one of the attacker's comrades).

For each additional model on the same side that attacks a single opponent in melee combat in the same turn (after the initial attacker - assuming that the defender survives the initial attack), a +1d bonus is added to the next attacker's MEL rating; and this bonus is cumulative (e.g. the first attacker has no additional bonus, the second attacker has +1d to its MEL, the third attacker has +2d to its MEL, etc.). This rule only applies when attacking troops or mounted models - it does not apply when attacking vehicles or mecha.

### Forcing A Model Back In Melee Combat

When a melee attack (or counter-attack) results in a model being forced back, the model must move one inch to its rear. If the area being moved into contains difficult or rough terrain, the model must make an Easy skill check (1+); if the check is successful, the model moves into the area with no other effect, but if unsuccessful, the model stumbles and receives a pinned result. If a model is forced back up against a solid surface, it automatically receives an additional pinned result.

### Melee Attacks Against Vehicles

When regular troops, mounted models or mecha attack a vehicle in melee combat, they make their normal melee attack roll and the vehicle makes a defense roll by rolling only as many dice as its DEF rating. Since the vehicle isn't "fighting back", even if it rolls more successes, the attacker will be unharmed. Damage is determined normally for the vehicle.

### Vehicle Melee Combat (Ramming)

As described previously in the section on vehicle movement, when a vehicle is placed in base-to-base contact with another model (or just touching the other model if the vehicle doesn't have a base), the vehicle is considered to be "ramming" that target. When a vehicle rams into another vehicle, each vehicle roll as many dice as its driver's TQ rating and its DEF rating, and then adds a number of successes equal to the vehicle's RAM rating.

The side that rolls more successes inflicts damage normally (1 DP per two successes). In the event of an even tie, both vehicles take only 1 DP of damage. If the ramming vehicle has moved 10" or more during the same turn as the ram attack, it is treated as having the "mighty blow" special ability (explained previously), so additional DP should be inflicted (+1d4 DP).

The side that rolls higher also takes ½ of the inflicted damage to itself (rounded up). Damage allocation should then be rolled for both vehicles 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 (i.e. tries to hit them, run them over, etc.), the vehicle should be moved and placed normally at the location where it intends to end its movement. Any models that the vehicle would come in contact with during this movement are subject to its ram attack.

Make a single attack roll for the vehicle, rolling as many dice as the driver's TQ rating and adding a number of successes equal to the vehicle's RAM rating; this is that vehicle's melee attack roll for the ram attack against all of the troops to be run over. The vehicle's DEF rating is not used for this roll, as the troops aren't "fighting back" against the vehicle's ram attack.

Each troop model or mounted troop in the vehicle's path should then make a separate defense roll, rolling as many dice as that model's DEF rating, and then adding 1d8 successes to the roll. If a model rolls more successes than the vehicle, it has avoided (or at least avoided being harmed by) the ramming vehicle. The targets may apply any available re-rolls to this roll, but the driver of the vehicle may not.

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 rolls more successes, it has hit or run over the target model(s). Remember, the vehicle only makes a single ramming roll even if running over multiple models, but if successful, each struck model suffers 1d4 DP - regardless of the model's DEF rating (and the vehicle will do additional damage if it moved 10" or more while making the ram).

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). Have the driver make an Easy skill check (1+); if successful, the ram occurs with no adverse effects to the vehicle. If the check is failed, the vehicle comes to a halt at the end of its intended movement and suffer 1 DP (roll for vehicle damage normally - explained later).

If the vehicle takes any damage from a ram (either against another vehicle or against troops), but survives the impact (i.e. is not destroyed by the damage), the entire crew is considered to be pinned. This is because they are attempting to regain their bearings, perform various system checks, and restart the vehicle. However, any troops that are being transported by the vehicle are not affected, and may take actions normally.

### **Mecha Melee Combat**

When mecha fight in melee combat with other mecha, or when they make melee attacks against troop models and vehicles, they make normal melee combat rolls just like any other troop model (i.e. the pilot's TQ rating plus the mecha's DEF rating, plus the ATK rating of the melee weapon being used to make the attack).

However, when they themselves are attacked in melee combat by troops or mounted models, they do not get to "fight back" (since mecha are essentially "vehicles") - but because mecha are more maneuverable than vehicles, they roll as many dice as their pilot's TQ rating and their DEF rating.

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

When a vehicle attempts to ram into a mecha, it is similar to ramming into troops. The vehicle's driver makes his normal ram roll (as many dice as his TQ rating plus as many successes as the vehicle's RAM rating), while the mecha makes a defense roll by rolling as many dice as the pilot's TQ rating and the mecha's DEF rating, and adding 1d4 successes to the roll.

If the mecha rolls more successes than the vehicle, it takes no damage and it is displaced to the side of the vehicle's path (the same as for a troop model avoiding a vehicle ram). If the vehicle rolls more successes, it has struck the mecha and inflicts damage just as if it had hit another vehicle (1 DP per two successes). The vehicle also takes ½ of the inflicted damage to itself (rounded up). If the rolls are an even tie, both units take only 1 DP of damage.

## RANGED COMBAT

The following sections will cover the various aspects of ranged combat.

### 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 (as covered previously in the Designing Vehicles 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 (unless the model has a clearly defined weapon mounted there and an obvious way of using it).

## 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 models 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 with the missile launcher.

### **Ranged Attacks**

When making a ranged attack (also called a "shooting attack"), the first step is to determine the range to the target, as this will determine the range modifier for that attack. All ranged weapons have three "range bands" listed on their profiles; short, long, and extreme - but the actual distance for each "band" will vary from weapon to weapon. There is also a fourth range band called "point-blank range", but it is the same for all ranged weapons.

Measure the distance to the target in inches and refer to the profile of the weapon being used to determine which range band the target falls under. Each range band covers a distance equal to or less than the listed number (but not the distance covered by another range band). Attacks made at "short" range have a range modifier of +0 (i.e. no range modifier), while attacks made at "long" range have a range modifier of -1d, and attacks made at "extreme" range have a range modifier of -2d (note that a ranged weapon cannot be used to attack a target at a distance greater than that weapon's extreme range). Point-blank range is any distance of 1" or less, and the range modifier for point-blank range is +1d. Please see the following table.

<u>Range Band</u>	→	<u>Point Blank</u>	<u>Short</u>	<u>Long</u>	<u>Extreme</u>
Range Modifier	→	+1d	+0	-1d	-2d

The attacking model should add its TQ rating and the ATK rating of the weapon being used to the range modifier (and any other appropriate situational modifiers, explained later) and roll this many dice for its attack roll. In the event that the total number of attack dice is zero or below, the attacking model cannot make the attack. For the target model's defense roll, it should add its DEF rating to any modifiers for cover that it may be hiding behind and roll this many dice.

If the attacker's roll is successful (if he rolls more successes than the defender), he has successfully attacked the target. If the rolls are completely tied or if the defender's roll is higher, the attack is negated (i.e. the attack missed, the target managed to dodge the attack, the attack was stopped by cover, etc.) and the target model is unaffected.

When figuring the results of a ranged attack, the number of successes that exceeded the target's roll is used to determine just how successful the attack was. The following list shows the number of successes that exceeded the target's roll, and how those successes are used to affect the target model. As you will notice, ranged successes have fewer possible results than melee successes, since their primary purpose is to inflict damage.

One (1) ranged success can be used to...  
...cause a pinned result.

Two (2) ranged successes can be used to...  
...inflict one damage point (1 DP).

Three (3) ranged successes can be used to...  
...cause a pinned result and inflict one damage point (1 DP).

Four (4) ranged successes can be used to...  
...inflict two damage points (2 DP).

Five (5) ranged successes can be used to...  
...cause a pinned result and inflict two damage points (2 DP).

As with melee combat, a model may never receive more than one pinned result from any single ranged attack. A pinned result is explained in the section on Damage later in the rules.

### **COVER**

When a model is partially obscured by some kind of cover (i.e. at least ½ of the model can fit behind the cover, or the cover is at least as tall as the model's groin), that model is considered to be in "partial" cover. If more than ¾ of the model can be obscured by the cover (i.e. the cover is at least as tall as the model's neck), but the model can still be seen by the attacker (even if only a part of the model can be seen), that model is considered to be in "full" cover.

Anything covering less than ½ the model does not count as being in cover at all, and if a model is completely behind some form of cover and it cannot possibly be seen by the attacker (i.e. the cover is as tall or taller than the top of the model's head), that model is in "obscuring" cover. Also, hiding behind another model never counts as being in cover, but hiding behind a vehicle does.

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).

Partial soft cover adds +1d to the target model's DEF rating, while partial hard cover increases the target's DEF rating by +2d. Full soft cover also adds +2d to the target's DEF, while full hard cover increases the target's DEF rating by +3d. A model behind obscuring soft cover can still be attacked (provided that the attacker is even aware that an enemy is present), but the target's DEF rating will be increased by +3d against that attack. However, a model that is behind obscuring hard cover cannot be attacked directly (although indirect attacks may still be used).

A model taking a "prone" position out in the open counts as being in partial soft cover (+1d) - but only at a range of 12" or more from the attacker. If the attacker is any closer than 12", being prone does not count as being in cover at all. However, if the prone model is at a higher elevation than the attacker (at least as high as the attacking model's head), then being prone counts as partial hard cover (+2d).

If the attacker is within 3" of the elevated prone model (using the "three inch rule for cover" - explained later), the elevated prone model only gains partial soft cover (+1d). Also, taking cover in a shell crater (at least as wide as the model is tall), counts as being in partial soft cover (+1d) - but only at a range of 6" or more from the attacker (and the model in the crater is considered to be prone).

Going prone to take cover is done at the end of a model'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 model's movement, and it costs 2" of that model's MOV. Vehicles and mounted troops (and any other particularly large models) cannot take cover by going prone.

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 has a -2d modifier applied to 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. 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).

If a trooper model is already in a covered position and needs to move to expose itself, it may make a free move of no more than half of its base size to do so. If the model needs to move more than half of its base size to expose itself, it must take a move action of some kind to do so.

This "free move" rule does not apply to vehicles or mounted troops - 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 situations for cover and their modifiers.

<u>The target is...</u>	<u>Target's DEF</u>
...behind partial soft cover	+1d
...behind full soft cover	+2d
... <u>behind obscuring soft cover (shooting blind)</u>	<u>+3d</u>
...behind partial hard cover	+2d
...behind full hard cover	+3d
... <u>behind obscuring hard cover</u>	<u>may not be attacked</u>
...prone out in the open (closer than 12")	+0
... <u>prone out in the open (12" away)</u>	<u>+1d</u>
...prone at an elevation (closer than 3")	+1d
... <u>prone at an elevation (3" away)</u>	<u>+2d</u>
...prone in a crater (closer than 6")	+0
...prone in a crater (6" away)	+1d
 The attack is being made "blind"	 -2d

Many situations involving cover are very subjective, so they should be agreed upon by the players and/or the referee before any rulings are made.

**The Three Inch Rule For Cover:** a model may ignore and shoot past a low piece of terrain or cover (usually terrain that would only be considered "partial" 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 opposite sides of a piece of cover that the target model could duck behind (exceptions to this rule are possible, but final judgment should be left up to the players and/or the referee).

For example; a model 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 attacker's RNG rating would not be decreased due to the cover because he 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 (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. The exception to this rule is an attack made at point-blank range. Because of the extremely short distance involved, modifiers for cover are never used for a point-blank range attack.

### **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 rating will be slightly higher than that of a slower moving target. Any model that has moved at least 12" or more on the playing surface during its activation is considered to be a fast moving target, and it gains a +1d bonus to its DEF rating until its next activation (and this defense bonus is applied to both ranged and melee combat).

### **Shooting While In Melee Combat**

When a model is engaged in melee combat (when its base is touching its opponent's base), it may make a point-blank range shooting attack instead of making a melee attack (although it still takes the same number of actions to perform as a normal shooting attack for that type of weapon). The attack can only be made against a single opponent, regardless of how many ranged weapons the model has or the type of weapon, or how many opponents are engaged in the melee.

This type of attack 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).

Any shooting attack made while engaged in melee combat may have an additional modifier applied depending on the type of weapon being used to make the attack. All of the weapon types mentioned here - and their particular attack characteristics - will be fully explained later in the rules in their appropriate sections.

Pistol weapons have no additional modifiers when used to shoot while engaged in melee combat, so the normal bonus of +1d still applies. However, hand-thrown weapons, carbines, SMG's, rifles and crossbows (i.e. most "normal" weapons) have a -1d modifier applied, so the total bonus for using these types of weapons in meleee combat is +0. Also, "heavy" weapons have a -2d modifier applied, so thier total modifier for shooting while engaged in melee combat is -1d.

Blast weapons (including hand grenades) do not need to make a placement roll when they are used to make an attack while engaged in melee combat - 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 blast. Also, this type of attack will not deviate.

If a spray weapon is used to make an attack while engaged in melee combat, 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 spray weapon's attack, it is attacked twice with two separate attack rolls (although the attacker's TQ rating is only added to one of those attacks).

### **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 1d8; 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 1-4 will hit the model to the attacker's "left", and a roll of 5-8 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 1-6 will hit the "obscuring" model, and a roll of 7-8 will hit the "obscured" model. If a model is completely obscuring his opponent, the obscuring model will be hit on a roll of 1-7, and the obscured model will only be hit on a roll of 8. In the event that the obscuring model is much larger than his obscured opponent, a -1 modifier should be applied to this die roll (allowing a partially obscured model to only be hit on a roll of 8, and preventing a completely obscured model from being hit at all).

### **Thrown Melee Weapons**

A model armed with a close combat throwing weapon (like a throwing knife/dagger/hatchet or shuriken) is assumed to be carrying enough of those individual weapons to be able to last for the duration of the current battle. However, if a model is only armed with a small melee weapon like a combat knife or a dagger (i.e. not a throwing weapon), the model may still throw that weapon (using the profile of a similar throwing weapon), but it will no longer be able to use that weapon as a regular melee weapon - unless the model retrieves that weapon.

If a thrown weapon attack fails to cause any damage to the target, the thrown weapon is assumed to have bounced off the target or landed nearby; if the attack succeeds in causing damage but the target model survives the attack, it is assumed that the target has removed the thrown weapon and simply tossed it aside. Place a marker of some kind within 1" of the target model to indicate the presence of the thrown weapon. A model may retrieve a thrown weapon on any turn following the attack, but only under certain conditions.

A model may only attempt to retrieve a thrown melee weapon if there are no hostile models within 1" of the thrown weapon (this means that unless the original target was killed, moves away, or is subsequently killed by another model, the thrower may not attempt to retrieve the thrown weapon). The thrower must then move to the exact position where the weapon is and spend 1 action to retrieve the weapon.

### **Pistol Weapons**

Pistol weapons are versatile because they can be fired normally to make a ranged attack, or they can be used in close combat as part of a model's melee attack (i.e. a pistol can be used as part of a pair of melee weapons, as explained previously). However, a pistol used as part of a pair of melee weapons does not gain any modifiers for making a point-blank range attack; either the attacker is focusing on shooting the pistol accurately or it is using it as a close combat weapon - but not both. Pistol weapons are noted with a "P" on the Special column of a weapon's profile.

### **Heavy Weapons**

Weapons of considerable size and bulk 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 how large or massive the weapon is. 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 1" (-1 MOV), and an "extremely heavy" weapon (H2) reduces a model's MOV by 2" (-2 MOV). However, a weapon that is only "heavy" (H) does not reduce a model's MOV at all, so the weapon could be considered "hindering" or "hard-to-handle", as opposed to actually being "heavy".

A model with the "strong" special ability 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").

If a model armed with a heavy weapon is also armed with an additional weapon (like a pistol), it 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 the level of "heaviness" for a heavy weapon.

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). In such a case, treat them as you would any other normal (i.e. not "heavy") weapon.

### Crew-Served Heavy Weapons & Weapon Platforms

Particularly cumbersome heavy 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 - the "firer" (the model actually carrying and operating the weapon) and the "loader" (the model carrying all of the extra ammo, and whose job it is to "feed" the weapon while it is being fired). The loader is basically a regular trooper acting in a support role, and he is usually armed with whatever the rest of his squad is armed with.

Having two models serve a heavy weapon reduces that weapon's movement penalty by 1" (but this can never be used to actually increase a model's total MOV rating). Please note that the movement penalty for carrying a heavy weapon only applies to the firer; the loader does not normally have his MOV rating reduced by serving a heavy weapon (which allows him to more easily get in position to feed the weapon).

If the heavy weapon is on some kind of weapon platform, the firer must be in base-to-base contact with the weapon in order to fire it (typically behind or to the side of the weapon). Also, the loader must always be within 2" of the firer for the heavy weapon to be fired

If one or both of the weapon's crew are out of position, the heavy weapon may not be fired, but the crew may still fire with their personal weapons (i.e. "small arms") normally. Also, if the loader of the crew is incapacitated or killed, the firer may not move more than 2" away from where the loader fell if he wishes to continue using the heavy weapon (as this would mean leaving the ammo and any extra gear behind.).

Finally, the loader may not carry or fire any kind of heavy weapon of his own, as he would be unable to assist the firer with his heavy weapon if he did so.

### Sniper Weapons

A sniper weapon may gain one of two special bonuses when making a ranged attack, but only one bonus is allowed per attack, and the bonus must be specified before the attack is made.

Also, the model using the sniper weapon must be a trained sniper (with at least a TQ of 1) - you can't just hand a sniper weapon to a farmer or an office clerk and expect him to be an expert shot. The bonuses that a sniper weapon can receive are; a +1d modifier can be added to the weapon's ATK rating to represent better accuracy at longer ranges (or possibly a more deadly shot at shorter ranges), or the shooter may re-roll one of the attack dice for the attack and choose the better result (giving the sniper another chance to make the kill). Alternatively, the sniper may roll an additional die when making the attack and discard the lowest result (in either case, the outcome is about the same).

If a sniper weapon is not used by a trained sniper, it will be treated as a normal weapon and the attack will not be able to take advantage of the sniper weapon's unique characteristics. Sniper weapons are noted on the Special column of a weapon's profile with an "Sn".

### Autofire Weapons & Burst Fire

Autofire weapons have a high rate of fire, firing several shots with a single attack instead of just one shot as with most weapons. This means that they have a higher ATK rating and roll more dice for their attack rolls than most other weapons.

Normally, an attack from an autofire weapon will focus all of its attack dice on a single target, increasing the chances of a kill or of causing more damage to larger or tougher targets. However, the attack dice may be split up among several targets that are in close proximity to each other - this is called "burst fire", and it sacrifices some of the weapon's accuracy and attack power for the ability to hit multiple targets with a single attack.

Autofire weapons are listed with an "A" under the Special column of a weapon's profile, followed by a number - that number being the weapon's "autofire rating". The autofire rating is the minimum number of attack dice that must be assigned to each target of a burst fire attack. This is to represent that not all autofire weapons fire a hail of low-damage rounds; some fire fewer but larger more powerful rounds.

When making a burst fire attack, a number of dice equal to the weapon's autofire must be allocated to the initial target of the attack. If there is another hostile target within 2" of the initial target (i.e. its base is less than 2" away from the initial target's base) and the attacking model has a clear LOS to this new target, attack dice may be allocated to that target as well (provided the weapon still has the minimum required number of attack dice remaining).

If the nearest hostile target to be hit by the burst fire is 2" or more away from the initial target, a number of dice equal to the weapon's autofire rating must be sacrificed for each full 2" of distance that the burst fire must "walk" across (in other words, bridging the gap between the two target figures will expend some of the weapon's damage potential as the wasted shots hit the ground or whiz harmlessly by between the two target figures).

Any number of targets may be attacked with burst fire, as long as the targets are close enough to each other and the weapon has enough attack dice to be able to "pay" for any gaps between the targets (again, each 2" gap expends a number of attack dice equal to the weapon's autofire rating).

One final note: burst fire cannot "skip" any targets. If there are two hostile targets on either side of a friendly model, and the attacker wants to use burst fire to shoot at the hostile targets, the friendly model must also be attacked (this includes any friendly model that is within the "arc" of the burst fire attack and that the attacker has a clear LOS to).

### Scatter Weapons

Scatter weapons (like shotguns) fire a spread of several smaller projectiles with a single shot, so they roll multiple attack dice each time they are fired. The effect is similar to an autofire weapon's burst fire, but only a single target may be hit with all of the attack dice. Scatter weapons are extremely effective "up close", so any attack made at point-blank range or in melee combat adds an additional +1d modifier to the weapon's ATK rating for that attack (ATK +1d). Scatter weapons are noted on the Special column of a weapon's profile with an "Sc".

### Blast Weapons & Deviation

Blast 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 ATK rating of its blast listed in parenthesis "( )" on the weapon list, and the size of the blast will be listed on the Special column of that weapon's profile. Weapons using the small 3" circle on the area effect template are noted with a lower-case "b", while weapons using the larger 5" circle (the actual full size of the template) are noted with a capital "B". Some blast weapons may even have two damage ratings listed; one for the actual target of the attack (listed without parenthesis), and one for any nearby targets caught in the weapon's explosion (listed as a normal blast with parenthesis).

To make an attack with a blast weapon, designate a target for the attack (the target could even be just a point on the playing surface) - this is the "initial" target of the attack. The attacker should then make a normal attack roll; if any of the attack dice roll a success, the attack lands where desired (place the blast template on the playing surface centered over the initial target).

However, if all of the attack dice fail to roll even one success, the attack is off target and it will deviate in a random direction (the distance to be determined by the range the attack was made at). Roll 1d8 and use the "arrow" method described in the introduction section of the rules to determine which direction the shot went (or use the deviation marks near the center of the blast template - either method is appropriate). If the attack was made at short range, the blast will deviate only 2", but if it was made at long range, the blast will deviate 4", and if made at extreme range, it will deviate 6". Please see the following list.

<u>If the attack range band is...</u>	<u>The blast will deviate...</u>
...short	...2"
...long	...4"
...extreme	...6"

This game does not have "fumble" rolls for shooting attacks, 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...). If such a case should arise, place the blast template so that it is touching the attacking model's base (but not covering it).

After the position of the blast template has been finalized, damage should be determined. If the initial target of the attack was a model (and not just a point on the playing surface), the initial attack roll stands and damage is dealt normally. Any nearby model whose base is covered by the template (even partially) is also attacked by the blast.

For every model under the blast template other than the initial target of the attack, they are attacked individually with only that weapon's blast ATK rating (listed in parenthesis). The attacking model's TQ rating is not added in when determining the damage from a blast, as the blast itself attacks anything and everything indiscriminately, regardless of how skilled the attacker is.

Every target hit by the blast (i.e. every model that is under the blast template) should make a defense roll as normal, but any cover that the model may be hiding behind (relative to the attacker or to the center of the blast) counts as one level less than usual against all blast weapons.

Target priority should still be observed when making a blast weapon attack, but as long as the target with the highest target priority will still be hit by the blast, 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.

When a trooper or a mounted troop model is caught in the explosion of any blast 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 blast weapons are also "indirect fire" weapons, meaning that any attack made with them is launched in an arc over most battlefield terrain features. Indirect fire weapons don't make a normal attack roll - they make a "placement" roll using only the attacker's TQ rating and the range modifier (since the weapon's explosive effects have no significant bearing on the accuracy of the placement of the attack).

When making the placement roll for an indirect fire attack, any cover that the initial target (or target location) may be 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 because the attack is being made "blind", the attacker will have a -2d modifier applied to the placement roll. If there is no LOS of any kind to the target, the indirect fire attack may not proceed.

Once the target has been determined, if any of the placement dice roll a success, the attack lands where desired, but if all of the dice fail to roll a success, the attack is off target and will deviate as mentioned previously in the section on Blast Weapons & Deviation.

All other aspects of an indirect fire attack are treated just like a normal blast weapon attack. Indirect fire weapons are noted as "In" on the Special column of a weapon's profile.

## 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 grenade attacks are handled a little differently than normal shooting attacks (since any peasant can throw a rock). All hand grenade attacks are considered to be made at short range, so they never add a range modifier.

When making a hand grenade attack, the grenade is placed up to 10 inches away from the thrower on the playing surface. He should then make a normal attack roll using only his TQ rating (the ATK rating of the grenade is not used for this part of the attack). If any of the attack dice roll a success, the grenade lands at the desired point, but if all of the dice fail to roll a success, the grenade will "fall short" 1d4 inches (roll 1d8 and halve the result) along a direct line between the target point and the thrower (grenades do not deviate like other blast weapons). Also, hand grenades are an exception to the "no fumble" rule, so it is quite possible that the thrower may accidentally place the grenade in a position to harm himself.

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 maximum distance of the grenade throw is decreased by 1 inch. Also, even if the attacker does not have a direct LOS to the target, the grenade attack may still proceed (at that close range, just hearing the enemy rustling around should be enough to know where to approximately throw a hand grenade). However, a -1d modifier is applied to the thrower's TQ rating for the "blind" grenade attack (this is less of a penalty than a normal shooting attack being made blind, but as stated previously, any peasant can throw a rock).

Once the placement of the grenade has been finalized, it explodes (see the previous section on Blast Weapons for details). Hand grenades are noted with a "G" in the Short Range ("S") column of the weapon's profile. Also, all hand grenades are automatically considered to be "slow" weapons, (explained later), so they will not have the additional listing for being "slow" on the grenade's profile.

## Spray Weapons

Weapons like flame throwers that attack with a "spray" or a "stream" of fuel or chemicals (or some other substance) are all referred to as "spray" weapons, and they use the triangular-shaped "spray template" to indicate their range and the area of their effects.

Since there can be a variety of spray-type weapons available in various game settings, this game has two different sizes of spray template; the larger 5½" long template (the full size of the actual template), and the smaller 2½" long template (indicated by the line halfway down the length of the full-sized template). Weapons that use the large spray template will be noted with an upper-case "SP" in the Short Range ("S") column of the weapon's profile, while weapons that use the smaller spray template will be noted with a lower-case "sp".

Extremely small spray weapons like "hand-held" flame units or "flame pistols" would use the smaller spray template, but all other "larger" flame weapons can use either the large spray template or the small spray template - depending on how much area the attacker wants to cover with that particular attack (more on this later).

When making an attack with a spray weapon, place the spray template so that the narrow end of the template is in contact with the base of the model that is making the attack. The wide end of the template should then be placed so that it covers the targets to be attacked. Every model whose base is covered by the template (even partially) is attacked by the spray weapon.

Intervening troop models and mounted troops do not block the LOS for spray weapons (even if those models are engaged in melee combat), but any model that is behind cover (based on a direct LOS from the attacker) would still gain a cover bonus to its DEF rating - but the cover counts as one level less than usual (the same as for blast weapons).

Once the placement of the template has been determined, the attacker should make a separate attack roll against each affected target using only the weapon's ATK rating. One of the affected targets may be designated as the primary or initial target of the attack, and the attacking model may apply its TQ rating to the attack roll against that target only.

If a model is armed with a spray weapon that uses the large spray template, but chooses to use the smaller spray template instead (possibly to keep any nearby friendly models from being attacked accidentally), each target under the small template is attacked with an additional +1d to the weapon's ATK rating (similar to an attack made with a scatter weapon at point-blank range).

## Slow Weapons

Weapons that take a long time to fire, or weapons with particular firing characteristics (i.e. difficult to aim, having a lengthy "charge" time, etc.), are considered to be "slow", and they take 2 actions to fire instead of just 1 action like most weapons. Slow weapons are noted with an "S" on the Special column of a weapon's profile (except for hand grenades, which are automatically considered to be slow).

## Reloading Weapons

Weapons that have very limited ammunition (especially single-shot weapons like crossbows and muskets), require the model to take a "reload" action every time the weapon is used (or at least, prior to making the next attack with that particular weapon). Reloadable weapons (ones that must be reloaded every time they are fired) are noted with an "R" on the Special column of a weapon's profile.

## Optional "Out Of Ammo" Rule For Ranged Weapons

In general, it is assumed that a model is carrying enough ammunition for the ranged weapon(s) that it is armed with - but every so often, it must take the time to actually reload those weapons.

To represent this, every time a ranged weapon (other than a reloadable weapon, explained previously) is used to make an attack, and all of the attack dice fail to roll even one success, the shooter should make an "out-of-ammo" roll on 1d8; if this second roll is 1-3, that attack has emptied the weapon and the model must take a reload action before it may use that weapon again.

#### **Models Armed With Peashooters (an ATK rating of zero)**

As you look through the sample weapon lists that appear later in the rules, you will notice that a model attacking with a very weak ranged weapon can have an ATK rating of zero (0). If you combine this with an unskilled "green" model (with a TQ rating of zero), you end up with a model that has a total ATK rating of zero (0). So how does a model with no ATK rating make a ranged attack? By taking an aim action (+1d) before making the attack or by being at point-blank range (+1d).

#### **Models With Two Ranged Weapons**

A model armed with two ranged weapons may attack with both of them for a single action - although if one of the weapons takes more actions to fire than the other (due to being "slow" or some other effect), the higher of the two action costs must be paid to make the attack. The two weapons could be two pistols, a pistol and a rifle, a pistol and a flamer - anything but a combination involving a heavy weapon or a sniper weapon.

The ATK ratings of both weapons are added together and the attack is made normally with a single attack roll (adding the attacking model's TQ only once), but a -1d modifier is also applied to that attack roll. Also, the attacking model may only attack a single target with both weapons.

If the attacking model wishes to attack two separate targets with the two weapons (i.e. one target each), the attack rolls are made separately (adding the model's TQ rating to each attack normally), but a -2d modifier is applied to each attack roll. Also, any re-rolls may only be applied to the attack roll of just one of those weapons.

## DAMAGE (PINNED & STUNNED)

If an attack is successful, the next step is to determine how much damage is inflicted by the attack. As explained previously, the number of "successes" scored by an attack (or counter-attack in the case of melee combat) is used to determine the number of Damage Points (DP) inflicted by that attack (1 DP for every two successes). When a model's DP rating is reduced to zero or below, it is considered to be "incapacitated" or "killed", and it should be 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.

A successful attack can also cause a "pinned" result. When a model receives a pinned result, the attack has preoccupied the model to the point that the current attack has drawn all of that model's attention (either by forcing the model to keep its head down under fire or by causing the model to cower away from the attacker's blows). On the pinned model's next activation, it must spend 1 action to remove or overcome the pinned result (a good old fashioned "shake it off"), after which the model may act normally. A pinned model may take no actions other than to overcome its pinned status (although it may fight back if attacked in melee combat - but it cannot score a counter-attack, regardless of the number of successes rolled).

A model may receive multiple pinned results from multiple attacks, and a pinned model may not act until all of its pinned results are removed (and spending 1 action only removes a single pinned result). Please note that vehicles and mecha can only receive a pinned result if they actually sustain damage from an attack (they cannot simply be "pinned"), and only a single crew member needs to spend an action to overcome the pinned result.

As mentioned previously, when a model is caught in the explosion of a blast weapon, it is automatically "stunned", regardless of the result of the damage roll (even if the model suffers no actual damage from the attack). Being stunned is similar to being pinned, and the model cannot act until it spends 2 actions on its next activation to recover from the stun (and a stunned result must be removed before any pinned results). A stunned model that is attacked in melee combat cannot fight back, so it only gets to roll its DEF rating (and like being pinned, it cannot score a counter-attack). While a model can receive multiple pinned results, only a single stunned result can be in effect at any one time. Vehicles and mecha are immune to the effects of stun.

## Destroying Structures (Doors & Walls)

A structure is treated just like any other target for ranged and melee attacks, and since the structure isn't "fighting back", a model making a melee attack against a structure cannot be harmed even if the structure rolls more successes. Structures have damage points just like other models do, and there are several different types of structure, ranging from typical standard dwellings to battlefield barricades and bunkers. The following are examples of various structure types.

<u>Door Type</u>	<u>DEF</u>	<u>DP</u>	<u>Example</u>
flimsy	1d	1	primitive dwelling door
weak	2d	1	economy dwelling door
<u>normal</u>	<u>3d</u>	<u>1</u>	<u>modern dwelling door</u>
reinforced	4d	2	security door, airlock
heavy	5d	2	vault door, bulkhead

<u>Wall Type</u>	<u>DEF</u>	<u>DP</u>	<u>Example</u>
flimsy	3d	3	primitive dwelling wall
weak	4d	3	economy dwelling wall
<u>normal</u>	<u>5d</u>	<u>3</u>	<u>modern dwelling wall</u>
reinforced	6d	4	security wall
heavy	7d	4	barricade/bunker wall

Please note that the DP rating for a wall only refers to a section of wall that is 2" square (2"x 2"). While this section specifically covers doors and walls, these rules could be applied to any type of battlefield terrain. Also, if a model is behind a piece of terrain (i.e. cover) and the attack roll fails to cause damage to the target (but at least one success was rolled), it can be assumed that the terrain is hit (and possibly damaged) instead of the shot just whizzing harmlessly by.

Any piece of terrain that is more than 1/2" thick is considered to be "indestructible" within the scope of these rules - unless that piece of terrain is made up of several smaller components (like a stack of crates or barrels), in which case it is very destructible. The rules for damaging and destroying terrain features are very rudimentary, and the players should feel free to expand upon them as needed.

## VEHICLE & MECHA DAMAGE

When a vehicle or mecha takes damage, apply the number of DP inflicted by the attack to the unit's DP rating; then roll 1d8 and consult the following table to determine which part of the unit was damaged (and continue to roll on any subsequent tables to determine the specific results of that damage).

### Vehicle & Mecha System Damage

- 1-2 integral systems (weapons & controls)
- 3-4 movement & propulsion systems
- 5-6 crew & passengers (vehicle) / cockpit (mecha)
- 7-8 critical structural hit

### Integral Systems Hit

If these systems are hit, roll 1d8;

- 1-5 = weapon system hit  
(one weapon is lost; choose one or determine randomly)
- 6-8 = control system hit  
(the unit shuts down for the remainder of game)

The pilot or a crew member (not a passenger) may attempt to repair a damaged integral system. During the unit's next activation, a crew member can spend 2 actions and make a repair attempt by making a Hard skill check (3+); if the repair check is successful, no DP are restored to the unit, but the damaged integral system is once again operational. Multiple crew members may work on the same damaged system to increase the odds of success (each making their own separate repair check). Each turn that the repair check is failed, one success is added to the next repair roll to indicate that the damaged systems are slowly-but-surely being fixed.

### Movement & Propulsion Systems Hit

The first time these systems take a hit, the unit's MOV rating is reduced by half (round down), and if the unit is a vehicle, its RAM rating is reduced by 3 points (RAM -3). This effect is applied to all of the unit's available movement types, including any jump movement for mecha. The second time these systems take a hit, the unit is immobilized for the remainder of the game (and no "field repairs" are possible). When a mecha is immobilized, roll 1d8; if the roll is 1-2, the mecha collapses to the ground where it stands.

### 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 rating or the number of DP they have (it is assumed that they were caught off guard or killed in a vulnerable moment while riding in the vehicle). Roll 1d8 for each casualty and consult the following table to determine which members of the crew were slain;

- 1-6 = passengers or crew (but not the driver)  
(riders, gunners, etc. - randomly determine which is hit)
- 7-8 = driver

(if the driver is killed, the vehicle may not move during its next activation - but if there are any surviving passengers or crew, they may take the driver's place and it may move on the following activation)

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.

### Cockpit Hit

If a mecha is hit in the cockpit, roll 1d8; if the roll is 7-8, the pilot manages to survive the attack - on any other roll he is instantly killed (a hero may use his re-roll for this roll). In either case, any damage inflicted is still applied to the mecha's DP rating normally. If the pilot is killed, the unit is instantly immobilized and it may collapse and fall to the ground as described previously.

### Critical Structural Hit & Damage Effects

If a unit takes a critical structural hit, not only does it take the DP inflicted by the attack, but it also sustains additional DP as if it were struck by the "mighty blow" special ability (roll 1d4 to determine the additional damage). This damage has no effect other than to lower the unit's DP rating. Also, a unit's DP cannot be "repaired", and when its DP rating has been reduced to half of its full value (round down), there is a chance that the unit will break down every time it moves (regardless of the type of damage that caused the DP reduction). At this point, the unit is considered to be "severely" damaged.

When a severely damaged unit moves, roll 1d8; if the roll is a 1, the unit becomes disabled and shuts down at the end of its movement, and it may no longer move for the remainder of the game (although a vehicle's turret and any sponsons may still aim and fire normally, and a mecha's ranged weapons may still be fired in the general direction they are pointing). This "break down" can be repaired by spending 2 actions and making a Hard skill check (the same as for repairing an integral system - explained previously).

When a unit's DP rating has been reduced to zero, that unit is destroyed. Mecha pilots are automatically killed when this happens, but a vehicle's crew may survive. Roll 1d8 and consult the following table to determine the fate of the vehicle's crew;

- 1-4 = no additional casualties
- 5-7 = 1d4 casualties (roll 1d8 and halve the result)  
(as per a "crew and passengers" hit - randomly determine which)
- 8 = no survivors

## THE MORALE PHASE

When every unit has been activated, the last part of the game turn is the "morale phase", which must be resolved before the next turn can begin.

### Panic Level & Morale Checks

When a unit of troops takes casualties during a turn, its panic level (PL) begins to increase. For every casualty a unit takes in a single turn, its PL is increased by one point (PL +1), and it must make a morale check during the morale phase. To indicate that a unit needs to make a morale check, place a marker next to the unit as a reminder. A unit's panic level is not a constant value, so it resets to zero at the start of every turn.

To make a morale check, roll as many dice as the highest TQ rating in that unit (as that model would be the one attempting to motivate the rest of the troops in that unit). There may also be an additional modifier based on how many models are currently in the unit - please see the following table;

<u>Current Unit Size</u>	<u>Morale Bonus</u>
1-5 models	+0
6-10 models	+1d
11-15 models	+2d
16-20 models	+3d

If the total number of successes rolled is equal to or greater than the unit's current PL, the check is successful and the entire unit may take actions normally on its next activation. Please note that vehicles and mecha never need to make morale checks. Also, some troops with certain morale-based special abilities may have other modifiers applied to their morale checks, but these will be explained in their appropriate sections.

If the unit fails its morale check (if the total number of successes is less than the unit's current PL), it must "fall back" towards its deployment zone (DZ). Place a marker next to the unit to indicate its "falling back" status. During that unit's next activation, the models in the unit must move towards their DZ at their normal movement rate (taking a "walk" action). 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, the unit 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 the morale phase, so if the unit has to make a compulsory morale check due to taking additional casualties, it loses its chance to rally. To successfully rally, the unit must roll at least 2 successes with its morale check. If the unit fails to rally (either by failing the voluntary morale check or by having to make a compulsory morale check), 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 the models at double their normal movement rate (taking "run" actions) towards the DZ. Place a 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 themselves are engaged by an enemy. 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 activation.

Any unit that is retreating or falling back must be activated first by that player - and in that order (units that are retreating and units that are falling back), before any other unit on that player's side may be activated.

There may be times during a game when 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 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 marker should be placed next to the unit as a reminder that a morale check needs to be made for that unit during the morale phase.

Since heroes have the "fearless" special ability, they do not need to make morale checks for themselves, but they may use their TQ rating and re-roll for the morale check of a unit of troops that they are attached to or are within unit coherency of. However, only one unit of troops can benefit from a hero in this way, regardless of how many units are actually within unit coherency of the hero.

## OPTIONAL RULE: Formations

The term "formation" is only used to describe troops that are in a "tight" formation, where the bases of all of the models in the formation are touching. A formation of troops must be at least four trooper models wide, or three mounted troops wide, to actually be considered to be a "formation".

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

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).

Instead of "wheeling", a formation may instantly change its facing by making a "face" maneuver (i.e. left, right, or about). A face maneuver takes 1 action to perform from every model in the formation. 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 COM rating, and not the COM rating of the troops in the formation (this is an exception to the normal rules for unit coherency, and it represents the leader's 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). When a unit in formation engages in melee combat (or is itself engaged), only the models in the front (or outermost) rank may fight. 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 reach polearms - and they may only attack opponents that are adjacent to the friendly model that is directly in front of them in the front rank. When a formation takes casualties in melee combat, they are only taken from the models that are actually in base-to-base contact with their 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 it from the flank or the rear). Indirect fire weapons may 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. 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 COM rating of the troops in that unit.

## OPTIONAL SPECIAL ABILITY: Hail Of Arrows

This ability can only be assigned to a unit of archers armed with bows or crossbows. A "hail of arrows" attack is an indirect fire attack that uses the large 5" circle on the area effect template. Since the attack is indirect, at least one model in the attacking unit must have a direct LOS to the target area - or at least have a friendly spotter that has a direct LOS. There is no conventional attack roll for this type of attack, so 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 distance 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, and the results of the attack are solely based on the number of archers that are actually shooting. However, not every model in the attacking unit needs to be a part of the attack.

When making the attack, place the template on the playing surface at the desired location. Then roll 1d4 and subtract the unit's "average" TQ rating (rounded down) from this total - this is how far the template will deviate in a random direction (this is to represent that higher level troops are able to gauge the distance and stay on target better).

Roll 1d8 for every target model covered by the template and consult the table below; find the total number of arrows that were loosed in the attack in the left column, then move right on the table until you reach the number that was rolled on the die for that particular target, and finally move up on the table to see how many arrows actually hit the target model.

<u>Total Number Of Arrows</u>	<u>Miss!</u>	<u>1 Hit</u>	<u>2 Hits</u>	<u>3 Hits</u>
1-5	1-6	7-8	-	-
6-10	1-5	6-7	8	-
11-15	1-4	5-7	8	-
16-20	1-3	4-6	7	8

(die roll)

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 be determined for every arrow that hit (rolling only the weapon's ATK rating - since the only skill involved in this kind of attack is getting the arrows to go where desired).

## ARCANE POWERS

Any kind of supernatural ability that allows the user or "caster" to manipulate various forms of energy through sheer force of will are known as *arcane powers*. These can take the form of "magic" in less advanced civilizations, or as "psionics" in more modern settings. Regardless of their origins, they are a force to be reckoned with. A caster's power and ability is determined by his arcane affinity (ARC) rating.

You may assign a caster an ARC rating between one and four. The caster must then "spend" these rating points when he uses his arcane powers, but they regenerate at a rate of one point for every turn that the caster does not use an arcane power. The number of actions it takes to activate an arcane power depends on how many ARC points are being put into that particular ability. Using only 1 or 2 ARC points for an arcane power takes only 1 action, but using 3 or 4 ARC points takes 2 actions.

Individual arcane powers must also be assigned to the caster (usually no more than two powers per ARC rating of the caster), and each power can only be used once per turn, regardless of the caster's rating. However, multiple arcane powers can be used in the same turn provided that the caster has a sufficient number of actions and a high enough ARC rating to be able to afford to activate them.

**Arcane Assault:** this power allows the caster to make a ranged arcane attack instead of a shooting attack. 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 ARC point), this power can be directed against a single target that is within the caster's LOS, and it has an ATK rating equal to double the ARC points spent on the attack, (i.e. 1 ARC point = ATK 2d, 3 ARC points = ATK 6d, etc.). The caster's TQ level and any modifiers for aiming or a hero's re-roll may be applied to this attack, but modifiers for range are not used. The defense roll against an arcane assault is the same as for any normal shooting attack

If additional ARC points 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, every target under the template (even partially) is attacked normally - although the 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 ARC points.

### Level 1 Arcane Assault (spending one ARC point);

- attack a single target within the caster's LOS (ATK 2d)
- attack a single target within 6" of the caster (ATK 3d)
- attack with the small blast template within the caster's LOS (ATK 0)
- attack with the small blast template within 6" of the caster (ATK 1d)
- attack with the large blast template within the caster's LOS (ATK -2d)
- attack with the large blast template within 6" of the caster (ATK -1d)
- attack with the spray template at full size (ATK 2d)
- attack with the spray template at half size (ATK 3d)

### Level 2 Arcane Assault (spending two ARC points);

- attack a single target within the caster's LOS (ATK 4d)
- attack a single target within 6" of the caster (ATK 5d)
- attack with the small blast template within the caster's LOS (ATK 2d)
- attack with the small blast template within 6" of the caster (ATK 3d)
- attack with the large blast template within the caster's LOS (ATK 0)
- attack with the large blast template within 6" of the caster (ATK 1d)
- attack with the spray template at full size (ATK 4d)
- attack with the spray template at half size (ATK 5d)

### Level 3 Arcane Assault (spending three ARC points);

- attack a single target within the caster's LOS (ATK 6d)
- attack a single target within 6" of the caster (ATK 7d)
- attack with the small blast template within the caster's LOS (ATK 4d)
- attack with the small blast template within 6" of the caster (ATK 5d)
- attack with the large blast template within the caster's LOS (ATK 2d)
- attack with the large blast template within 6" of the caster (ATK 3d)
- attack with the spray template at full size (ATK 6d)
- attack with the spray template at half size (ATK 7d)

### Level 4 Arcane Assault (spending four ARC points);

- attack a single target within the caster's LOS (ATK 8d)
- attack a single target within 6" of the caster (ATK 9d)
- attack with the small blast template within the caster's LOS (ATK 6d)
- attack with the small blast template within 6" of the caster (ATK 7d)
- attack with the large blast template within the caster's LOS (ATK 4d)
- attack with the large blast template within 6" of the caster (ATK 5d)
- attack with the spray template at full size (ATK 8d)
- attack with the spray template at half size (ATK 9d)

**Arcane Blast:** similar to the "arcane assault" ability, this power actually causes explosions - so not only are the circular blast templates used, but any targets covered by a blast template 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 ARC points.

### Level 1 Arcane Blast (spending one ARC point);

- attack with the small blast template within the caster's LOS (ATK -1d)
- attack with the small blast template within 6" of the caster (ATK 0)
- attack with the large blast template within the caster's LOS (ATK -3d)
- attack with the large blast template within 6" of the caster (ATK -2d)

### Level 2 Arcane Blast (spending two ARC points);

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

### Level 3 Arcane Blast (spending three ARC points);

- attack with the small blast template within the caster's LOS (ATK 3d)
- attack with the small blast template within 6" of the caster (ATK 4d)
- attack with the large blast template within the caster's LOS (ATK 1d)
- attack with the large blast template within 6" of the caster (ATK 2d)

### Level 4 Arcane Blast (spending four ARC points);

- attack with the small blast template within the caster's LOS (ATK 5d)
- attack with the small blast template within 6" of the caster (ATK 6d)
- attack with the large blast template within the caster's LOS (ATK 3d)
- attack with the large blast template within 6" of the caster (ATK 4d)

**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).

When making a spirit strike attack, the caster rolls 1d6 for every ARC point spent using this ability, he then picks the single highest rolling die (the dice are not added together or read using the "success" method). 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 2d6 instead of just 1d6 (but again, the dice are not added together). If the attacking caster's single highest die roll is higher than the target's single highest roll, the target model suffers a number of DP equal to the amount that the caster's roll exceeded the target's roll by.

This damage is inflicted regardless of the target model's DEF rating. If the rolls are equal or if the target's roll is higher, the target is unharmed 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 for a limited time (and possibly the DEF of any nearby friendly models, depending on the size of the barrier). 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 in melee combat. The barrier comes into existence during the caster's activation, but its effects only last for an indeterminate amount of time.

In its most basic form, this power adds a +2d modifier to the caster's DEF rating for every ARC point spent. However, the caster may also extend the barrier to cover other nearby models as well, increasing their DEF ratings, but reducing the overall effectiveness of the barrier. To indicate the size of an "extended" barrier, the circular blast templates are used, and any model that is covered by the appropriate sized template receives a bonus to its DEF rating.

On the caster's next activation (the activation following the creation of the arcane barrier), the caster should make a Hard skill check (3+), but using his ARC rating instead of his TQ rating (and this skill check does not require any actions to be spent). If the check is successful, the barrier remains active for another turn (until the caster's next activation), but if the check is failed, the barrier dissipates and must be cast again.

This check should be made every time the caster is activated until the check is failed (this random element is used to represent the whole "I don't know how long I can keep this up" phenomenon...). The following is a list of all of the possible arcane barrier combinations and their ARC point usage cost.

Level 1 Arcane Barrier (spending one ARC point);

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

Level 2 Arcane Barrier (spending two ARC points);

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

Level 3 Arcane Barrier (spending three ARC points);

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

Level 4 Arcane Barrier (spending four ARC points);

- +8d DEF for the caster only
- +4d DEF for any model under the small blast template
- +3d DEF for any model under the large blast 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 be used to cover a wide area. Similar too is the length of its duration.

This power is used during the caster's activation, and it lasts for an indeterminate amount of time. A caster using arcane concealment gets a +1d modifier added to its DEF rating and it may re-roll one of the dice from its defense roll for every ARC level spent activating this power.

Additional ARC points can be spent to increase the area covered by the concealing effect (using the area effect templates), allowing the caster to conceal any nearby friendly models as well. Arcane concealment works just like the arcane barrier power as far as its duration is concerned, making a Hard skill check (3+) on the caster's activation (using the caster's ARC rating instead of his TQ rating) to see if the concealment remains or if it dissipates and must be cast again. However, ARC points do not need to be spent each time a concealed model's defense dice are rolled, since the effects of this power last until it dissipates.

Arcane concealment is not effective in melee combat, and the range for detecting a model that is using arcane concealment and is lying in ambush is half of that for a non-stealth or non-concealed model (this is the same as the "stealth" special ability, explained previously). The following is a list of all the possible arcane concealment combinations and their usage cost in ARC points.

Level 1 Arcane Concealment (spending one ARC point);

- +1d DEF and 1 re-roll for the caster only

Level 2 Arcane Concealment (spending two ARC points);

- +2d DEF and 2 re-rolls for the caster only
- +1d DEF and 1 re-roll for any model under the small blast template

Level 3 Arcane Concealment (spending three ARC points);

- +3d DEF and 3 re-rolls for the caster only
- +2d DEF and 2 re-rolls for any model under the small blast template
- +1d DEF and 1 re-roll for any model under the large blast template

Level 4 Arcane Concealment (spending four ARC points);

- +4d DEF and 4 re-rolls for the caster only
- +3d DEF and 3 re-rolls for any model under the small blast template
- +2d DEF and 2 re-rolls for any model under the large blast template

**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 ARC point that the caster spends on this power during his activation, he may move up to 12". However, this arcane movement replaces any other movement that the caster may wish to make.

**Arcane Teleportation:** this power allows the caster to instantly teleport across the playing surface during his activation, 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 ARC point spent activating this power (the die rolls stand alone - they are not added together or read using the "success" method). If the caster does not have a direct LOS to the desired location (if he cannot "see" it from his current position), an additional ARC point 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 deviate 1d8 inches in a random direction (roll 1d8 and use the same method you normally use for blast weapon deviation).

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 model (again, even if only partially), both models are instantly killed, regardless of their DEF ratings or the number of DP they have. If the deviation causes the caster to be placed "inside" a vehicle, not only is the caster killed, but the vehicle takes 1d4 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 he even has the chance to re-materialize. The following is a list of all of the possible arcane teleportation combinations and their ARC point usage cost.

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

Level 2 Arcane Teleportation (spending two ARC points);  
roll 2 dice and teleport to any point within the caster's LOS  
roll 1 die and teleport to any point on the playing surface

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

Level 4 Arcane Teleportation (spending four ARC points);  
roll 4 dice and teleport to any point within the caster's LOS  
roll 3 dice 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). For every ARC point spent on this power, the caster gets three "creation points" (3 CP) to spend on the arcane entity's movement (MOV), defense (DEF), melee attack strength (ATK), and damage points (DP).

When an arcane entity is initially "created", the model representing the entity is placed on the playing surface within 12" of the caster, and within the caster's LOS. 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 rating of 2", a DEF rating of 0 (zero), a melee attack with an ATK rating of 1d, and 1 DP.

For each additional CP spent on that entity, its MOV can be increased by an additional 2" (with a maximum MOV of 12"), or its DEF, ATK and DP ratings can be individually increased by one point (with a maximum DEF of 5, and a maximum ATK or DP of 6). 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. If the caster wishes to, he may create more than one entity for each ARC point spent, as long as he spends the appropriate number of CP to do so. An arcane entity always has a TQ rating one level lower than that of the caster (with a minimum TQ rating of zero), and it is immune to all morale rules.

An arcane entity is activated and takes its actions right after the caster takes his (essentially, it shares the caster's initiative), and it may even be activated as soon as it is created. After the caster and the entity have both finished their activation, the caster must be within 12" and have a clear LOS to the entity (assuming the entity is not of the "roaming" variety). If the control range or the LOS are broken involuntarily (due to the actions of other models), they must be restored on the caster's and the entity's next activation.

While an arcane entity is in existence, the caster may not spend any ARC points to activate other arcane abilities (this represents the caster's efforts to "maintain" the arcane entity; either to "bind" the entity or keep control over it, or to hold the caster's focus and concentration).

If the caster is killed while an arcane entity of his creation is on the playing surface, or if he uses another arcane power or voluntarily breaks the 12" control limit or the LOS, roll 1d8 for the entity; if the roll is 3-8, the entity ceases to exist (it is "dispelled", released or freed to return to its own plane, etc.). However, if the roll is 1-2, the entity remains on the playing surface and it will move to attack the nearest model that is not another arcane entity. This same roll should then be made at the beginning of every consecutive turn that the "loose" arcane entity is still on the playing surface.

Arcane Entity Cost;

- spending one ARC point = 3 CP
- for 1 CP, an arcane entity has MOV 2", DEF 0, ATK 1d, DP 1 +2" to MOV = +1 CP (max = MOV 12")  
+1d to DEF = +1 CP (max = DEF 5d)  
+1d to ATK = +1 CP (max = ATK 6d)  
+1 to DP = +1 CP (max = DP 6)  
arcane entity can "roam" = +5 CP

### **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 melee combat with a force weapon, the caster's ARC rating is added to the force weapon's basic ATK rating.

This bonus is free, and it does not expend any of the caster's ARC points to gain this bonus, and any ARC points spent activating other arcane abilities do not count against the caster's original ARC rating for the purposes of this bonus. However, a caster may also spend ARC points to make an even more powerful attack. For each ARC point that the caster spends on a melee attack made with a force weapon (assuming he has any ARC points remaining to spend), an additional +1d modifier is added to the caster's melee ATK rating.

## SAMPLE WEAPONS & TROOP TYPES

The following section contains some samples of "converted" weapons and troop types from other miniature games and genres. These should allow you to get a feel for how those troop types would work in this game system, and allow you to convert other armies on your own (these are my "interpretations" of various sci-fi troop types, and are in no way "set in stone").

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.

### Weapon Lists

Key: A=autofire, b=blast(sml), B=blast(lrg), G=grenade(hand), H=heavy, In=indirect fire, P=pistol, R=reload, S=slow, Sc=scatter, Sn=sniper, sp=spray(sml), SP=spray(lrg)

<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>
thrown object	2	4	8	0	-
sling	3	6	12	0	R
shortbow	4	8	16	0	-
longbow	6	12	24	0	-
crossbow	8	16	32	1d	R
crossbow pistol	3	6	12	0	P, R
muzzle-loading pistol	5	10	20	0	P, R
muzzle-loading rifle	10	20	40	0	R
sport pistol	5	10	20	0	P
snub-nosed "pocket" pistol	4	8	16	1d	P
pistol (combat/law enforcement)	6	12	24	1d	P
carbine (hunting/combat)	12	24	48	1d	-
sport rifle	12	24	48	0	-
rifle (hunting/combat)	15	30	60	1d	-
sniper rifle	20	40	80	1d	Sn
sniper cannon ("Barret", etc.)	25	50	100	2d	H1, Sn
combat shotgun	5	10	20	2d	Sc
hunting shotgun	6	12	24	2d	R, Sc
"sawed-off" hunting shotgun	3	6	12	2d	R, Sc
auto/machine pistol	5	10	20	2d	A1, P
sub machine gun (SMG)	8	16	32	2d	A1
assault rifle (compact)	12	24	48	2d	A1
battle rifle (full sized)	15	30	60	2d	A1
light machine gun (LMG)	15	30	60	3d	A1, H
rotary light machinegun (minigun)	15	30	60	4d	A1, H1
heavy machine gun (HMG)	20	40	80	4d	A1, H2
"classic" flamethrower	SP	-	-	1d	H1, S
modern flame unit	SP	-	-	1d	S
hand flame unit (flame pistol)	sp	-	-	1d	P, S
rifle-mounted grenade launcher	12	24	48	-	In, R
repeating grenade launcher	15	30	60	-	In
- concussion grenade ammo				(0)	b
- fragmentation grenade ammo				(1d)	b
- shaped charge grenade ammo				3 (0)	b
hand grenade - concussion	G	-	-	(0)	b
hand grenade - fragmentation	G	-	-	(1d)	b
light anti-armor weapon (LAW)	12	24	48	4d (1d)	b, H, R,
rocket-propelled grenade (RPG)	15	30	60	4d (1d)	b, H1, R
light mortar (man-portable)	20	40	80	(2d)	b, H1, Ind, S
heavy mortar (crew-served)	30	60	120	(2d)	B, H2, Ind, S

<u>Vehicle Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>
light autocannon (20mm-40mm)	25	50	100	4d	A2, H2
rotary light autocannon (vulcan)	20	40	80	5d	A2, H2
heavy autocannon (50mm-80mm)	30	60	120	-	A2, H2
- standard solid munitions				5d	-
- anti-personnel munitions				5d (1d)	b
light cannon (90mm-110mm)	40	80	160	-	H2
- high explosive (HE)				6d (2d)	B
- high explosive armor piercing (HEAP)				7d (1d)	b
heavy cannon (120mm-150mm)	50	100	200	-	H2, S
- high explosive (HE)				7d (3d)	B
- high explosive armor piercing (HEAP)				8d (1d)	b
- armor piercing dart (APD)				9d	-

<u>Melee Weapons</u>	<u>ATK</u>
none/unarmed (body only)	0
HTH combat skills (boxing, brawling, military training)	1d
advanced HTH combat skills (martial arts)	2d
light weapon (rifle butt, club, knife, fixed bayonet, hatchet)	1d
medium weapon (staff, mace, morningstar, rapier, saber, longsword, katana, axe, halberd, spear)	2d
heavy weapon (warhammer, greatsword, claymore, battleaxe)	3d
hi-tech weapon (chainblade, monoblade, vibroblade)	3d
energized/charged weapon (a.k.a. "power" weapon)	4d
beam-type weapon (beam saber, light sword)	5d

<u>Animal Melee Attacks</u>	<u>ATK</u>
fangs & claws: small (attack dog, wolf)	1d
fangs & claws: medium (lion, tiger, small velociraptor)	2d
fangs & claws: large (bear, large velociraptor, young dragon)	3d
fangs & claws: huge (allosaur, small tyrannosaur, adult dragon)	4d
fangs & claws: giant (large tyrannosaur, ancient dragon)	5d

### Warriors From A Long Time Ago In A Galaxy Far Away

<u>Troop Type</u>	<u>TQ</u>	<u>MOV</u>	<u>DEF</u>	<u>DP</u>
rebel trooper (w/blast vest)	1	4	1	2
storm trooper (w/combat armor)	3	4	2	2

<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>
blaster pistol	6	12	24	1d	P
heavy blaster pistol	6	12	24	2d	P
blaster carbine	12	24	48	1d	-
blaster rifle	15	30	60	1d	-
heavy blaster rifle	15	30	60	2d	-
repeating blaster	15	30	60	3d	A1, H
heavy repeating blaster	20	40	80	5d	A1, H2
thermal detonator	G	-	-	(2d)	B

### "Bug Hunters"

<u>Troop Type</u>	<u>TQ</u>	<u>MOV</u>	<u>DEF</u>	<u>DP</u>
Intergalactic Hunter*	3	5	4d	2

\* includes the special abilities *climbing*, *scanner*, *stealth*, and *targeter*. If the last surviving hunter is killed, after 6 turns, a large blast (5") does an ATK of 9d, and an ATK of 2d to every model within LOS on the playing surface - every model on the playing surface is then stunned.

Xenomorph Bug*	2	6	4d	2
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\* includes medium fangs & claws (2d), and the special abilities *climbing* and *leap*. If a xenomorph is "killed", its acid blood sprays any nearby models with an ATK rating of 1d (use the small blast template, but with no explosive stun). A successful melee attack against a xenomorph will get acid blood on the attacking weapon; on a 1-3 on 1d8 it will be destroyed (or an ATK of 1d against an unarmed attacker).

**Bug Hunter Ranged Weapons**    **S** **L** **E**    **ATK**    **Special**

hunter's shoulder blaster	15	30	60	3d	-
hunter's "returning" thrown weapon	5	10	20	2d	A1

**Bug Hunter Melee Weapons\***

					<b>ATK</b>
hunter's claw					1d
hunter's spear (polearm)					1d

\* all hunter melee weapons are immune to a xenomorph's acid blood.

**Soldiers of the Space Ring****USC Troops**    **TQ** **MOV** **DEF** **DP**

Marine (w/light combat armor)	1	4	2d	1
ODST (w/combat armor)	2	4	4d	1
Spartan (w/powered armor)	3	5	6d	2

**USC Ranged Weapons**    **S** **L** **E**    **ATK**    **Special**

Magnum Pistol	6	12	24	1d	P
Sub Machine Gun (SMG)	8	16	32	2d	A1
Assault Rifle	12	24	48	2d	A1
Battle Rifle	15	30	60	2d	-
Sniper Rifle	25	50	100	2d	Sn
Shotgun	5	10	20	2d	Sc
Flamethrower	SP	-	-	1d	S
Rocket Launcher	25	50	100	4d (1d)	b, H1, R
Laser	25	50	100	5d	H1
Anti-Aircraft Gun (turret)	20	40	80	5d	A2, H2
Fragmentation Grenade	G	-	-	(1d)	b

**USC Vehicle**    **SIZ** **MOV** **DEF** **RAM** **CAP** **DP**

Hedgehog*	8	9	5d	7	4	8
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\* open-topped, battle vehicle (turret)

**Revenant Troops**    **TQ** **MOV** **DEF** **DP**

Grunt	1	3	2d	1	
Jackal*	2	5	2d*	1	
* when equipped with an energy shield, the DEF rating is 4d.					
Elite	3	5	6d	2	
Drone (flying*)	1	6*	2d	1	
Hunter	2	4	7d	3	

**Revenant Ranged Weapons**    **S** **L** **E**    **ATK**    **Special**

Plasma Pistol*	6	12	24	1d*	P, R*
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\* if 2 actions are spent making a single attack (not including actions spent aiming), the ATK rating is increased to 4d, but it must then be reloaded before it can fire again.

Plasma Rifle*	12	24	48	3d	A1, R*
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\* if fired twice in the same turn, it must be reloaded before it can fire again.

Plasma Cannon (stationary)	20	40	80	4d	A1, H1
Needler	12	24	48	2d	A1
Carbine	15	30	60	1d	-
Beam Rifle	25	50	100	2d	Sn
Fuel Rod Gun	20	40	80	3d (2d)	b, H1
Fuel Rod Cannon	-	-	-	-	H1
- single shot	20	40	80	3d (2d)	b
- spray shot	15	30	60	(2d)	B
Plasma Grenade*	G	-	-	2d (1d)	b

\* if the target is a model and the placement is successful, the ATK rating against that target will be 2d.

**Revenant Melee Weapon**    **ATK**

Energy Sword	5d
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**The Gothic Imperium of Humanity****Troop Type**    **TQ** **MOV** **DEF** **DP**

Guardsmen (w/flak armor)	1	4	2d	1
Shock Trooper (w/combat armor)	2	4	4d	1
Imperial Scout (w/combat armor)	2	5	4d	2
Imperial Marine (w/powered armor)	2	5	5d	2
Terminator Marine (w/hvy powered armor)	3	4	7d	2

\* all "powered armor" includes the *strong* special ability.

**Imperial Ranged Weapons**    **S** **L** **E**    **ATK**    **Special**

Rocket Slug Pistol	5	10	20	2d	P
Rocket Slug Gun ("Slugger")	8	16	32	2d	-
Storm Slugger	8	16	32	3d	A1
Heavy Slugger	12	24	48	4d	A2, H1
Rotary Attack Cannon	10	20	40	4d	A1, H1

Advanced Flame Unit ("Flamer")	SP	-	-	2d	S
Hand Flamer	sp	-	-	2d	P, S
Heavy (Dual) Flamer	SP	-	-	3d	H1, S

Autopistol, Laser Pistol	6	12	24	1d	P
Autogun, Laser Gun	12	24	48	1d	-
Autocannon	15	30	60	4d	A2, H2
Laser Cannon	20	40	80	6d	H2
Hi-(powered) Laser Pistol	6	12	24	2d	P
Hi-(powered) Laser Gun	12	24	48	2d	-

Plasma Pistol	6	12	24	3d	P
Plasma Gun	12	24	48	3d	-
Heavy Plasma Gun (Plasma Cannon)	15	30	60	4d (2d)	b, H2
Microwave "Melter" Gun	3	6	12	4d	-
Heavy "Melter" Gun ("Multi-Melter")	5	10	20	5d	H2

Missile Launcher	20	40	80	-	H1
- fragmentation missile ammo				2d (1d)	b
- shaped charge missile ammo				4d (0)	b

**Imperial Melee Weapons**    **ATK**

Chain Sword, Chain Axe	3d
Power Weapon (sword, axe, glove, fist, etc.)	4d
Power Claws (one-handed)	5d
Chainfist*	4d

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

Storm Hammer*	4d
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\* causes stun like an explosion - even if the attack roll is tied.

Force Weapon* (sword, axe, club, etc.)	1d+ARC*
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\* the caster adds his ARC rating to the weapon's basic ATK rating of 1d, but he may also choose to spend ARC points to boost the attack roll by an additional +1d for every ARC point spent.

<u>Troop Type</u>	<u>TQ</u>	<u>COM</u>	<u>MOV</u>	<u>DEF</u>	<u>Shield</u>	<u>DP</u>	<u>Qty</u>
1. _____	___	___	___	___	Y / N	___	___
2. _____	___	___	___	___	Y / N	___	___
3. _____	___	___	___	___	Y / N	___	___
4. _____	___	___	___	___	Y / N	___	___

Current Panic Level

Morale Bonus

DP (workspace)

<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>	<u>Melee Weapons</u>	<u>ATK</u>	<u>Special</u>
1. _____	___	___	___	___	___	1. _____	___	___
2. _____	___	___	___	___	___	2. _____	___	___
3. _____	___	___	___	___	___	3. _____	___	___
4. _____	___	___	___	___	___	4. _____	___	___
5. _____	___	___	___	___	___	5. _____	___	___
6. _____	___	___	___	___	___			

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

<u>Special Abilities &amp; Equipment</u>	<u>Qty</u>
1. Aggressive	___
2. Ambush	___
3. Blind Devotion	___
4. Brave	___
5. Climbing	___
6. Comms	___
7. Cowardly	___
8. Dodge	___
9. Drop Deployment	___
10. Fearless	___
11. Flight (6")	___
12. Flight (12")	___
13. Flight (18")	___
14. Forward Observer	___
15. Grizzled	___
16. Gunslinger	___
17. Horrific	___
18. Jump Pack	___
19. Leap	___
20. Marksman	___
21. Master Warrior	___
22. Medic	___
23. Mighty Blow	___
24. Mindless	___
25. Recon	___
26. Scanner	___
27. Shield Wall	___
28. Soulless	___
29. Stealth	___
30. Strong	___
31. Targeter	___

<u>Troop Type</u>	<u>TQ</u>	<u>COM</u>	<u>MOV</u>	<u>DEF</u>	<u>Shield</u>	<u>DP</u>	<u>Qty</u>
1. _____	___	___	___	___	Y / N	___	___
2. _____	___	___	___	___	Y / N	___	___
3. _____	___	___	___	___	Y / N	___	___
4. _____	___	___	___	___	Y / N	___	___

Current Panic Level

Morale Bonus

DP (workspace)

<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>	<u>Melee Weapons</u>	<u>ATK</u>	<u>Special</u>
1. _____	___	___	___	___	___	1. _____	___	___
2. _____	___	___	___	___	___	2. _____	___	___
3. _____	___	___	___	___	___	3. _____	___	___
4. _____	___	___	___	___	___	4. _____	___	___
5. _____	___	___	___	___	___	5. _____	___	___
6. _____	___	___	___	___	___			

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

<u>Special Abilities &amp; Equipment</u>	<u>Qty</u>
1. Aggressive	___
2. Ambush	___
3. Blind Devotion	___
4. Brave	___
5. Climbing	___
6. Comms	___
7. Cowardly	___
8. Dodge	___
9. Drop Deployment	___
10. Fearless	___
11. Flight (6")	___
12. Flight (12")	___
13. Flight (18")	___
14. Forward Observer	___
15. Grizzled	___
16. Gunslinger	___
17. Horrific	___
18. Jump Pack	___
19. Leap	___
20. Marksman	___
21. Master Warrior	___
22. Medic	___
23. Mighty Blow	___
24. Mindless	___
25. Recon	___
26. Scanner	___
27. Shield Wall	___
28. Soulless	___
29. Stealth	___
30. Strong	___
31. Targeter	___

<u>Vehicle / Mecha Unit</u>	<u>TQ</u>	<u>SIZ</u>	<u>MOV</u>	<u>DEF</u>	<u>Shield</u>	<u>RAM</u>	<u>CAP</u>	<u>DP</u>	<u>Damage</u>
_____ Y / N _____									
<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>	<u>Melee Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Special Abilities &amp; Equipment</u> <u>Qty</u>
1. _____	_____	_____	_____	_____	_____	1. _____	_____	_____	
2. _____	_____	_____	_____	_____	_____	2. _____	_____	_____	
3. _____	_____	_____	_____	_____	_____	3. _____	_____	_____	
4. _____	_____	_____	_____	_____	_____	4. _____	_____	_____	
5. _____	_____	_____	_____	_____	_____				
6. _____	_____	_____	_____	_____	_____				
7. _____	_____	_____	_____	_____	_____				
<u>Notes:</u> _____ _____ _____ _____ _____ _____ _____ _____ _____ _____						<u>Vehicle Type</u>			
						Troop Carrier			
						Battle Vehicle			
						Open-Topped			
						<u>Movement Type</u>			
						Walker (short)	6"		
	Walker (tall)	8"							
	Tracked	6"							
	Wheeled	9"							
	Hover	12"							
	Flight (slow)	12"							
	Flight (fast)	18"							
						1. Aggressive	_____		
						2. Ambush	_____		
						3. Blind Devotion	_____		
						4. Climbing	_____		
						5. Dodge	_____		
						6. Drop Deployment	_____		
						7. Flight (6")	_____		
						8. Flight (12")	_____		
						9. Flight (18")	_____		
						10. Forward Observer	_____		
						11. Gunslinger	_____		
						12. Horrific	_____		
						13. Jump Pack	_____		
						14. Marksman	_____		
						15. Master Warrior	_____		
						16. Medic	_____		
						17. Mighty Blow	_____		
						18. Mindless	_____		
						19. Recon	_____		
						20. Scanner	_____		
						21. Soulless	_____		
						22. Stealth	_____		
						23. Targeter	_____		

<u>Vehicle / Mecha Unit</u>	<u>TQ</u>	<u>SIZ</u>	<u>MOV</u>	<u>DEF</u>	<u>Shield</u>	<u>RAM</u>	<u>CAP</u>	<u>DP</u>	<u>Damage</u>
_____ Y / N _____									
<u>Ranged Weapons</u>	<u>S</u>	<u>L</u>	<u>E</u>	<u>ATK</u>	<u>Special</u>	<u>Melee Weapons</u>	<u>ATK</u>	<u>Special</u>	<u>Special Abilities &amp; Equipment</u> <u>Qty</u>
1. _____	_____	_____	_____	_____	_____	1. _____	_____	_____	
2. _____	_____	_____	_____	_____	_____	2. _____	_____	_____	
3. _____	_____	_____	_____	_____	_____	3. _____	_____	_____	
4. _____	_____	_____	_____	_____	_____	4. _____	_____	_____	
5. _____	_____	_____	_____	_____	_____				
6. _____	_____	_____	_____	_____	_____				
7. _____	_____	_____	_____	_____	_____				
<u>Notes:</u> _____ _____ _____ _____ _____ _____ _____ _____ _____ _____						<u>Vehicle Type</u>			
						Troop Carrier			
						Battle Vehicle			
						Open-Topped			
						<u>Movement Type</u>			
						Walker (short)	6"		
	Walker (tall)	8"							
	Tracked	6"							
	Wheeled	9"							
	Hover	12"							
	Flight (slow)	12"							
	Flight (fast)	18"							
						1. Aggressive	_____		
						2. Ambush	_____		
						3. Blind Devotion	_____		
						4. Climbing	_____		
						5. Dodge	_____		
						6. Drop Deployment	_____		
						7. Flight (6")	_____		
						8. Flight (12")	_____		
						9. Flight (18")	_____		
						10. Forward Observer	_____		
						11. Gunslinger	_____		
						12. Horrific	_____		
						13. Jump Pack	_____		
						14. Marksman	_____		
						15. Master Warrior	_____		
						16. Medic	_____		
						17. Mighty Blow	_____		
						18. Mindless	_____		
						19. Recon	_____		
						20. Scanner	_____		
						21. Soulless	_____		
						22. Stealth	_____		
						23. Targeter	_____		

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	

Arcane Entity

<u>MOV</u> 2"	<u>DEF</u> 0	<u>ATK</u> 1d	<u>DP</u> 1	<u>Roam</u> no	<u>CP</u> 1	<u>TQ</u>
<u>MOV</u>	<u>DEF</u>	<u>ATK</u>	<u>DP</u>	yes	Total CP	





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## FigWars 3 - QUICK REFERENCE SETION

### Initiative & Turn Order

- Have each player roll 1d8 to determine initiative
- Have each player roll 1d8 for Extra Actions
- 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)
- Each model has two (2) actions that it may perform when activated
- Models that are within half their COM distance may share their activation
- After every model has finished taking its actions, the Morale Phase occurs

Die Roll	Extra Actions	Units In Play	Bonus
1-4	0	1-2 units	+0
5-7	1	3-4 units	+1
8-9	2	5-6 units	+2
10-11	3	7-8 units	+3
12+	4	9 units + each hero	+4 +1

### Action

Action	Actions Used
Walk (move up to the model's MOV rating)	1 action
Run (move up to double the model's MOV rating)	2 actions
Strike/Fight (make a single melee attack)	1 action
Focus (melee & skill use; +1d for one action)	1 action
Shoot/Throw (make a single ranged attack)	1-2 actions
Aim (+1d for one ranged attack)	1 action
Draw a weapon not currently in use	free
Sheath/Holster/Stow a weapon currently in use	1 action
Reload (a ranged weapon)	1 action
Sentry (may hold attack until later)	attack +1 action
Miscellaneous Combat Action (requires a skill check)	1-2 actions
Non-Combat Action	1-2 actions

**Skill Check:** the model's TQ rating in d6

Task Difficulty	Easy	Moderate	Hard	Very Hard	Impossible
Target Number	1+	2+	3+	4+	5+

### Die Roll Obstacle Test Result

- 1-2 The model fails to cross the obstacle and its movement action immediately ends.
- 3-6 The model barely manages to cross the obstacle, but its movement action ends just as it crosses.
- 7-8 The model effortlessly crosses the obstacle and it may finish its movement action normally.

(add +1 to the roll for each extra inch of MOV spent)

**Morale Check:** model's TQ rating in d6

(the target number for a morale check is the unit's PL)

Current Unit Size	Morale Bonus
1-5 models	+0
6-10 models	+1
11-15 models	+2
16-20 models	+3

**Melee Combat:** DEF + ATK (opposed rolls)

One (1) melee success can be used to...

...cause a pinned result.

...immediately force the opponent back one inch.

Two (2) melee successes can be used to...

...force the opponent back one inch while the attacker follows.

...inflict one damage point (1 DP).

Four (4) melee successes can be used to...

...disarm the opponent (one weapon of the victor's choosing).

**Ranged Attacks:** TQ + ATK + modifiers

**Ranged Defense:** DEF + cover modifiers

Range Band	Point Blank	Short	Long	Extreme
Range Modifier	+1d	+0	-1d	-2d

### The target is...

...behind partial soft cover

### Target's DEF

+1d

...behind full soft cover

+2d

...behind obscuring soft cover (shooting blind)

+3d

...behind partial hard cover

+2d

...behind full hard cover

+3d

...behind obscuring hard cover may not be attacked

...prone out in the open (closer than 12")

+0

...prone out in the open (12" away)

+1d

...prone at an elevation (closer than 3")

+1d

...prone at an elevation (3" away)

+2d

...prone in a crater (closer than 6")

+0

...prone in a crater (6" away)

+1d

the attack is being made "blind"

-2d

attacking a single target with two weapons

-1d

attacking two targets with two weapons

-2d ea

One (1) ranged success can be used to...

...cause a pinned result.

Two (2) ranged successes can be used to...

...inflict one damage point (1 DP).

Three (3) ranged successes can be used to...

...cause a pinned result and inflict one damage point (1 DP).

**Shooting into a melee where the farther model is...**

...not obscured: 1-4 = left model, 5-8 = right model

...partially obscured: 1-6 = closer model, 7-8 = farther model

...completely obscured: 1-7 = closer model, 8 = farther model

(-1 to the roll if the closer model is larger)

**Out Of Ammo:** if zero successes, 1-3 on 1d8 empties the weapon

**Blast Weapon Deviation:** if zero successes, roll 1d8 for direction

If the attack range band is...

The blast will deviate...

...short

...2"

...long

...4"

...extreme

...6"

**Hand Grenades:** 10" max; if zero successes, falls short 1d4"