# GAME FLOW

1. Pre-game actions
2. Beginning of round events
3. Each unit may take a move, attack, and ability action. They may take any, but if activated must take at least one. Alternate turns until all models are exhausted or unable to take actions. As an action, you may choose to exhaust a unit for the remainder of the round. Players may not skip a turn and must spend at least one AP on actions.
4. End of round events
5. Objective control is checked
6. Points are accumulated
7. Repeat until 5 rounds are complete
8. Battle end
   1. End of game events
      1. Score/victory calculation

# Movement

Moving a unit costs the unit’s MC (Movement Cost) per 1 inch of movement.

# Penalties

There are two types of penalties incurred: Movement and Attack Penalties. For each level of a penalty, the cost of the associated action is increased by 50% of the unit’s AC/MC respectively. A unit may expend a point of Focus to ignore a single penalty level for one action. Here a few examples of what incurs a penalty, but these are not the only sources of penalties.

* MP: Difficult terrain (per-inch of terrain)
* AP/MP: Avoiding an Opportunity Attack
* AP/MP: <= 25% Wounds
* AP: Gain a point of Armor Penetration
* AP: Shooting something behind cover or attacking through an allied model

# Taking a turn

You declare the series of actions you wish to take and sum up the total Activation Point cost all the actions the unit is taking. If the total cost is not an integer, round it. Once the cost is paid from the unit’s Activation Points, the actions are carried out in the sequence specified. Each unit has 12 Activation Points which refresh at the start of each round.

# Resolving Combat

Each attack costs Activation Points equal to the attacker’s AC (Attack Cost). You may take make multiple attacks in the same attack action, provided they are against the same target. Combat damage is calculated on a per-attack basis by subtracting the attacking unit’s Toughness from the attacking unit’s Power (this cannot be lower than 1). Then subtract the defending unit’s Armor from the resultant number. Subtract the total from the defending unit’s wounds.

PA - TD  - AD = Damage

# Force Composition

Each team is 100 points. Players may play with a 300-point roster and select 100 after determining mission.

# Setup

A 36”x36” play area is recommended but adjust as necessary. For each additional player beyond the second, 6” on each side is recommended.

# ABILITIES

**Flying**  
This unit may ignore terrain and enemy models when moving (provided that there is room for the model to fly. IE: No flying over walls inside enclosed terrain)

**Multi-Attack**  
This unit may attack multiple targets within the same Attack Action

**Dauntless X**  
This unit may ignore up to X simultaneous Attack Penalties

**Relentless X**  
This unit may ignore up to X simultaneous Movement Penalties

**Cleave**  
When attacking, choose a direction. If one of your attacks kills an enemy unit and you have surplus damage to assign, you may immediately attack the next unit in that direction once with an attack whose base Power is equal to the unassigned damage.

**True Damage X**  
This unit always deals at least X damage or its Power, whichever is lower.

Burrow  
Spend X amount of Activation Points. Mark the unit's position and remove it from the table. This retires the unit for the round. As long as this unit remains burrowed, at the beginning of each subsequent round, you may place this model on the table within (X/Y)+ ((12/Y)\*Z) inches of its starting position. X is the amount of initial Activation Points spent, Y is the unit's Movement Cost, and Z is the amount of turns that both began and ended with the unit burrowed since it last burrowed or was deployed burrowed in reserve. If a unit with Burrow is deployed in reserve, it may start burrowed. In this case, treat X as 0. (Shorthand: You may place it the amount it could have moved had it spent the points on movement the entire time it was Burrowed.)

**Dodge**  
Attacking this unit imposes one Attack Penalty on the attacker.

**Regeneration X**At the end of the turn, restore X Wounds to this unit.

**Seed X**When rooted, the unit may spend Activation Points as an action. After X points are spent, choose whether or not to grant the Seed ability to the new unit. If you do, then this unit loses this ability. At the end of the round, create a new unit within 6 inches of the this unit. You may create any type of Plant unit within the same Root Network as this unit.

**Root**This unit may root itself into the ground. While doing so, it gains Regeneration 1, +1 Toughness, and +1 to its attack range. While rooted, the unit cannot move. A unit may use this ability once per turn, unless otherwise specified. Units may not be rooted closer than 1" to any other rooted unit.

**Enhanced Burrow**Functions the same as Burrow, but treat the unit's Movement Cost as being half of what it is when Burrowed. If the unit charged the turn it unburrows and it kills its target, it may reburrow during a Movement Action taken within the same Activation by spending at three Activation Points in addition to the points spent on the Burrow action. These three points do not count towards the available movement for this Burrow.

**Reshape X**The unit is malleable and can be recreated and changed by other units. X represents the current level. For each level of Reshape beyond the first, increase its Toughness, Power, Focus, and Damage by 1; Increase its Wounds and Activation Points by 2; decrease its Attack Cost by 0.1; increase its Pound of Flesh level by 1. For every two levels of Reshape decrease the model's Move Cost by 0.1. For every three levels, increase the base size. (28mm -> 40mm ->60mm)

**Spore Cloud (X)**  
Releases a cloud of basic spores that fills an area of radius X (2 if not provided) for 2 turns. Each enemy unit that ends its turn within the cloud either becomes infected with the specific Spore type, or adds a counter to an existing Spore infection. If no enemy units are infected with this cloud after the 2 turns, then return the unit to the battlefield at full Wounds.

**Toxin Spores**At the end of the units turn, it takes 1D per stack of Toxin Spores. This cannot be mitigated via armor

**Crippling Spores**  
While infected, the unit gains one of the following per stack: -1 Toughness, -1 Activation Points, Power; +0.4 Atk Cost, +0.4 Move cost.

**Brain Spores**When the amount of stacks meets or exceeds the units Toughness, it permanently changes to the control of the infecting player

**Spawning Spores**When the unit dies, create a number of Shroomin Grunts equal to the number of stacks on it. These must be placed within 2" of the dying model

**Summon Spores**Creates a spore cloud at a location, or adds 3 rounds to an existing cloud while increasing its radius by 2 inches

**Breakaway Spores**When the Spore Colony takes damage, for every 3 damage received from a single Attack, (NOT Attack Action) you may generate a Spore Cloud within 3 inches of the Spore Colony that has two counters on it. If this is not absorbed, create a Grunt upon dissolution of the cloud

**Hydra Spores**When the Hydra dies, create an additional Spore Cloud within 3 inches of the model. Both clouds have a single counter on them, and will reform a Hydra if not absorbed

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | MC | AC | T | P | W | A | F | R | Cost | Abilities |
| BEETLE KNIGHTS |  |  |  |  |  |  |  |  |  |  |
| Stag Knight | 1 | 2 | 5 | 5 | 20 | 0 | 0 | 1 | 20 | Relentless 1, Dauntless 1, Flying and +1A may be purchased for +5 pts, Cleave OR Multiattack |
| Hercules Knight | 0.8 | 2 | 7 | 7 | 40 | 2 | 0 | 1.5 | 50 | Relentless 2, Dauntless 2, Flying, Cleave OR Multiattack |
| Goliath Beetle | 0.7 | 1.5 | 10 | 10 | 56 | 3 | 0 | 2 | 70 | Relentless 2, Dauntless 2, Mindless |
| Royal Emissary | 1 | 3 | 4 | 4 | 15 | 1 | 2 |  | 20 | Spellcaster: Hivecourts, Flying |
| War Wasp | 0.75 | 3 | 4 | 4 | 16 | 1 | 0 |  | 20 | Flying |
| ARCANUM |  |  |  |  |  |  |  |  |  |  |
| Fire Elemental | 1 | 3 | 2 | 3 | 8 | 0 | 1 | 1M8R | 15 | True Damage 2;Burning Steps |
| Air Elemental | 0.6 | 0.8 | 2 | 2 | 8 | 0 | 1 | 12MR | 15 |  |
| Water elemental | 1 | 2.5 | 3 | 4 | 12 | 1 | 1 |  | 15 | Water Steps |
| Earth Elemental | 1.2 | 3 | 4 | 3 | 14 | 2 | 1 |  | 15 | Burrow |
| Elemental Arcanum | 1 | 3 | 3 | 3 | 24 | 1 | 3 |  | 30 | Spellcaster: Geomancy |
| Flame Tornado | 2 | N/A | N/A | N/A | N/A | N/A | N/A |  | 20 |  |
| Mudpit | 2 | N/A | N/A | N/A | N/A | N/A | N/A |  | 20 |  |
| SHROOMIN |  |  |  |  |  |  |  |  |  |  |
| Shroomin Grunt | 1 | 3 | 2 | 2 | 6 | 0 | 2 | 1 | 7 | Spore Cloud, True Damage 1 |
| Shroomin Shaman | 1 | 3 | 2 | 2 | 10 | 0 | 2 |  | 10 | Spellcaster: Shroomin, Spore Cloud, True Damage 1 |
| Shroomin Spore Burster | 1 | 3 | 2 | 2 | 6 | 0 | 2 |  | 9 | Spore Cloud. Crippling Spores, Brain Spores, Toxin Spores, Spawning Spores, True Damage 1 |
| Hydra | 1 | 3 | 2 | 2 | 14 | 0 | 2 |  | 13 | Spore Cloud, Hydra Spores, True Damage 1 |
| Spore Colony | 1 | 3 | 5 | 3 | 60 | 0 | 2 | 2 | 40 | Spore Cloud, Breakaway Spores |
| MORLOCKS |  |  |  |  |  |  |  |  |  |  |
| Assassin | 1.5 | 2 | 2 | 5 | 16 | 1 | 1 | 2M | 20 | Enhanced Burrow |
| Bruiser | 1.5 | 2.4 | 2 | 6 | 16 | 1 | 1 | 2M | 20 | Enhanced Burrow |
| Name | MC | AC | T | P | W | A | F | R | Cost | Abilities |
| Marauder | 1.5 | 2.4 | 2 | 5 | 16 | 2 | 1 | 2M | 20 | Enhanced Burrow |
| Excavator | 1.5 | 3 | 2 | 4 | 20 | 3 | 2 |  | 20 | Enhanced Burrow; Tunnel Access |
| Raider | 1.5 | 3 | 2 | 4 | 8 | 1 | 1 |  | 10 | Enhanced Burrow |
| Tunnel Sapper | 1.5 | 3 | 2 | 4 | 12 | 2 | 4 |  | 20 | Enhanced Burrow;Lay Mine |
| FLESHCRAFTER PRIESTS |  |  |  |  |  |  |  |  |  |  |
| Name | MC | AC | T | P | W | A | F | R | Cost | Abilities |
| Flesh Drone | 1 | 3 | 3 | 3 | 8 | 0 | 1 |  | 10 | Reshape 1 |
| Flesh Golem | 0.9 | 2.9 | 4 | 4 | 16 | 0 | 2 |  | 20 | Reshape 2, Pound of Flesh 1 |
| Flesh Behemoth | 0.9 | 2.8 | 5 | 5 | 28 | 1 | 3 |  | 35 | Reshape 3, Pound of Flesh 2 |
| Flesh Colossus | 0.8 | 2.7 | 6 | 6 | 44 | 1 | 4 |  | 55 | Reshape 4, Pound of Flesh 3 |
| Flesh Titan | 0.8 | 2.6 | 7 | 7 | 64 | 1 | 5 |  | 80 | Reshape 5, Pound of Flesh 4 |
| Fleshcrafter Priest | 1 | 3 | 4 | 4 | 20 | 0 | 4 |  | 20 | Spellcaster: Fleshcraft. Reshape |
| VERDANT TIDE |  |  |  |  |  |  |  |  |  |  |
| Lashvine | 2 | 3 | 2 | 3 | 8 | 0 | 0 |  | 10 | Root, Seed 12 |
| Seed Cannon | 2 | 8 | 2 | 4 | 8 | 0 | 0 | 9-16R | 10 | Root, Seed 12, True Damage 3, You may spend additional AP when attacking. For each two points spent add: 1 Power, Armor Penetration 1, or 2 inches of range. |
| Root cluster | N/A | N/A | 1 | 0 | 1 | 0 | 1 |  | 5 | You may take one Root Cluster for free. Starts rooted. Seed 8 |
| Sporethrowers | 2 | 6 | 2 | 0 | 8 | 0 | 0 | 5R (Mininum 3" range) | 10 | Root, Seed 12, You may spend additional AP when attacking. For each two points spent add 2 inches of range. |
| Seedblower | 2 | 8 | 2 | 4 | 8 | 0 | 0 | 7R | 10 | Root, Seed 12, You may spend additional AP when attacking. For each two points spent add: 1 Power, Armor Penetration 1, or 2 inches of range. |
| Mine Plant | 2 | NA | 2 | 6-R | 8 | 0 | 0 | 3R | 10 | Root, Seed 12, True Damage 2, When an enemy unit is within 3 inches of this, it triggers a free Opportunity Attack from this unit. This can be avoided with a penalty level; otherwise this unit automatically explodes, leaving behind a Root Cluster and damaging all enemy units within Range. The Root Cluster share's this unit's Seed ability |