# 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 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.
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

# Taking a turn

You declare the series of actions you wish to take and sum up the total cost all the actions the unit is taking. If the total cost is not an integer, round it. Once the cost is paid, the actions are carried out in the sequence specified.

# 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 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

# 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

# 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)

**Multiattack**  
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

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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. Resape |
| VERDANT TIDE |  |  |  |  |  |  |  |  |  | |  |
| Lashvine | 2 | 3 | 2 | 3 | 8 | 0 | 0 |  | 10 | | Root, Seed 12 |
| Seed Cannon | 2 | 8 | 2 | 6 | 8 | 0 | 0 | 9-16R | 10 | | Root, Seed 12, Armor Pen 2, 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 |