Chapter 1

DarkElf

1.1   Hidden

cost   2xp
Required To by   Infantry base
Operational by   1 choosen infantry base

Hidden: while hidden you cannot be fired upon or be assaulted, nor can you fire or assault. Gain hidden version of all movement orders: hidden stand-still, hidden slow and hidden crawl, but do not gain any fire orders available while hidden. However, if in an assault you may choose to reveal your self, gaining the reveal bonuses. If not, stay in same hex. Replace the infantry base with a hidden token, and you do not have to tell the enemy exactly what is under the hidden token. You may start hidden if you wish. You stay hidden until you reveal your self, have a speed of hidden-slow in a clear hex with line of sight of enemy, or by the roll of 4+ by an enemy within point blank range, or by enemy special action. You only get reveal bonuses while using the reveal order or in assaults.

Reveal bonuses: +2 to hit, +1 to damage of ranged weapons, +50% assault and assault deflection dice (rounded up). This round only

Hide action: remove your unit from the board, replace it with a hidden token. Only works if you are in swamp terrain.
Reveal: place your infantry within 2 hexes of the hidden token and gain reveal bonuses.
Infiltrate: may start up to 2 hex from normal starting area
While Hidden or during phases with reveal bonuses the unit base gains Ignore[Fear] and Ignore[Terror]
Unit base gains (hidden or not): Camuflage[swamp][-1]

Orders Gained
(stand still) Reveal + - + -
(slow) - + Reveal + Chase
(stand-still, slow or crawl) Hide[swamp] + - + -

Orders Lost

1.2   Crawl

cost   Free
Required To by   None
Operational by   All infantry bases

Special speed gained: crawl. Retrain Take Cover benefis while moving. However, all terrain cost 2 movement points to enter.

Orders Gained
Orders Lost

1.3 Dark RoboProsthetic Elf

Name   Dark RoboProsthetic Elf
Size   medium
Type   Bio, Infantry
Cost   2mp, 1cp
Models 4
Armor

Assault: 1/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 1/1/1/1 Die: 6+
    Cunning Assault[1 for 2]

Take Cover[stand-still,crawl][-2]

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + B(crawl) + F
(slow) 360^0 + B + -
(slow) 360^0 + 360^0 + 360^0
(stand still) 360^0 + - + -
(stand still) 360^0 + A(crawl) + -
(stand still) 360^0 + A + -
(crawl) 360^0 + F + -
(crawl) 360^0 + A(slow) + F
(crawl) 360^0 + B(stand-still) + -

Fire orders
(stand-still only) - + Fire
(stand-still only) Fire + -
(stand-still only) - + load
(stand-still only) load + -
(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Psychic Damage

4+ Unit base shaken

Regular damage
0-6: kill 1 member
7-8: kill 1 member, psychic damage[d6]
9+ Kill all 4 members

1.4   Infantry

Name   Infantry
Size   medium
Type   Bio, Infantry
Cost   3mp
Models   4
Armor

Assault: 1/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 1/1/1/1 Die: 6+
    Cunning Assault[1 for 2]

Take Cover[stand-still,crawl][-2]

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + B(crawl) + F
(slow) 360^0 + B + -
(slow) 360^0 + 360^0 + 360^0
(stand still) 360^0 + - + -
(stand still) 360^0 + A(crawl) + -
(stand still) 360^0 + A + -
(crawl) 360^0 + F + -
(crawl) 360^0 + A(slow) + F
(crawl) 360^0 + B(stand-still) + -
(default slow) - + - + flee
(default stand-still) - + A + flee
(default crawl) - + A[slow] + flee

Fire orders
(stand-still only) - + Fire
(stand-still only) Fire + -
(stand-still only) - + load
(stand-still only) load + -
(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Psychic Damage
4+ Unit base shaken

Regular damage
0-6: kill 1 member
7-8: kill 1 member, psychic damage[d6]
9+ Kill all 4 members

1.5 Elite Infantry

Name	Elite Infantry
Size	medium
Type	Infantry, Bio, Elite
Cost	1xp to upgrade 2 infantry from one or two unit bases
Models	
Armor	

Assault: 2/2/2/2 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 4/2/-/- Die: 6+
  flexible deflection die: any deflection result from elites may be choosen to add to assault value instead of deflection

This unit gains good shot: +1 to hit
Unit base gains Psychic resistance 1

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Damage Tables

1.6 Gigant-Spider Rider

Name	Gigant-Spider Rider
Size	medium
Type	Bio, Cavalry
Cost	1mp, 3xp
Models	2
Armor	

Assault: 6/4/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 8/4/-/- Die: 6+
    Poison[12], minor acid, Fear[4]

GasMask: immune to poison gas

Movement
(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(default slow) - + - + flee

Damage Tables

Regular Damage
2-3: Bleed[4]
4-6: kill 1 member
”

Psychic damage
8+: unit shaken

1.7   Mechanical Cavalry

Name   Mechanical Cavalry
Size   medium
Type   Bio, Mechanical Mount, Cavalry
Cost   2mp, 4cp
Models   2
Armor

Assault: 3/2/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-1
Assault Deflection: 2z/2z/2z/2z Die: 5+
    z=number of hits in assault

SMG

Angle: */*/*/* Range: 3 Armor Penetration: -3 Damage d6-3

Fire
fire(smg) + fire(smg)
load(5)(smg), + -
- + fire (crossbow)
- + load (crossbow) (stand still, slow only

Movement
(fast) F + F + F
(fast) F + F + 360^0
(fast) 360^0 + F + F
(fast) F + F + F,B
(fast) F + B + 360^0
(slow) 360^0 + - 0 -
(slow) 360^0 + F + 360^0
(slow) 360^0 + A + F
(slow) 360^0 + F,B + 360^0
(stand still) 360^0 + A + F
(stand still) 360^0 + 360^0 + 360^0
(default slow) - + - + flee
(default stand-still) - + A + flee
(default fast) - + flee + flee

Damage Tables

Regular Damage
2-3: +1 on future damage
4-6: Kill 1 member
7+: Destroy 1 member, roll on psychic damage

Psychic Damage
5+: unit shaken

1.8 Elite Mechanical Cavalry

Name   Elite Mechanical Cavalry
Size   medium
Type   Bio, Mechanical Mount, Cavalry
Cost   2mp, 4cp, 4xp
Models 2
Armor

Assault: 4/2/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-1
Assault Deflection: 3z/2z/-/- Die: 5+
   z is equal to the number of hits in regular assault roll

Good shot: +1 to hit
Negates to-hit penalty for shooting while moving fast

SMG

Angle: */*/*/* Range: 3 Armor Penetration: -3 Damage d6-3

Crossbow

Angle: */*/*/* Range: 2 Armor Penetration: -2 Damage d6-2
   Poison[6], minor acid

Fire crossbow
- + fire
- + load
- + aim

Movement
(fast) F + F + F
(fast) F + F + 360^0
(fast) 360^0 + F + F
(fast) F + F + F,B
(fast) F + B + 360^0
(slow) 360^0 + - 0 -
(slow) 360^0 + F + 360^0
(slow) 360^0 + A + F
(slow) 360^0 + F,B + 360^0

(stand still) 360^0 + A + F
(stand still) 360^0 + 360^0 + 360^0
(default slow) - + - + flee
(default fast) - + flee + flee
(default stand-still) - + A + flee

Fire(smg)
fire + fire
- + load(5)
load(5) + -

Damage Tables

Regular Damage
2-3: +1 on future damage
4-6: Kill 1 member
7+: Destroy 1 member, roll on psychic damage

Psychic Damage
5+: unit shaken

1.9 Nightmare Mechanical Cavalry

Name   Nightmare Mechanical Cavalry
Size   medium
Type   Bio, Mechanical Mount, Cavalry
Cost   2mp, 4cp, 6xp
Models 2
Armor

Assault: 3/2/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-1
Assault Deflection: 2z/1z/-/- Die: 5+
    z is equal to the number of normal hits in assault

SMG

Angle: */*/*/* Range: 3 Armor Penetration: -3 Damage d6-3

Acid Breath

Angle: */-/-/- Range: 1 Armor Penetration: Damage
    Fires at everthing within range and angle of fire.
Acid

Movement
(fast) F + F + F
(fast) F + F + 360^0
(fast) 360^0 + F + F
(fast) F + F + F,B
(fast) F + B + 360^0
(slow) 360^0 + - 0 -
(slow) 360^0 + F + 360^0
(slow) 360^0 + A + F
(slow) 360^0 + F,B + 360^0
(stand still) 360^0 + A + F
(stand still) 360^0 + 360^0 + 360^0
(default slow) - + - + flee
(default fast) - + flee + flee

(default stand-still) - + A + flee

Breath Acid Orders
- + Breath Acid
- + -

Fire(smg)
Fire + fire
load(5) + -
- + load(5)

Damage Tables

Regular Damage
2-3: +1 on future damage
4-6: Destroy 1 memeber
7+ : Destroy 1 member, roll on psychic damage

Psychic damage
6+: unit shaken

1.10   Assasin

Name   Assasin
Size   medium
Type   Bio, Infantry, Elite
Cost   1mp, 2xp
Models   1
Armor

Assault: 4/3/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 6/3/-/- Die: 6+
    poison[8], Cunning Assault[1 for 1],
Flexible deflection die: any deflection result may be choosen to add to assault
value instead of deflection

hidden (see DarkElf Abilities)
Note that assasin qualifies for any elite weapon upgrade.

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + B(crawl) + F
(slow) 360^0 + B + -
(slow) 360^0 + 360^0 + 360^0
(stand still) 360^0 + - + -
(stand still) 360^0 + A(crawl) + -
(stand still) 360^0 + A + -
(crawl) 360^0 + F + -
(crawl) 360^0 + A(slow) + F
(crawl) 360^0 + B(stand-still) + -
(default slow) - + - + flee
(default stand-still) - + A + flee
(default crawl) - + A[slow] + flee

Fire orders
(stand-still only) - + Fire
(stand-still only) Fire + -
(stand-still only) - + load
(stand-still only) load + -

(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Regular Damage
1+: killed

Psychic Damage
6+: united shaken.

1.11 Scout

Name   Scout
Size   medium
Type   Bio, Infantry
Cost   1mp
Models   1
Armor

Assault: 2/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 2/1/1/1 Die: 6+
    Cunning assault[1 for 2]

Scout: may setup up too 2 hexes from normal setup.

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + B(crawl) + F
(slow) 360^0 + B + -
(slow) 360^0 + 360^0 + 360^0
(stand still) 360^0 + - + -
(stand still) 360^0 + A(crawl) + -
(stand still) 360^0 + A + -
(crawl) 360^0 + F + -
(crawl) 360^0 + A(slow) + F
(crawl) 360^0 + B(stand-still) + -

Fire orders
(stand-still only) - + Fire
(stand-still only) Fire + -
(stand-still only) - + load
(stand-still only) load + -
(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Psycic Damage

3+: Shaken

Regular Damage
0+: Unit killed

1.12   Queen XXX

Name   Queen XXX
Size   Large
Type   Mechanical, Bio Crew
Cost   8ip
Models 1
Armor   5/4/2/1

Assault: 5/4/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1
Assault Deflection: 4/-/-/- Die: 6+
    poison[6], Fear[8]
May also choose to retreat even if winning the assault. The enemy occupies the
hex, wether it wants to or not...

Immunity to poison cloads
Good shot +1 to hit

Acid Cannon

Angle: */-/-/- Range: 6 Armor Penetration: 1 Damage
    Acid

Fire Orders
(stand still and slow) - + load
(stand still and slow) - + aim
(stand still, slow and fast) - + fire
(stand still, slow and fast) - + Release Poison Cload[12](4+)

Movement
(fast) F+ F + -
(fast) F + R + -
(fast) F + L + -
(fast) F + B + -
(fast) B + B + -
(default fast) F + F + -
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
(slow) R + R + -
(slow) A + F + -
(slow) B + - + -

(default slow) F + - + -
(slow) F + - + -
(slow) B + rev + -
(stand still) L + - + -
(stand still) L + L + -
(stand still) L + L + L
(stand still) R + - + -
(stand still) R + R + -
(stand still) R + R + R
(stand still) - + - + -
(stand still) R + A + F
(stand still) L + A + F
(stand still) A + F + -
(stand still) rev + - + -
(default stand still) - + - + -
(fast) R + F + -
(fast) L + F + -

Damage Tables

Critical Damage
1: -1 to-hit, +1 to-be-hit
2: Rotates right in misc 1 step
3: rotates left in misc 2 and in misc 3
4: only stand-stil available
5: unit is covered in acid
6: unit covered in acid x2

Lightly Damage
1-3: Shaken
4-6: +1 on future damage

Regular damage
1-5: Lightly Damaged
6-8: Crittical Damaged, +1 on all future damage

1.13   Mechanical Spider

Name   Mechanical Spider
Size   medium
Type   Mechanical, droid
Cost   2ip
Models   1
Armor   2/2/2/2

Assault: 6/4/2/1 Die: 5+ Armor Penetration: 2 Damage: d6+0
Assault Deflection: 6/2/-/- Die: 6+
    Poison[6], Fear[6]

Good Shot: +1 to hit
All terrain cost 1 movement point to enter

Head Gun

Angle: */*/-/- Range: 3 Armor Penetration: 1 Damage d6-2, +2 (total 0) if penetrating all armor
poison[6]

Fire
- + Fire
- + Load
- + Aim

Movement
(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(default slow) - + - + -

Damage Tables

Heavy Damage
1: +1 for future damage
2: -1 to-hit, +1 to-be-hit
3: Cannot move
4: Cannot rotate
5: Roll on Lightly damage table 3 times
6: Fire

Lightly Damage
1-2: unit shaken
3-4: +1 on future damage
5-6: -1/-1/-1/-1 to all assaults and assulat deflection values (cumulative, minimum 0)

Regular Damage
1-3: Lightly damaged[d6]
4-6: Heavily Damage, +1 on future damage
7: Destroyed

1.14 Crossbow

Cost 2cp to upgrade one base of infantry
Required Infantry
Type Infantry and cavalry weapon.
   Angle: */*/*/* Range: 2 AP: , -2 Damage d6-2
Poison[6], minor acid
Orders Gained ["]
   Orders Lost ["]

1.15 Enhanced Crossbow

Cost 2cp to upgrade weapon of one single elite
Required Elite Infantry
Type 2 handed infantry weapon
   Angle: */*/*/* Range: 6 AP: , -2 Damage d6-2
poison[8], minor acid
Orders Gained ["]
   Orders Lost ["]

1.16 Mechanical Imp

Cost 2cp, 1xp to give each memeber in a unit base an mechanical imp
Required Any unit base with atleast one crossbow or enhanced crossbow
Type Independent Infantry/Cavalery equipment
   Angle: Range: AP: , Damage
An mechanical robotic imp helps all memeber in unit base to reload it's crossbow.
Threat any crossbow or enhanced crossbow as always loaded.

Assault Modification: Assault AP: , Assault Damage:
Assault Deflection Modification: , Deflection die set to
Grants unit base poison[4] if it does not already have similar or better ability.
   Orders Gained ["]
   Orders Lost ["]

1.17 Mortar

Cost 8cp, 4xp
Required Infantry base
Type Infantry base weapon
   Angle: */*/*/* Range: 10 AP: N.A., N.A Damage N.A.
Choose a hex within range and rol a die, at 5+ place a Poison & Acid Cload [8,

minor][4+] at target hex. Place a Poison Cload[6] at all hexes surronding that initial hex

If you don't roll a 5+, move the target hex the result of the die number of hexes in a random direction from choosen hex.

Indirect fire. may use line of sight of any friendly unit on the battle field.

Orders Gained ["]
    Orders Lost ["]

1.18 Poison Gas Grenade

Cost   1cp to upgrade base
Required   Infantry or Cavalery Base
Type   Infantry or Cavalery base weapon.
   Angle: */*/*/* Range: 1 AP: N.A, N.A. Damage N.A.

Place a Poison Cload[6](4+) within normal range.

Orders Gained ['(stand-still, slow) - + Throw Gas Grenade']
    Orders Lost ["]

1.19 SMG

Cost   1cp to upgrade one base of infantry
Required   Infantry
Type   Infantry, cavalry weapon. 1 handed
   Angle: */*/*/* Range: 3 AP: , -3 Damage d6-3

Orders Gained ['(stand-still, slow) fire + fire', '(stand-still, slow) load(5) + -']
    Orders Lost ['aim']