

# Chapter 1

## Elf

## 1.1 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: Die:

Cunning Assault[1 for 2]

Take Cover[stand-still][-2]

### Rifle

Angle: \*/\*/\*/ Range: 5 Armor Penetration: ,-2 Damage d6-2

### 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 + -

### Movement Orders

(slow)  $360^0 + F + 360^0$   
 (slow)  $360^0 + 360^0 + 360^0$   
 (slow)  $360^0 + B + -$   
 (stand-still)  $360^0 + - + -$   
 (stand-still)  $A + 360^0 + F$   
 - + - + -  
 (slow)  $360^0, A + F + F$   
 (fast)  $360^0 + F + B[\text{rest}]$   
 (rest) - + - + A(slow)  
 (rest) - + - + A(stand-still)  
 (stand still)  $360^0, A, A + F + F$

### Damage Tables

**Regular damage**

0-6: kill 1 member

7-8: kill 1 member, psychic damage[d6]

9: kill all 4

**Psychic damage**

4+ shaken

## 1.2 Elite Infantry

Name Elite Infantry  
 Size medium  
 Type Bio, Infantry  
 Cost 1xp to upgrade up to 2 normal infantry units.  
 Models  
 Armor

Assault: 2/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1/-/-/- Die: 5+

Cunning Assault[1 for 2]

Unit gain good shot +1 and psychic resistance 1

### Rifle

Angle: \*/\*/\*/\* Range: 5 Armor Penetration: ,-2 Damage d6-2

### Damage Tables

## 1.3 Elk Cavalry

Name Elk Cavalry  
 Size medium  
 Type Bio, Cavalry  
 Cost 2mp, 1xp  
 Models 2  
 Armor

Assault: 4/4/2/2 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1/-/-/- Die: 5+

Cunning Assault[1 for 3]

### Grenade

Angle: \*/\*/\*/ Range: 1 Armor Penetration: 2, Damage d6

Area(5+). May target anyone within normal range. (including 0 if flying and sharing a hex with an enemy)

### Fire orders

- + Throw Grenade

### Movement

(slow) 360<sup>0</sup> + F + 360<sup>0</sup>

(slow) 360<sup>0</sup> + A + F

(fast) F+F+B

### Damage Tables

#### psychic damage

4+ shaken

#### Regular damage

1-3: Bleed[4]

4-8: kill 1 memeber, psychic damage[d6]

9: kill unit base

## 1.4 VelociRaptor Riders

Name VelociRaptor Riders  
 Size medium  
 Type Bio, Cavalry  
 Cost 2mp, 4cp, 2xp  
 Models 2  
 Armor

Assault: 3/2/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1/-/-/- Die: 5+  
 poison[4], Cunning Assault[1 for 3]

Poison Resistance[2]

### SMG

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

### Twin Guns

Angle: \*/-/-/- Range: 3 Armor Penetration: 1, Damage d6  
 x2 shots per shot

### Movement

(fast) 360<sup>0</sup> + F + F  
 (fast) F + B + 360<sup>0</sup>  
 (fast) F + F + 360<sup>0</sup>  
 (slow) 360<sup>0</sup> + A + F  
 (slow) B + 360<sup>0</sup> + -  
 (stand still) - + - + -  
 (stand still) A + F + -  
 (stand still) 360<sup>0</sup> + - + -  
 (stand still) A + A + F  
 (fast) F + B + B,360<sup>0</sup>  
 (fast) F + F + F  
 (fast) F + F,360<sup>0</sup> + B,

### Fire Actions

fire(sm) + fire(sm)

load(5)(smg) + -  
fire(twin-gun) + - (stand still only)  
load(twin-gun) + -  
- + load(twin gun)  
- + aim (twin gun)  
- + fire(twin gun) (stand still only)

## Damage Tables

### Regular Damage

2-3: Bleed[4]

4+: kill 1, stop bleeding, pcysic damage[1d6]

### Psychic damage

4+: shaken

## 1.5 Elite VelociRaptor Riders

Name Elite VelociRaptor Riders  
 Size medium  
 Type Bio, Cavalery  
 Cost 1xp to upgrade 2 velociraptor riders from same base  
 Models 2  
 Armor

Assault: 4/2/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 2/-/-/- Die: 5+

Poison[4], Cunning Assault[1 for 3]

Poison Resistance[2], good shot: +1 to hit

### SMG

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

### Twin Guns

Angle: \*/-/-/- Range: 3 Armor Penetration: 1, Damage d6  
x2 shots per shot

### Damage Tables



## 1.6 Bear Rider

Name Bear Rider  
 Size medium  
 Type Bio, Cavalry  
 Cost 1mp, 4xp  
 Models 1  
 Armor 2/1/1/1

Assault: 6/4/2/1 Die: 5+ Armor Penetration: -2 Damage: d6+1

Assault Deflection: 1/-/-/- Die: 5+

Cunning Assault[1 for 3]

### MiniGun

Angle: \*/\*/\*/\* Range: 2 Armor Penetration: -,1 Damage d6-1

Fire once at all enemy units within range and within one angle of fire  
 If aim, use focus fire, roll 6 dice at same unit base

### Fire orders

+ - load  
 + - fire  
 + - aim

### Movement

(slow)  $360^0 + F + 360^0$   
 (default slow) - + Flee +  $360^0$

### Damage Tables

#### Regular damage

2: +1 to future damage  
 3-6: +1 to future damage, Bleed[4]  
 7-9: +2 to future damage, Bleed[6], psychic damage[d6]  
 10: killed

#### Psychic damage

6+: shaken

## 1.7 Eagle Rider

Name Eagle Rider  
 Size medium  
 Type Bio, Flying, Cavalry  
 Cost 1mp, 4xp  
 Models 1  
 Armor 1/1/1/1

Assault: 6/6/6/4 Die: 3+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 2/2/2/1 Die: 3+

Find weakest points: in assault always uses armor from optimal angle. Cunning Assault[1 for 3]

If in the air, it may choose to assault if entering same hex as an enemy. If so, regardless of the outcome, the eagle lands. The following round the orders is replaced by the default if illegal.

In chase, the eagle may choose to land for assault if it wishes.

Good Shot[At-Rifle] +1 to hit

### AT-rifle

Angle: \*/-/-/- Range: 5 Armor Penetration: 1, Damage d6-1

### Grenade

Angle: \*/\*/\*/ Range: 1 Armor Penetration: 2, Damage d6

Area(5+). May target anyone within normal range. (including 0 if flying and sharing a hex with an enemy)

### Movement

(fly, fast) 360<sup>0</sup> + F + F

(fly, fast) 360<sup>0</sup>,F + F + F,360<sup>0</sup>

(fly, fast) chase + chase + chase

(fly, fast) 360<sup>0</sup>,F + F + Land

(on ground, slow) 360<sup>0</sup> + F + 360<sup>0</sup>

(on ground, slow) 360<sup>0</sup> + 360<sup>0</sup> + 360<sup>0</sup>

(on ground, slow) 360<sup>0</sup> + TakeOff + F

(Default, on-ground slow) TakeOff + Flee + 360<sup>0</sup>

(Default, fly, fast) Flee + Flee + Flee

**Fire Orders**

- + Fire (AT-rifle)
- + load (AT-rifle)
- + Throw Grenade
- + aim (AT-rifle) (on ground only)

**Damage Tables****psychic damage**

6+ shaken

**Regular Damage**

2-3: bleeding[4], +1 to future damage

4-5: bleeding[6], +2 to future damage, psychic damage[d6]

6+: killed

## 1.8 Tatto INK

Name     Tatto INK  
 Size     Large  
 Type     Mechanical, Bio Crew, Half-track  
 Cost     2ip  
 Models   1  
 Armor    3/1/1/1

Assault: 3/2/2/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 2/-/-/- Die: 5+

Gun Blazing: Ignore to-hit penalties when moving fast

May fire SMG in addition to Gattle Gun any time a fire order is given, and SMG is always treated as loaded

SMG must fire in same angle as Gattle Gun

Movement: road: if on a road, you may move along a road using this order

### Gattle Gun

Angle: \*/\*/-/- Range: 3 Armor Penetration: 0, Damage -2, +2 when penetrating all armor (total 0)

May load up to 5 shots.

### SMG

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

### 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 + - + -

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 + -  
 (fast) road + road + road

### Fire

fire + aim (stand still only)  
 aim + fire (stand still only)  
 fire + fire  
 load + aim (stand still only)  
 load + load (stand still and slow only)

## Damage Tables

### Heavily Damage

1: +1 on future damage  
 2: -1 to hit, +1 to be hit  
 3: cannot rotate right  
 4: cannot rotate left  
 5: Treat all B and A as illegal. Replace with -  
 6: Fire!

### Lightly Damage

1-3: shaken  
 4-6: +1 on future damage

### Regular Damage

1-3: Lightly Damaged

4-6: Heavily Damaged, +1 on future damage

7+ Destroyed

## 1.9 E34

Name E34  
 Size Large  
 Type Mechanical, Bio Crew, Tank  
 Cost 6ip  
 Models 1  
 Armor 4/3/3/2

Assault: 4/3/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 2/-/-/- Die: 5+

Fear(6)

Forrester: moving through forrest cost 1 point (not 2)

### Main Tank Gun

Angle: \*/\*/\*/\* Range: 6 Armor Penetration: 3, Damage d6+3 when penetrating all armor

double barraled: may load up to 2 shots. But fire them one at a time

### 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 + - + -  
 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 + -  
 (fast) road + road + road

### Fire

- + Fire  
 - + Aim (stand still and slow only)  
 - + Load (stand still and slow only)

## Damage Tables

### Lightly Damaged

1-3: shaken  
 4-6: +1 on future damage

### Critical Damage

1: cannot move forward  
 2: -1 to hit, +1 to be hit  
 3: Rotates right in misc step 2  
 4: rotates left in misc step 1 and 3  
 5: Stuck turret: firing angle is now \*/-/-/-  
 6: Unit is set on fire

### Regular Damage

1-4: Lightly Damaged  
 4-8: Critical Damage, +1 on future damage  
 9+ Destroyed



## 1.10 Sniper Tank

Name Sniper Tank  
 Size Large  
 Type Mechanical, Bio crew Tank  
 Cost 8ip  
 Models 1  
 Armor 4/3/3/2

Assault: 4/3/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 2/-/-/- Die: 5+

Fear(6)

Forrester: moving through forrest cost 1 point

Camouflage[forrest] -1 to-be-hit

### Calibrated Gun

Angle: \*/-/-/- Range: 6 Armor Penetration: 2, Damage d6+3 to damage if a natural 6 is rolled for to-hit, +3 to damage if penetrating all armor

Armor penetration not reduced with distance

### Sniper rifle

Angle: \*/-/-/- Range: 8 Armor Penetration: , -1 Damage d6-1

Improves aim: +4 to hit, +2 to dam

May choose which unit in a unit base to kill if it kills 1 (or more) members.

### 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 + - + -

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 + -

### Fire

- + Fire (all weapons)  
 (stand-still) - + Aim  
 (stand-still, slow) - + Load

## Damage Tables

### Lightly Damaged

1-3: shaken  
 4-6: +1 on future damage

### Critical Damage

1: cannot move forward  
 2: -1 to hit, +1 to be hit  
 3: Rotates right in misc step 2  
 4: rotates left in misc step 1 and 3  
 5: Stuck turret: firing angle is now \*/-/-/-  
 6: Unit is set on fire

### Regular Damage

1-4: Lightly Damaged  
 4-8: Critical Damage, +1 on future damage  
 9+ Destroyed

## 1.11 AT-rifle

Cost 6cp to upgrade an all weapons in a infantry base  
 Required Infantry  
 Type Infantry 2-handed weapon  
 Angle: \*/-/-/- Range: 5 AP: 1, Damage d6-1

**Orders Gained** ["]

**Orders Lost** ["]

## 1.12 Deflection Field

Cost 4cp to upgarde 1 vehicle  
 Required  
 Type Mechanical upgrade  
 Assault Modification: - Assault AP: n.a, Assault Damage: n.a  
 Assault Deflection Modification: +6/+6/+6/+6, Deflection die set to 5+

**Orders Gained** ["]

**Orders Lost** ["]

## 1.13 Elk Bazooka

Cost 4cp to give 1 elk cavalry 1 bazooka  
 Required  
 Type 2 handed Special cavalry weapon.  
 Angle: \*/-/-/- Range: 3 AP: 3, Damage d6  
 The other unit in the unit base may threat any fire orders as throw.  
**Orders Gained** ['+ - fire', '+ - aim', '+ - load']  
**Orders Lost** ["]

## 1.14 SMG

Cost 1cp to upgrade all weapons on all units an unit base  
 Required infantry, Elk Cavalry, Eagle Rider  
 Type 2 handed infantry weapon  
 Angle: \*/\*/\*/ Range: 3 AP: , -3 Damage d6-3

**Orders Gained** ['(stand-still, slow, fast) fire(smg) + fire(smg)', '(stand-still, slow) load(5) + -']

**Orders Lost** ['aim + -', '- + aim']

## 1.15 Small grenade

Cost 1cp to give all members access to this weapon

Required Infantry

Type Infantry misc weapon.

Angle: \*/\*/\*/ Range: 1 AP: 1, Damage d6

Area(6+)

**Orders Gained** ['(stand-still, slow, fast) - + throw grenade']

**Orders Lost** ["]

## 1.16 Sniper rifle

Cost 4cp to upgrade weapon of 1 single elite unit

Required Elite Infantry

Type 2 handed infantry weapon

Angle: \*/-/-/- Range: 8 AP: , -1 Damage d6-1

Improves aim: +4 to hit, +2 to dam

May choose which unit in a unit base to kill if it kills 1 (or more) members.

**Orders Gained** ["]

**Orders Lost** ["]