

Chapter 1

Units

1.1 Mechanical Assault Spider

Name	Mechanical Assault Spider
Size	medium
Models	1 x Mechanical Assault Spider
Armor	[7, 7, 7, 7]
Victory points	12
All terrain cost 1 movement to enter	

Mechanical Assault Spider

Equipment: 1 x Rifle

Type: [mechanical, droid, walks]

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 7 Damage: d6

Assault Deflection: [6, 2, 0, 0] Die: 6+

Any number of supporting hits by this unit may increase AP by 1 instead of giving the normal +1 to damage.

Poison[6][1 for 2], Fear[6]

Good Shot: +1 to hit

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Damage Tables

regular

1-3: Light damaged[d6]

4-6: critical damage[d6]

7+: Destroy unit base

light

1-2: -1 to all assaults strength and deflection values (cumulative, minimum 0)

3-4: +1 on future damage

5-6: unit shaken

critical

1: -1 to-hit, +1 to-be-hit (ranged and assault)

2: Cannot move, loses fear

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3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire

1.2 Queen YY

Name	Queen YY
Size	large
Models	1 x Queen YY
Armor	[11, 10, 8, 7]
Victory points	48

Queen YY

Equipment: 1 x Acid Cannon, 2 x Heavy Rifle

Type: [bio crew, vehicle, mechanical, track]

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [4, 0, 0, 0] Die: 6+

Poison[6][1 for 1], Fear[8]

May also choose to retreat even if winning the assault. The enemy occupies the hex, wether it wants to or not...

Excelent shot: +2 to hit

You fire 2 independt heavy rifles in addition to acid cannon each fire order

If you have the order release poison cloud as an fireing option, you may place the poison cload[12] during any movment phase in any the hex you are in, including contested hexes for assaults

Acid Cannon

Range: 6 Angle: [True, True, False, False]: AP: 3: Damage:d6+d8 Psychic damage + d6 crew damage

On hit: apply Acid to target. In addition, if you hit target, place an Acid Clund[minor] at target hex

Heavy Rifle

Range: 4 Angle: [True, True, False, False]: AP: 3: Damage:d6-1

Damage Tables

regular

1-5: Light damage[d6]

6-8: Critical damage[d6], +1 on future damage

9+: Unit destroyed

light

1-4: +1 on future damage

5-6: Unit shaken

critical

1: -1 to-hit, +1 to-be-hit

2: Rotates right in agony 0 step

3: rotates left in agony 1 and in agony 3

4: only still available

5: unit is covered in acid

6: unit covered in acid x2

crew

10: Weapons Jammed

11-12: as 10, +2 to future crew damage

13: Crew Killed, unit destroyed

1.3 Assassin

Name	Assasin
Size	medium
Models	1 x Assasin
Armor	[0, 0, 0, 0]
Victory points	38
	Take-Cover[still,crawl][-3]

Assasin

Equipment: 1 x Rifle, 1 x Hide, 1 x Mortar 1A, 1 x Mechanical Imp

Type: [bio, elite, infantry, walks]

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [8, 3, 0, 0] Die: 6+

Cunning assault[1 for 1], Poison[12][1 for 2]

Flexible deflection die: any deflection result from elites may be choosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Good Shot: +1 to hit

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Hide

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camuflage[swamp][-1]

Mortar 1A

Range: 10 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Choose a hex within range and roll a die, at 5+ place a Poison & Acid Cloud [8, minor] at target hex. Place a Poison Cloud[6] at all hexes surrounding that initial hex

If you don't roll a 5+, move the target hex the result of the die, a 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.

Mechanical Imp

Mechanical robotic imps helps all models in unit base to reload it's weapons. Threat any weapons as always loaded.

Damage Tables

regular

1+: unit killed

psychic

6+: Unit Shaken

1.4 Dark Elf Infantry

Name	Dark Elf Infantry
Size	medium
Models	4 x Dark Elf Infantry
Armor	[0, 0, 0, 0]
Victory points	12
	Take-Cover[still,crawl][-2]

Dark Elf Infantry

Equipment: 1 x Crossbow, 1 x Hide

Type: [bio, infantry, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [1, 1, 0, 0] Die: 6+
 Cunning assault[1 for 2]
 Reroll all success in assault while crawling

Crossbow

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2
 Poison[6], minor acid

Hide

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

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If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

Hide action: remove your unit from the board, replace it with a hidden to-

ken. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camuflage[swamp][-1]

Damage Tables

regular

0-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

1.5 Scout

Name	Scout
Size	medium
Models	1 x Scout
Armor	[0, 0, 0, 0]
Victory points	2

Forward Position[2], Take-Cover[still,crawl][-3]
spot: detect enemy hidden units. See general rules

Scout

Equipment: 1 x Rifle
Type: [bio, infantry, walks]

Assault: [2, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [2, 1, 0, 0] Die: 6+
Cunning assault[1 for 1]
Reroll all success in assault while crawling

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Damage Tables

regular

0+: unit killed

psychic

3+: Unit Shaken