Turn

Turn

Each turn contains the following steps:

- Gunnery 1
  Apply damage

Trigger hex effect
- Movement 1

Pre assault retreat/abilities
Pre assault abilities

- Assault 1
  Post assault retreat
  Apply damage

Trigger hex effect
- Movement 2
Pre assault retreat/abilities

- Assault 2
  Post Assault retreat
  Apply damage

Trigger hex effect
- Movement 3
Pre assault abilities

- Assault 3
  Post assault retreat
  Trigger hex effect
  Apply damage

- Gunnery 2
  Apply damage

- Agony 0 (major acid, terror)

- Agony 1 (minor acid)

- Agony 2 (fire)
- Agony 3 (poison)
- Agony 4 (bleeding)
- Aftermath (remove smoke, etc.)

Multiple things may happen in same step, but they happen simultaneously. The exception is damage, where any damage taken is rolled in sequence. Roll damage in any order the attacker wishes, apply damage before rolling for next damage. But the effect of the damage in total does not apply before the apply damage step.

Build your army.

- A pure tank game consists of 24 industry points(ip)
- An infantry battle consists of 24manpower (mp), 24crafts points and 24xp.
- A standar game consists of 24industry points(ip), 24manpower (mp), 24crafts points (cp) and 24xp.
- An asymetric game consists of one side having 48ip and a combination of 6 points in mp, xp or cp, while the other team chooses between 48mp, 48cp and 48xp and 36mp, 36cp, 36xp and 12ip.
- In advanced games, add 24command (com) and 12mp for each side.

Industry represent heavy equipment production. Tanks and vehicles. Manpower: Represent the manpower needed to form infantry and cavalry. Craft points represent small arms production, and which is hand crafted. XP represent extra training, and taming of fantastical creatures (Command: gives you officers, officers abilities and engineering etc. Advanced games only. Not yet implemented.)

Build your army in any way you like, as long as the total cost is less than the total amount of points. Infantry, and some cavalry and special units may be upgraded with xp and crafts points (and command). Each upgrade has it requirements. Some upgrade the entire unit base, while some only upgrade one model.

A unit base typically has 1,2 or 4 unit models. A unit base can be upgraded with as much as you like as long as you have the space on your model. Unless otherwise stated, an infantry unit base may have

- 1 twohanded weapon or 2 onehanded equipment (such as heavy musket, pistol&shield . . .)
- Any number of independent equipment (such as grenades, gas-masks, wings. . .)
- A unit base may have a maximum of one unit-base weapon. (hand-held cannon)

Unless otherwise stated, the standard weapons of an infantry is a 2handed weapon

Each model of the unit base can fire it's weapons independently, and you add assault dice to the assault die pool for each unit. But all models of a unit base gets the same order, and share the same damage table.

Elites typically upgrades 1 regular model, which then replaces the regular model in the unit bases. Weapons upgrades and aditions either replaces all weapons in all models in a unit base, replaces the weapon of a single model (typical elite), or the weapon is shared by the entire unit base not replacing the normal weapon. However normaly you then must choose between firng a unit base weapon or the normal weapon of the model.

In some cases some equipment reqiuers an elite and the cost is typically for one

weapon and only one elite in the unit base gets that weapon. However, as long as you have more elites left in the unit base, you may pay the price multiple times to equip as many as you like with elite weapons.

Shared weapons: Unless other wise stated, if a unit is given a shared weapon, the unit may fire the shared weapon a single time, OR fire its normal weapon. When firing the shared weapon, apply to-hit modifiers of the best model in the unit. Regardless which weapon you fired, threat any weapon as unloaded after firing with either a shared weapon or the standar weapons of the models in the unit.

The requirements and cost of both model replacements and extra equipment should be clearly stated in the army list.

Huge units

Any huge unit is seen from long distance. Thus, if your army includes any huge unit, you must tell your enemy about which huge unit you include before the enemy builds its own army. Thus the enemy has some time to prepare.

Terrain

This game is played on a hex-based map. Each hex contains a given type of terrain, some blocks line of sight and hinders movement and gives cover. For the last, see to-hit table under the fire section.

It is also possible that smoke, entrenchements etc. modify the default terrain.

For movement and line	of sight, se table below:
Clear	No modifiers
Mountains	walks: enter at 3+, tracked and wheeled: cannot enter
Hills	enter at 2+.
Forest	walks: enter freely, tracked and wheeled: enter at 2+
	Level 0 blocking terrain
Burned Forrest	Level 0 blocking terrain
Ruins	Enter freely. Does not block line of sight
Rough	Enter freely. Does not block line of sight
Sand Dunes	Enter at 2+. Level 0 blocking terrain
Advanced terrain	
Swamp	medium and smaller enter and exit freely.
large an	d huge: enter at 2+
	Units with track or wheel in description may get stuck,
	exit: 3+
	Does not block line of sight
Building	Infantry enter at 2+
	any other type cannot enter without a special rule. Level 0 blocking terrain.
Road	If moving from a road to another hex with road, movement is always freely.
Smoke	Blocks line of sight
	Removed in aftermath. (place two smoke markers, remove 1 in each aftermath)
River	enters at 4+
Water	1 movement point to enter for ships, floating or flying
	(and can only be entered while flying). Cannot be entered by any other way.

If a unit tries to enter a difficult terrain hex, roll a die. If you don't roll below the requirement, do not enter the hex but stay in the hex you are.

Line of sight between two hexes is blocked if it crosses over a hex of blocking terrain with a height level equal to or greater than both of the two hexes, or if it crosses over a hex of height heigher than both hexes. Treat any blocking terrain of lower height to create two blind hexes. Line of sight can not be traced to the blind hexes BUT can be traced beyond that.

Terrain also provide cover, which is given in the to-hit table later.

Flying Count as being at height level 2.

Stacking Limit:

One hex may maximum hold either up two 2 units if at most one of them is large, or 1 huge unit. Flying units have the same stacking limits, but while flying is independent of stacking limit on ground. A flying unit may even share a hex with an enemy.

If trying to enter the same hex with MORE than that simultaneously, all from within same team/faction, then all units trying to move into the hex stay put. If done on purpose by the commander, they are also *shaken* (se unit abilities and conditions) next turn.

Building battle ground.

Scenario: ENTRENCHED!

For a standar game:
7x9 hexes.

The battlefield is diveded into three parts:
NoMansLand: 2.5 and 3 middle hex rows
Side 1: 2,5 and 3 hexes closest to side 1 of the board.
Side 2: 2,5 and 3 hexes closest to side 2 of the board.

NoMansLand cannot contain any blocking or advanced terrain. Each side may design it's own terretory as you wish.

Setup

Blind Setup: Place a GM Screen (or something) between each side. Set up your units without know how the other side has set up. Set up simultainiusly. Place units in the hexes 2.5 and 3 hexes from the edge of your side. Remeber to give them the appropriate starting speed as you see fit.

Victory Condition

Choose which style to play:

1. Friendly match

All enemies are eliminated!

2. Tournament style: FIXED TIME

After a fixed amount of time, finish your last turn. However, do a special end-phase: Repeat agony phase 0 to agony phase 4 for all units until either a unit does not have any continues damage are gone OR the unit is killed. Units with healing or repair abilities may apply these in these end-phases. In addition, move shaken units a number of turns until they are not shaken any more.

After a fixed amount of time, each player scores points according to the following:

6pt for each destroyed enemy IP
2pt for each destroyed enemy MP, XP and CP
3pt for each crippled enemy IP
1pt for each crippled enemy MP, XP and CP
-3pt for each destroyed IP from your own team.
-1pt for each destroyed MP, XP and CP from your own team.
+16pt bonus if you won the match (ie, score more points than your enemy from

the above points)

Only totally destroyed units counts as destroyed. A unit with only one model left AND a number of +1 to future damage token equal to half (rounded down) required to kill the last model counts as crippled. Note that you get points for crippling your enemy but lose none for your own crippled units. Note however that in the rare case units flee off the battlefield, they count as crippled.

Thus normally: An infantry unit with 1 out of 4 models standing counts as crippled since it requires only 0 or 1 to kill the last model. For tanks you normally need about 9 to kill the unit. Thus a tank with +4 to future damage counts as crippled.

Both the winner and the loser record points. This is now called Match Victory Points (MVP).

The tournament victory points (TVP) are calculated as follows:

$$TVP = (|MVP|)^{0.5} * MVP/|MVP|$$

sdf

Note that both players get more points by destroying each other. Thus it is possible that a loser of one match scores more points than a winner of another match. This rewards playing aggressive.

Orders

Give each unit base at least one movement order and the number of fire orders dictated by the unit stats. At any time you should have orders 1 round of orders ahead of time. For most units, this means you should have 1 movement order and one fire order on the table when making a new order. Then, after setting up orders, you should follow those orders.

Action are ordered in advance, and in principal everything in one step is done simultaneously. However, if the orders include choices as for example who to fire at etc. and that choice depends on what the enemy choice is, then resolve it as follows: Any unit which MAY enter an assault depending on the choices it does in movement (if existing), declares whether it want to enter an assault or not. The ones not entering assaults must choose first, and the ones entering assault second, and they must then enter assault (if possible). If there are still choices which depends on what the other chooses, the ones choosing last according to this table. The highest rank choices last:

Spartan
Elf
Dark-Elf
Dwarf
Gnome
Ork

Movement orders are dependent on whether you are fast, slow or stand-still (or possible other as special rules).

Movement orders may for example be: (fast) F, F, -
(fast) F, L, -
(fast) F, B, - -
(slow) A, F, -
(still) -, -, -

Each unit has a set of available orders. Code:

- F = forward

- R = rotate one click right

- L = rotate one click left

- B = brake, change to one speed slower.

- B[X] = as brake, but set speed to a special case, described by a X.

- A = Accelerate, change to one speed faster

- A[X] = As accelerate, but set speed to a special case, described by a X.

- Rev=reverse

- D=Drift: Move 1 hex in any direction, regardless of facing. But do not rotate the unit.

- $-$ = no action

- Chase: move towards nearest enemy.

- Follow: Are only available through special unit ordering other units to follow, and all units under these orders move one hex closer to this unit. If multiple units are odering units to follow, you can chose which to follow.

- 360^0: rotate in any direction you want.

- Flee: Move in any hex you like as long as you move further away from the enemy. If no such hex is available, move to a hex which is not closer to the enemy If still no such hex is available, let your enemy move your unit to any hex he/she likes

- Road: Move along the road. Facing is always along the road.

Any order divided in 3 happens in movement step, where the first is executed in movement 1, the second in movement 2 and the third in movement 3. If Two different letters are separated by + instead of a comma, they happen in same step. For example:
-360^0+A, F, F

Would read you could rotate 360^0 and accelerate in first movement, and forward in movement 2 and 3.

Gunnery orders are for example:
-, Aim
-, Load (still)
-, Fire
Aim, -
Load, -
Fire, -
Spot, spot

Default Gunnery: -, -

The first is executed in gunnery 1, the second in gunnery 2. Some orders are only available during one or more specific speeds/movement modes. If a movement triggers a change in speed, it is possible that the first gunnery order (part 1) is not allowed, but part 2 is. If a unit brakes and goes from fast to slow, gunnery part 1 does not allow gunnery orders associated with slow but gunnery part 2 do.

If an illegal order is given, do the default order instead.

Load: loads weapon. A weapon cannot fire without a load token available. Some weapons may load more than one ammo per loading. It is then noted as load[2] or load[5]
Aim : optional: +2 to hit. Last 1 round, and may only be used versus targets within line of sight from the original hex where the aim was issued
Fire: fire at an enemy within line of sight and within a legal firing angle of tank.
Spot: try to reveal a hidden unit. Roll a normal to-hit as if you where shooting. If successfull the hidden unit is revealed.
Default: -

The speed of the unit may restrict what options are available, which is given in paranthesis. For example
(still) load, - means this unit only can load while standing still.

If, for some reason or another, the given order for one step is not allowed, it does nothing.

Important, unless otherwise stated, a unit MUST not fire at any target if it does not wish to even if you give it fire orders. This may be the case if you want to save the ammo for a better shot later.

Angles

All units are always facing one specific direction, noted as forward. Then all units has a front, front-side (Right), frond-side (left), back-side (Right), back-side(left) and and back angle.

Some values and stats depend on the angle you are using. All stats dependent on angles is divided into 4, separated by /-symbol. The first entry is front, the second is front-side (both left and right), the third entry is back-side(both left and right) and fourth is back.

Firing angles: * indicates firing angle is allowed, - indicates firing with that weapon is not allowed in that angle. Anything going to the front hex-side is considered in front, and anything tracing line of sight through side-front hex-side is considered front-side etc. Shots directly inbetween front and front-side are considered on-edge of firing angle, and can be used but at a penalty (see to-hit table).

*/-/-/- Can fire in front only
//*/* Can fire in any direction

Armor: Use the armor value which your target is using. 4/3/3/2 has 4 armor in front, 3 in front-side, 3 in back-side and 2 in back.

Any shot where line of sight can be traced through the front of the target is considered hitting the target in front and so forth. If a shot can be traced on the exact border between two angles, the attacker may choose where to apply the hit.

Any stat which is not divided in 4 groups is assumed to be identical for all 6 angles.

Fixed Weapons

Some models, instead of having onr raotating gun have multiple guns pointing at different dirrections. In this case, each gun is treated as only being able to fire in the given direction, but when the weapon system is fired, all are fired simultainiously at different direction. In this case a number indicated the number of shots/weapons being able to fire in the given dirrection.

For example
x2/x1/x1/- indicates that the unit may fire 2 times in front, one in front-side left, once in front-side right, once in back side right and once in back side left.

ps! All units are symmetrical with respect to left and right!

Fire

At firing orders, you may roll a die to see if you hit any enemy whish you can trace line of sight to.

Basic to-hit: 5+

Modify it with the following modifiers:

	to hit,	to be hit	special
Speeds			
Stand still	+1	+1	
Crawling	+1	+1	
Rest	+1	+1	
Setup speed	+1	+1	
Slow	0	0	
Fast	-1	-1	
Flying	-1	-1	(stacks with speed)
Terrain			
Smoke	-1	-1	
Forrest	0	-1	Grants Evation(-1) for any unit with take cover bene
Burned Forrest	0	-1	Grants Evation(-1) for any unit with take cover bene
Building	0	-1	Grants Evation(-1) for any unit with take cover bene
Ruins	0	-1	Grants Evation(-1) for any unit with take cover bene
Rough Terrain	0	-1	Grants Evation(-1) for any unit with take cover bene
Sand Dunes	0	-1	Grants Evation(-1) for any unit with take cover bene
Orders			
Aim	+2	0	(aim bonus last 1 round. If not applied next turn)
Range			
Point-Blank	+1	0	(range =1)
Normal range	0	0	(within weapon range)
Long range	-2	0	(within max x2 of weapon range)
Angle			
On-edge of firing-angle	-1	0	
Size			
HUGE	0	+1	
unit abilities			
Good Shot	+1	0	
Excellent Shot	+2	0	
Superb Shot	+3	0	
Bad Shot	-1	0	
Crap Long range	-1	0	To-hit penalty at long range.
Steady	+1	+1	
Camouflage[terrain]	0	-1	when unit is in given terrain
Take Cover[speed, -N]	0	-N	When in given speed, stacks with speed. grants evation(-1) in s
Elusvie[speed, -N]	0	-N	

	to hit,	to be hit	special
Optimal at point blank	+1	0	Firing at enemies at point blank range only
Weapon abilities			
Enhanced Accurazy	+1	0	

Roll an open ended d6 for to-hit.

Open ended dN.
-If you roll a N to hit, you may roll another d6. If you roll above 4, add one to the original result. Keep rolling dice as long as you roll above 4.

Example: open ended d6: You roll a 6, then a 5 and you may roll another die. That ends up a 6 again. You roll another die and you roll a 3. The result is 6+1+1=8.

On-edge hexes:
The firing vehicles decides which hex side the shots come from and enter into. However, employing hexes at the edge of it's own firing angle gives a to-hit penalty.

Area To-Hit:
Area(n+): roll 1 die per enemy model in hex. Apply damage per success.

Damage

If you hit, roll for damage. Apply the following modifiers to Armor Penetration (AP) and damage:

	AP	Damage	special
Range			
Long Range	Half(rounded down)	-1	(within max x2 of weapon range)
Normal Range	+0	+0	(within weapon range)
Point Blank	+1	+1	(Range=1)

Unless the damage is of a specific type, any specified damage is regular damage, and follow these rules:

Armor

Before you roll damage, roll armor penetration first. If unit does not have armor, skip this step, and threat shot as penetrated all armor.

Roll (Armor - AP) number of dice, minimum 0, where Armor is the armor of the target unit from the side you hare firing from, and AP is the armor penetration of the weapon.

	Number of armor dice	Success
$AP \geq 0$	A-AP	5+

For

- 2 or more die above 5, the armor prevents all damage
- exactly one die above 5, roll on damage with a -3 modifier
- 0 die above 5, roll on damage normaly.

Roll the amount of damage indicated by the weapon, modified with the folling

	damage modifier
armor	
Blocked by armor	$-\infty$
Partly blocked by armor	-3
Penetrated armor	0 (some weapons grants you +3 here)
previous results	
Previous damage	+1 per token
range	
Long range	-1

	damage modifier
Normal range	0
Point Blank	+1
Unit resistances	
XXX Resistance N	-N if damage type matches resistance.
	(damage type is regular if unspecified)

Damage Table:

Compare the result with the regular damage table of the unit. Any result less than the starting value of the damage table counts as no damage. Else, read of the result and apply the damage from the damage table.

Whenever a model in one unit dies, half previous bonus to damage round down. If a model dies from poison, remove the poison afterwards If a model dies from bleeding, remove the bleeding.

Assault

If two or more units from different team/faction tries to enter the same hex simultaneously, use ASSAULT rules. Assaults also is conducted if two or more units from different teams try to enter each others hex. Ie they are facing each other and both moving forward.

- Before any assault, any unit which has the ability to retreat before assault have the option to do so now. This includes ALL other pre-assault retreat abilities, such as Fear.

In the case where units facing each other are all moving forward, there might be two or more equally valid ways to conduct the assault. In this case, the team with the heighest melee skills determine which hex (or hexes) are being faught over:

Spartan
Dark_Elf
Ork
Dwarf
Elf
Gnome

The one gaining the advantage of the assault enters the hex it tried to enter, and disadvantage is forced out of the hex, it then retreats. If one with disadvantage was stationary, it moves out of the hex in the backward direction. If the disadvantage was trying to enter a hex, it stays in the hex it was before trying to enter the hex.

If trying to retreat into a overcrowded hex, or an enemy, or an impassable hex, retreat to the closest possible hex, with the one controling the unit deciding where. If, in the rare case you are completely surrounded by enemies, conduct another assault into the hex you normaly would have reatreated to. If you tried to enter a hex, and failed to do so, but the hex you where before is occupied by the enemy, or becomes overcrowed by your own units, treat it as retreating to an impassable hex: thus move to the closest possible hex. If you are at the edge of the battlefield, the unit gains stuborn trait. Which means that the unit is never forced to retreat from a hex it previously occupied, and it is the other unit which retreats instead.

If more than Stacking Limit number of units enters the hex after winning an assault, all winners are also shakened as if trying to move into a hex with friendly units only. Also, note that a maxium of 2 units may contribute it's firepower.

In any way, during a retreat, the loser may rotate to Left or Right or 180^0 if you wish as part of the retreat. This is to make retreated unit able to flee the assault if it wants to.

Assault: Each model have the followint stats for hitting the enemy in assault:

Number of dice, to_hit, any Damage modifiers.

Facing : Use front assault values and armor for units entering the hex, with the exception, when reversing into an assault, set facing = back. For stationary units being assaulted, use assault and armor from the side which it is assaulted from. If being assaulted from more than one side, choose one. This unit may only deflect hits from this side.

Multiple Units: add all dice for up to stacking_limit number of unit bases, roll separate dice if necessary, both if the different units have different to_hit value for the assault and if they have different damage output. It may be the case that some units involved have better damage, it is then necessary to track which unit did hit and which did not. If you for example have an orc-warhero with a flaming waraxe in a mix with 3 ork-grunts, roll all dice for the warhero with red dice and the grunts with blue die. If a red die hits, you may employ the flaming waraxe special damage, but if only blue dice hit, you may not.

Similarly as for assault, some models may have assault deflection and is given in the stats of a model by Assault Deflection: Number of dice, to_hit
Apply front/front-side/back-side/back values as appropriate similar to the assaults. Add the number of dice for all unit involved in the assault, roll separate dice if they have different to_hit stats. Each succuessfull deflection remove one successful assault from the enemy. However, the one with advantage in the assault chooses which hits to deflect.

A good practice is to roll assault and assault deflections simultanieously but with different color. Choose for example green die for deflections.

Whoever rolls the highest number of successfull assaults (after deflection) gains the advantage. If equal, use Nation assault winning-power order.

Spartan
Dark_Elf
Ork
Dwarf
Elf

It is the one who have the advantage of the assault which are preveliged to choose which enemy hits he deflects, and which of his own successes are deflected.

Now, both sides, both the disadvantage and the advantage applies assault success to the enemy. Assault successes are either damage or support. You start of by distributing the damaging hits, up to a maxium one damaging hit to a unit base per alive model. Further hits are applied as support to any one ore more damage roll. Keep track of which hit are from which source. Support gives you +1 damage to the result per support given, and only damage rolls potentially causes cassualties.

Thus, if you have ONE attack which is far stronger than other attacks, it's wise to gain the advantage so that you make sure that that attack does not get

deflected.

For each damage hit, apply damage similar to ranged combat. Apply assault damage, roll for assault AP versus armor, add any special effect and roll on the damage table of the unit.

Example:

DarkElf: Tank + a infantry base with 4 models: total 9 assault dice with success at 5+ and 11 deflection dice with success at 6+
Elf: Tank + a infantry base with 3 alive modles: total 8 assault dice wth success at 5+, but no deflection.

DarkElf rolled 5 success and 3 deflection
Elf rolled 6 successes (3 from E34 and 3 from infantry)
DarkElf scores 5 hits and elf score 6-3 = 3 hits. Advantage DarkElf

Thus the DarkElf gained the advantage, and chooses to deflect the 3 attacks from the tank (they may or may not be nastier in the real game). The elf choose to assign 3 damaging scores from his infantry to the enemy infantry, since he suspect that the DarkElfs armor is good enough to protect it. Might as well kill some infantry in the process. The Darkelf choosed to assign 3 damaging scores to the infantry and 1 damaging + 2 support to the tank, in hope of doing some damage. Thus the attack on the tank gets +2 to damage.

Rolling for damage:
Elf rolls 3 times on infantry damage table, but manage to kill only 2 models. Dakr Elf also rolled 3 times on infantry damage tabale, but managed to kill all 3 infantry. Then he roll for damage once versus the Elf's tanks, but the elf's armor provides to difficult to penetrate.

Then the Elf retreats from the hex, but atleast it's tanks is unharmed.

If in the rare case that unit does not to real damage in assault, but does only psycic damage instead, and this unit is mixed with units that does real damage, threat real and psycic as seperate entries with respect to distributing damaging and supporting hits. Thus you may roll one real damage PER enemy model in unit base in addition to one psycic damage PER enemy model in unit base. Units with real damage support attacks from real damage, while support from unit with psycic damage support attacks with psycic damage. If a model does both regular and psycic damage, support gives +1 to regular damage and +1 to psycic damage.

Examples: Standard Tank
Assault: 4/ 3 / 3 /2 5+: -1 on AP, damage d6-1.

Deflection: 2, 5+ / -, - / -, - /-, - :

This tank rolls 4 dice which hits on 5+ when assaulting a hex, and also when being assaulted from the front. Then it also gains 2 deflection die. If this tank is stationary and is assaulted from the sides (front left, front right, back left, back right) it only gets 3 dice and no deflections.

Special Damage types

Unless otherwise stated by the weapon, any weapon has regular damage. Some weapons and effects may have special damage in addition or instead of their normal damage.

Generic damage types will be noted by the following in weapon stats:
- [type] damage[dN] For example, a weapon may have Psychic Damage in addition to regular damage.

If so, and if the target has a damage table of name equal to the type of damage, roll a dN on that damage table. For example if you have - d6 psycic damage Roll a d6 on psychic damage table of target. If the target don't have a psychic damage table, the unit is immune to this damage.

Some special damage types are listed below:

Fire damage:

- Does not ignore armor
- Ignore regular damage resistances
- Reduce damage by fire resistances of target
- Apply bonus to damage based on the number +to future damage tokens
- Apply damage to the regular damage table.

Most fire damage comes from the 'set on fire' ability of weapons, which is a continius damage.

Acid: (roll by enemy)

- At agony step 0, roll a die:
  at 1-: Downgrade from acid to minor acid.
  at 2 : +1 to future damge
  at 3 : as 2, and place a poison & acid cloud [4, minor](4+) at hex.
  at 4: As 3, and if unit has armor, it is reduced by 1 (all directions)
  at 5 : As 4 and unit is set on fire.
  at 6 : Roll twice on this table.,

- If you happen to get two (or more) downgrade in same round, you remove acid instead of downgrading it.

- If not removed, roll again next turn.

Minor Acid:

- At agony step 1 roll a die, at 3+, unit base gets +1 on future damage. At 2-, remove minor acid

Contnius Fire Damage

- At agony step 2, roll a d6.

- At 1, the fire stops and do no damage. Remove the fire from the unit.

- Otherwise, that unit take that much fire damage, ignoring ALL armor.
- Reduce damage by fire resistances of target
- Apply bonus to damage based on the number +future damage tokens
- Apply damage to the regular damage table.
- Ignor regular damage resistances
- If a 1 was not rolled, the unit continues burning next round.

Poisoned[n]

Only biological units affected (with BIO in type). All other types ignore poison.

- At agony step 3: Roll a dN (d4, d6, d8, d10 or d12) on regular damage.
- Ignore armor and regular damage resistances
- Reduce damage by poison resistances of target
- Apply bonus to damage based on the number +future damage tokens
- Apply damage to the regular damage table.

If poison DID not kill a model of the unit, downgrade poison by one step (12 -> 10 -> 8 -> 6 -> 4 -> NONE) However if it did, remove that instance of poison from unit.

Bleeding:

- At agony step 4: Bleeding[n]: roll a dN.
- If you get 1, remove the bleeding with no effect.
- Ignore armor and regular damage resistances
- Apply bonus to damage based on the number +future damage tokens
- Apply damage to the regular damage table, with the exception that bleedid does not cause more bleeding.
- If bleeding kills one model, remove this bleeding effect.

Unit Abilities and conditions:

Evation[-1]

Modified the success of an area of effect. For example, an Area(5+) effect will no be an Area(6+) effect. Furhter, an Area(6+) will now be an Area(7+), where you use the open ended d6 rules to get 6.

Take Cover[speed, -N]

When unit is in given speed the unit is considered taking cover and gets -N to be hit, as indicated by to-hit table. Whenever this condition apply, the unit gains improve evation[+1]

Forward Position[N]

At setup this unit may setup upt to N hexes away from normal setup area.

Pre-Assault retreat[N+]

In pre-assault phase you may roll a die. At N+ you may retreat before the assaults starts. Treat this as a regular reatreat but give or take no assault damage. If speed is currently at stand-still it become slow afterwards. This ability may only be used if the hex retreating into neither becomes overcrowded, is an illegal hex or contain enemies.

The unit base have this ability if atleast one model in the unit has this spesicial ability.

Stuborn

After loosing an assualt, if you occupied the hex you where fighting over in an assault before the assault, you never retreat, and the enemy retreats instead.

Terror[range=n][dN]

In agony 0, roll a dN psycic damage on any enemy unit within range of this unit. Half number of dice rounded down from all enemy shaken unit bases entering assault with you. Your enemy chooses which dice to remove if they represent different attacks

Fear[N]

In pre-assault phase, roll a dN on psychic damage for each enemy unit base which has a psychic damage table (ignore armor and regular damage modifiers) Half number of dice rounded down from all enemy shaken unit bases entering assault with you. Your enemy chooses which dice to remove if they represent different attacks

Cunning Assault[1 per N]

For each N assault successes assigned to one unit-base (from sources with this ability), do one light damage[d6].

Thus, for example Cunning Assault[1 per 2] would allow you to do d6 light damage if you hit it the unit two times, in addition to the regular damage. Note however, that light damage only does damage versus unit with a light damage table (vehicles only).

This represent any cunning way to take out heavily armored units in assaults, where regular hits would do little damage.

Burst(N)

This weapon can have, and must be loaded with N ammo to be fired. However, when the weapon is fired, it is fired N times (per model) at the same enemy unit base.

Limited Ammo(N)

This weapon may be fired a maxium of N times in a match. Many of these weapons are allways treated as load special, but it only works as long as the total number of times used is less than N.

Set on Fire, ranged weapons

If target is hit atleast once by a ranged weapon with this special ability, target is set on fire. See continous damage. If already on fire, apply another fire token.

Set *on* **Fire**, assault weapons

Any unit base hit atleast once in assault by a unit with this special is set on fire. See continous damage.

(minor) Acid, ranged weapons

If target is hit by a ranged weapon with this special ability, apply (minor) acid to target. See continous damage. Apply one (minor) acid per hit.

(minor) Acid[1 for N], assault weapons

Apply one minor Acid to an any enemy unit for each N successfull assault hits. If N=2 this means you may place one minor acid token for every 2nd successful assault die you do. For Minor acid, see continoius damage.

Poison[N], ranged weapons

If target is hit by a ranged weapon with this special ability, apply Poison[N] to taget unit. See continous damage. Apply one Poison[n] per hit.

Poison[M][1 for N], assault weapons

Apply one Poison[M] to an enemy unit base for each N successful assault hits. If N=2 this means you may place one Poison[M] token per 2nd hit. For poison, see continous damage.

[type] **Resistances**[n]

Reduce damage by [n] from damage of given type. Default type of any shot is regular damage. Other types are always specified.

Regular: any damage rolled on regular damage table of unspecified type. This does not include damage from any other type.
Psychic : any damage rolled on psychic damage table.
Poison : any damage rolled by poison effect
Fire : any fire damage rolled

Any other resistance may be added in future. It then is effective only versus the spesific damage type. Damage type is either regular damage, or explisitly given by the firing unit or effect.

Shaken:

Shaken: when first shaken, place two shaken tokens. If further shaken is placed on a unit which is allready shaken, place only one. One shaken token is removed during each aftermath. While shaken a unit carries out the default order for movement, and do no actions in fireing pahses. For vehicles and robots this represent temporarily mechanical problems.

Replace all movement orders with the default for the given speed (given in unit description), and no orders for gunnery action while shaken.

Misfire[N-]

Before using any fire action, roll a die. At N- (N or below) replace the fire action with a do nothing action. (thus this action does not spend any ammo if it misfires)

Jammed

Cannot fire any weapon while jammed. Requires an 'load' action to remove.

Hex based effect.

Hex based effects are triggered in all 'trigger hex based effects' steps. When placing Clouds, smoke or fire on a hex for the first time, place two markers of the given type. Otherwise, place only one. Hex based effects are not cumulative. However the effect of acid, fire and poison on units are cumulative with both itself and each other. In case of poison clouds with different strength, apply the strongest if overlapping.

Follow the instructions for each hex based effect

Poison Cloud [N]

Area(6+): roll 1 die per model in hex. At 6+, apply a poison[N] to target, and do dN in crew damage. Note that

Acid Cloud [Minor]

Area(6+) roll 1 die per model in hex. At 6+ place a minor acid on the unit base.

Acid Cloud [Major]

Roll a die per unit base in hex. At 6+ place a regular acid on the unit base.

Poison & **Acid Cloud** [N, minor/major] = poison Cloud[N] + acid Cloud [minor/major]

Hex on Fire
When setting a hex on fire, place a smoke and fire token in the hex. When encountering a fire, Roll 1 die per unit base, at 6+ set that unit base on fire.

AFTERMATH:
Remove one Cloud or smoke in each hex

Remove one fire token in a hex and replace any forest in such a hex with rough terrain.

Remove one shaken token from each unit base.