



**AETHERVERSE**  
**The Infinite Miniatures Wargame**  
**2<sup>nd</sup> Edition**

Alpha Release: Core Rules  
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*This document has been optimized for tablets and other electronic viewing formats, including a full set of bookmarks. You can open the Bookmarks tab on your tablet or PDF viewer to easily navigate the various sections of the rulebook.*

# Introduction

## What is Aetherverse?

Aetherverse is a tabletop sci-fi wargame first published in 2004. The concept of the game was to create a sort of “universal” rules system that players could use to create and play with armies sourced from any of the many miniatures manufacturers on the market. While this had been done before in a generic sense, the design of this system can be used to build armies that have real *character* rather than just being a collection of numbers.

## What’s the game like?

Designed to be fairly fast-paced (the 2nd edition cuts the required die rolls down by at least 25%), the game is a mass skirmish level wargame (20-100 models in an army is sort of the “core” target). The system uses a “weighted random” activation system which keeps both players active during the course of a game turn (rather than a clumsy system in which one player does everything while the other sits and watches) and allows for true tactical movement such as feints and outflanking maneuvers.

## Why a Second Edition?

It’s been a long time since the original was published, and now is a good time for a revision: the advent of Kickstarter has made it a really great time for miniatures collectors, so there are a lot of people out there making excellent minis that may not necessarily have a rules

system to go with them. By publishing the 2<sup>nd</sup> Edition of the rules now, we can provide those minis a “home” along with all the other great mass-produced miniatures from the more major manufacturers.

## What is the background setting for the game?

From the First Edition Rulebook:

*Ætherverse is a tabletop war game of infinite futures. Set in a time when the existence of parallel universes has been shown to be true, Ætherverse provides you with a limitless backdrop against which to fight out battles between armies and worlds of boundless possibility. No matter what wars the future holds in your imagination, you will be able to play these out on your tabletop.*

*These futures come from infinite pasts. In some dimensions, the Roman Empire never collapsed, instead growing to conquer the western world and expanding into space. In others humanity evolved along a slightly different path, and in some primates were not the species to become dominant on Earth. Some futures have humankind being wiped out by an alien race or, worse, by their own warmongering ways.*

*There have been many times in history in which human existence hinged upon a single decision. In some dimensions, the decision was wrong. There have also been times in history in which a single decision set civilization back hundreds of years. In your own created future, perhaps the right decision was made and Earth’s technology leapt ahead of anything we’ve yet to even imagine in our present day.*

*You are free to use whatever your imagination creates.*

# The Æthervverse

It is the year 2364. War rages across the Æthervverse. Armies open gates between parallel universes and fall upon the worlds within. They come in search of resources, plunder, or slaves. Worlds raise what defense they can: some technological, some diplomatic, and some even attempt to turn back invaders through more mystical means.

Some succeed.

*It is the year 2312. Temporal and quantum scientists have been working feverishly for the last 10 years. A decade ago Doctors Jamie Garber and Manuel MacLear finished work on a device that allowed them to bring matter into existence seemingly from nothing. Studies determined that the device had succeeded in importing the matter from a parallel universe. After the shockwaves rippled through the scientific community, work continued. Today a Garber - MacLear Device (GMD, or GM Gate) theoretically able to transport 12 people into another universe stands ready.*

Worlds that have made contact with those in other universes call upon the aid of these worlds, empires, and conglomerates. Some aid in the name of peace, others for greater glories, and others for profit. Campaigns of conquest and liberation rage across multiple universes, sometimes spilling over into worlds that have the bad luck to be located “close” to the universes involved. Entire worlds find themselves enslaved or destroyed as the struggle continues.

*The first test of the Garber-MacLear Device was successful. Taking place on a remote island in the Pacific Ocean, a transdimensional gate was opened and the twelve chosen representatives of humanity walked through. They came out the other side and found themselves standing on... a remote island in the Pacific Ocean. The energy discharge from the portal was detected by the natives of this new world, and soon an air transport landed. They discovered that they spoke the same language and were of the same culture.*

*Arrangements were made for further discussions, and the first transdimensional trade and scientific treaties were signed.*

While war rages across countless worlds, there remain thousands if not millions of universes untouched by war and undiscovered by others. The Æthervverse is difficult to chart and even more difficult to study, but a council called the Æthervverse Exploration Committee (AEC) was founded by a number of the more advanced civilizations to have made contact with each other. The role of the AEC is to explore, record, and catalog as many universes and their occupants as possible. With this data, the AEC prepares plans to contact more advanced worlds and invite them to take part. For less civilized or advanced worlds, the AEC simply sets up observation posts to watch and monitor their progress.

*The second test was attempted 63 days after the first. Confident that the device wouldn't explode and cause massive destruction, they performed the second test a little closer to shore. As before, the energy surge was detected and contact was made. However, the group to make contact with them did not speak the same language. It took some time making gestures and such before one of the scientists figured out what the other group was speaking: Latin.*

*In this universe, the Roman Empire had never fallen.*

The AEC's board is made up of ambassadors and representatives from governments of member worlds. Other organizations, operating outside of any government regulation, have begun their own universe-spanning operations.

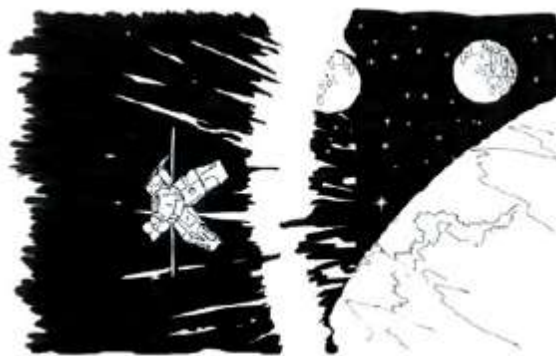
Corporations such as TransVerseCo open trade lanes between universes, mining resources from low tech or uninhabited planets and taking them to worlds where

these minerals are rare. Most of these corporations have their own security forces to protect them, both from the inhabitants of planets they might be exploiting, and from raiders intent on stealing their goods.

*The third attempt at transdimensional gating was attempted another month later. This time as soon as the scientists stepped through the portal, it shut down. No cause was determined and no contact was ever able to be made with the scientists or that universe again.*

*20 years later, the war came.*

Today the war continues. While the first invasion was beaten back, the technology had fallen into the hands of those that would conquer. The technology spread through peaceful means (scientific exchanges) and through war (captured devices). This is the state of the Ætherverse: the never-ending threat of war.



## Classifications of Universes

**Alpha (A).** An Earth very similar to the universe familiar to the creators of the original Garber-MacLear gate. Earth is inhabited by an advanced and stable human culture that has achieved some form of long-range space flight. Alien contact has often been achieved.

**Beta (B).** Society in this universe is slightly less stable than in an alpha universe. Earth is inhabited by a human culture, though the society is often fragmented, warlike, and divisive. Space flight may have been achieved, but is limited to Earth and near-Earth flights. Often less scientifically advanced. Alien contact may have been made, but often did not proceed past “hello”.

**Gamma (Γ).** Earth is inhabited by a primitive human culture. Either the human culture never advanced beyond the ‘middle’ ages (compared to an alpha universe), or the culture regressed from a more advanced state. No space flight achieved, and very little scientific advancement has occurred.

**Delta (Δ).** Earth and the solar system exist, but Earth (or another planet) is populated by a non-human species. Delta is reserved for examples of a universe where non-primate life evolved to become the dominant species on Earth, rather than an external race colonizing or conquering Earth. There may be a human-like species on a delta Earth, but they are often subservient or completely animalistic.

**Epsilon (E).** Earth exists, and a human species at one time was the predominant species, but an external alien race colonized

or conquered the resident human race. The humans were eradicated, enslaved, or relegated to a resistance role. This also includes a universe where no sentient life existed on Earth, and the planet was later colonized by an alien race.

**Zeta (Z).** Earth and the solar system exist, but no sentient life exists on any planet in it. Includes both natural causes (no life evolved), and unnatural causes (the sentient life wiped itself out).

**Theta (Θ).** Earth is populated by a near-human species, such as one evolved from Cro-Magnon rather than homo sapiens. Theta used on its own in a designation indicates a stone-age society. Theta can however be appended to a universe designation to signify an Earth on which the near-human society evolved into that class. For example, A-75Θ would be a universe in which a near-human race evolved to a level concurrent with that of an Alpha universe. Such a universe is numbered based on its documentation compared to other universes of its base class, rather than the theta class.

*The theta universe class is ideal if you're creating an army based on one of the traditional “fantasy” races, such as goblins or orcs. The class should primarily be used for races that are clearly not human as opposed to those that just look like short people. Those sorts of worlds should have some other cause such as high gravity or poor nutrition.*

**Omega (Ω).** Earth and/or the solar system do not exist. Any dimensional jumps made into this universe find themselves in deep space or in a nebula. If the explorers were using a GMD-equipped ship, they can usually return home. If they were gating via an open air gate, they might find themselves having a bit of a problem.

## Universe tracking

Universes are tracked and recorded by an association of scientists from alpha and other advanced universes (generally epsilon or zeta class): the Æthervverse Exploration Committee. A universe is classified and then assigned a sequential number within that category based upon the order of documentation by the AEC. The universe in which the Garber-MacLear devices were invented, being the origin of inter-dimensional travel, was given the honor of being universe Alpha One or A-1. The first universe they made contact with was designated Alpha Two, or A-2. The fourth universe that a jump was made to was the first universe encountered outside of what was later called Alpha, and was the first time a G-M Gate was stolen. This was universe Beta One (B-1).

Although dimensional gate technology is now in the hands of hundreds of races, usually only those that are classified as residing in an Alpha universe have shown enough scientific drive to take part in the classification of universes. Universes tend to be numbered in the order in which they are discovered by the exploration consortium formed for the purpose. Occasionally, data is provided by an alien race (from a Delta or Epsilon universe) and is added into the existing database.

There are currently over 2000 universes known to the Æthervverse Exploration Committee. These are universes which have been jumped into and catalogued by a member of the AEC, or likewise confirmed by another source. The AEC estimates that at least another 2000 universes have had

inter-dimensional contact made with them by other races possessing a G-M gate, often from a Beta universe, and frequently bent on attack and pillage.

## Trans-dimensional travel

Trans-dimensional travel is achieved by casting an intense beam of light into a singular, microscopic point in the universe. When the light is concentrated on a singular point rather than spread across an area, the dimensional adhesion in that area “bunches up” and eventually tears, creating a hole in the barrier between normal space and Ætherspace. This hole (and the device used to create it) is known as a “Garber-MacLear Gate”, after the scientists that helped create the first one. Depending on the length of time the beam is emitted, G-M gates can range in size from being able to accommodate a few people to large enough to transport a large spacecraft.

When a G-M gate is created, the destination universe depends on the focus of the beam that is emitted. A tighter beam will cause a deeper hole in Ætherspace, therefore opening a gate to a different universe than a wider beam. By documenting the width of the beam at the time of transport, it is possible for the AEC to quickly document and store data on the frequency required to reach each newly discovered universe.

One major difficulty with “mapping” the Æthervverse is that the frequency required to open a gate between two universes depends on the universes involved. The GMD frequency required to travel between universes A3 and A5, for instance, is different from that required to go from B12

into A5. While this does provide some amount of inter-dimensional security (it is not possible to find new universes to raid simply by stealing data from the AEC), it can sometimes make travel and exploration quite dangerous if your data is not totally up to date.

### **Ætherspace**

There is space “between” universes. While not visible to those traveling between dimensions and barely detectable to the finest scientific instruments, a strange form of energy sometimes leaks in along the edges of a Garber-MacLear gate. This energy usually dissipates in time and is not harmful in and of itself. The area that this energy resides in is referred to as Ætherspace, or simply The Space Between.

Ætherspace is not totally uninhabited. While it is impossible for normal physical forms to exist in the pure energy state of Ætherspace, there are beings fully created from this energy. Some have discovered ways to pull these creatures through the walls of space, granting them physical form. Other creatures have such strong will that they are occasionally able to push through themselves, forming their own bodies from nothingness.

### **Counting time in the Ætherverse**

The passing of time is a very difficult matter for the AEC to deal with. While time itself is generally a constant between universes (all evidence points to each universe having the same general time stream), the dominant culture in each universe has been counting years in their own way.

The AEC counts years in accordance with Alpha 1’s Earth calendar (current year, 2364 CE). Other universes with an Earth that follows the same 365-day year tend to have similar year counting, but have set their “zero-date” to other prominent events (usually the founding of their culture). In universes where Earth follows a different path around the sun, the dates can be quite different. Other advanced Earth cultures occasionally have set “universal” times, especially after achieving space flight.

#### *Current dates in prominent universes:*

- 5778 NR (Nile Reckoning): Royal Egyptian Republic, Alpha 21
- 3117 RE (Roman Era): Roma Galactica, Alpha 3
- 41153.7 UT (Universal Time): United Solar Federation, Alpha 37

# Rules of Gameplay

The game is played between at least two players, each of which have constructed an **Army**. These armies consist of a number of **Units**, each of which is made up of **Models**. Each unit has a **Profile** that represents its combat abilities and the weapons, armor, and other equipment that it is carrying.

A unit's profile is made up primarily of six **Core Stats** that represent its basic abilities:

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|---|--|
| <ul style="list-style-type: none"><li>• <b>Dexterity (DEX)</b>: the unit's physical quickness and coordination. A high dexterity means a unit is highly agile and a quick shot with ranged weaponry.</li><li>• <b>Strength (STR)</b>: a unit's raw physical power. A strong unit can more easily swing heavy melee weapons around.</li><li>• <b>Constitution (CON)</b>: a measure of the unit's toughness and endurance. A unit with a strong constitution will take more damage before succumbing.</li><li>• <b>Technology Level (TEK)</b>: the relative advancement of the unit's society or military, and the mental understanding</li></ul> | <p>that the unit can present regarding advanced gear. A unit with a high TEK can wield powerful weapons and armor.</p> <ul style="list-style-type: none"><li>• <b>Morale (MOR)</b>: a unit's mental fortitude, and/or their level of training. A unit with high Morale will stand strong in the face of withering firepower and will hold fast against frightening enemies.</li><li>• <b>Presence (PRE)</b>: pure force of will, Presence represents both a mind that can focus strongly upon complicated, even seemingly mystical tasks, and a fearsome, ravaging band of warriors.</li></ul> |
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The profile also includes a number of other stats that are created as part of the army's creation or calculated based on other stats:

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• <b>Wound Points (WP)</b>: the number of wounds that a model can take before it is removed from the game as a casualty. Most models have 1 WP.</li><li>• <b>Movement Rate (MOV)</b>: the distance that each model in the unit is capable of moving. This value begins at 6 inches, but can be modified by various abilities and effects. MOV may exceed 10.</li><li>• <b>Armor Value (ARM)</b>: the unit's armor. Armor protects against damage, both ranged and melee.</li></ul> | <ul style="list-style-type: none"><li>• <b>Wound Level (WL)</b> is simply the sum of Armor and Constitution (<b>ARM+CON</b>) and is the Target Number (<b>TN</b>) that enemies must meet when trying to cause a wound against the unit (this stat may exceed 10).</li><li>• <b>Damage (DAM)</b> is part of a weapon's profile (included in a unit), and it specifies how strong a given weapon is when trying to wound an enemy unit.</li></ul> |
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## Important Universal Rules:

The following rules do not cover any specific instance of the rules, but are important to keep in mind as you play the game.

- Aetherverse uses a 10-sided die for all of its dice rolling. Remember that these dice often have a “zero” instead of a 10; the zero is counted as a 10 for this game.
- Any rolls that *equal* or exceed a target number (TN) are successes.
- Always round numbers **down** when a fraction is created (such as halving a measurement).
- Players may always measure distances at any time.
- No stat may exceed 10, including bonuses added. No stat may drop below zero, including penalties.
- When directed to re-roll (such as re-rolling missed to-hit rolls when shooting), the re-rolls may not be subsequently re-rolled (unless otherwise specified).
- When a die roll has a chance of failure (in other words, when you are not simply rolling for distance) a roll of 1 on the die (a “natural 1”) is automatically a failure regardless of the unit’s bonuses. Similarly, a “natural 10” is automatically a success regardless of the Target Number (and often grants other bonuses).

- When directed to “**Scatter**” (such as “scatter the marker 1d10 inches”), perform the following procedure:
  1. Place a marker as indicated
  2. Roll a d10.
  3. Use the upper point of the d10 (the one off of the table) to indicate the direction that the marker will move
  4. Move the marker the indicated number of inches.
  5. If the scatter roll is 2d10 (or higher) denote which die you will use for directions before rolling.

Alternately, some dice companies make dedicated “Scatter Dice” (usually in d6 form, such as [these made by Chessex](#)). These may be used in accompaniment with the d10 for distance. If the “Hit” marker is rolled use the mini-arrow on the icon to determine direction.

**Base Sizes:** Models of various sizes in the game must be mounted on bases appropriate to the model, with a maximum base size as listed in the table below. Mounted and flying models may be mounted either one size larger than normal, or on special “bike” or “cavalry” bases ([such as the 25x70mm bases listed here](#)). Personalities may likewise be mounted on a base one size larger.

Unit Size	Maximum Base Size
Up to Normal	30mm
Large	40mm
Huge	60mm
Gigantic	120mm

Rules for vehicle sizes and bases (if necessary) are listed in the vehicle rules section.

# Turn Sequence

1. **Collect activation tokens** / Shuffle activation deck (be sure to remove markers for dead units). See the next column for a more detailed description.
2. **Draw activation marker.**
3. **Activate a Unit:** The player indicated by the marker chooses one of their units that has not yet been activated and performs **up to two actions**. No action may be performed twice, except “Move”

Actions may be performed in any order, except that units with models in base-to-base contact (“Melee contact”) with enemy models may only move (either moving models closer to enemies or a “withdrawal move”, see the movement section for details) or perform melee strikes.

## The possible actions:

- Move (Default move distance is 6”)
- Shoot
- Charge
- Melee (requires models in base contact with an enemy, may only be performed once per activation)
- Take Cover (prevents further actions but makes the unit harder to hit with shooting)
- Casting (see the Magic section)
- Command (See the Personalities section)
- Pass

4. **Repeat steps 2 and 3** until there are no remaining markers
5. Perform “**End of Turn Cleanup**”
  - a. Remove markers for any dead units
  - b. Resolve “until end of turn” effects
  - c. Check for victory conditions being met and/or game end

## Unit Activation:

Aetherverse uses a *weighted random initiative* system that can be performed with a few different methods. Regardless of which method you choose, you’ll be starting each turn by doing one of the following.

1. Count out a number of glass beads/colored dice for each player equal to the number of their units. Each player must have a distinct color from the others. Place the markers in an opaque cup or a hat, then draw when required.
2. Count out a number of playing cards for each player’s units; each player is assigned a suit (or a color if they have more than 13 units). Shuffle these together and deal one out when activation is required.

## New Units:

When a new unit is created during play, immediately add a marker for that player to the deck/hat/bowl (and reshuffle the deck if using cards).

**Actions:** When activating a unit, choose two of the following actions to perform.

- **Movement**

1. **Basic Movement:** Models may move up to a distance equal to their MOV (default of 6"). At the end of a move action, all models must be within coherency. A model that fires a heavy weapon during the turn may not subsequently move.

- **Coherency:** The moving player specifies a single model in the unit. All models in the unit must be within "X" of that model (X = the unit's MOR). A unit that does not end a move in coherency forfeits any actions for the remainder of the turn. If it is not possible to be in coherency due to the range being too small, all models must be placed as close to the "center" of the unit as possible.

There may be no models from friendly units between the "center" model and the rest of the unit. If units are mixed in this manner, neither may perform non-move actions (and still forfeit actions after the first one if the situation is not remedied).

- **Moving through Terrain:** When a unit is moving through an area of the battlefield denoted as Difficult Terrain, a model's movement is reduced by half. This applies to the entire move action and occurs once the unit begins to enter the terrain. If this reduces the model's movement to less than it has already moved, simply end its movement at the edge of the terrain.

2. **Combat Move:** Units that end a move with models in base-to-base contact with an enemy are considered to have made a "combat move". If the unit has a second action remaining after doing so, they may only subsequently perform a Melee action or a second Move; this second move may only be used to bring models closer to the closest enemy unit. They may not perform a Withdrawal move on the same turn in which they entered melee contact with an enemy unit.

3. **Units in Melee Contact:** A unit with models in melee contact that performs a move action may either move its models closer to enemy models in the combat, or may attempt a Withdrawal Move:

- **Withdrawal Move:** The activating player rolls a d10 and adds the unit's MOR. If any enemy players with units in base contact with the unit wish to prevent their withdrawal, they may roll a d10 and add the highest PRE among their units in that melee. If the enemy player's total is higher (and the withdrawing player did not roll a 10), the unit may not withdraw. Otherwise, perform the following steps:

- a) *Move all models in the unit up to their MOV away from the enemy unit(s).*
- b) *Any models that did not actually leave combat range must be moved an additional distance until they are no longer in combat.*
- c) *The unit must end this move in coherency. If they do not, they forfeit any remaining actions for the remainder of the turn*
- d) *Units may not perform a charge after a withdrawal move*

## • Shooting

1. **Declare a target.** Units may generally only target a single enemy unit with shooting. A unit may only declare a shooting attack against an enemy unit which has at least one model visible to at least one model in the shooting unit and is not in close combat.
  - Line-of-sight is considered to be a straight line drawn from the base of the shooting model to the base of the target model. The line can start (and finish) 1" above the base of the model per size category (starting with Normal; Small models are treated as the same height) regardless of the physical model. (Standard 28mm models are roughly an inch in height, so in most cases the model *can* be used as a reference.)
  - Sight is blocked by the bases of models in other units (including friendly units) and terrain. Models that are of a smaller size than the target do *not* block line of sight; models within one size category (e.g. shooting a Large unit behind a Normal one) instead grant Cover 1.
2. **Determine number of shots:** All models in the shooting unit may fire if their weapons' range is sufficient to reach a model in the enemy unit that they can see (measured base-to-base). If a model has moved during this turn, they may not fire Heavy weapons. Likewise, a model that has fired a heavy weapon already during a turn may not move for the remainder of that turn.

## 3. Shooting Rolls

- a. **Roll To Hit:** For each shot being fired, roll a d10 and add the firing model's DEX. The target number (TN) of the shot is 10 plus the Cover of the target unit. If a unit has models that are both in cover and out of cover, use the cover (or lack thereof) granted by the majority of models within the unit. Be sure to either roll separately or use different colored dice when a unit is firing with different weapons.

**Cover** is granted to units based both on terrain and by traits. Total all of the Cover granted to a unit and add it to the to-hit TN. If at least half of the target unit is in difficult terrain, they gain Cover 2 (the Size of a unit might adjust what cover they actually gain; see the Cover and Terrain section).

Units that are on terrain at least two inches above their target gain a +2 bonus to their to-hit rolls.

- **Critical Failures:** A roll of 1 on a die is automatically a miss.
- **Critical Hits:** A roll of 10 on a die is automatically a hit regardless of the TN. If the unit was otherwise capable of hitting the target, they also gain an additional attack. If the extra attack roll is a natural 10, it automatically hits and grants an additional attack as well (repeat as necessary).

- b. **Roll to Wound:** For each successful hit, roll a d10 and add the weapon's DAM. If the total equals the target unit's Wound Level (Equal to their CON + ARM), a wound is caused.
- *Critical Failures:* A roll of 1 on a die automatically fails to wound.
  - *Critical Wounds:* A roll of 10 on a die automatically causes a wound regardless of the TN. If the unit was otherwise capable of wounding the target, they also gain an additional roll to wound. If the extra roll is a natural 10, it grants an additional wound roll as well (repeat as necessary).
  - *Overkill:* If the to-wound roll total doubles the TN, an additional wound is automatically caused. Additional wounds are also caused if the roll triples or quadruples the TN. I.E. the enemy unit has CON+ARM of 7, the attacking weapon has a DAM of 6, any die rolls of 8 or higher (giving a total of 14) will cause an extra wound.



- c. **Remove casualties:** For each wound caused, the player controlling the target unit removes one model of their choice from that unit. If the unit received a cover bonus from terrain, models must first be removed from those models that are not within the terrain. A model may not be removed as a casualty if line of sight may not be drawn between it and a model in the shooting unit; this might result in there being leftover wounds. These are simply lost and do not count towards the TN of a pinning test.
- *Models with more than one wound:* Some models have more than one wound point. When applying wounds to such a unit, wounds must be applied to models that have already suffered at least one wound (in other words, models must “fill up” with wounds before they can be applied to another model in the unit).
- d. **Take a pinning test:** If the targeted unit suffered more hits than its MOR, its controlling player rolls a d10 and adds the unit's MOR. If the total does not equal or exceed the number of hits caused from shooting so far this turn, the unit immediately takes cover (see end of this section) and may not perform any actions for the remainder of the turn.

- **Taking Cover**

A unit that takes cover as an action may not take further actions during the turn (except to strike as normal if in a melee). The unit gains a bonus to cover equal to their DEX until the end of the turn.

- **Charge**

1. ***Declare a Charge***: To charge with a unit, the player declares that they are charging and indicates the target of the charge (an enemy unit).
2. ***Defensive Fire***: The unit being charged may shoot at the charging unit. Resolve a shooting attack against the charging unit as normal, except that casualties must be removed from models closest to the shooting unit. This counts as a shooting activation, which means:
  - The unit may not shoot if they have already done so this turn, and may not shoot again in the turn.
  - Heavy weapons may not be fired if the model has moved during the turn.
  - A unit that cannot perform actions (they broke coherency, took cover, or have suffered a negative morale effect) cannot perform defensive fire.

- **Passing**

A unit may simply pass during its activation, doing nothing but gaining/suffering no additional effects. A unit in reserve that is not entering play is considered to have passed on its activation. A unit with models in base-to-base contact with enemy models may not pass unless they have performed a Melee action.

3. ***Move charging models***: all models in the charging unit must move directly towards a model in the target unit. This move distance is equal to the charging unit's MOV + half its DEX. If no models can reach melee contact with this move, the unit immediately takes cover (see above) and forfeits all actions for the remainder of the turn.
  - The charge distance is halved (as with any movement) if the charge would take any models in the unit through difficult terrain. Charging over linear terrain reduces the charge distance by 2".
  - Models that successfully reach base melee contact during the charge move gain an additional attack when next resolving a melee action this turn (even if during another player's activation).
  - Models in a unit that charged may not fight defensively in the same turn in which they charged.

## • **Melee**

1. ***Declare Melee***: The controlling player declares that the unit will perform melee attacks against one enemy unit. This may only be chosen if the unit has models in base to base contact with enemy models (Melee Contact).

- All models in these two units will strike during the melee if possible. It is possible for units to strike multiple times on a turn if several units are in a combat.
  - Models in the combat strike in initiative order, highest-to-lowest. A unit's initiative is generally equal to its DEX. If a model is removed before it is able to strike, it will not attack during this activation. A model that is removed by an attack at the same initiative as its own will get to strike back.
  - A model that has multiple weapons attacks with both weapons separately. If it gains additional attacks due to abilities, choose which weapon(s) gain the bonus attacks.
- Prior to resolving the combat, each player must declare how their unit will be fighting. Starting with the currently active player, each player declares one of the following melee types for their unit in the combat:
    - Standard: the unit's melee ability is not modified.
    - Defensively: the unit does not add STR to their to-hit rolls but adds their DEX to the target number for the unit to be hit in this melee. The unit will strike at initiative zero.
    - Aggressively: the unit adds both their STR and weapon DAM to the melee to-wound rolls. The unit will strike at initiative zero.

### ***Light Weapons in melee combat:***

Units equipped with Light ranged weapons that are engaged in close combat may use those weapons instead of melee weapons as follows:

- When rolling to hit, they use their DEX rather than STR and may neither fight defensively or aggressively. Their TN to hit is not changed from normal melee (as their targets attempt to push them out of firing position).
- When rolling to wound, use the ranged weapon's DAM; you may not add the firing model's STR.
- Critical hits, failures, and overkill all still apply, as do the chances for a ranged weapon to suffer catastrophic failure.

2. **Perform Melee Rolls:** Repeat these steps at each initiative step until all models in both units have finished attacking.

1. **Determine number of attacks:** at each initiative step, determine how many attacks will be made. A model may only attack if there are opposing models within its combat range (equal to 2"; doubled if its DEX is over 5, and further modified by equipment).

- A model has 1 attack base (2 attacks if the unit has the "offhand weapon" trait)
- Each model gains 1 additional attack if the unit charged this turn and has yet to perform an attack.

2. **Roll To Hit:** For each attack, roll a d10 and add the attacking model's STR (unless fighting defensively). The target number (TN) is equal to twice the target unit's STR (plus the unit's DEX if it is fighting defensively). Be sure to either roll separately or use different colored dice when a unit is attacking with different weapons so that hits can be differentiated.

*Light ranged weapons may be used in close combat; see their rules later this section.*

- **Critical Failures:** A roll of 1 on a die is automatically a miss.
- **Critical Hits:** A roll of 10 on a die is automatically a hit regardless of the TN. In addition, if the unit was otherwise capable of hitting the target, they gain an additional attack. If the extra attack roll is a natural 10, it grants an additional attack as well (repeat as necessary).

3. **Roll to Wound:** For each successful hit, roll a d10 and add the melee weapon's DAM *or* the model's STR (or both if the unit is fighting aggressively). The entire unit must choose the same option. If the total equals the target unit's Wound Level (Equal to their CON + ARM), a wound is caused.

- **Critical Failures:** A roll of 1 on a die automatically fails to wound.
- **Critical Hits:** A roll of 10 on a die automatically causes a wound regardless of the TN. In addition, if the unit was otherwise capable of wounding the target, they gain an additional roll to wound. If the extra wounding roll is a natural 10, it grants an additional wound roll as well (repeat as necessary).
- **Overkill:** If the to-wound roll total doubles the TN, an additional wound is automatically caused. Additional wounds are also caused if the roll triples or quadruples the TN. I.E. the enemy unit has CON+ARM of 7, the attacking models have a STR+DAM of 11, any die rolls of 3 or higher (giving a total of 14) will cause an additional wound; a roll of 10 would cause two additional wounds.



- |  |  |
|--|--|
| <p>5. <b>Remove casualties:</b> For each wound caused, the player controlling the target unit removes one model of their choice from that unit. Casualties must be removed from within the attacking unit's combat range; this might result in there being leftover wounds. These are simply lost. Wounds may only apply to the units involved in that activation.</p> | <ul style="list-style-type: none"><li>• <b>Models with more than one wound:</b><br/>Some models have more than one wound point. When applying wounds to such a unit, wounds must be applied to models that have already suffered at least one wound (in other words, models must “fill up” with wounds before they can be applied to another model in the unit).</li></ul> |
|--|--|

3. **Determine combat winner:** the unit that caused the most wounds in the melee during that activation is the winner of that round (if a tie occurs no further action is needed). The losing unit takes a Fall Back test: it rolls a d10 and adds their MOR. The TN for this roll is equal to the number of wounds they suffered plus the PRE of the enemy unit.

A unit that fails this roll **falls back**: they move a distance equal to their MOV + d10 directly away from the enemy unit (towards their deployment zone) and may not be activated further that turn. If this distance is not sufficient to move the unit entirely out of melee contact, move any models a sufficient distance to do so.

4. **Consolidate the combat:** If there are at least two opposing units remaining in the combat, all models that fought but are not in base contact must make a normal move directly towards an enemy model. The player that activated this combat moves his models first. If only units belonging to one player/side remain, each unit may make a free move action. This move must bring the unit into coherency but may not be used to enter base contact with enemy models.

# Rules for Reserves:

During deployment, a player may choose not to deploy any unit. These units remain "in reserve" until they are called to the battlefield. They then enter the battle in different ways but are called using the same method.

To bring a reserve unit into play, the controlling player activates the unit they're attempting to bring on board. Roll a d10 and add the unit's TEK and the turn number. If the total is 10 or greater, the unit may be brought into play immediately using its trait.

A player may instead activate a unit in reserve and attempt to keep it off-table. This effectively allows a pass activation (note that units in reserve may not otherwise use the Pass activation). When you attempt to keep them in reserve, there is still a chance that they will appear on the battlefield early (due to garbled communications, overzealous pilots, etc.). Roll a d10: if the roll is equal to or less than the current turn number, you must deploy the unit. Note that even when in reserve each unit must be activated at least once per turn.

On the 4th turn of the game, all units still in reserve automatically enter play (other than Aircraft which have already entered play at least once; these must still pass an availability roll for each subsequent pass over the battlefield).

A unit without a purchased Reserves trait uses the following standard method to enter play:

**Standard Reserves:** When the unit becomes available, the unit moves on to the battlefield as if the whole unit was touching the edge outside edge of the battlefield. They move on from the controlling player's table edge. If the controlling player does not have a table edge (due to a centrally-located deployment zone, for instance) select a table edge randomly.

A unit with another Reserves trait may, when they become available, choose to enter play using that trait or the standard reserves entry method.

# Cover and Terrain

Terrain and cover can be generally broken down into a number of types. Each of these is listed in its own section below. The following rules apply to terrain and cover regardless of the type:

- Terrain may combine multiple types. For instance, a building may have a wall around its top floor which is also considered elevated terrain.
- A unit may only gain one Cover bonus from terrain. If a unit is eligible for multiple Cover bonuses from being in a mixed terrain type, it gains the best single Cover bonus from those available.

## Area Terrain

Area Terrain is defined as a specific area of the battlefield, usually covered or bordered by a terrain marker of some sort. For instance, this can include a single-piece model of ruins, several pieces of rubble arranged to cover an area, or several trees placed onto a piece of felt or a small hill. The entire area surrounded by the given terrain feature is considered to be part of the area. All Area Terrain is considered to be Difficult Terrain and halves movement into or through it.

### *Types of Area Terrain*

- Rubble, shallow rivers, boggy swamps, rocky fields, etc.: these are areas of terrain that might be difficult to walk through but which do not obscure sight. Players may agree that certain types of area terrain are Impassible (largely depending on the physical terrain models or the needs of a scenario).
- Ruins: Models within the area of Ruins gain Cover 2.

- Craters: Models within Craters (including those left by exploded vehicles) gain Cover 2
- Trees: Stands of trees always block line of sight as if they were linear terrain over 3" tall, except to/from models which are within 2" of the edge of the trees' area. Models within the trees gain Cover 2.

In a stand of trees, the individual trees do not specifically block line of sight. Instead, the entire terrain piece with trees on it is considered to be the stand of trees. This is necessary to allow models to actually be able to be placed within the forest; feel free to move trees as needed for models to stand.

Individual trees outside of a designated forest area are treated as linear terrain greater than 3" tall (and thus do block line of sight).

## Linear Terrain

Linear Terrain is defined as any specific piece of terrain that is capable of providing cover and blocking line of sight. This includes fortified walls, large rocks, individual trees outside of a stand of trees, ruined vehicles, crenellations atop fortifications, etc.

Any shooting attack whose line of sight passes over linear terrain grants Cover 2 to the target, unless one of the following conditions is true:

- The shooting unit is elevated at least 2" higher than the target *and* the target is not entirely within 2" of the piece of terrain
- The shooting unit is entirely within 2" of the piece of terrain
- The target is too large to receive cover from the terrain piece (see the table below)
- The terrain is blocking line of sight to the target, in which case the attack cannot occur
- More than half of the target unit would not be granted cover against the attack.

Linear terrain will also block line of sight to models depending upon the height of the terrain and the size of the models (see the table below)

Windows, portals, and the like within walls that otherwise block line of sight may be fired through by individual models within a unit capable of drawing line of sight from their base to the target. A model must be within 2" of the window to fire cleanly through it, otherwise the target receives Cover 4 (in place of any other cover provided by the terrain piece).

Moving over linear terrain costs a unit 2" of its movement, unless the terrain is high enough to block line of sight to the unit, in which case the terrain is impassible.

### *Linear Terrain Cover Table:*

Terrain Height	Blocks Sight To:	Grants Cover 1 To:	Grants Cover 2 To:
Up to 1"	None	Large and up	Small, Normal
Over 1", up to 2"	Small	Huge and up	Normal, Large
Over 2", up to 3"	Normal, Small	Gigantic	Large, Huge
Over 3"	Large, Normal, Small	None	Gigantic

## Buildings

Buildings can be handled in two different ways. Players should agree before a game as to which method will be used for all buildings on the table.

- **Impassible Terrain:** buildings cannot be entered and are simply larger versions of linear terrain. They block line of sight according to their height. If their tops are flat, units may move on top of them in accordance with elevated terrain rules.
- **Habitable:** buildings may be entered in a manner identical to vehicles. Any doors on the buildings are treated as doors on a vehicle, and if the building has windows or slits, the building is treated as having the Firing Ports vehicle upgrade (though models within may only fire in the direction of such a portal).

Buildings are AV20. Buildings suffer damage as vehicles do. A building that suffers an Immobilized result is instead destroyed (as if exceeding AV by 5).

## Elevated Terrain

Terrain that is elevated with a smooth path leading up to it (ramps, the side of a hill, etc.) can be moved to with a standard move; the vertical distance moved is not relevant.

Terrain consisting of platforms elevated above the surrounding terrain can be moved to vertically. A unit may move up to 3" vertically by expending half of its

Habitable buildings have a capacity of:

- 10 models for every 2" in height, may contain any number of units up to its capacity.
- Add 10 to a building's capacity if its front facing that is longer than 5", and if both side facings are each longer than 5".

If a building is destroyed, add 1 to the DAM of any hit caused by the destruction for every 10 models of carrying capacity beyond the first 10.

If units from opposing sides are within the building they are all considered to be in base contact and may not exit the building unless they make a successful withdrawal move or until all enemy models are destroyed.

Buildings that have clearly delineated sections should be treated as if each section is a distinct building. They have separate carrying capacity (though a unit may move between connected sections with a move action) and are targeted and damaged separately.

movement. This movement may be made regardless of the presence of ladders on the terrain models; simply ignore those for the purposes of movement.

Flying models ignore vertical movement and may simply land on top of elevated terrain, and mounted models may not use vertical movement unless they are also flying.

# Personalities

Certain members of an army are outstanding even beyond elite status. These individuals are given specific missions that only they can complete, or that can only be completed by an exceptional individual working alone. Other members have been promoted to leadership roles, capable of guiding or inspiring their fellow soldiers to fight harder, longer, or better.

Personalities are single-model units that can be fielded in an army. They act as any other unit, including being activated in turn.

- An army may field one personality for every 250 points that the army is allowed to field (for instance, even if the army spends 496 points out of a 500 point limit, it may still contain two personalities).
- Personalities have one additional stat: they have a Level that ranges from 1 to 3. Their level can determine the strength of various special abilities they may have.
- Because they are a single model moving around, they can be difficult to pick out of groups of other troops. A Personality gains Cover X, where X is the number of friendly models within a distance equal to their PRE in inches. (Cover may not exceed 10, like most other stats.)
- A Personality may not control an objective or table quarter in missions that include the relevant victory conditions.
- When in melee combat, a personality may not be chosen as a unit's target for a melee activation unless they are the only opposing unit. A personality choosing a melee activation can still suffer wounds from the unit they choose to strike against.
- Matter/Antimatter: *The AEC has not determined precisely how stable inter-dimensional travel is for the participants. Some have observed that there are often violent consequences when two beings who are essentially the same person meet.*

If two personalities whose six primary stats are identical and are the same size ever come into base-to-base contact in a melee and one is killed, a dimension storm occurs. All models within 3" of the killed personality immediately suffer a hit with DAM equal to the dead personality's PRE.

*Setting Note:* *If you are using the Aetherverse rules to represent armies within a specific setting and you and your opponent agree, feel free to ignore the Matter/Anti-Matter rule.*

## Leaders

Leader units are Personalities that have the Leader trait. They gain an additional Activation option that they can choose to use: Command

### Command:

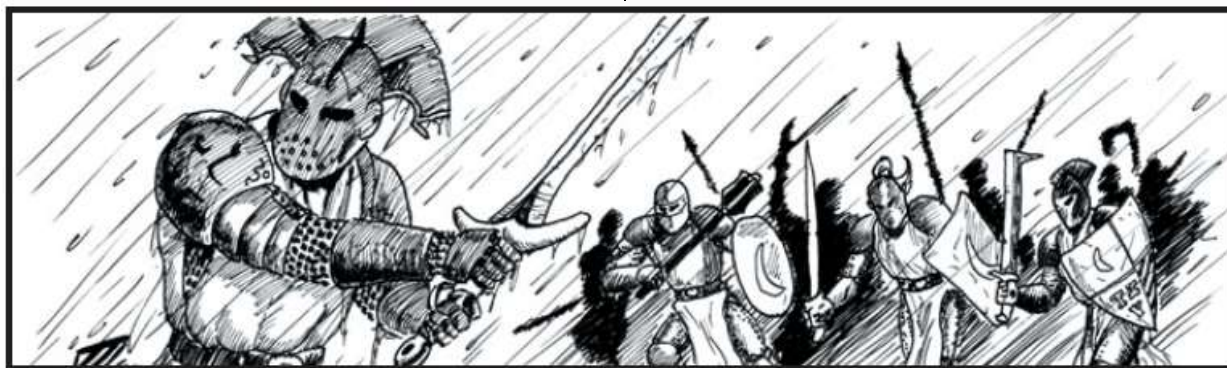
- When using the Command Activation, target a friendly unit with a model within a distance equal to the leader's PRE in inches. That unit gains +X to one of their six base stats until the end of the turn (where X is the Leader's level).

Leaders may have the range for this ability increased by the use of a Command Squad, though command squads may limit the stat that may be increased depending upon their type. These limits will be listed in the rules for creating one. The Command Squad may be utilized if the personality is within PRE inches of a model in the unit.

### Command Squads

A Command Squad is treated as a normal unit, including following the normal activation rules. Their command-boosting ability is always in effect as long as a Leader is within range of the unit; they are not required to spend activations to support the leader. As such, the Command Squad may fight as normal while also providing bonuses to a leader's command range. The only exception is that a Command Squad that is engaged in close combat may not be used to extend a leader's range.

A leader and command squad mounted together in an open-topped vehicle may function unchanged. If the vehicle is not open-topped, the vehicle requires the Command Vehicle upgrade to allow Command actions to be issued (and does not support the lower-tech options).



# Vehicles

A vehicle in game terms can include the common (tanks, hovercraft, trucks), the highly advanced (anti-grav attack craft, heavy mechanized walkers) and the highly primitive (chariots drawn by beasts of burden, or large animals, themselves with weaponry strapped to their backs).

All vehicles are assigned to a certain class when they are created, which define how fast the vehicle can move, what guns it can carry, and so on. A vehicle can only be classified in one group (no grav-elephants, for instance).

Vehicles have the following stats as part of their profile. Remember that vehicles count as Support Units, so they gain any bonuses granted to other Support unit's by the army's traits.

*Determined by the army's base profile:*

- DEX – The crew's dexterity. This is used to determine the shooting skill of the vehicle.
- TEK – The technology level of the vehicle. This determines what weapons the vehicle can safely mount

*Determined by unit construction:*

- MOV – The vehicle's movement rate. The distance the vehicle may move (starting at 6") is adjusted based on the vehicle's type.
- AV – Armor Value. The relative toughness of the vehicle and its armor.

## Vehicles on the Tabletop

Unlike other models, most vehicle models will not actually have a base (or need one). Beasts, Chariots and Walkers will often need them just to stand, but most tank or wheeled vehicle models neither need a base to stand nor look good with one.

Vehicle models must be at least 2" tall. If they are not that tall, consider fielding it using the Assault Bike rules instead. Similarly, a smaller model with legs should probably be fielded using one of the "Battlesuit" armor types.

Anti-grav vehicles may be mounted on "floating" bases (that give the illusion of hovering) no higher than roughly 3" in height. Aircraft and Helicopters must be mounted on "flight" bases at least 4" in height.

Vehicle models should be roughly 3-8" in length and 2-6" in width, though you may ask your opponents for permission to field larger models. In the future, more specific vehicle size rules may be defined for purposes of tournament play (and to reflect realities of available models).



## Vehicle Activation

A Vehicle is activated as a unit and may use any action *except* Melee and Take Cover.

## Vehicle Movement

Vehicles may move directly forward or backwards a distance equal to their MOV. If a vehicle wishes to turn, it may do so at any point during a move activation; when a vehicle turns it costs 1" of its MOV to do so but it may turn as much as it desires. For example, a tank can move forward 2", rotate 45 degrees (costing 1" of movement) move an additional 2", then rotate 90 degrees in the other direction (costing the final 1" of movement). Vehicles moving through difficult terrain halve their movement distance for that activation.

## Vehicle Charges

A vehicle that performs a Charge action moves directly forward a distance equal to its MOV plus 2", stopping once it comes in contact with any enemy model. The vehicle may not turn at any point during the charge action. If this move does not end by making contact with an enemy model or if the vehicle contacts any friendly model, the vehicle is immediately Immobilized (note that the rules allow you to measure distances at any point during gameplay).

## Vehicle Shooting

Vehicles count as being stationary at all times for purposes of firing weapons. A vehicle may fire all of its weapons during a Shooting action. Each weapon on the vehicle may fire at different targets, though you must declare which target each weapon is firing at prior to making any to-hit rolls.

Each weapon has a specific fire arc (Front, Side, or Turret). A weapon may only fire at a target if line of sight can be drawn from the side of the vehicle specified by its fire arc.

- Front Arc: the weapon may fire only at targets visible from the vehicle's front
- Side Arc: the weapon may fire only at targets visible from the front or one side of the vehicle
- Turret: the weapon may fire at any visible target regardless of its orientation in relation to the vehicle

When coming into contact with an enemy unit, stop the model's movement. The vehicle's controller rolls a d10 and adds the vehicle's MOV. The targeted unit's controller rolls a d10 and adds the unit's DEX. If the tank's controller's total is higher, the unit suffers a number of automatic hits equal to the amount the roll was won by. These hits have a DAM equal to half the vehicle's Armor Value (rounded down). Casualties from these hits must be removed from models that are in the path of the vehicle, starting with those closest to the front of the vehicle.

If the unit takes any wounds, it must make a Morale test with a TN equal to the vehicle's MOV plus the number of wounds suffered. If they fail, the unit falls back d10 inches. If the unit passes, simply move surviving models out of the way as noted below (though the unit may not make a Red Shirt Maneuver).

Once the initial charge is resolved, continue moving the vehicle forward for the remainder of the charge move; if the vehicle would contact any surviving models in the unit that are falling back, move those models as many additional inches as necessary (ending 1" away from the end of the vehicle's move). If the vehicle's continued move brings it into contact with another enemy unit, resolve hits against that unit as normal.

If the unit being charged wins or ties the initial roll, the unit simply moves out of the way of the vehicle; move each model in the unit so that all models are standing out of the vehicle's path as it moves past. This move may ignore normal MOV distances, but each model must move the shortest distance possible. The unit does not count as having been activated, but all models that moved count as moving for that turn for purposes of firing heavy weapons.

When moving models out of the way, the unit's controller may choose to perform a "Red Shirt Maneuver" with any models in the unit.

## **The "Red Shirt Maneuver"**

When moving the unit out of the way of a charging vehicle, leave any models that you wish in the path of the vehicle. Beginning with the model closest to the vehicle, each model may perform a single ranged or melee attack against the vehicle. If the attack fails to stop the vehicle, remove the model as a casualty, proceeding to the next model in line. If all attacks fail, simply proceed with the vehicle's charge move as normal.

If an attack succeeds in damaging the vehicle enough to stop it (an Immobilized result or better) stop the vehicle 1" away from the model that damaged it (or at the end of its move, whichever comes first).

## **Ramming**

A vehicle that performs a Charge action and comes into contact with an enemy vehicle is considered to be making a Ramming Attack. A Ramming Attack always ends the vehicle's charge, regardless of its results.

The controller of each vehicle rolls a d10 and adds the vehicle's AV. The ramming vehicle's controller also adds their vehicle's MOV. The highest total "wins"; the losing vehicle suffers damage as if their AV was beaten by an amount equal to the difference in totals. If the totals tie, both vehicles suffer damage as if their AV was matched but not exceeded.

## Shooting at Vehicles

Shooting at a vehicle is very similar to shooting at a normal unit with some very minor changes. First, shooting models must only be able to see any part of the body of the vehicle (rather than its base). Second, standard models do not block line of sight to a vehicle, it is only blocked by Huge (or larger) models, other vehicles, or terrain. Vehicles are considered to be Size: Huge for determining what terrain blocks sight to them.

To determine which side of a vehicle is being attacked with a shooting attack, treat all of a unit's shooting attacks as going towards the side that is most visible to the highest numbers of models in the unit. Shooting attacks against the rear armor of a vehicle gain +2 DAM to reflect the weaker rear armor on most vehicles (this bonus can be negated with a Vehicle Trait).

A vehicle gains Cover 1 against shooting attacks for each ¼ of the side being attacked that is obscured by terrain or huge (or larger) models.

A to-hit roll of 10 automatically hits and grants an additional shooting attack as normal.

## Assaulting a Vehicle

Units may assault a vehicle normally by making a Melee action after entering base to base contact (either through a Combat Move or a Charge). Any models in the unit with their base in contact with the vehicle's hull make their melee attacks against the vehicle. These attacks are performed against the side of the vehicle the model is in contact with.

Any light or assault weapons on the vehicle may perform Defensive Fire following the normal rules if the vehicle is charged and the weapon can see the charging unit. Heavy weapons may be used if the vehicle has not moved this turn.

If the vehicle has not moved yet this turn, all attacks against the vehicle automatically hit. If the vehicle did move, the TN to hit it is 10. Critical hits (a natural 10) still get their additional attack when rolled against a vehicle.

Vehicles do not get locked in combat and can simply move away from enemy troops during their next activation. If the vehicle is surrounded, the controlling player may require the controller of any models in front of the vehicle to move those models to the side of the vehicle (ignoring normal MOV restrictions). This does not count as moving those models in any game sense.

## Damaging Vehicles

Whether using Shooting or Melee, vehicles suffer damage in the following manner.

1. Compare the attack's result (DAM + d10 in the case of shooting, DAM + STR + d10 in the case of melee). If this result equals or exceeds the vehicle's AV, consult the following table to determine the result of the attack.
2. Reduce the vehicle's armor value by an amount equal to the amount it was exceeded by. For instance, an AV 14 vehicle suffers a damage total of 16: it suffers a Driver Shaken result and then becomes an AV 12 vehicle for the remainder of the game. If the attack equals the vehicle's armor, roll a d10. On a result of 6 or higher, reduce its AV by 1 point.

### Critical Damage Rolls:

Rolling a natural 10 on the to-damage roll grants an additional die roll that is added to the first result. This can allow a weapon that normally is unable to damage a vehicle to do so (for instance, a DAM 3 weapon vs. an AV 15 vehicle) as well as allowing a weapon to improve its original damage result (a DAM 6 weapon rolling a 10 vs. an AV 15 vehicle).

## Vehicle Damage Table

Amount AV Exceeded By	Damage Done to Vehicle
0	No Effect. Roll a d10: if the result is 6 or higher, reduce the vehicle's armor by one point.
1	Gunners Shaken: the vehicle may not shoot for the remainder of this turn. Aircraft instead may not shoot prior to departing the table.
2	Driver Shaken: if the vehicle has not been activated yet, move it directly forward by half its MOV. The vehicle may not move for the remainder of the turn. Aircraft instead may not shoot prior to departing the table.
3	Weapon Destroyed: the attacking player chooses a weapon on the vehicle. This weapon may not fire for the remainder of the game. If there are no weapons remaining on the vehicle, count this as an Immobilized result.
4	Vehicle Immobilized. The vehicle may not move or turn for the remainder of the game. If the vehicle is already immobilized, reduce its armor by an additional point.
5	Vehicle is Destroyed. Leave the model on the table; it counts as impassible terrain.
6	Vehicle Explodes. Unless the vehicle is a Beast or Chariot, all models within 3" of the vehicle suffer a DAM 3 hit. Leave the model on the table; it counts as impassible terrain.
7+	Vehicle is Utterly Annihilated. Unless the vehicle is a Beast or Chariot, any models within 6" suffer a DAM 5 hit. Remove the vehicle model from the table and replace it with a suitably sized crater (if one is available).

## Transport Vehicles

Some vehicles have a Transport Capacity. These vehicles may carry up to a number of models (from a single unit) equal to their capacity.

Any unit that has a number of models capable of fitting in a transport may embark upon a transport vehicle at the end of a Move action if they have all models within 3" of a transport's door(s). Remove those models from the table and make a note of which transport the unit is riding in. All models in a unit must be able to mount for the unit to do so. A unit may not mount a transport if they are pinned or falling back. Alternately, a unit may begin the game embarked upon a transport; simply place them in the vehicle during deployment (note that the vehicle must already be on the table to have a unit deployed within it). A unit being held in reserve may be placed within a vehicle also being held in reserve but this must be done at the time the unit is placed into reserves, not when the vehicle is entering play.

A unit that is embarked upon a vehicle may disembark as a Move action. Place all models in coherency within 3" of the transport's door(s). Models that are disembarking (for any reason) may not be placed within 1" of any enemy models. A unit in a vehicle may not disembark if the vehicle is currently suffering from a Driver Shaken damage table result.

Large and Bulky models take up two spaces in a Transport. Small models take up ½ of a space. Models that are Huge (or larger), Mounted or Flying may not embark upon a vehicle.

Personalities may embark upon a vehicle, even if another unit is within, as long as the transport capacity is able to handle them. For instance, if a vehicle has a 10 model capacity, it can transport an 8-man unit and up to two personalities. All embarked units are treated as entirely separate for all purposes including entering and leaving the vehicle.

Vehicles may not embark upon another vehicle.

If a transport carrying troops is destroyed, place all carried models outside of the vehicle as if they were disembarking. Then, resolve the effects of the vehicle's destruction (including damage from the explosion). Any surviving models become pinned immediately. If passengers in a vehicle that is being destroyed cannot all be placed within 3" of one of the vehicle's doors due to terrain or enemy models, any models that cannot be fit within that range are lost as casualties, trapped in the burning vehicle.

# Artillery

Artillery units are a special type of unit within the game. Representing large guns that sit miles back from the front lines, missiles fired from ships offshore (or drones lurking in the skies) or even starships orbiting the planet, artillery units do not need to be shown on the table using models. Instead, their firepower is called in as support by units present on the battlefield. The distance that they fire from means that most units won't be able to attack them in the time frame of a standard battle, though the guns will often be tasked to attack their counterparts and they can come under attack from aircraft.

## Artillery Rules

Artillery units are treated as support units for gameplay purposes. They are activated just like any other unit, though they follow special rules in order to be used.

### Preparing for an artillery attack:

Before an artillery attack can be performed, a unit must spot for the artillery. Each type of artillery has a specific spotting method that must be used, but each is treated in the same manner.

1. A model with the appropriate gear is activated
2. Place a marker for that unit's spotting type anywhere on the battlefield within line of sight of that model. This counts as a Heavy Weapon Shooting Action. Note that Laser Spotting requires a to-hit roll and must be placed in contact with an enemy model while the other types may simply be placed anywhere and do not require to-hit rolls to do so.

Unused spotting markers are removed at the end of each turn.

### Performing an artillery attack:

When activated, an artillery unit may attack when passing an Availability Roll. The TN of this roll is 10; roll a d10 and add the unit's TEK. If the total is 10 or greater the artillery unit can fire on that turn. This roll always fails on a natural 1. Command squad abilities that boost reserve rolls may be used to improve this roll if a Leader's spot marker is being used.

The artillery attack is centered upon a chosen Spotting Marker. This point becomes the starting point of the artillery attack. Roll scatter for the attack and move the marker to the designated point for measuring. Measure to see what units are hit, and resolve the attack. Remove the marker(s) used after the attack.

Artillery units are considered to be Vehicles for purposes of anti-armor weapons and for dealing with damage rolls.

## Types of Artillery

- **Ballistic Artillery**
  - Any unit with a Radio in the unit may spot for Ballistic Artillery as a Heavy shooting action. Multiple Radio-equipped units can place additional spotting markers in the same location. Each one past the first reduces the scatter by 1 die.
  - Scatters 2d10". It may also use a marker placed by a Satellite Transmission System; if so, it does not scatter.
  - Can perform a Counterbattery attack: once it has passed its availability roll, if an enemy ballistic or laser-guided artillery unit has fired this turn, instead of firing at the battlefield it may fire at the enemy artillery unit. It automatically causes one hit vs. the specified artillery unit. If the DAM roll equals the AV of the target artillery unit, the target may not fire on the next turn. If the roll exceeds the AV, the enemy artillery unit is destroyed.
  - Ballistic artillery counts as a Blast weapon and causes 1d10 hits (halved if DAM 5 or lower) to every unit (friendly or otherwise) with a model within 3" of the marker.
  - Ballistic artillery may fire a Smoke Barrage as the weapon trait except place three walls in contact with one another. At least one must be in contact with the spot.
- **Laser-Guided Artillery**
  - Any model with a laser-marking weapon may spot. This requires to-hit roll: fire the laser-marking weapon at the unit; if it hits place a marker into contact with any model in line of sight of the model firing. The marker moves along with the model if it moves. Remove all unused markers at the end of the turn.
  - Laser-guided artillery does not scatter.
  - Laser-guided artillery counts as a Blast weapon and causes 1d10 hits (halved if DAM 5 or lower) to every unit with a model within 1" of the marker.
  - Laser-guided artillery may be attacked with counterbattery fire but may not be used to attack other artillery.
  - Laser-guided artillery *may* attack Aircraft and Helicopters if the vehicle was hit with a laser-spotting attack this turn. If doing so, no other models may be hit by the blast of the attack. This attack counts as having the Anti-Air trait (its DAM is not halved).
- **Orbital Artillery**
  - A Leader with a Satellite Transmission System (STS) command squad may spot as with ballistic artillery by placing an STS marker anywhere within the Leader's line of sight. This counts as a shooting action with a Heavy Weapon.
  - Orbital Artillery scatters 1d10".
  - It counts as a blast weapon, causing 2d10 hits to every unit with a model within 2"
  - It may perform Counterbattery attacks against all artillery types (including other Orbital Artillery). See Ballistic Artillery for rules.

# Magic

There are 8 types of Magic, referred to as “schools”. In each school, there are a number of abilities that may be purchased which are called Spells for purposes of the rules even if they are not caused by actual magical ability (sufficiently advanced technology is indistinguishable from magic, after all).

All spells have a cost ranging from zero to three Casting Points (CP). Magic abilities which have a casting point cost of zero are always in effect. Unless otherwise specified, effects from cast spells expire at the end of the turn. Activating a magic ability is a Casting Action; if the spell targets an enemy it also counts as a Shooting action.

A caster has a number of casting points (CP) equal to its level (non-personalities are considered to be level 1 for this purpose); casting a spell uses a number of points equal to its CP cost. Each spell also requires the expenditure of an action. A spell may be cast multiple times if CPs allow (though multiple castings of the same spell targeting the same unit do not stack).

To cast the spell, roll a d10 and add the unit’s PRE. If the total is 10 or higher the spell succeeds; if the roll fails the unit is immediately pinned.

Personalities may cast spells from vehicles in the same manner as shooting attacks and may target other units in the same transport with spells. Non-personality units may only target themselves with magic abilities while in a transport.

Targeted spells always require line of sight in addition to other limitations. A personality in melee combat may still cast a spell but if the spell targets an enemy unit it must target the one he is in base contact with. Unless otherwise specified, a unit (including personalities) may always target themselves with a spell that targets a friendly unit.

Any unit that has a magic ability is considered to be “of” that school (a unit with an Order magic ability is considered to be an Order Unit). Your army may not include units with abilities from opposing schools. The oppositions are:

- Entropy vs. Growth
- Technology vs. Elemental
- Chaos vs. Order
- Time and Space are *not* opposed. Armies may include both schools and neither gains a combat bonus vs. the other.

You must have any models/terrain pieces that might be created by the spells you choose to field, such spells that create units or that place terrain.

## Minor Magic Abilities

Minor magic abilities are cast in the same manner as standard spells (using a casting action) but instead of needing to pass a casting test, simply roll 2d10 and consult the chosen minor magic table. The result specifies the spell caster’s effect.



# Playing a Game

**Determine Game Value:** The first thing that you need to do in order to play a game is find an opponent. For the moment we'll assume that you either already know someone to play with or are going to be attending an open play session where you can expect to face any number of players.

Once you know that you'll be playing a game, discuss with your opponent how big a game you'd like to play. 1000 points is a good average value and will give you a game of about 90 minutes, depending on how quickly you move through the game. Feel free to reduce that value for a faster game with fewer troops, or to increase it as high as you'd like to create an epic battle with dozens of units per side.

In many instances you might have the points values dictated to you. If you're attending a tournament, for instance, the tournament organizer may simply tell all players to bring a 1000 point army. You might also be playing in a campaign scenario or large game at a convention and the organizer will tell you to bring a specific value (or even type) of army. Occasionally, you will even play a game in which one side has an advantage and is given more points than the other.

The game value determines the maximum number of points that you may field for that game. You are not required to field exactly that amount, though you'll likely endeavor to get as close as possible.

**Build Army:** You generally will build an army prior to the selection of a mission. This represents the troops on-hand and available to you to use in any battle situation that might occur. Once you know the value of the game begin choosing your troops for the battle.

To build an army you may use one of the existing army lists later in the rulebook or in future expansion book, or build one totally from scratch using the army creation rules. In either case you will have a selection of units of various types to create an army from.

When building an army, simply select units to field. Determine if you want additional models (following the rules presented in the Army Design System). You may then purchase additional traits for the unit to further customize a unit. You may field multiple "versions" of a unit in the army list: you can field 3 units of Roman Legionnaires if you wish, each with different weapons.

When choosing your units, remember that in order to field any elite units you must have **one basic unit for each elite you wish to field**. For support units the required ratio rises to **two basic units for each single support unit**. The elite and support requirements are calculated separately: if you have three basic units, you can field three elite units and one support unit.

Once you have selected enough units to fill out your maximum point value, you are ready to play a game.

**Select Mission:** When you and your opponent both have built armies, it's time to find out what sort of battle you will be fighting.

In some situations, the mission might be chosen for you. In tournaments, directed campaigns, or convention games the game's organizer will usually provide you with the scenario for play. Usually, though, you will have to determine what kind of game to play.

The easiest method is simply to discuss with your opponent what sort of scenario to use for the game. The following chapter of this book includes a number of ready-made battles for you to use, and more will be made available in future updates. You may also design your own scenarios, convert missions from other games, or download interesting battles from the internet. There's no real limit to the kinds of battles that you can fight.

If you and your opponent cannot agree easily or simply want to make battle selection somewhat random, the following table can help you quickly determine what scenario to use. Simply roll a d10 and consult the table. Additional types of battles will be added in future updates.

**Alpha Missions:**

- 1-2: Battlefield Control
- 3-4: Objective Capture
- 5: Messenger Run
- 6-7: Road Control
- 8-9: Meeting Engagement
- 10: Ætherstorm

**Prepare the Table:** Once you know the battle, it's time to place terrain. Regardless of the mission and the method you are using to place terrain, roughly half the table should include terrain. Too little terrain will make for a short and boring game; adding more than the recommended can make a game very interesting, but it can also greatly increase the time it takes to play one.

There are four main ways to deploy terrain.

- Simply agree with your opponent to place terrain equitably, and do so;
- Have a third party place your terrain for you (most common in tournament play);
- Alternate placing terrain until you are out of pieces or the table is sufficiently covered (roll off for the first placement);
- Sectional Terrain Placement (see the rules for this in the Appendix).

**Determine Deployment Zones:** The scenario will determine where on the battlefield the armies will deploy, and these will be listed with the scenario rules. For a basic game, simply divide the table into equal-sized quarters, using dice or other markers to delineate the lines between the quarters.

**Players choose their deployment zones:** Each player rolls a die. The player with the highest die roll may choose which deployment zone they will deploy into. If more than two players are in the game, proceed downward until all players have chosen a deployment zone. In the case of ties, the tied players roll off to decide their order. If there are only two players and the mission uses table quarters, the second player must choose the deployment zone diagonally across from their opponent.

**Begin placing units:** Deploy using the activation system. Draw a counter (or card) after putting one for each players' units into a cup. Each draw determines which player is to deploy a unit. The player drawn chooses one of their units to deploy. They may place that unit anywhere within their deployment zone. Units must be placed down in coherency. Units with a Reserve ability are placed "into reserve" at this time: choose them for a deployment and then set the unit aside.

In a two-player game, no models may be placed within 12" of the center of the table (if using the default quartered battlefield). If playing with more than two players, no model may be placed within 12" of any enemy models.

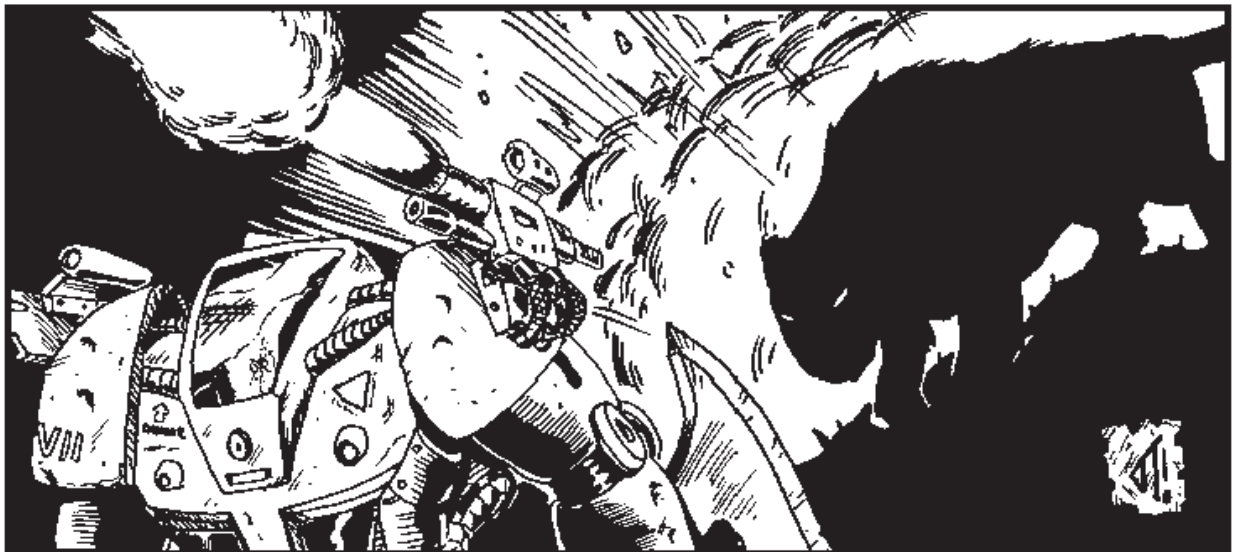
Repeat the process until all units have been deployed.

**Begin play:** To start the first turn, collect the activation counters or cards, shake/shuffle them up, and start the game!

**Ending a game:** Standard game length is 8 turns though some of the missions included specify a different length. Other missions will be created that might have a random game length, or which will have set Victory Conditions to be checked at the end of each turn.

When the game is over, the winner is determined by counting up victory points. Each mission will have a specified number of objectives that award such points, mostly depending on control of objectives or table space. The player with the most victory points wins the game (though a draw is certainly possible).

The game will also automatically end if, at the end of any turn, only one player (or side, in a team game) has units remaining on the battlefield; that player wins the game. Even if a player has some units in reserve, if they have no units in play at the end of a turn, they lose the game.



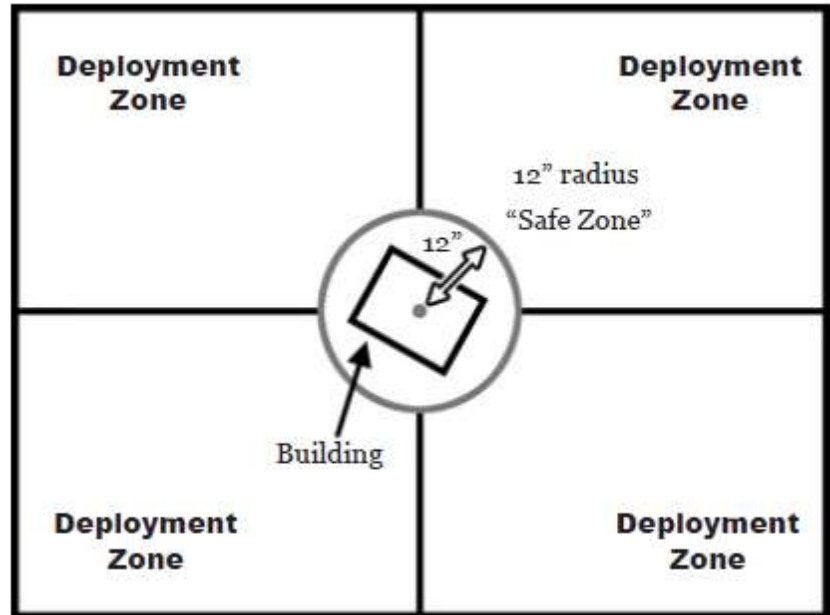
# Battle Scenarios

Alpha Mission:

## ***Battlefield Control***

### **Table Setup:**

To prepare the table for battle, set up the terrain as desired. Place a small, one-floor building (preferably with a flat top) in the center of the table. Any other suitable central objective is fine as well, whether a ruined temple, ancient artifact, or pilot that requires rescue.



**Deployment:** Deploy forces as usual. No models may be placed within 12" of the center of the table. If playing with more than two players, no model may be placed within 8" of any enemy models.

**Fallback:** Units fall back towards the nearest table edge in their deployment zone.

**Length:** The game lasts 8 turns.

**Objectives:** The goal of each side is to take control of the battlefield, securing an advantageous position from which to make further strikes at the enemy. At the end of the game, determine which side controls the most table quarters. To control a quarter of the table (divided up the same way as during deployment), a side must be the only side with units present in that quarter. Units that are falling back may not be counted as claiming a quarter. If more than one side has units in the quarter, that section of the battlefield counts as being disputed and awards no points.

Each side gains two victory points for each quarter they control. They gain an extra point if one of the controlled quarters is an enemy's deployment zone. The building at the center of the battlefield provides additional strategic value, allowing for easy communications and storage of supplies. If a side controls the building (by having a unit on top), it gains three victory points. (If using an objective marker instead, control of the center is determined by a unit being within 3" of the objective and no enemy units being present within the same radius.)

The side with the most victory points wins the battle. If points are tied, the game is a draw.

Alpha Mission:

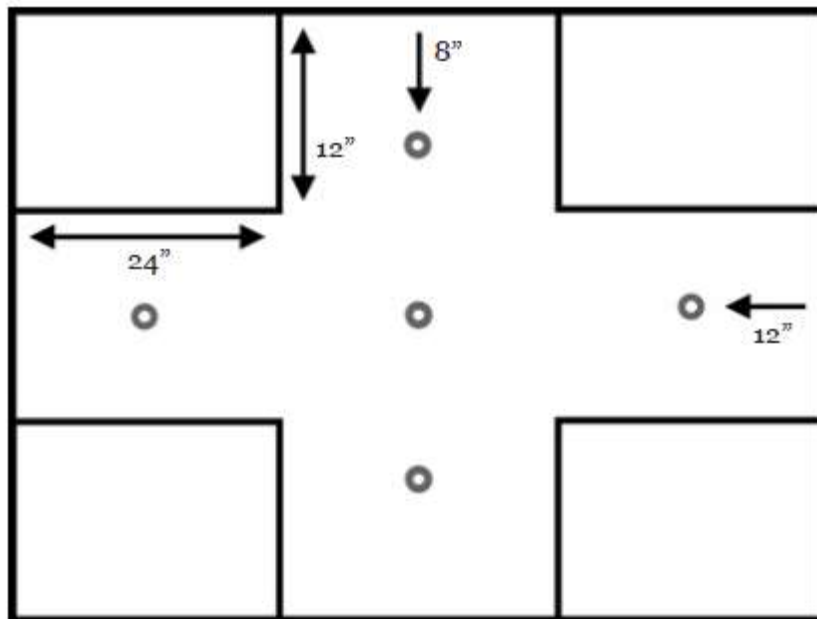
## ***Objective Capture***

### **Table Setup:**

Place terrain as desired.

Then place five objective markers on the table: one in the center, and one centered on each board edge, 12" out from the short edge and 8" out from the long edge (if playing on a square table, place each one 8" from the edges). These markers can

be simple counters, leftover miniature bases, or dedicated models made for the purpose. Regardless of type, all five should be the same size (if one is larger, use it in the center).



**Deployment:** Deployment zones extend 24" out from the short edge and 12" from the long edge, forming rectangles in each corner (as displayed above). Otherwise, players choose deployment zones as usual (for a Table Quarter mission) and place units as usual.

**Fallback:** Units fall back towards the nearest table edge in their deployment zone.

**Length:** The game lasts 8 turns.

**Objectives:** The goal of each side is to take control of various strategic objectives on the battlefield, controlling important resources and denying the enemy means of advancement.

At the end of the game, determine which side controls the most objectives. To control an objective, a side must have the only models within 6" of the objective. Falling back units and cannot claim an objective. Each objective controlled gives a side two victory points.

The objective at the center of the battlefield provides additional strategic value. If a side controls the objective, it gains three victory points instead of the normal two.

The side with the most victory points wins the battle. If points are tied, the game is a draw.

Alpha Mission:

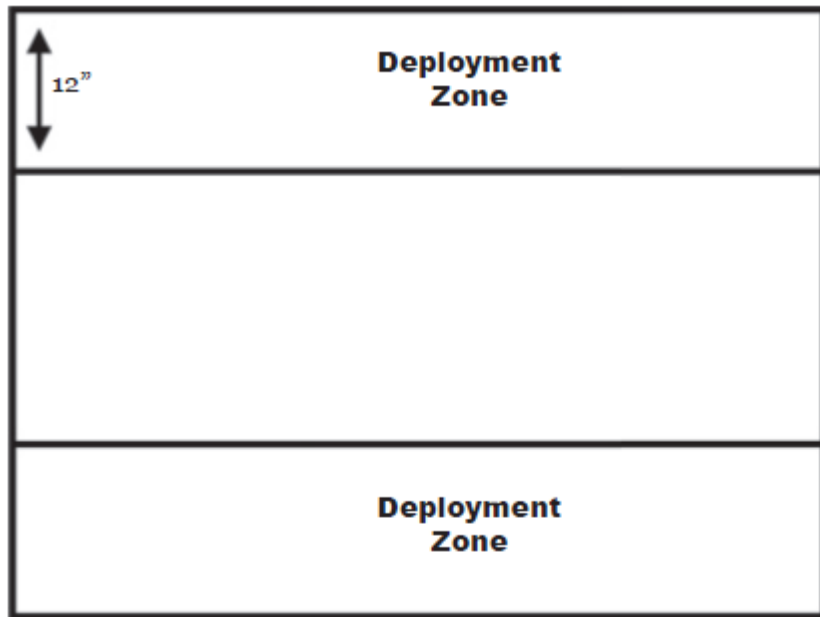
## ***Messenger Run***

### **Table Setup:**

Place terrain as desired.

### **Special Rules:**

Each player must have three Messenger models of Normal size. These messengers count as one-model units with a MOV of 8. They have armor equal to their army's TEK and no weapons.



The messengers may only be shot at if they are the shooting unit's closest target or if the shooting models are within 18" of the messenger.

**Deployment:** Units may be deployed up to 12" away from each player's table edge.

**Fallback:** Units fall back directly towards their table edge.

**Length:** The game lasts 8 turns.

**Objectives:** One army has struck deep behind enemy lines, cutting off an enemy force. However, freak conditions have caused communications to be disrupted on both sides. This is preventing each army from calling in help (help finishing off the enemy, or help freeing them from their cut-off position). They are forced to rely on somewhat antiquated methods of communication: messengers.

Each army has 3 messengers. They deploy and move as single-model units. Each player must attempt to move his messengers off the opposing side's table edge while attempting to prevent the enemy from doing the same.

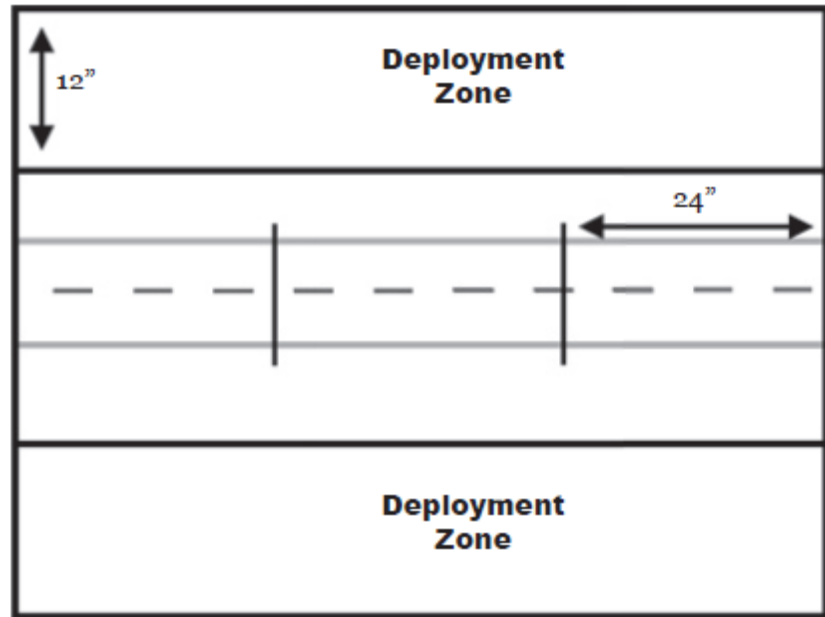
Each side gains 2 victory points for each messenger they move off of the enemy's table edge. A side also gains 1 victory point for each enemy messenger that is killed. The side with the most victory points wins the battle. If points are tied, the game is a draw.

Alpha Mission:  
***Road Control***

**Table Setup:**

Place terrain as desired.  
The battlefield should have a road running the entire length of the table. It should be between 4" and 8" wide.

**Deployment:** Units may be deployed up to 12" away from each player's table edge.



**Fallback:** Units fall back directly towards their table edge.

**Length:** The game lasts 8 turns.

**Objective:** The two armies are attempting to control a major supply route. This stretch of road has become a focal point in the battle to control the route. Both sides must attempt to take control of the road.

The road is divided into 3 sections, 24" long. If the road is windy, then divide the long edge of the table into 3 24" areas and count any road in each area as a "section of road". To control a section of the road, a side must have the only models on that section. Falling back units cannot claim road sections.

A side gains two victory points for each section of table they control. In addition, because the road is an ideal transport path for heavy units, a side gains one victory point for every enemy Support unit that is destroyed or falling back at the end of the battle. The side with the most victory points wins the battle. If points are tied, the game is a draw.

Alpha Mission:

## ***Meeting Engagement***

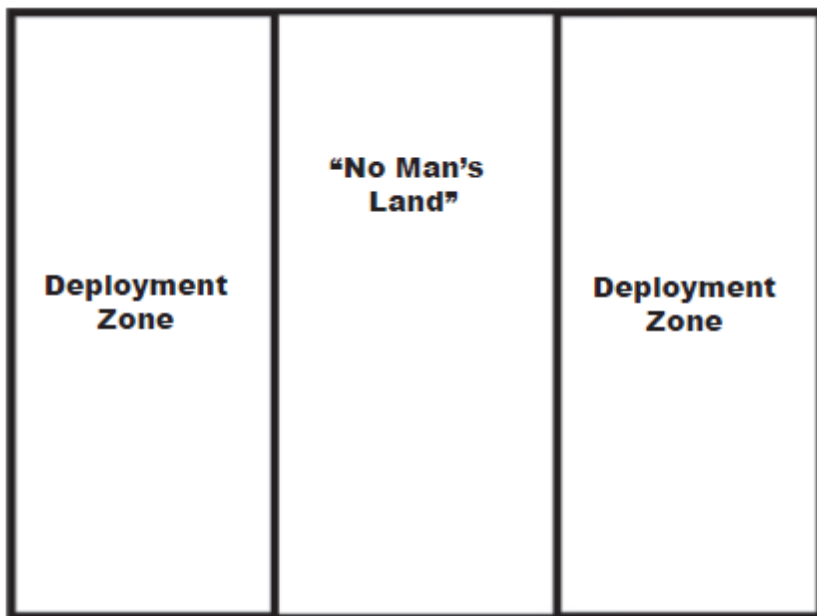
### **Table Setup:**

Place terrain as desired.

### **Special Rules:**

Each player may field four 6"x1" segments of Razor Wire: these count as difficult terrain but do not provide Cover. These are ignored by models Large and bigger.

Each player also must place a single objective marker anywhere in their deployment zone (at least 6" away from their table edge).



**Deployment:** Units may be deployed up to 24" away from each player's (short) table edge.

**Fallback:** Units fall back directly towards their table edge.

**Length:** The game lasts 8 turns.

**Objectives:** The two armies are attempting to push across a middle ground to advance upon enemy positions. This battle is part of a larger offensive, and it is critical that the troops get forward.

At the end of the battle, each side gains 1 victory point for each unit that has at least half of its models in the enemy deployment zone. Units that are falling back do not count.

A side gains 3 victory they instead take control of the enemy objective by having the only models within 6" of the objective. A side gains 2 victory points for maintaining control of their own objective.

Because highly-trained troops are critical to subsequent missions, each side gains 1 victory point for each enemy Elite unit that is destroyed or falling back at the end of the mission.



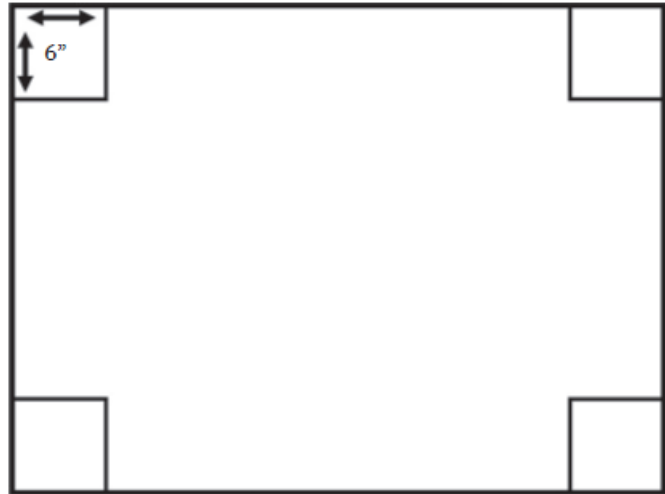
Alpha Mission:

## ***Ætherstorm***

### **Table Setup:**

Place terrain as desired.

**Deployment:** No units are deployed at the start of the game. Instead of placing units when activating for deployment, each player places a marker anywhere on the table. Markers may not be placed within 12" of any table edge.



When a unit becomes available to deploy during the game, choose any marker. That marker counts as the deployment point for the air drop: scatter it 2d10", subtracting the unit's TEK, then place the unit as normal. Units may not scatter off the table edge nor lose models to "landing" on impassible terrain: simply reduce the scatter as needed to allow for a landing. Ignore the penalties for landing in difficult terrain.

All units must attempt to enter play each turn, and gain a +3 to their roll to do so.

Units with Reserve: Air Drop reduce their scatter by 1d10".

**Fallback:** Units fall back in a random direction, scattering to determine their direction.

**Length:** The game lasts **10** turns.

**Objectives:** The two armies have suffered from a rare occurrence: an Ætherstorm. They have been pulled through the Æther into another dimension and must fight their way through each other to get to safety. Once off the battlefield, they can determine their next order of business.

Once all markers have been placed for deployment but before the first turn, each player rolls a die. The highest roller chooses a corner of the table. This is the corner that each unit in that player's army must move towards. Each subsequent player chooses their own corner. If there are just two players, the second player must choose the corner opposite the first.

To leave the battlefield, a unit must begin a move with all models within 6" of the target corner. Declare that the unit is escaping, and remove all models from the table.

A side gains 1 victory point for each unit that escapes the table, and an additional victory point if the unit in question escaped with over half the models it started the battle with. A side gains an additional 3 victory points if over half their units escape.

The side with the most VPs at the end of the game is the winner.

# Army Design System

The Aetherverse Army Design System can be used to field an army using virtually any 25-30mm scale miniatures being produced. Using the system, it is possible to create a highly advanced, technologically-centered army or a backwards force made up of raw peasants wielding pointy sticks.

The rules follow these basic philosophies and concepts: first, an army will generally be made up of the same species (referred to as a “race”). The rules are created with this in mind. While a race will have many different sizes, colors, strengths and weaknesses, there will be an overall “average” member of the race. This average is what is created with the basic profile and army characteristics. The basic profile defines what the baseline and most common member of the race is like, physically and mentally. The army’s characteristics further describe these abilities, strengths, and weaknesses.

Because there are always extraordinary members of any species, and because there are always differences amongst the same people, each unit will have any number of attributes purchased for them. These attributes are specific to each unit, and will represent special training of an elite unit, the particular behavior of a sub-species within a race, or will simply represent that the unit is made up of individuals that are stronger than the average member of their race

Most armies will generally have a high percentage of “basic” troops. By definition, this is simply the most common type of

soldier in the army. Whether an army’s backbone is a large block of lightly armed infantry, or huge, battlesuit-wearing pilots, an army will have a high number of these basic units compared to the other kinds in the army.

For the Alpha Release, the Army Design system is firmly rooted in a historical or Sci-Fi mode. There will be rules for Magic-based armies in a future update. Rules for solo fighters, called Personalities, were added with the previous update.

The first thing you’ll want to do is decide what kind of army you’d like to create. Maybe you’ve seen a really cool sci-fi war movie recently, and you’d like to recreate the battles. You may have been playing a great computer strategy game, and you want to make an army out of the soldiers you were commanding. Some people already have a collection of miniatures from other games, and simply want to convert their army for use in Aetherverse. Finally, you may have just seen a great miniature in the local shop, and want to base an army around that model.

Regardless of your reasons, you should probably have a bit of an idea of what you’re going for when making your army. Whether you’re trying to build a certain army from a movie, or just like playing armies with lots of guns, this is where you’ll decide. To start off, just grab a piece of paper and a calculator (or fire up a spreadsheet program), and get started!

## Army Design Process Outline

1. Design army profile
  - a. Create base profile
  - b. Add army characteristics
2. Create unit
  - a. Select unit class
  - b. Determine unit size
  - c. Select armor and weapons
3. Repeat step 2 until reaching desired army size.

### Create Army Profile

The army profile, once created, serves as the base profile for every unit in the army. It will also determine each unit's cost as well as the size of any basic units. Note that you are not actually "spending" any points at this point in time; rather you are determining what you *will* spend when you select units.

1. Select the army's basic profile. This consists of the six core stats: DEX, STR, CON, TEK, MOR, and PRE
2. Determine the base cost of this profile. The cost of each stat costs an amount equal to its value and every preceding value (for instance, STR 5 costs 15 points:  $1+2+3+4+5 = 15$ ). Stats begin at zero with a max of 10.
3. The total base cost for each unit in the army is equal to the total cost of these six stats. The minimum cost of the base profile is 50 points.

Value	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

4. Select any number of army characteristics. These free traits will modify the base profile or grant the army advantages in exchange for disadvantages or limits on army selection. These are distinct from unit traits which are purchased for and affect only individual units. The Army Characteristics will be listed in the next main section.

### Creating a Unit

1. **Determine base cost:** a unit's costs begins equal to the cost of the army's base profile.
  2. **Choose unit class.** There are three classes of units to choose from.
    - a. **Basic** units, these are unlimited in number;
    - b. **Elite** units, you may field *one for every one basic unit* in the army;
    - c. **Support** units, you may field *one for every two basic units* in the army;
- An Elite or Support unit may add +1 to any two of its six base stats for free; this bonus may be granted to the same stat twice (for instance, +1 to DEX and CON, or +2 to STR).

Examples of stats in the game: This page shows examples of three of the six stats. From top to bottom are **Strength**, **Tech Level**, and **Presence**. The figures represent stats 1 through 10, moving left to right. Naturally, these are just examples, and you can represent those numbers in various creative ways.



7/



3. **Determine the number of base models in the unit.** This is determined by a combination of the unit's class and TEK. For instance, an Elite unit with TEK 7 has 3 models.

Note that the profile cost is *per unit*, so if your base profile with TEK 5 costs 250 points, an eight-model basic unit costs 250 points before purchasing weapons/armor, as does a five-model elite unit.

Class / TEK	0	1	2	3	4	5	6	7	8	9	10
<b>Basic</b>	20	20	16	12	10	8	6	5	5	3	3
<b>Elite</b>	10	10	8	6	5	5	4	3	2	2	1
<b>Support</b>	6	6	6	5	5	4	3	2	1	1	1
<i>Additional Models*</i>	0	0	1	1	2	2	3	3	3	3	3

*\*: Additional models may be purchased for a given squad and equipped with different weapons from the rest of the squad. The method for doing so, and the costs, are at the end of the section.*

4. **Purchase unit traits:** these will further enhance or modify the unit, and will add to the cost of the unit.
5. **Purchase weapon(s) and armor** (see below for costs); each model in the unit is equipped with the same weapon and armor (additional models, if purchased, may wield different weapons). Models in general may not carry more than one weapon though certain traits will affect this.

## Selecting Armor

Each model in the unit wears the same armor, including additional models added to the unit. The strength of the armor is denoted by the Armor Value stat (ARM).

- **ARM:** Each point of ARM costs the value you are raising it to (i.e. ARM 4 =  $1 + 2 + 3 + 4 = 10$  points). Double the costs for each point above the unit's TEK, so ARM 6 in a TEK 4 unit costs  $1+2+3+4+10+12=32$  points).

Each point of ARM above the unit's TEK reduces the unit's MOV by 1". Units may not have their MOV reduced to below 1.

## Purchase Armor Traits

Armor traits may be purchased; these affect the unit and may grant it additional traits while also affecting what sort of weaponry the unit is capable of purchasing.



## Selecting Ranged Weapons

Ranged weapons have a type (Light, Assault, and Heavy) and three stats: Damage (DAM), Range Factor (RNG), and Shots.

### 1. Choose the weapon's type

- Light (limited in range but is considered one-handed which allows the unit to take the Offhand Weapon trait),
- Assault (can move and fire in the same turn), or
- Heavy (cannot move and fire in the same turn but can be more powerful and fire more shots).

### 2. Purchase the weapon's DAM.

- Each point of DAM costs the value you are raising it to (DAM 4 =  $1 + 2 + 3 + 4 = 10$  pts). Double the costs for each point above the unit's TEK: a DAM 6 weapon in a TEK 4 unit costs  $1+2+3+4+10+12=32$  pts).
- Each point of DAM over the unit's TEK gives it a 10% catastrophic failure chance: for every shot it makes, a to-hit roll of 1 (or 1-2 for 20%, 1-3 for 30%) automatically causes a wound on the carrying model.
- Heavy weapons have +2 to their "safe range" (a DAM 7 weapon in a TEK 5 unit is safe) though it still costs double for each point above TEK.

### 3. Purchase the weapon's RNG.

- Each point costs the value you are raising it to (i.e. RNG 5 =  $1 + 2 + 3 + 4 + 5 = 15$  points). RNG may not exceed TEK.

RNG is a "**Range Factor**" and is multiplied to determine the weapon's actual range depending on its type:

- Light: 3" per RNG
- Assault: 5" per RNG
- Heavy: 10" per RNG

### 4. Purchase Number of shots:

- Multiply the weapon's DAM+RNG by the number of additional shots desired. For instance, a DAM 4, RNG 5 weapon firing twice would add  $(4+5)*2 = 18$  pts to its cost.

Weapons are limited in the number of shots they may fire based on type:

- Maximum of 1 shot for Light weapons (no additional cost)
- Maximum of 2 shots for Assault weapons (buying up to 1 additional shot)
- Maximum of 4 shots for heavy weapons (buying up to 3 additional shots)

### 5. Purchase weapon traits to further enhance/modify the unit's weapon.

## Selecting Melee Weapons

Melee weapons simply have a single stat: damage (DAM).

- Each point of DAM costs the value you are raising it to (i.e.  $\text{DAM } 4 = 1 + 2 + 3 + 4 = 10$  points).
- Double the costs for every point by which DAM exceeds the unit's TEK.
- In addition, for every point of DAM above TEK, the unit suffers a -1 penalty to their Initiative. A unit may not be armed with a weapon that takes its initiative below zero.
- Finally, a weapon whose base DAM (before adding weapon traits) exceeds TEK counts as a Two-Handed Weapon and must be modeled as such.
- You may purchase weapon traits as for Ranged Weapons.



## Add Extra Models

Each unit may have a number of additional models purchased for it as denoted in the above table.

If these models will have the same weapons as the rest of the unit, simply divide the total unit cost by the number of models in the base unit: each identical additional model costs this amount.

These models maybe have their original weapon replaced. The cost of the replacement weapon is equal to its normal cost divided by the number of models in the base unit.

*Example: You want to add two additional models to a unit starting with ten models. The unit's base cost is 160, so the additional troops cost 16 points.*

*Giving different weapons (with a base cost of 50 points) to these two models then costs 5 points (50 divided by the 10 models in the base unit) for each model. The total for the two models, with upgraded weapons, is then 42 points (2 models at 16 points, plus 2 weapons at 5 points).*

Additional weapons in a unit that are different from the base unit's weapon are referred to as "Special Weapons" for purposes of rules terminology.

## Creating Personalities

Personalities are created as any other unit, using the army's base profile. An army may field one personality for every 250 points that the army is allowed to field.

1. **Determine the personality's base cost:** divide the cost of the army's base profile by the number of models that would be in an Elite unit of that army (before any stat additions are done). The cost may not drop below 25 points.
2. **Grant the Personality +1 to two stats** as with Elite or Support Units. Personalities are also affected by Army Characteristics that affect elite or support units in the army.
3. **Purchase Levels:** Up to two additional levels may be purchased for the personality at 25 points per level. Each level past the first grants the personality +1 to a stat and one Wound Point (WP).

4. **Purchase the Leader Attribute** if desired for +25 points. This grants the personality the **Command** activation ability.
5. **Purchase traits, armor and weapons** as normal. The personality may select traits as if they were both an Elite and Support unit. The personality may carry two weapons (one of which may be two-handed), but may only fire one ranged weapon in a given turn. When creating these, divide the cost of the personality's basic weapon/armor statistics (DAM, RNG, and Shots for weapons, ARM for armor) by the number of models that would be in an Elite unit of the same TEK as the leader (after all stat increases from traits and levels have been taken into account). Traits cost their normal amount. The cost of the weapons and armor cannot be reduced below 1 point.

## Creating a Command Squad

An army may field one Command Squad for each personality with the Leader trait.

1. **Create a unit as normal.** Treat the Command Squad as an Elite unit for purposes of unit size, equipment options, and stat bonuses. It does not count towards the number of Elite units that the army may field.

2. **Purchase a Command Squad type.** The type of command squad determines the range bonus granted to the leader's Command ability while limiting the stats that may be increased with that ability. It also defines how the unit should be modeled (a Flag unit must include flag-carrying models, for instance).

At least half of the unit should be modeled to represent the Command Squad type, though every model is considered to be equipped appropriately.



## Command Squad Types

### Flag Unit (+10 points)

- Limited to MOR
- Unlimited Range, but the unit being targeted by the command ability must have line of sight to at least one member of the command squad

### Drum and/or Bugle Corps (+10 points)

- Limited to MOR
- 24" Range.

### Early Radio (+20 points)

- Limited to DEX, STR, MOR
- Requires TEK 3
- 48" Range
- In order to benefit from a command, a unit must be equipped with an *Early Radio* (+10 points, given to one model in the unit)

### Advanced Radio (+40 points)

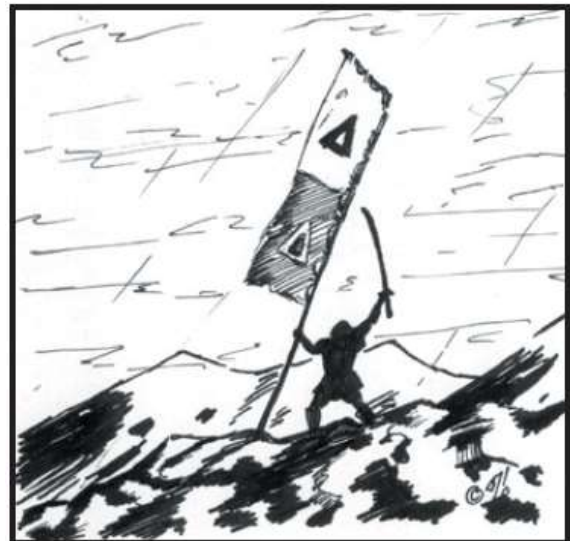
- Limited to DEX, STR, MOR
- Required TEK 4
- Unlimited Range
- In order to benefit from a command, a unit must be equipped with an *Advanced Radio* (+20 points, given to one model in the unit).
- A leader using this command squad may choose to give a unit in Reserves +2 to their reserves roll when they attempt to enter play this turn. This is a normal use of the Command activation and the unit chosen must be equipped with *Advanced Radio*.

## Satellite Transmission System (+60 points)

- Limited to DEX, STR, MOR
- Requires TEK 5
- Unlimited Range
- A leader using this command squad may choose to give a unit in Reserves +4 to their reserves roll when they attempt to enter play this turn. This is a normal use of the Command activation.

## Psychic Transmission (+80 points)

- May affect any stat
- Requires PRE 6, and a Leader must also have PRE 6 in order to utilize the command squad.
- Unlimited Range, but at least one member of the Command Squad must be able to draw line of sight to a model in the targeted unit.



## Creating a Vehicle

A vehicle counts as a single-model Support unit. As such, your army must contain at least two basic units to field one vehicle. A vehicle's profile is partially based upon the army's basic profile (taking DEX and TEK from it); the vehicle gains +1 to these two stats for being a Support Unit. The vehicle is also affected by Army Characteristics that change the stats of Support units (such as Technological's granting of +2 TEK).

To build a vehicle, follow these steps:

1. The starting cost of a vehicle is equal to the army's basic profile cost.
2. Choose the vehicle's Type from the Vehicle Type Table (on the following page). The type determines how much armor a vehicle may carry, as well as how many weapons it may have mounted upon it. Each type will have a minimum TEK requirement and will often grant additional movement.
3. Purchase armor for the vehicle. Each point of armor costs a flat 5 points; the vehicle's armor must fall within the range specified by the type. For instance, a Light vehicle may have 15 Armor Value, which would add 75 points to the cost of the vehicle.
4. Purchase weapons for the vehicle. The vehicle may have up to the number of weapons specified by its type. In addition to its normal costs, each weapon must have a fire arc assigned to it as follows:

- a. Front Only (free): the weapon may fire at targets visible from the front side of the vehicle.
- b. Side (+5 points, specify left or right): the weapon may fire at targets visible from the front or the specified side.
- c. Turret (+10 points): the weapon may fire at any target in a full 360 degree circle around the vehicle.

5. Purchase vehicle upgrades (in the traits section)

## Creating a Transport Vehicle

You may purchase the ability for a vehicle to carry troops. It costs 10 points for each 5 models of transport capacity; a vehicle may have a maximum carrying capacity of 20 models (unless otherwise limited by the vehicle type).

Adding transport capacity to a vehicle reduces the number of heavy weapons a vehicle may mount by 1 (unless it is a light vehicle). A chariot instead loses 2" from its MOV.

A transport comes with a single door mounted at the rear of the vehicle. You may purchase side doors for +10 points (for the pair) and/or a front door for +20 points. If you purchase side or front doors you may "trade in" the rear door for a 5 point reduction in the cost of the vehicle. Note that Chariots and Beasts (as well as vehicles purchasing the Open-Topped upgrade) do not require doors.

The vehicle must be modeled with any doors purchased.

## Vehicle Types:

- **Beast** (no TEK requirement)
  - Armor Value range: 8-14
  - Maximum Weapons: 4 (1 may be heavy)
  - Maximum Transport Capacity: 10
  - Suffers no penalty for moving through difficult terrain
  - Models may embark or dismount from any point around the vehicle
  - Light weapons always count as turreted for free
- **Chariot** (Requires TEK 1)
  - Armor Value Range: 8-12
  - +2" MOV
  - Vehicle may not move directly backwards, double the movement cost to make a turn. Vehicle has a maximum move distance of 2" through difficult terrain.
  - Maximum Transport Capacity: 5
  - Maximum Weapons: 3 (none may be heavy)
  - Models may embark or dismount from any point around the vehicle
  - Light weapons always count as turreted for free
  - Gains an additional +2" MOV when making a second Move action in a turn
- **Ramshackle** (Requires TEK 2)
  - Armor Value Range 8-14
  - +2" MOV
  - Maximum Weapons: 1 (may be heavy); Front Arc Only
  - Halve the costs of Transport Capacity
  - Armor costs 3 points per AV.
  - Reduce the vehicle's MOV by 1" for every point of AV beyond 8
  - Add 3 to any damage table result
- **Light** (Requires TEK 2)
  - Armor Value Range: 10-16
  - +2" MOV
  - Maximum Weapons: 2 (1 may be heavy)
  - Does not lose the Heavy Weapon option when converted to a Transport Vehicle
- **Heavy** (Requires TEK 3)
  - Armor Value Range: 14-20
  - Maximum Weapons: 4 (3 may be heavy)
- **Walker** (Requires TEK 5)
  - Armor Value Range: 12-18
  - Maximum Weapons: 5 (3 may be heavy)
  - Suffers no penalty for moving through difficult terrain

- **Anti-Grav Vehicle** (Requires TEK 6)
  - Armor Value Range: 10-16
  - Maximum Weapons: 3 (2 may be heavy)
  - Ignores terrain while moving, no movement cost to turn
  - May not end a move within difficult terrain
  - May add +2" MOV for +20 pts (up to twice, for a total of +4" at +40 pts)

The following two vehicle types (Helicopter and Aircraft) have specific basing requirements as detailed in the vehicle gameplay rules section. In addition they are considered to be “fliers” for purposes of what vehicle upgrades they may or may not select.

- **Helicopter** (Requires TEK 4)
  - Armor Value range: 8-14
  - +2" MOV
  - Maximum Weapons: 3 (2 may be heavy)
  - Maximum transport capacity: 10
    - Models may only embark upon the transport during deployment.
    - Embarked models may disembark by being placed directly under the Helicopter and then immediately making a move action (if the unit’s MOV is insufficient to move off of the Helicopter’s base, the helicopter may not move until they have finished moving off of it). The unit may make no further movement-based actions this turn.
    - Embarked models are lost as casualties if the Helicopter is destroyed.
  - Helicopters always begin the game in reserve (as if they have the Reserve: Normal trait) but once they are on the table they are treated as a normal vehicle.
  - Ignores terrain while moving, no movement cost to turn.
  - The vehicle may not end a move within difficult terrain.
  - Helicopters may not be assaulted and may not perform assaults.
  - Shooting attacks against Helicopters halve their damage. Shooting attacks measure range to the helicopter model, not the base.
  - A helicopter that is immobilized is instead destroyed (as with a damage result of 5).

- **Aircraft** (Requires TEK 4)
  - Armor Value range: 10-12
  - Maximum Weapons: 4 (all may be heavy); subtract one weapon for every 5 models of transport capacity and for every point its AV exceeds 10.
  - Maximum transport capacity: 10
    - May only carry unit with the Reserve: Air Drop trait. These units mount in the vehicle during deployment and may deploy from the aircraft during any activation in which the aircraft is on the table. Place the first model anywhere along the aircraft's movement path this turn and finish the deployment as normal (scattering only 1d10").
    - Embarked models are lost as casualties if the aircraft is destroyed.
  - Aircraft always begin the game in reserve. After a successful availability roll, the aircraft can move as far as desired starting from the controlling player's table edge and up to half of the table's shortest dimension (for instance, if the table is 8' x 4', it may move up to 24") and then turn up to 45 degrees. This counts as a Move activation. It may not perform a second Move action and may only subsequently perform a Shoot action.
  - An aircraft that is already on the table to begin an activation may perform a shooting action (if desired) and then immediately moves directly forward off of the table. If the aircraft did not shoot this turn, and if its movement took it off the opponent's table edge, it may immediately fire all of its weapons at an enemy ballistic artillery unit (TN to hit = 10 as normal). This attack may only be performed if the artillery unit has fired at any point in the game (not just this turn) prior to the Aircraft's activation.
  - An aircraft may attempt to enter the table from either side edge of the table, but suffers -4 to its availability roll.
  - An aircraft that has left the table through movement may re-enter the battlefield on subsequent turns with another successful availability roll.
  - Aircraft may not be assaulted and may not perform assaults.
  - Aircraft gain Cover 5 against all shooting attacks (reduced to Cover 2 if the aircraft has any Transport Capacity); shooting attacks against Aircraft halve their damage. Shooting attacks measure range to the Aircraft model, not the base (though no higher than 6" above the table: if the model is mounted higher than that, simply measure to any point directly below the model but 6" above the highest terrain piece under that point.)
  - An aircraft that suffers an Immobilized damage result is instead destroyed (as result 5). When destroyed, scatter the vehicle 1d10" (removing it from its base if possible) and then resolve any destruction effects (except that explosions always have a DAM equal to the aircraft's TEK). The damage affects any units on the ground within the radius.

## Creating Artillery

Artillery units always counts as Support Units; they inherit the army's base cost and its TEK. They do not gain a bonus to their TEK simply for being a support unit unless army characteristics provide such a bonus. To create an artillery unit, simply begin with the profile's base cost and add DAM as specified within each artillery type below.

- **Ballistic Artillery:**
  - Requires TEK 3
  - 30 pts per DAM.
    - DAM cost is doubled when over the unit's TEK
    - Each point of DAM over the unit's TEK increases its availability roll TN by 1
  - Armor Value begins at 10.
    - Each point of DAM over the unit's TEK decreases its AV by 1
- **Laser-Guided Artillery**
  - Requires TEK 4
  - 40 pts per DAM.
    - DAM cost is doubled when over the unit's TEK
    - Each point of DAM over the unit's TEK increases its availability roll TN by 1
  - Armor Value begins at 10.
    - Each point of DAM over the unit's TEK decreases its AV by 1
  - The unit may purchase Anti-Air Battery for 25 points. If an Aircraft attacks the unit, it may first make a single attack against it. Make an immediate availability roll; if it succeeds, the aircraft suffers one hit from the artillery battery. If this destroys the aircraft, the aircraft's attack against the unit automatically fails.
  - May purchase the Armor Piercing weapon trait for 20 pts. This does not apply to an Anti-Air or Orbital Defense battery.
  - If the unit has TEK 5 or higher, it may purchase the Orbital Defense Battery ability for 50 pts. This allows it to perform Counterbattery attacks against Orbital artillery.
- **Orbital Artillery**
  - Requires TEK 5
  - 50 pts per DAM.
    - DAM cost is doubled when over the unit's TEK
    - Each point of DAM over the unit's TEK increases its availability roll TN by 1
  - Armor Value begins at 10 + the unit's TEK.
    - Each point of DAM over the unit's TEK decreases its AV by 1

# Army Characteristics

When designing the army's base profile, you may select any number of these characteristics. The stat changes apply to the army profile (affecting the stat line as indicated) and any other bonuses or limitations apply to each unit in the army unless otherwise noted. You may not select a characteristic if it would bring a stat below zero.

- **Archaic:** +1 MOR, no units in the army may be equipped with weapons with DAM higher than TEK (including Heavy weapons)
- **Barbaric:** +2 STR, +1 CON, -3 TEK, units may purchase the *Berserk* unit trait at half price.
- **Bloodthirsty:** +2 PRE, every unit must always charge if able and cannot shoot if within 2xMOV of any enemy unit
- **Chivalrous:** +1 MOR, units in the army cannot shoot at or charge units that are falling back
- **Crusading:** All units automatically pass pinning tests, -2 MOR
- **Experienced:** All units must purchase the *Veteran* unit trait, though it is reduced in cost by half.
- **Feudal:** Elite and Support units get +1 TEK, +1 MOR and *Egotistical* unit trait; Basic units suffer -2 TEK
- **Guerilla:** All models gain *Fieldcraft* for free but suffer -2 TEK



- **Hardened:** +1 MOR, +1 PRE, requires one additional Basic unit per Elite unit

- **Hive Mind:** All basic units have their MOR reduced to zero. All (non-vehicle) Elite and Support units gain an Overlord Range equal to their PRE in inches. All basic units with at least one model within Overlord range become Fearless. Basic units must measure coherency from a model within Overlord range. Basic units' coherency is set to 2".
- **Mechanized:** Vehicles in the army are considered Elite rather than Support. Increase the number of Basic units required to field each Support unit by 1.
- **Militant:** All units wielding one-handed weapons gain *Off-hand Weapon* for free but may never use defensive fire.
- **Organic:** The army's TEK is reduced to zero. Units use their CON to determine the cost and limits of weapons and armor; no weapons may be purchased that risk catastrophic damage. Mutations may be selected regardless of the unit's TEK. Huge or larger models may take transport capacity as if they were vehicles (max capacity of 10 for Huge, 20 for Gigantic). Organic units' coherency is set to a base of 2".
- **Political:** All basic units must purchase a Sergeant. Prior to taking a pinning or fallback test, one model in a unit with a Sergeant can be executed (removed as a casualty) to automatically pass it. This ability is not limited to basic units.

- **Puppets:** The army may field double the number of personalities normally allowed. All personalities must purchase a magic ability. All other units in the army must have the Construct or Undead traits, or have a magic ability that adds a Summoning type. Only one such trait may be present in the army.
- **Regimented:** Basic units gain +2 MOR, -1 TEK and must be identical in every way (different special weapons may be purchased for each unit)
- **Sorcerous:** All units suffer -2 MOR unless they also have a magic ability. All personalities may purchase one 0 Casting Point magic ability for free.
- **Technological:** +1 TEK, -2 CON. Swap basic unit minimums for Elite and Support units.
- **Technophobes:** All units are *fearless* when engaged in melee against units with higher TEK than theirs. Double the cost of any unit, weapon, or armor trait that has a specific TEK requirement.
- **Terrifying:** All units must purchase the Frightening unit trait but may do so at half cost. This army must field a Level 3 personality; no other personality in the army may be level 3, and only the level 3 personality may be given the Leader trait.



# Unit Traits

When designing the army's base profile, you may select any number of unit traits. The stat changes apply to the army profile (affecting the stat line as indicated) and any other bonuses or limitations apply to each unit in the army unless otherwise noted. As usual, no Stat may drop below zero (except MOV, which can't drop below 1).

The following traits are **Limited Rules**: multiple traits can grant them, but a unit can only have one trait that grants it. For instance, a unit may not have both "Jetpack" and "Wings" as they both grant Flying, though a unit may have both a Flying trait and a Mounted trait.

- **Flying:** The unit may ignore terrain and other units during a Move or Charge action (except for the target unit if they are charging). When performing two consecutive move actions, the unit may ignore units/terrain for the duration of the entire move. If the unit ends a movement action in difficult terrain, roll a d10 and add the unit's DEX. If the result is less than 10, the unit suffers one wound for every point less than 10.
- **Mounted:** You may choose to have this unit not suffer the penalty to movement when moving through difficult terrain. If doing so, roll a d10 and add the unit's DEX. If the result is less than 10, the unit suffers one wound for every point less than 10.  
**Cavalry** and **Motorized** both count as a subtype of Mounted.

Special note regarding Flying Mounted models: they do suffer two wounds for every point less than 10 on a DEX roll if they end their movement in difficult terrain.

- **Size X:** No special rules except as noted in the individual size traits.

From smallest to largest, the sizes are Small, Normal, Large, Huge. Normal is the default size. **Size: Stout** counts as Normal for all purposes except where noted in the rules.

- **Reserve:** You may choose to not place this unit during deployment. If choosing to remain in reserve, the unit will enter play later in the game as specified in the trait.

The following traits are "Stacking Rules": multiple traits can grant them, and a unit may have multiple traits that grant them. The values from the multiple instances of the trait are added together. For instance, a unit with Cover 1 and Cover 2 has a total of Cover 3.

- **Cover X:** The total Cover value is added to the TN for a unit shooting at the unit with Cover.
- **Invulnerable X:** When the unit suffers a wound, roll a d10 and add the unit's total Invulnerable value. If the total equals or exceeds a TN of 10, ignore the wound. Do this separately for each wound suffered.

**Unit Traits:** Traits marked with an asterisk must have that trait incorporated into the model (for instance, a model with a Shield trait must be modeled as if it is carrying a shield).

- **Automated** (+20 pts): -2 MOR, -2 PRE, -2 STR, +2 DEX, +2 TEK. Unit suffers -2 MOV unless flying or mounted.
- **Banner Bearer\*** (+5 pts): One model carries a banner; unit doubles MOR for purposes of Regrouping tests.
- **Beast Pack** (+20 pts): Reduce the unit's TEK and MOR to zero. The unit gains a bonus to its STR equal to its original TEK and to its CON equal to its original MOR (capped at 10). Unit gains the Bestial unit trait for free. Unless the unit starts its activation with a Beastmaster personality within 6" (or if the unit *is* a personality), the unit must always expend its first action with a Move action directly towards the nearest enemy unit (visible or otherwise), moving around terrain and other units as necessary.
- **Berserk** (+40 pts): Unit becomes Fearless, gains Invulnerable 2. Unit must always move the maximum distance at least once towards an enemy unit during each activation (unless already engaged in melee combat). If the unit is close enough to charge at any point when choosing an activation action, they must charge. Unit may carry no Heavy ranged weapons and may not wear armor with a value higher than its TEK.

- **Bestial** (+10 pts): Whenever a unit opposing this unit in close combat falls back and there are no remaining enemy models in base contact with the unit, roll a d10. The unit moves that many inches directly towards the unit that has just fallen back. All models must remain at least 1" away from enemy models during this move.
- **Bionics, Early** (+10 pts): Requires TEK 5. +2 Armor, -2 DEX. Does not count against TEK limits on purchased Armor Value (will not lower movement).
- **Bionics** (+15 pts): Requires TEK 6. Unit gains +2 Armor. Does not count against TEK limits on purchased Armor Value (will not lower movement).
- **Bulky** (Not Purchasable): This trait is granted by certain forms of armor and other traits. The unit must be mounted on a base size as if it were one size category larger. Ignored for Huge or larger models.
- **Camo Cloaks** (+10 pts): Unit gains Cover 1.
- **Cannibalistic** (+10 pts): Requires *Size: Large* or *Huge*. Any model in the unit can, once per activation, "eat" any friendly model of smaller size within 6" of itself. Remove that model as a casualty. The "eating" unit gains *Invulnerable 2* until the end of the turn.
- **Combat Focus** (+5 pts): Elite, Support only. Instead of gaining +1 to a stat, the unit gains +1 attack in close combat. The unit may "trade in" one or both +1's for additional attacks. Personalities may also similarly "trade in" the +1 to a stat they receive for gaining any level.

- **Construct** (+20 pts): Unit is Fearless. +2STR, +2TEK, -3 MOV. MOV penalty is negated if unit is Mounted or Flying. May purchase Mutations without loss of CON. Unit may only shoot at the nearest target unless there is a unit with the Operator ability (from the Technology magic school) within 12". May not charge unless the same criteria is met or if compelled to by another unit trait (such as Berserk).
- **Countercharge** (+15 pts): May not use defensive fire. When another unit completes a charge against this unit, models not in melee contact may make a charge move of their own. The entire unit counts as charging.
- **Covering Fire** (+15 pts): As a Shooting action, place a marker anywhere within the unit's line of sight and longest weapon range. As long as the unit would otherwise be able to fire, any enemy unit who has a model move within 3" of this marker suffers a shooting attack from every model in the unit that is within range and line of sight of the marker. These shooting attacks are made with a -2 to-hit modifier. Units may ignore the zone of fire around the marker by halving their movement while any models are within the zone.
- **Diseased** (+20 pts): Roll a die for each wound caused to this unit in melee combat. For each die that rolls a 9 or higher, a hit with a DAM equal to this unit's CON is inflicted upon the unit that caused the wound.
- **Egotistical** (+10 pts): Elite, Support units only. Unit will not fall back from a combat if their side outnumbers the enemy side. The unit must charge the closest enemy if there is an enemy unit within its charge range when selecting an action.
- **Envelopment** (+15 pts): An enemy unit attempting to make a withdrawal move while in base contact with this unit rolls two dice and chooses the lower result.
- **Evasion** (+20 pts): Requires Mounted or Flying. Unit gains Cover 2
- **Expert Bowman\*** (+10 pts): Requires TEK 3 or less. Unit may make ranged attacks at targets 12" further than their weapon's range. If doing so, the unit suffers -2 to its to-hit roll.
- **Fanatical** (+20 pts): -3 TEK, Fearless
- **Fearful Visage** (+10 pts): Requires Size: Huge or larger. When this unit wins a melee combat, count each wound it caused as two wounds for purposes of opposing units' fallback tests.
- **Fearless** (not purchasable): This trait is granted by a number of other traits or game states. A Fearless unit automatically passes Pinning and Fallback tests.
- **Ferocious** (+10 pts): Unit may re-roll misses in the first melee activation after performing a charge in the same turn.
- **Fieldcraft** (+15 pts): Unit loses no movement in difficult terrain.
- **Frightening** (+20 pts): If this unit is on the winning side in a melee combat, the opposing unit automatically falls back as if failing a fallback test. Fearless units or those that automatically pass or ignore fallback tests are not forced to do so.

- **Graceful** (+15 pts): When performing a second Move action in a turn, the unit gains additional MOV for that action equal to half its DEX. This move may not be used to make a Combat Move. Unit may not have armor with an Armor value greater than their CON.
- **Hit-and-Run** (+30 pts): Unit always succeeds when attempting to make a Withdrawal move.
- **Laser Countermeasures** (+15 pts): Requires TEK 6. If the unit moves after being hit with a laser marking weapon, the marker does not move along with the unit, instead staying in place.
- **Medic\*** (+15 pts): Given to one model in a unit. As long as the Medic model is alive, add 1 to the TN required to cause a wound against the unit.
- **Mercenary** (+10 pts): Elite units only. This unit swaps any two stats from the basic army profile. All units in the army with the Mercenary trait must swap the same two stats.
- **Mighty Charge** (+15 pts): The unit gains +2 on its melee to-hit rolls on the first melee activation after charging in the same turn
- **Mob** (+5 pts): The unit gains a bonus to its MOR equal to the number of models in the unit above ten. May not be purchased along with Phalanx unit trait.
- **Mutation** (+10 pts each). A unit may purchase any number of mutations; each one gives the unit a -1 penalty to both CON and TEK.
  - **Chameleonic Skin:** Unit gains Cover 2
  - **Extra Arms\*:** The unit gains an additional attack in melee
  - **Extra Eyes:** +1 DEX
  - **Extra Legs\*:** Unit gains +2 MOV and counts as Mounted (may be represented by wheels or tracks on Constructs or other tech-themed units)
  - **Razor Claws\*:** Unit may not carry weapons but counts as having two melee weapons
  - **Resilient Skeleton:** +3 CON (for a total of +2 after the penalty) and -2 DEX
  - **Sickening Odor:** Units must pass a MOR test (d10+MOR) vs. a TN = to this unit's CON+PRE in order to charge them
  - **Spiny Arms\*:** Unit may not carry weapons but re-rolls all to-wound rolls in melee
  - **Whip Arms\*:** The unit may not carry weapons by gains +2" to its combat range.
- **Offhand Weapon\*** (+10 pts): Models equipped with a Light weapon or one-handed Melee weapon count gain an additional attack in melee combat.



- **Phalanx** (+25 pts): Unit may not be Mounted or Flying, must have a Shield trait. If all models in the unit are in base contact with at least two other models in the unit, double the effects of their Shield trait and the unit does not lose the effects of the shield after performing whichever action normally causes them to do so. Double the number of hits caused on this unit from Blast weapons. If modeled on square bases, corner-to-corner equals contact.
- **Radio** (various): See the Command Squad building rules for points costs. Units may be given a Radio receiver even if there is not a suitable command squad in the army; this allows the unit to spot for ballistic artillery units.
- **Rage** (+15 pts): If the unit has fewer than half the models it started the battle with, all models in the unit gain +2 STR and +2 CON. Personalities gain the bonus after suffering their first wound.
- **Reckless Passengers** (+5 pts): When being transported in an open-topped vehicle, count this unit as having half of its actual number of models. If the vehicle is destroyed or immobilized while they are embarked, each model in the unit automatically suffers a DAM 5 hit (as if the vehicle was utterly annihilated) and must immediately disembark, becoming pinned. This is in addition to any other effects of the vehicle damage table.
- **Reserve** (Various): The unit has one of the types of Reserve deployment. A unit may have only one type of Reserve trait. *See the available Reserve types at the end of this section.*
- **Ritual Council** (+25 pts): Elite units only. By passing a TN=10 Casting Action (d10 + PRE), unit may grant a personality within 6" a PRE bonus equal to the number of models in the unit.
- **Sacrificial** (+10 pts): Elite units only. The unit may not move. Once per turn, you may remove a model in this unit from play to grant any magic-using personality within 12" +2 to his PRE for the remainder of the turn. You may field one of these units for each magic-using personality and it does not count towards your limit of Elite units in the army.
- **Scouts** (+30 pts): Elite units only, unit may not be Mounted or Flying. Add 2" to the unit's coherency range. Reduce the unit's size by half and may only purchase a maximum of one additional model. Unit gains *Fieldcraft* and *Reserve: Infiltrate* for free. Unit gains Cover 2.
- **Sergeant\*** (+10 pts): One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2" to their coherency. This model must be used for all coherency measurements while alive.
- **Shield: Large\*** (+15 pts): Unit gains Cover 2 until they have shot on any given turn.
- **Shield: Combat\*** (+15 pts): Unit gains +2 Armor in close combat until after it has struck. The unit's controller may elect to have the unit strike as if its initiative was zero (declare when deciding whether to fight defensively).
- **Shield: Pavisse\*** (+15 pts): Unit gains Cover 2 until they have moved on any given turn.

- **Size\*** (varies): A unit may have one of the following Size traits:
  - **Small** (+15 pts): +1 DEX, -1 CON, -1 MOV, Cover 1
  - **Stout** (+10 pts): +1 CON, -1 MOV. This size counts as Normal sized for all other purposes.
  - **Large** (+25 pts): +2 CON. Units shooting at this unit have their TN to hit reduced by 2. Large units gain +1 Wound Point. Basic units with the Large trait have their unit size reduced by half.
  - **Huge** (+40 pts): +3 CON. Units shooting at this unit have their TN to hit reduced by 3. Units with the Huge trait have their unit size reduced by half (to a minimum of 1). Huge units gain +2 Wound Points.
  - **Gigantic** (+60 pts): +4 CON. Units shooting at this unit have their TN to hit reduced by 4. Gigantic units are reduced to a unit size of 1. Gigantic units gain +4 Wound Points.

A model that gained Size: Huge from another trait (such as an Armor trait) may upgrade to Size: Gigantic for a cost of +20pts. This replaces the bonuses gained from Size: Huge with those of Size: Gigantic.

- **Split Fire** (+20 pts): Requires MOR 5 or greater and the presence of a Sergeant. Any number of models in the unit may fire at a second target. A model with more than one weapon must still fire all of their weapons at the same target.

- **Stubborn** (+10 pts): When this unit loses melee combat, ignore the effect of wounds suffered on the TN of their fallback test.
- **Suppression Fire** (+20 pts): When firing with ranged weapons, declare that the unit is using “suppression fire” before to-hit rolls are made. The attack causes no wounds, but the target unit must take a pinning test using two dice, choosing the lower result of the two.
- **Tough** (+15 pts): Unit uses STR to determine whether their Armor value costs them movement rather than TEK. Armor still has its costs determined by TEK.
- **Unstable** (+5 pts): The unit does not fall back when failing a Fall Back test. Instead, the unit suffers a number of additional wounds equal to the amount the test was failed by. The unit automatically passes pinning tests.
- **Undead** (+5 pts): -3 TEK, +3 CON (the trait may be chosen even if it would drop the unit’s TEK below zero). Unit gains the Unstable trait for free, and wounds from this trait are halved if there is an Entropy unit within 6”. Unit always counts as moving in difficult terrain unless Mounted. Unless there is a Necromancer unit within 12”, the unit may only move once per turn, may not shoot, and may only charge if compelled to by a trait.
- **Veteran** (+10 pts): Unit may reroll failed fall back or pinning tests
- **Walking Shield\*** (+5 pts): Double the Cover provided by this unit when shooting at larger units behind it.

## Types of Reserves:

- **Standard** (Free, all units may use by default): When the unit becomes available, the unit “moves on” to the battlefield as if the whole unit was touching the edge outside edge of the battlefield. They move on from the controlling player’s table edge. If the controlling player does not have a table edge (due to a centrally-located deployment zone, for instance) select a table edge randomly. May be purchased by vehicles.
- **Air Drop** (+40 pts; Free for units with Flying): Requires TEK 4 unless the unit has Flying. When the unit is available, place a model from the unit anywhere on the battlefield (but at least 1” away from any enemy models). Scatter the model 2d10”, subtracting the unit’s TEK from the distance (if it would be moved into enemy models or off the table, reduce the distance as needed).

Place the remainder of the unit in coherency with the initial model’s final location. No models may be placed in base contact with an enemy model. Each model that ends up in difficult terrain suffers a wound on a d10 roll of 1 or 2. Any model that cannot be placed in coherency (due to enemy models, impassible terrain, or a table edge) is automatically lost as a casualty. The unit may now make a single action.

May be purchased by Light and Anti-Grav Vehicles.

- **Infiltration** (+30 pts): Immediately prior to the first turn of the game, place the unit anywhere on the battlefield at least 24” from any enemy models (18” if the unit is entirely within terrain that grants cover). If multiple players have models with Infiltration, roll off for first deployment and then alternate. Halve the cost of this trait for personalities.
- **Teleportation** (+60 pts): Requires TEK 6 or a personality in the army with a Space magic ability. When the unit is available, deploy the model as with the Air Drop rules, but only scatter the initial model 1d10” (subtracting the unit’s TEK). The unit may perform a single shooting action but may not move or charge.

May be purchased by vehicles, but only those with the Immobile upgrade.

- **Reserve: Dimension Hop** (+30 pts): When it becomes available, the unit disembarks from any friendly vehicle on the battlefield that has the Dimension Gate ability. If there are no such vehicles available, the unit may deploy using the Standard reserve ability.

**Equipment Traits:** All traits in this section must be represented on the models of the unit. Each unit may only choose one trait from a given section. A unit may not choose both a Motorized and a Cavalry trait.

- **Motorized Traits:** Each Motorized trait counts as Mounted and is Bulky.
  - **Light Bike** (+20 pts): Requires TEK 3. May not wear armor higher than TEK. Unit gains +2 MOV.
  - **Heavy Bike** (+40 pts): Requires TEK 3. Each bike in the unit may be mounted with an Assault weapon in addition to the weapon carried by the rider. A model may fire both weapons, following other normal restrictions. Unit gains +2 MOV and +1 CON.
  - **Support Bike** (+60 pts): Support units only. Requires TEK 3. Same as the Heavy Bike, but the unit may mount an additional Heavy weapon. This weapon may always fire, even if the unit moved, but if it fires the model may fire no other weapons.
- **Cavalry Traits:** Each Cavalry trait counts as Mounted and is Bulky. All Cavalry traits grant an additional 2" MOV when making a second Move Action in a turn.
  - **Standard Mount** (+25 pts): The unit gains +2 MOV.
  - **War Mount** (+35 pts): The unit gains +2 MOV and an additional attack when striking in melee combat
  - **Large Mount** (+65 pts): The unit gains Size: Large for free, +2 MOV and an additional attack when striking in melee combat. In addition, a model with a Large Mount may make an additional attack in melee combat at +2 STR. This extra attack strikes as if its DEX were zero for initiative purposes.
  - **Huge Mount** (+100 pts): Unit gains Size: Huge for free, +2 MOV, and two extra attacks in close combat. In addition, a model with a Large Mount may make an additional attack in melee combat at +3 STR. This extra attack strikes as if its DEX were zero for initiative purposes. Models on Huge Mounts may also carry a Heavy Weapon that may be fired, even if moving. If it fires, the model may fire no other weapons. Unit gains +1 Wound Point (in addition to the 2 granted by Size: Huge).
- **Flying Traits:** The following traits all grant Flying.
  - **Wings** (+25 pts): Unit gains +2 MOV. May not be given to a Motorized unit.
  - **Jetpack** (+25 pts): Unit gains +2 MOV. Requires TEK 4. May not be given to a Cavalry unit.
  - **Anti-grav Unit** (+50 pts): Requires TEK 6. Unit gains +2 MOV. Unit gains the Graceful trait (ignoring that trait's limit on armor). May not be given to a Cavalry unit.



**Personality-Only Traits:** the following may only be purchased by personalities.

- **Assassin** (+30 pts): Non-leader personalities only. This unit is not deployed but is hiding inside of another unit. When the personality is activated you may pass or declare that it is making its presence known. Place it on the table within 2" of any friendly model and at least 1" away from any enemy models. Immediately use the model's two normal activations. It may only appear from within a unit that is the same size or smaller, and a Mounted or Flying personality may not appear from within a unit that doesn't have the same trait.
- **Beastmaster** (+10 pts): A unit with the Beast Pack trait that has a model within 6" of the personality becomes Fearless. Does not grant Fearless to the personality if he has the Beast Pack trait.
- **Blood Mage** (+10 pts): Requires a magic ability. Prior to using a casting action, the personality may inflict one wound upon himself. Doing so grants him +2 PRE for the remainder of the turn. This does not require an action and the loss of a wound may not be prevented by any means.
- **Duelist** (+15 pts): Requires PRE 4. The personality may declare which specific models his melee attacks are directed at rather than directing them against the opposing unit as a whole. These attacks must be declared prior to rolling to hit.
- **Engineer** (+10 pts): If the personality is within 3" of a friendly damaged vehicle, he may attempt to repair it. Treat the vehicle as if it has the Automated Repair System upgrade but use the personality's TEK (plus one for every level of the personality) to determine if the roll succeeds rather than the vehicle's TEK.
- **Gunslinger** (+15 pts): Requires DEX 6. If the personality is armed with two Light weapons, it may fire both and may choose different targets for each weapon. They may both be used in melee combat as normal for light weapons.
- **Inspiration** (+20 pts): Requires PRE 4. The personality and any friendly units with models within 6" become Fearless.
- **Living Dead** (+20 pts): Entropy personalities only. +3 CON, Fearless. Personality counts as Undead for purposes of abilities that target or affect Undead units.
- **Monster Slayer** (+10 pts): The personality gains +1 STR and +1 DEX when making melee attacks against an enemy unit for every size category it is larger than the personality by. The personality is Fearless while engaged in a combat with such an enemy.

- **Morph** (+50 pts): Requires TEK 7 or Chaos. The personality may carry no weapons. When the personality is activated each turn, select any other weapon fielded by the army (including those in reserve, on dead models, or on vehicles). The personality is considered to have that weapon for the remainder of the turn.

- **Vampiric** (+10 pts): Requires PRE 3. Whenever the personality causes a wound in melee combat, it immediately gains a bonus wound point. The personality may exceed its starting number of WPs. This bonus point is gained at the end of the current initiative step: if the personality takes its final wound while also killing an opposing model, it is removed as a casualty.

**Leader-Only Unit Traits:** the following traits may only be purchased by a personality with the Leader trait.

- **Ballistics Officer** (+20 pts): When using a Command activation, instead of boosting a unit's stats, the targeted unit may instead re-roll a number of missed ranged to-hit rolls this turn equal to the leader's PRE. This ability may only be used if the leader is capable of boosting the unit's DEX.
- **Munitions Expert** (+20 pts): When using a Command activation, instead of boosting a unit's stats, the targeted unit may instead re-roll a number of failed ranged to-wound rolls this turn equal to the leader's PRE. This ability may only be used if the leader is capable of boosting the unit's DEX.
- **Combat Leader** (+10 pts): When using a Command activation, instead of boosting a unit's stats, the targeted unit may instead re-roll a number of missed melee to-hit rolls this turn equal to the leader's PRE. This ability may only target a unit in the same melee combat as the leader.

- **Strong Fighter** (+10 pts): When using a Command activation, instead of boosting a unit's stats, the targeted unit may instead re-roll a number of failed melee to-wound rolls this turn equal to the leader's PRE. This ability may only target a unit in the same melee combat as the leader.
- **Master of Maneuvers** (+25 pts): When using a Command activation, instead of boosting a unit's stats, the targeted unit may instead move an additional X inches (where X is the leader's Level) when performing a second Move activation this turn.
- **Master Tactician** (+40 pts): Requires PRE 6 and Level 3. When using a Command activation, declare that you are using this ability (this may only be performed once per turn regardless of the number of available Leaders or activations). Once this turn, when an activation marker is drawn, you may place it back into the deck/cup (reshuffle the deck if using cards) and draw another.

### **Ranged Weapon Traits:**

These traits modify any Ranged Weapon being purchased for a unit. Traits that multiply the cost of a weapon's attributes stack (so a weapon whose DAM cost is doubled and tripled actually has their DAM cost sextupled:  $DAM * 2 * 3 = DAM * 6$ ).

- **Air-to-Air** (+10 pts): Aircraft and Helicopters only. The weapon's DAM is not halved when firing against a vehicle of the same type. The weapon ignores an Aircraft's Cover when being fired by an Aircraft. May not be fired at targets that are not the same type as the vehicle. Aircraft may use this weapon when attacking Orbital Artillery.
- **Anti-Air** (+20 pts): The weapon's DAM is not halved when firing at Aircraft or Helicopters. Reduce the firing model's DEX by half when firing this weapon at targets other than these types.
- **Armor Piercing** (+10 pts): Heavy Weapons only. Double the weapon's DAM against vehicles, Huge or larger models, or any model with AV 15 or higher. This may take the weapon's DAM above 10. Weapon may not cause Overkill and may only fire a single shot.
- **Assault Attachment\*** (+5 pts): The unit gains DAM 1 in melee combat.
- **Barrage** (+20 pts): Heavy weapons only. Firing this weapon does not require line of sight. Models firing this weapon do so at half their normal DEX. Units suffer a -2 penalty to their MOR when taking pinning tests against this weapon.

- **Blast** (+30 pts): Triples the cost of the weapon's DAM. The weapon deals 1d10 hits to the target unit for each hit caused (halved if the weapon is DAM 5 or lower). Blast weapons may never fire more than one shot and ignore critical to-hit bonus rolls. May not cause more hits than the number of models in the targeted unit. If a non-artillery blast weapon causes more hits on the target unit than there are total wounds in the unit, excess hits are applied to the nearest unit (friendly or not) with a model within 2" of the original unit being hit.
- **Composite Bow** (+5 pts): Requires TEK 3 or lower. Assault weapons only. Wielder suffers -2 DEX when shooting. The weapon causes a critical hit on a 9 or a 10. Critical hits add the STR of the wielder to the DAM roll.
- **Flamethrower** (+20 pts, doubles the cost of the weapon's DAM): Special Weapons only if in a Basic unit, one shot only. The weapon has a range equal to  $2 * RNG$  rather than the usual values for weapon types. When firing this weapon, do not make to-hit rolls. Instead, nominate an enemy unit. All enemy models within range of the weapon are automatically hit (limited to a number equal to the DAM of the weapon,  $2 * DAM$  for Heavy flamethrower weapons). If a friendly model blocks line of sight from the firing model to any enemy models, those enemy models may not be hit by that model.

- **Heavy Ballista** (+15 pts): Requires TEK 3 or lower. Team-served weapons only. The weapon causes a critical hit on a 9 or 10. Critical hits have their DAM doubled; the DAM may exceed 10 for these shots.
  - **Laser Designator** (+10 pts): Requires TEK 4. Weapon has no DAM, must be Heavy, can only fire once per turn. Performs laser spotting as detailed in the rules for Laser Guided Artillery.
  - **Laser Guided** (+10 pts): Requires TEK 5. When firing at a target with a Laser Spot marker in base contact with one of its models, this weapon counts as Twin-Linked. Every laser marker past the first reduces the unit's Cover against this attack by 1.
  - **Silenced** (+10 pts): Requires TEK 4. Weapon ignores 1 point of Cover.
  - **Smoke Shells** (+5 pts): Requires Barrage. Instead of firing normally the weapon may fire a smoke shell. Place a 1"x3" smoke wall anywhere within range of the weapon. Any shooting attacks with line of sight passing through the wall grant the target unit Cover 5.
  - **Sniper\*** (+20 pts, doubles cost of DAM): Support units only. Weapon must be Heavy, and it may never fire in the same turn the model carrying it moved (even if the model may otherwise fire heavy weapons before/after moving). The shooting player may choose which model a hit from this weapon is allocated to. Units suffer a -2 penalty to their MOR when taking pinning tests against this weapon.
  - **Sonic** (+20 pts): The weapon's DAM is priced as if its TEK is zero. This weapon ignores Cover. Wounds from this weapon count double for purposes of determining the TN of pinning tests.
  - **Spread Fire** (+5 pts): If at least half of the target unit is within 12" of a model firing this weapon, they gain an additional shot. May not be purchased along with an attribute that specifically limits a weapon to a single shot.
  - **Team-Served\*** (+20 pts): Heavy weapons only. The number of weapons in the unit are halved (a unit with six models has three weapons) with each weapon served by two models. One weapon is removed from play for every two models killed. The unit gains +1 DEX when firing the team-served weapons (after halving in the case of Barrage weapons). Non-blast weapons gain +1 shot (this may allow a Heavy weapon to fire five shots).
- The weapons may be mounted separately from the models in the unit or may be standalone models without bases. The weapons do not count for purposes of being shot at in this case. Similarly, a weapon may be mounted on the same base as up to two models in the unit. In this case, the weapon and the two models may be mounted on a base up to 60mm in size. If doing so, the entire base counts as providing line of sight to both models mounted upon it. Be sure to note when one of the models on the base has been "removed" as a casualty (this does not affect line of sight to the remaining model on the base).

- **Thrown Weapon\*** (+10 pts): Do not purchase RNG for this weapon. Its DAM may not exceed the unit's STR and costs 1 point per DAM (ignoring TEK-based costs). The weapon's range is 6" (9" if the unit is Large; 12" if Huge or Gigantic). Weapon is limited to one shot.

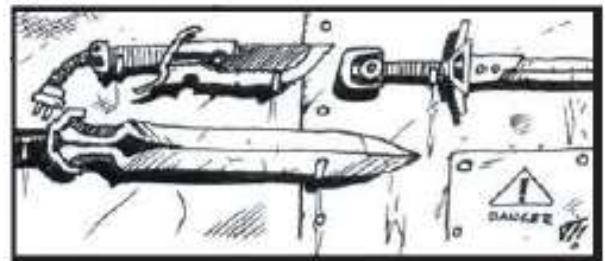


- **Twin-linked\*** (+20 pts): Re-roll missed to-hit rolls with this weapon. *Weapon must be modeled with two barrels or represented by two identical weapons.*
- **Underpowered Setting** (+10 pts): Requires TEK 4. Weapon may be fired with half DAM. If doing so, the weapon may fire one additional shot; this may allow the weapon to fire more than the usual limit. This also allows the weapon to fire "safely" if its DAM normally exceeds its TEK (ignoring catastrophic failure) as long as the reduced DAM is below the unit's TEK (or TEK+2 for Heavy weapons).
- **Weapon Stabilizers** (+30 pts): Heavy weapons only, requires TEK 5. Weapon may be fired as an Assault weapon. If doing so, the weapon's range is halved and it is limited to two shots for that turn (this does not grant additional shots to, for instance, a Heavy 1 weapon). May not be purchased by Blast weapons.

**Melee Weapon Traits:** all of these must be represented on the model, whether through the physical model or the paint job.

- **Two-handed** (Free): Any weapon with a DAM that exceeds the unit's TEK counts as a two-handed weapon (among other penalties). A unit with a two-handed weapon may not take the Off-hand Weapon trait.
- **Armor Penetrating** (+10 pts): Double the weapon's DAM against vehicles, Huge or larger models, or any model with AV 15 or higher. This may take the weapon's DAM above 10. Weapon may not cause Overkill. The wielder of the weapon strikes in initiative order as if its DEX was zero.
- **Energy Weapon** (+35 pts): Requires TEK 5. When rolling to wound with this weapon, ignore one point of the target unit's Armor for each point of the attacking unit's DEX.
- **Impact Hammer** (+60 pts): *This weapon doesn't always take the form of a hammer, but can be a hydraulic piston, a giant glove fitted with energy capacitors, or many other objects.* Requires TEK equal to or greater than the STR of the model. The weapon gains a bonus to DAM equal to the unit's TEK, but the unit strikes in initiative order as if their DEX was zero.
- **Keen Weapon** (+10 pts): Elite units only. Weapon gains +1 DAM and wielder gains +1 DEX in melee combat.

- **Lance** (+15 pts): Mounted units only. This weapon is always two-handed. The unit gains +2 to its melee to-wound rolls and +4 Initiative during melee combat on the same turn in which they charged. The unit gains +2" to its combat range on the same turn in which they charged.
- **Polearm** (+15 pts): Non-mounted units only. This weapon is always two-handed. The unit gains +2 to its melee to-wound rolls and +4 initiative during melee combat against a unit which charged them in the same turn. The unit gains +2" to its combat range (at all times)
- **Precision Weapon** (+25 pts): The weapon strikes as if it is a Light ranged weapon (using DEX to-hit, may not add STR to the to-wound roll).
- **Psyblade** (+50 pts): The weapon gains a bonus to DAM equal to the unit's PRE.



## Armor Traits

**Advanced Armor Classifications:** A unit may only select one of the following armor types (sorted according to their general power levels).

- **Powered Armor** (+10 pts): Requires TEK 5. The MOV penalty for Armor exceeding TEK is reduced by 1”.
- **Stabilization Armor** (+15 pts): Bulky. Requires TEK 5. Support units only. -2 DEX. Unit may move and fire with heavy weapons. Unit may not take a move action after shooting in the same turn.
- **Tactical Battle Armor** (+30 pts): Requires TEK 6. Elite units only, may not be given to Mounted or Flying units. Unit gains +1 STR. Unit suffers -2 MOV, but ignores all other movement penalties not caused by a unit (including difficult terrain and for having ARM higher than TEK). The unit may carry one ranged and one melee weapon. This armor is Bulky.
- **Support Battle Armor** (+50 pts): Requires TEK 6. Support units only, may not be given to Mounted or Flying units. Unit suffers -3 MOV, but ignores all other movement penalties not caused by a unit (including difficult terrain and for having ARM higher than TEK). The unit may carry up to two ranged weapons. The unit may fire heavy weapons before or after moving. This armor is Bulky.

- **Reinforced Exoskeleton Assault Armor** (+60 pts): Requires TEK 5. May not be given to Mounted or Flying units (unless it is given flying by this trait, see below). Support units only. Unit gains Size: Huge and +2 STR. Unit suffers -2 MOV, but ignores all other movement penalties. The unit may take two weapons (in any combination of ranged and melee), any of which may be two-handed, and may move and fire with heavy weapons in the same turn. The unit gains +1 attack in melee combat.

If the unit has TEK 7, the unit may be given Flying for +40 pts. This removes the -2 MOV penalty and grants an additional 2 MOV.

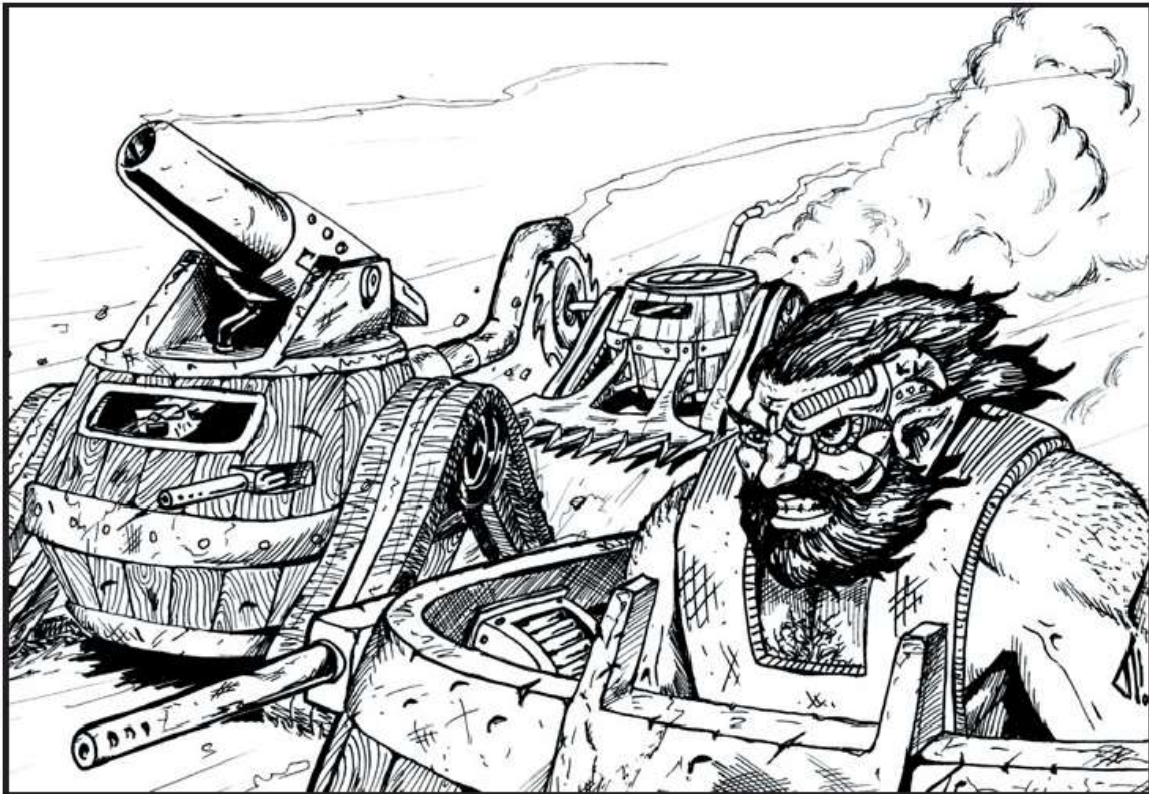
- **Advanced Battlesuit System** (+80 pts): Requires TEK 7. May not be given to Mounted or Flying units (unless it is given by this trait, see below). Support units only. Unit gains Size: Huge, +2 MOV, though it still suffers movement penalties for having ARM higher than TEK. The unit may carry up to three ranged weapons, or one ranged and one melee weapon. Each model in the unit may split their fire between targets, though the unit as a whole may not target more than two enemy units. If the unit has Split Fire (and meets the requirements of that trait) they may target one additional unit.

The unit may be given Flying for +40 pts. This grants an additional 2 MOV.



**Armor Enhancements:** These may be purchased in addition to other armor traits.

- **Battlesuit Shielding** (+75 pts): Requires TEK 6. May only be taken by a unit with an Armor Classification that grants Size: Huge (or larger). Unit gains Invulnerable 4. The unit's TEK is reduced by 1 for purposes of determining weapon costs, weapon attribute restrictions, damage/range limits and critical failure chance.
- **Energy Shielded** (+40 pts): Requires TEK 5. Ignores the effect of Energy Weapons if the attacking unit's TEK is lower than this unit's TEK. In addition, reduces the DAM of enemy ranged weapons targeting the unit by 2 if the shooting unit's TEK is lower than this unit's.
- **Masterwork Armor** (+15 pts): The MOV penalty for Armor exceeding TEK is reduced by 1". This stacks with Powered Armor.
- **Psyarmor** (+15 pts): The unit uses PRE as its determining factor for Armor cost and movement penalties rather than TEK. Negates the effects of a Psyblade if this unit's PRE is higher than the attacking unit's.
- **Stealth Armor** (+40 pts): Requires TEK 7. Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.





## Vehicle Upgrades

“Fliers” refers to both Helicopters and Aircraft for purposes of limiting upgrade selection.

- **Ablative Armor** (+20 points): when the vehicle is hit, roll a d10. If the result is a 9 or higher, reduce the DAM of the attack by 2.
- **Active Stealth System** (+30 points): Requires TEK 7. Any unit shooting at the vehicle loses any re-rolls and must re-roll any successful to-hit rolls.
- **Advanced Targeting System** (+25 points): The vehicle may use its TEK rather than its DEX as its to-hit bonus when firing its weapons. May not be purchased by a vehicle with no heavy weapons.
- **Aerospace Fighter** (+25 points): Requires TEK 6. Aircraft Only. The Aircraft may perform an attack on Orbital Strike artillery as if it were Ballistic Artillery.
- **Automated Repair Systems** (+20 points): Requires TEK 6 or the Organic Army Characteristic. As a Move action, instead of moving the vehicle may attempt to repair a single Immobilized or Weapon Destroyed result. Roll a d10; if the result is less than the vehicle’s TEK it either gains back the destroyed weapon or may move again. Armor Value damage is not repaired.

Aircraft instead make this roll prior to rolling for reserve availability and gain +2 to their TEK for purposes of this roll (as ground crew can assist with repairs).

- **Amphibious** (+5 pts): The vehicle does not lose movement when passing through water terrain.
- **Battering Ram** (+10 pts): The vehicle counts as having +2 AV when Ramming an enemy vehicle. Fliers may not purchase this upgrade.
- **Blades** (+10 points): When the vehicle is assaulted, the attacking unit suffers one hit for every missed melee attack. These hits have a DAM equal to the vehicle’s TEK. In addition, when performing a charge, double the number of hits the vehicle inflicts upon the unit. Fliers may not purchase this upgrade.
- **Command Vehicle** (+10 pts): If the vehicle is carrying both a leader and a command squad, the leader may issue command actions as normal. Does not function with a command squad that does not have a TEK requirement.
- **Devotional Broadcaster** (+10 pts): Requires an Order personality in the army. Any friendly units with models within 12” of the vehicle gain +2 MOR.
- **Dimension Gate** (+30 pts): Requires TEK 7 or a personality in the army with the Space magic ability. Purchase doors for the vehicle as if it were a transport. Units using the Reserve: Dimension Hop ability may deploy from this vehicle as if they were disembarking from it. Fliers may not purchase this upgrade.
- **Emergency Autopilot** (+5 pts): Requires TEK 5. If the vehicle suffers a Driver Shaken damage result, count it as a Gunners Shaken result instead. Fliers may not purchase this upgrade.

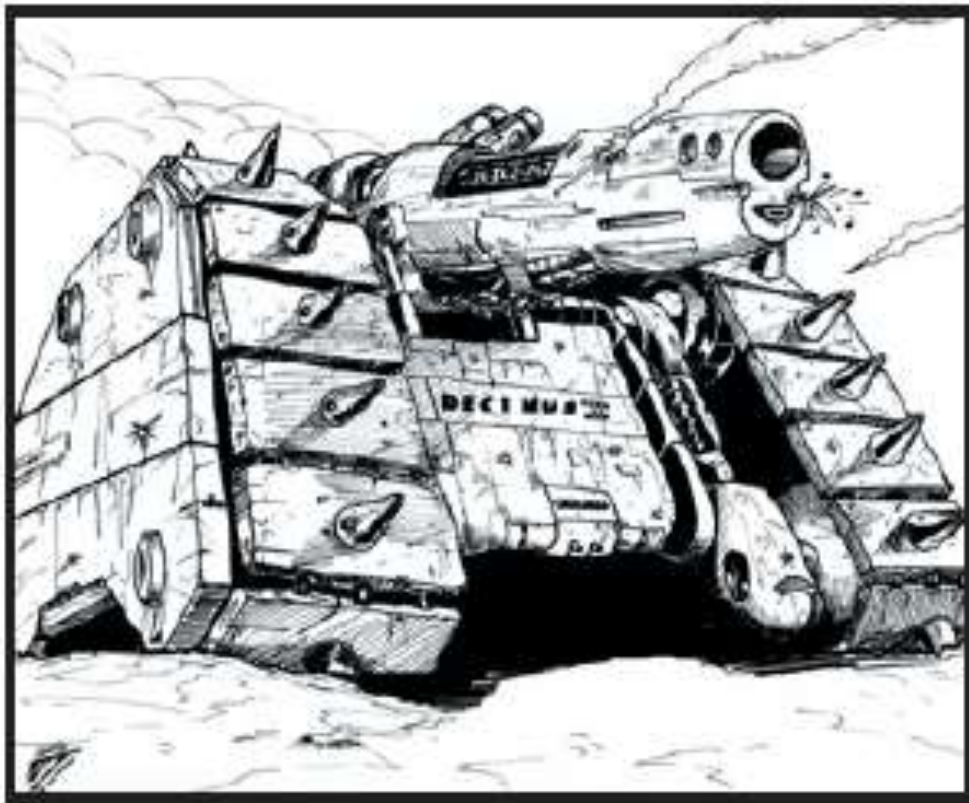
- **Firing Ports** (+10 points): Transport vehicles only. Up to half the transported models may fire their weapons with a Shoot action. Treat the weapons as if they were attached to the vehicle and are turreted. Heavy Weapons may not be fired in this manner. Aircraft may not purchase this upgrade.
- **Heavy Rear Armor** (+10 points): Enemies shooting at the rear of this vehicle do not gain the +2 DAM bonus for doing so. The vehicle loses 1" MOV. May not be purchased in addition to the High Powered Engine upgrade. Fliers may not purchase this upgrade.
- **High Powered Engine** (+20 points): +2" MOV. Enemies shooting at the rear of the vehicle gain +4 DAM instead of the normal +2. Light and Anti-Grav vehicles only.
- **Hover Chariot** (+20 points): Chariots only. +2" MOV. The Chariot may carry a single heavy weapon in addition to its normal weapon load.
- **Immobile** (+20 points): The vehicle is an immobile bunker, towed or airdropped onto the battlefield, or it is a strongpoint that was built prior to the battle. The "vehicle's" MOV is reduced to zero, and it gains +4 AV (armor may still not exceed 20). It has no definite rear, so counts as having Heavy Rear Armor for free. Weapons may only be single-arc (treated as front arc for one side of the vehicle; all four sides may have weapons) or turreted. Fliers may not purchase this upgrade. If it has Transport Capacity, the first (free) door may be placed on any side; the "front" door goes opposite that door.

**Jump Jets** (+40 pts): Walkers only.

Requires TEK 6. Once per game, this vehicle may choose to engage its Jump Jets at the start of an activation. The walker gains Flying and +2 MOV for the remainder of the turn. The walker may not turn during any move action and it must end any move out of difficult terrain or it is immediately immobilized. If performing a Vehicle Charge while the Jump Jets are "engaged", count the walker's MOV as 10" for the purposes of the roll taken by the victim unit. If the vehicle charge fails to contact an enemy unit the vehicle is destroyed rather than immobilized.

- **Open Topped** (+10 points): Vehicle suffers -1AV but gains +1 DEX. If a transport, models may embark and dismount from any point around the vehicle. All models on the transport may fire with a Shoot action but may not fire heavy weapons if the vehicle has moved this turn. Fliers may not purchase this upgrade.
- **Ordinance Carriage** (+20 pts): One Heavy weapon on the vehicle has its "Safe Range" for catastrophic failure increased by two (so a Heavy Weapon's DAM may exceed its TEK by 4 without risking failure). The vehicle may not move in the same turn as this weapon fires, and no other weapons on the vehicle may fire in the same turn as this weapon. Cost of the weapon is not modified.

- **Rough Terrain Suspension** (+10 points): The vehicle may move its full MOV distance through difficult terrain. If doing so it may not use a Shoot action this turn.
- **Redundant Engine Systems** (+10 points): When the vehicle suffers an Immobilized result on the damage table, roll a d10. On a result of 9 or higher ignore the result. The vehicle still suffers the armor value reduction from the damage. May not be purchased by Beasts.
- **Screeching Horror** (+10 pts): Requires a Chaos personality in the army. Any enemy units with models within 12" suffer -2 MOR.
- **Siege Engine** (+10 points): All heavy weapons must be Front Arc only. Vehicle gains +2 AV. May not be purchased by Chariots.
- **Smoke Launchers** (+5 pts): As a Shooting action, instead of shooting, fire smoke grenades. The vehicle gains Cover 5 and may not shoot any other weapons this turn. The smoke dissipates at the end of the turn.
- **Top Hatch** (+10 points): May not be purchased along with the Open Topped upgrade. One member of a transported unit may fire a heavy weapon as a Shoot action if the vehicle has not yet moved this turn. If doing so, the vehicle suffers -2 AV for the remainder of the turn



# Creating a Magic Unit

Any unit with a magic ability is considered to be a magic-using unit. It is also the same type as its school or minor magic ability (such as a “Chaos Unit” or a “Shaman personality”).

A non-personality unit may only purchase one such spell, and may only purchase one with a casting point cost of 0 or 1 (spells each have a cost ranging from zero to three casting points [CP]). A personality may purchase one spell plus one for each level (for a maximum of four spells at level 3).

Personalities may purchase spells from different schools, but the points cost of all spells he purchases is multiplied by the number of schools he purchases spells from. Remember that no army may contain units with opposing schools of magic.

## Schools of Magic

### Entropy

- **Necromancy** (0CP, +5 pts): The unit gains the Necromancer ability (related to controlling units with the Undead trait).
- **Wasting Curse** (1CP, +10pts): Any enemy units in the same close combat as this unit have their CON reduced by 2 (to a minimum of 1)
- **Wilting Disease** (2CP, +20 pts): Target an enemy unit; lower its CON by 2 times the caster’s level (to a minimum of 1). This ability has a range of 6” times the caster’s level.
- **Raise Dead**: (3CP, +15 pts): Requires Necromancy. For the remainder of the turn, whenever a model without the Undead or Unstable trait within 12” of the caster dies (friendly or enemy) place an Undead model within 2” of the caster. All models created during the turn join the same unit, and if there is a unit of models created with this spell within 2” of the caster new models must be placed into that unit. These models have all six stats equal to 2 and 1 WP each. The created units count as Undead as per the unit trait.
- **Life Drain** (3CP, +30 pts): Target an enemy unit within 12”. Roll a d10 and add the caster’s PRE. The controller of the target unit rolls a d10 and adds the unit’s CON. If your total is greater than the enemy’s total, the target unit suffers a number of wounds equal to the difference (excess wounds are lost). The caster gains back WPs equal to the number of wounds dealt; this may not allow him to have more WPs than his starting total.

## Growth

- **Bestial Aspect** (0CP, +10 pts): Swap the unit's STR and PRE.
- **Strength Burst** (1CP, +10 pts): the unit's STR is increased by an amount equal to its PRE (to a maximum of 10)
- **Giant Strength** (1CP, +15 pts): Target a friendly unit with a model within 12". The unit gains a STR bonus equal to the caster's PRE (to a maximum of 10).
- **Terrain Growth** (2CP, +20 pts): Place a 3"x3" square of terrain anywhere on the table entirely within the caster's line of sight and with at least one edge within a distance of 12" multiplied by the caster's level. The square counts as difficult terrain and blocks all line of sight. The terrain remains until the end of the game.
- **Nature's Shield** (3CP, +30 pts): Target a friendly unit with a model within 12". The unit gains Invulnerable X, where X is equal to the caster's level.

## Technology

- **Tinker's Boon** (0CP, +5 pts): The unit gains the Operator ability (related to controlling Constructs).
- **Force of Will** (0CP, +10 pts): The unit may use its PRE attribute to meet the TEK requirement for any trait.
- **Weapon Boost** (1CP, +15 pts): Target a friendly unit with a model within X" where X is the caster's PRE. The unit's weapons gain +2 DAM.
- **Machinespeak** (2CP, +20 pts): Target a friendly vehicle or unit with the Construct unit trait within 12". The unit may immediately take a single action of any type. This may allow a Construct unit to shoot or melee twice in a turn. Instead of an action, if the target is a Construct it may also heal one WP (this may not bring the Construct to higher than its starting WP value).
- **Weaponsbane** (3CP, +30 pts): Target an enemy unit with a model within 12". That unit may not fire any ranged weapons until the end of turn. If the unit's TEK is lower than the caster's PRE, it also becomes pinned.



## Elemental

Elemental magic's spells work a little differently from the other schools. Rather than having spells of increasing power, there are five primary "Powered" spells (one of each element) that a caster may choose to expend any number of casting points into (plus five companion 0CP "Base" spells). A personality must purchase a 0CP spell in order to purchase the primary spell from the same element. Only Personalities may purchase the Powered spells.

Any unit with an Elemental spell counts as being "of that element": a unit with the Fire spell is a Fire Unit. A unit with an Elemental ability may also be given the Elemental Summoning trait:

- **Elemental Summoning** (+10 pts): Triple the effect of the Base Spell but reduce the unit's TEK to zero. The unit must enter play using the Reserve: Air Drop rules. If the first model in the unit is placed within 6" of a model with the same elemental type, it does not scatter. Otherwise, the unit scatters 4d10". Spirit counts as all five elements for purposes of this ability. The unit gains **Unstable**.
- **Base Spells** (all are 0CP, +10 pts):
  - **Air:** +1 DEX
  - **Earth:** +1 CON
  - **Fire:** +1 STR
  - **Water:** +1 MOV
  - **Spirit:** +1 PRE
- **Powered Spells** (all are +20 pts)
  - **Air:** Target a friendly unit within 12". The unit gains Flying and +1 MOV per CP expended.
  - **Earth:** Target a friendly unit within 12". The target gains +2CON multiplied by the number of CPs expended.
  - **Fire:** The spell creates a ranged attack with DAM equal to 3 times the number of CPs expended and a range equal to 12" multiplied by the number of CPs expended. It fires a number of "shots" equal to the caster's level. There is no need to roll to-hit (the casting roll counts as such).
  - **Water:** Target an enemy unit within 12". The unit loses -2 MOV per CP expended (to a minimum of zero).
  - **Spirit:** Summon a Guardian: a number of models are placed within 2" of the caster. Each of these models' six stats, MOV, and Armor Value are equal to the personality's PRE. You may either place one model with a number of wounds equal to the number of CP's expended, or place a number of one-wound models equal to the number of CP's expended into a single unit. The Guardians are considered a Spirit unit. When casting this spell, you may place Guardians summoned on subsequent turns into the original unit if it is within 2".

## Chaos

All Chaos units may purchase Mutations without losing TEK.

- **Adept of Chaos** (0CP, +5 pts): +1 PRE. Unit gains +2 Initiative in melee combat versus Order units.
- **Demon** (0CP, +25 pts): Select one of the following Demon types. In addition, the unit must deploy using **Demonic Summoning**: the unit must enter play using the Reserve: Air Drop rules. If the first model in the unit is placed within 6" of a Chaos model it does not scatter. Otherwise, the unit scatters 4d10". The unit gains **Unstable**.

<ul style="list-style-type: none"><li>○ <b>Envy Demon</b>: +2 PRE and the unit gains Envelopment</li><li>○ <b>Gluttony Demon</b>: +2 CON and the unit gains Bestial. The unit is Bulky.</li><li>○ <b>Greed Demon</b>: +1 TEK. Enemy units must pass a MOR test (d10+MOR) with a TN equal to this unit's PRE in order to shoot at the unit. If the test fails the unit may choose a different target (or different activation).</li></ul>	<ul style="list-style-type: none"><li>○ <b>Lust Demon</b>: +1 DEX the opposing unit in a melee activation strikes as if their initiative is zero.</li><li>○ <b>Pride Demon</b>: +2 MOR and the unit gains Countercharge.</li><li>○ <b>Sloth Demon</b>: +2 PRE, -2" MOV, the unit gains Diseased and Invulnerable 1.</li><li>○ <b>Wrath Demon</b>: +2 STR and the unit gains Berserk.</li></ul>
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- **Winds of Fate** (1CP, +5 pts): Target any unit within 12" and nominate one of their six stats. Roll a d10. If the result is odd, the stat is reduced by 1. If the result is even, increase the stat by 1.
- **Grant Mutation** (2CP, +20 pts): Target a friendly unit with a model within 6". Select a Mutation: the unit gains the effects of the mutation until the end of the turn (mutations that normally disallow weapons may still be used along with the weapons). Double the number of wounds caused to the unit this turn.
- **Create Spawn** (3CP, +30pts): Target a model (friendly or enemy) within 6". Roll a d10 and add the caster's PRE, the controller of the target model rolls a d10 and adds the target's CON. If the caster's roll is higher, remove the target model as a casualty and replace it with a Spawn model within 2" of the caster. The Spawn's six stats, armor, and MOV are equal to the target's CON. It has a single wound and a number of melee attacks equal to the caster's level. The model is Bulky. If both dice rolled were natural 1's, remove the caster as a casualty instead (and use his CON to generate the Spawn's stats). If both dice rolled were natural 10's, instead generate a number of Spawns equal to the caster's level (as a single unit). *(This ability may be used even if no Spawn models are available; simply kill the relevant model and skip the spawn creation.)*

## Order

- **Scion of Order** (0CP, +5 pts): +1 PRE. Unit gains +2 DAM in melee against Chaos units
- **Archon** (0CP, +25 pts): Select one of the following Archon types. In addition, the unit must deploy using **Archonic Summoning**: the unit must enter play using the Reserve: Air Drop rules. If the first model in the unit is placed within 6" of an Order model it does not scatter. Otherwise, the unit scatters 4d10". The unit gains **Unstable**.
  - **Courage Archon**: +2 CON and the unit gains +2 STR when involved in a melee activation with a unit with more models or of a larger Size category (not cumulative).
  - **Justice Archon**: +2 STR and the unit gains Mighty Charge.
  - **Prudence Archon**: +2 PRE and the unit gains Hit and Run
  - **Temperance Archon**: +2 Armor and the unit gains Stubborn.
- **Strength of Order** (1CP, +10 pts): Unit becomes Fearless. The casting roll automatically passes if the unit is in base contact with a unit with any Summoning type, with a Chaos unit or a unit with the Undead trait.
- **Shield of Faith** (1CP, +15 pts): Any successful to-wound rolls against the unit must be re-rolled.
- **Sphere of Protection** (2CP, +20 pts): Target a friendly unit within 12". The unit gains +2 Armor.
- **Banishing** (2CP, +30 pts): Target an enemy unit within 12". The target unit must have a Summoning type, be a Chaos unit, or have the Undead trait. Roll a d10 and add the caster's PRE. The controller of the target unit rolls a d10 and adds the unit's CON. If your total is greater than the enemy's total, the target unit suffers a number of wounds equal to twice the difference (excess wounds are lost).
- **Greater Banishing** (3CP, +40pts): As Banishing, but may target any enemy unit.





## Time

- **Foresight** (0CP, +10 pts): Unit gains +2 to its initiative in melee combat
- **Time Flash** (1CP, +10 pts): The unit may re-roll missed to-hit rolls in shooting or melee
- **Quicken** (2CP, +15 pts): Target any unit within 12". The unit's DEX becomes equal to the caster's PRE.
- **Lethargy** (2CP, +20 pts): Target any enemy unit within 12". The unit strikes in melee as if its initiative were zero.
- **Stasis** (3CP, +40 pts): Target any unit with a model within 6". The unit may not be activated, targeted or affected by any action, nor may any other units enter base contact with the unit. This ability may not target a unit in base contact with an opposing unit. If the target is an enemy unit, it may resist this ability. Roll a d10 and add its PRE after the caster has completed his casting action. If it equals or exceeds the caster's casting roll, it negates the effects of this spell.

## Space

- **Aetherial** (0CP, +20 pts): Unit gains Cover 2. Unit ignores difficult terrain and treats impassible terrain as difficult terrain (though it may still not end a movement within impassible terrain).
- **Teleport Self** (1CP, +15 pts): Move the unit up to 6" in any direction. This move ignores all terrain and enemy models during the move; may not be used to make a Combat Move. If attempting a to leave base contact with this move, the unit must still pass an opposed check as if making a Withdrawal Move.
- **Chronohaze** (2CP, +20 pts): Target a friendly unit within 6". They gain the Aetherial ability.
- **Teleport Allies** (2CP, +20 pts): Target a friendly unit within 6". Move them as if they had used the Teleport Self ability.
- **Teleport Enemies** (3CP, +40 pts): Target an enemy unit within 6". Move one model from the unit up to 18"; the model must be placed in clear terrain and must be the unit leader if one is present. The player controlling the unit must then place the rest of the unit in coherency with that model. No placed models may be placed in base contact with an enemy unit.



# Minor Magic Abilities

A personality may select one of these abilities for **25 points**; a personality may not have both a minor magic ability and an ability from a School of Magic. Using one of these abilities requires a Casting action, but no Casting Check is required: simply roll **2d10** and consult the table for the ability the personality has chosen. Unless stated, all effects end at the end of the turn.

A player must have models available for any possible on a table they are using that creates new units, terrain, or other such changes. If a result is rolled multiple times and no model is available, re-roll the result.

## Shamanism

- **2:** The shaman is unable to contain the energies he is summoning and his head explodes. Remove him as a casualty and any models within 6" suffer a hit with DAM equal to the caster's PRE.
- **3-4:** The shaman makes some noises and gestures but succeeds in nothing more than setting his hair on fire. Scatter the caster 1d10" as he struggles to put his hair out (stop him 1" away from any enemy models).
- **5-6:** A brief dust storm occurs, providing cover. All units with models within 12" of the shaman gain Cover 1.
- **7-9:** Sparks and flames shoot from the shaman's hands, causing no effect but inspiring his troops. All friendly units within 12" of the shaman become Fearless.
- **10-12:** Fierce winds erupt around the shaman and carry him through the air. The Shaman gains Flying and may immediately move up to his MOV distance.
- **13-15:** The caster calls a small bit of fire, which immediately flies at an enemy unit. Target an enemy unit within 24". The unit suffers a number of hits equal to the caster's level; the hits have DAM equal to his PRE.
- **16-17:** Flames erupt around an enemy unit. Choose any enemy unit within line of sight of the shaman: they must pass a pinning test (TN = 10) or become pinned.
- **18-19:** The shaman succeeds in calling down a giant bolt of lightning. Target an enemy unit with a model within 12" of the shaman. The unit suffers a number of wounds equal to the shaman's PRE. The unit is automatically pinned.
- **20:** The shaman manages to cause a volcano in the vague vicinity to erupt and launch a molten bolder into the sky. Place a marker in base contact with the Shaman and scatter it 1d10". Any models within 3" of the marker after scattering suffer a hit with DAM equal to the distance scattered.



## Tinkering

*A Tinker has the Bulky trait due to the large pile of scrap metal, spare parts, and weird gears that they generally carry around.*

- **2:** The tinker tries to put together a device, but it explodes. Remove the tinker as a casualty, and all models within 6" suffer a hit with DAM equal to the tinker's TEK.
- **3-4:** The tinker pushes a button on a new engine of destruction! Sadly, all it does it make a large cloud of smoke. The tinker and all units with a model within 6" become pinned.
- **5-6:** The tinker puts together a small hand grenade and tosses it at the enemy. Unfortunately he underestimates its weight: place a marker within 2" of the tinker and scatter it 1d10". All models within 2" of the marker suffer a DAM 6 hit.
- **7-9:** The tinker creates a small smoke grenade. Place a 3" x 3" square marker anywhere within 6" of the tinker (and within his line of sight). The marker remains until the end of the turn and counts blocks all line of sight.
- **10-12:** The tinker cobbles together a small one-shot gun. He immediately makes a shot with the following profile: 24" range; DAM = his PRE; number of shots = his TEK divided by two (with a minimum of 1 in all cases)
- **13-15:** The tinker makes a one-shot rocket launcher, and immediately makes a shot with it. 36" range; DAM = twice his PRE; 1 shot, Blast.
- **16-17:** A minor mechanical device is created and follows the tinker around, protecting him. Place a single Size: Small model within 2" of the Tinker. It has 1's for its six stats, a 6" MOV, Invulnerable 2, and the Walking Shield trait. Any repeats of this result add an additional model to the unit.
- **18-19:** A construct rolls out of the tinker's junkpile. Place a Large Construct with the Extra Legs mutation within 2" of the tinker. Its six stats and Armor equal the tinker's PRE, and it is equipped with a Rocket Launcher as per result 13-15 (though it can fire on each subsequent turn). This Construct treats the tinker as an Operator (as from the Technology magic school).
- **20:** The tinker puts the finishing touches on a giant rocket, which is fired off rather promptly. The player may immediately make an Orbital Strike anywhere on the table, even out of line of sight of the tinker. The strike scatters 2d10" and has DAM equal to the tinker's PRE.

## Demagoguery

The Demagogue counts as having either the Chaos or Order magic ability for purposes of Summoning demons or archons, respectively. Choose which during army construction.

- **2:** The doomspeaker angers a deity and is struck down by lightning. Remove the demagogue from play and all units within 6" must pass a Morale test (TN = 5 + the caster's PRE) or fall back as if losing combat.
- **3-4:** The demagogue rails mightily towards the heavens... but nothing happens. The personality must pass a pinning test (TN = 10) due to embarrassment.
- **5-6:** A foul wind blows: any units with models within 12" of the demagogue suffer -3 MOR.
- **7-9:** The doomspeaker inspires his army to glory! All friendly units within 6" gain +2 MOV.
- **10-12:** The demagogue summons a minor demon/archon. Place a normal-sized model within 2" of the demagogue. Its six stats are 3, it has a 6" MOV and two close combat attacks. In addition, select a Demon or Archon type; it gains the appropriate bonuses. Any subsequent rolls of this result create a creature of the same type that must be placed into the same unit as the original (regardless of the range between the unit and the caster).
- **13-15:** The demagogue strikes a chord with his army. All friendly units within 6" become Fearless and will gain an extra attack in melee combat this turn.
- **16-17:** The caster becomes engulfed in demonic (or holy) flames. He suffers an automatic wound, but his fearsome visage forces all enemy units with line of sight to him to take a pinning test (TN = 10). All enemy units within 12" of him must pass a morale test (TN = 5 + his PRE) or fall back as if losing combat.
- **18-19:** The demagogue is found worthy by his deity and summons a Greater Demon / Archon into existence. Place a Huge, Flying demon/archon into play within 3" of the caster. The new model gains a demon/archon type of the player's choice (this may be different than prior 10-12 results) and its six stats and armor are equal to the caster's PRE. The demon/archon has an 8" MOV, a Psyblade, and an Offhand Weapon.
- **20:** The demagogue explodes, and the chunks become demons/archons. Remove the caster from play and replace him with a unit of demons/archons. The unit has a number of minor demons (see result 10-12) equal to the caster's PRE.



## Bionicist

Requires TEK 5 (ignoring TEK lost due to Mutations). Must take a Bionics unit trait. May purchase mutations without the loss of CON.

- **2:** The bionicist's robot body violently breaks down. Remove him as a casualty and all units with models within 6" are automatically pinned from the shrapnel explosion.
- **3-4:** The bionicist's body locks up. He is immediately pinned while he reboots his CPU.
- **5-6:** The bionicist's motivator malfunctions, sending the robot body scooting across the terrain. Scatter him 1d10", stopping him 1" away from any enemy models or any difficult or impassible terrain. The bionicist may not move further this turn.
- **7-9:** Smoke belches from the engine. The bionicist gains Cover 2.
- **10-12:** The engine becomes boosted. The Bionicist gains +3 MOV and may immediately make a free move action.
- **13-15:** Rocket jets engage, granting the Bionicist Flying and +4 MOV. He may immediately make a free move action.
- **16-17:** Flame jets ignite! All enemy models within 12" suffer a hit with a DAM equal to the bionicist's TEK
- **18-19:** The bionicist's weapon systems power up. Any weapons carried by the bionicist have their DAM doubled. This may cause them to exceed 10.
- **20:** The bionicist transforms, his body entering its most powerful form. Replace the bionicist with a Huge Construct (that requires no Operator to function). The construct's six stats and Armor become equal to the bionicist's PRE (and are modified by the Construct trait). It has the same number of wound points as the bionicist had remaining. The construct's weapons are identical to the bionicist but gain a +2 DAM bonus, +1 shot (this may exceed normal weapon shot limits) and +12" to their range. The controlling player may replace the construct with the bionicist as a shooting action (the bionicist has a number of wounds equal to the construct when replaced).

## Alchemy

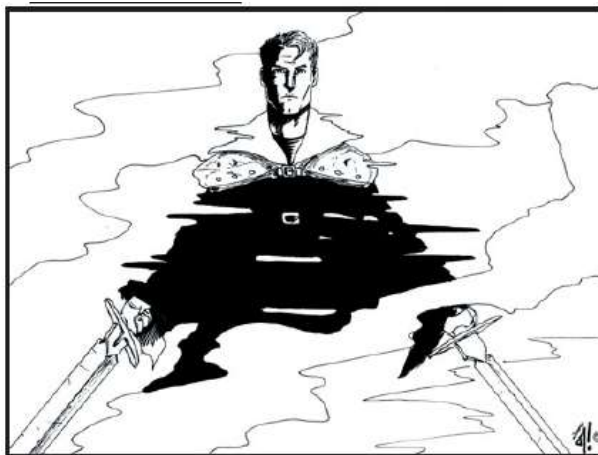
An alchemist gains the Bulky trait due to the pile of chemicals and potions he carries with him.

- **2:** The alchemist mixes two volatile liquids together to bad results. Remove the alchemist as a casualty, and place a 3" x 3" square of impassible, toxic terrain.
- **3-4:** The alchemist concocts a strange brew and drinks it on an impulse. The caster suffers a wound and becomes pinned as he vomits.
- **5-6:** He successfully creates a healing potion! The alchemist recovers one wound point or may restore one WP to any personality within 12".
- **7-9:** The alchemist creates and throws a choking gas globe at an enemy unit within 12". The unit must take a pinning test (TN=10)
- **10-12:** A potion of speed is the result of a fortunate mix. A target friendly unit within 12" gains +2 MOV
- **13-15:** The alchemist creates a potion of strength, granting a single friendly unit within 12" +2 STR.
- **16-17:** The alchemist creates napalm! Place a 3" x 3" square onto the battlefield with part of it within 3" of the caster. Any models moving across it or beginning a move upon it suffer a DAM 4 hit. The square remains until the end of the game.
- **18-19:** The caster turns himself invisible and may not be shot at, charged, or targeted with any abilities until the end of the turn.
- **20:** The caster turns himself into a huge monster. The caster becomes Huge (gaining all related bonuses), +2 additional attacks, and may immediately make a free move action. He remains in monster "form" until he is on the winning side in a melee combat.

## Timewalking

Requires TEK 6 or PRE 6.

- **2:** The timewalker travels into the past but accidentally kills his own grandfather. Remove the caster from play.
- **3-4:** The timewalker travels into the past but a fluctuation in the space-time continuum causes him to arrive back into the present naked. The timewalker's armor is reduced to zero for the remainder of the game and he becomes pinned immediately. A subsequent roll of this result reverses the effects.
- **5-6:** The caster travels into the past, but space-time currents throw off his return to the present. Scatter the caster 2d10", stopping him 1" away from any enemy models.
- **7-9:** The caster travels through time, and when he returns there is a duplicate of him! Place a duplicate model of the caster within 3" of him; the new model starts with a full complement of wound points.
- **10-12:** The timewalker sneaks backwards in time a short period, placing explosives onto the battlefield. Place a marker anywhere within 18" of the caster and scatter it 1d10". Any units with models within 6" suffer a DAM 5 hit.
- **13-15:** The caster travels through time to try and assassinate an enemy leader. He fails, but any single enemy personality on the table immediately suffers one wound.
- **16-17:** The timewalker jumps into the future. When he returns his weapons have been upgraded. All ranged weapons he carries gain +2 DAM, +12" range, and +1 shot. Any melee weapons gain +3 DAM.
- **18-19:** The caster travels into the past and sabotages enemy equipment. A single enemy (non-flying) vehicle on the table is immediately immobilized for the remainder of the turn and permanently suffers -2 AV. If there are no enemy vehicles, a single enemy unit is pinned.
- **20:** The caster goes to the future and is enhanced by advanced "nutritionists". He gains +4 STR and +4 CON.s





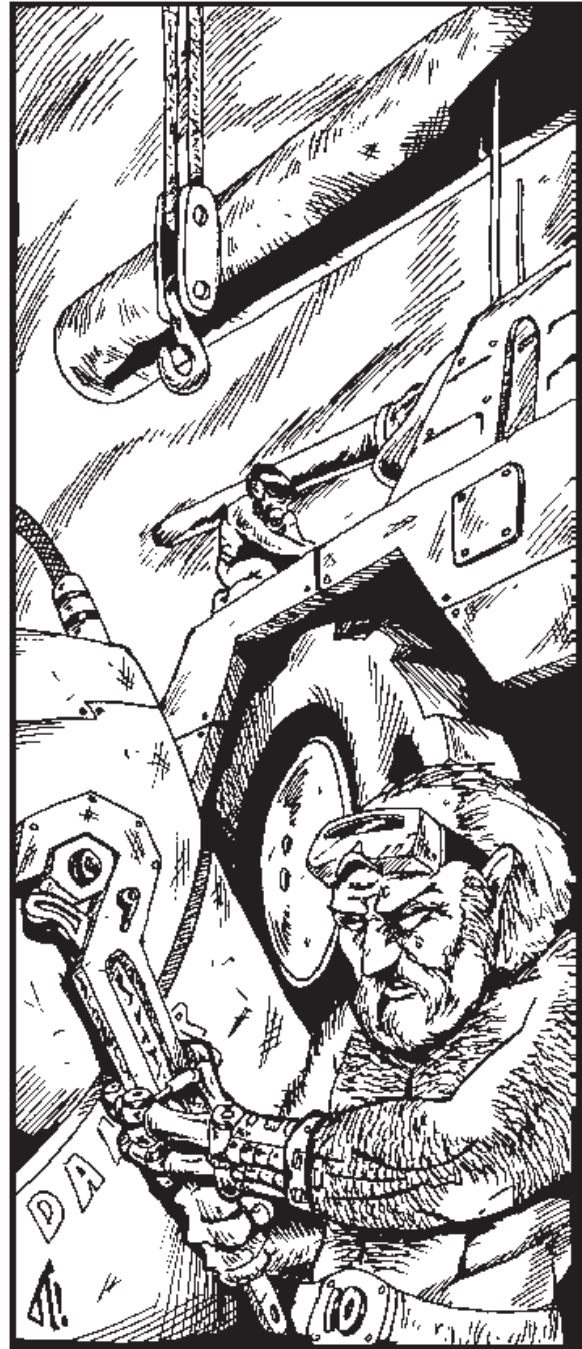
# Army Lists

Contained within this chapter are a number of army lists created using the Army Design System. They were created using the same rules available to everyone else, so you don't need to feel as if you must use one of these armies to be competitive when playing. The lists can certainly provide a great starting point for an army, however, or can simply serve as the army that you choose to play with.

Feel free to modify the army lists within in any way you see fit. They are all meant to be starting points for your own army construction. The only rule is that if you're specifically fielding *that* army, you shouldn't modify the basic profile or basic weapons or armor of the units in the army list. This mainly applies to armies that have a very specific identity such as the 37th Centauri Legion.

You can add units, add special weapons, or increase the levels of personalities freely, but if you decide you'd like to modify the army's stats or swap out basic weapons you should create a new army. Even something as simple as changing the army's name to "38th Centauri Legion" would work.

A note on the layout of these lists: the basic profile listed includes stat changes made by characteristics *if they apply to the whole army*, but are not reflected if they only affect certain units. Remember this when using these as bases for your own armies!





# 37<sup>th</sup> Centauri Legion

*Roma Galactica – Universe A3*

The second universe that the original GM device was used to transport to was designated Alpha 3: the home of *Roma Galactica*, the Roman Empire. In this universe, the Roman Empire survived the Early Imperial Era's chaos and growing pains, and successfully managed to stabilize the Empire. Once this political stabilization occurred, the Romans easily grew their empire to conquer the entirety of Europa, Africanus, and much of Asia.

Practically trained as engineers from birth, the technologically adept Roman people rapidly moved forward. Their cities grew rapidly, becoming paragons of civilization. Without suffering through the "Dark Ages" of universe Alpha 1, Rome launched their first space vessel almost 200 standard years before any known human civilization.

While they have yet to develop faster-than-light travel, the Romans colonized a number of nearby systems using "sleeper ships",

establishing garrison forces on the worlds to protect them from any possible attackers. Unfortunately, as the empire grew (especially once it was able to expand into other universes), some of these garrison forces began to lag behind technologically, even regressing.

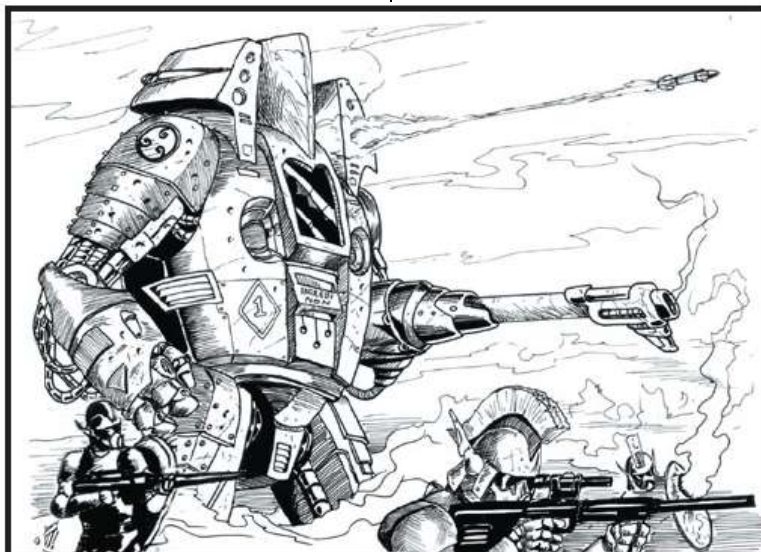
The garrison legion responsible for protecting the 3<sup>rd</sup> planet in the Centauri system (the 37<sup>th</sup>) is one such army. Their technology is several generations behind the current Roman vintage simply because they're unable to get consistent supplies from the parent Empire. In some ways, they're their own little Empire: cut off from Rome at large, they often must fend for themselves.

## Basic Army Profile:

DEX	STR	CON	TEK	MOR	PRE
4	3	3	5	3	3

## Regimented:

Basic units gain +2 MOR, -1 TEK, must be identical in every way (different special weapons may be purchased for each unit)



Basic Unit – **Centauri Legionnaires** – 10 Models – 135 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	3	4	5	3		5	8	1

*Armor:* Legionnaire Armor (ARM 5)

*Ranged Weapon:* Remus Squad Rifle (DAM 4, 24” Assault 2)

*Shield: Large:* Unit gains Cover 2 until they have shot during a turn

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency. This model must be used for all coherency measurements while alive.

*Banner Bearer:* While the banner bearer is alive, the unit doubles MOR for purpose of regrouping tests.

Up to two additional models may be added to the unit for +13 points each.

These models may be given the *Romulus* Heavy Rifle (DAM 6, 40” Heavy 2) for +6 points each

Elite Unit – **Centauri Veterans** – 5 Models – 156 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	4	5	3	3		5	10	1

*Armor:* Heavy Legionnaire Armor (ARM 6)

*Ranged Weapon:* Fulguran Sidearm (DAM 5, 15” Light 1)

*Off-hand Weapon (Gladius):* Unit gains +1 attack in close combat

*Shield: Large:* Unit gains Cover 2 until they have shot during a turn

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency. This model must be used for all coherency measurements while alive.

*Banner Bearer:* While the banner bearer is alive, the unit doubles MOR for purpose of regrouping tests.

*Veterans:* Unit may re-roll fallback or pinning tests.

Up to two additional models may be added to the unit for +31 points each.

Elite Unit – **Hastati Skirmishers** – 5 Models – 206 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	3	3	5	3	3		6	7	1

*Armor:* Light Mesh Armor (ARM 4)

*Ranged Weapon:* Skirmisher Light Shock Rifle (DAM 6, 20” Assault 2). Weapon has a 10% chance of catastrophic failure

*Graceful:* Unit may move an additional 3” when making a second move action on a turn

*Fieldcraft:* Unit suffers no movement penalties when moving through difficult terrain

*Hit and Run:* Unit automatically succeeds when attempting a withdrawal move

*Reserve: Infiltrate:* Unit may deploy following the rules for infiltration

Up to two additional models may be added to the unit for +41 points each.

Elite Unit – **Auxiliary Riders** – 5 Models – 240 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	4	5	3	5		8	9	1

*Armor:* Rider Armor (ARM 5)

*Heavy Bike:* Mounted, Motorized, Bulky.

*Bike Weapon:* Dual Remus Squad Rifles (DAM 4 20” Assault 2, Twin-Linked)

*Rider Weapon:* Energy Lance (DAM 5, Lance, Energy Weapon)

*Shield: Large:* Unit gains Cover 2 until they have shot during a turn

Up to two additional models may be added to the unit for 48 points each.

Support Unit – **Caesar-Class Heavy Exoskeleton** – 1 model – 370 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	5	7	6	3	3		4	15	3

*Armor:* Exo-Armor (ARM 8), Reinforced Exoskeleton Assault Armor (Size: Huge, +1 Attack in close combat, may fire all weapons even if moving)

*Ranged Weapon:* Jupiter Missile Launcher (DAM 6, 60” Heavy 1 Blast)

*Ranged Weapon:* Gladiator Anti-Personnel Cannon (DAM 8, 60” Heavy 4)

Up to three additional models may be added to the unit for +370 points each.

Personality (Level 3) – **Centurion** – 1 model – 155 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	3	6	3	5		5	10	3

*Armor:* Prototype Legionnaire Armor (ARM 8), Powered Armor

*Ranged Weapon:* *Fulguran* Sidearm (DAM 5, 15” Light 1)

*Leader:* May use the Command activation

*Munitions Expert:* As a Command, may grant a friendly unit 5 re-rolls of to-wound rolls for the remainder of the turn

*Off-hand Weapon (Gladius):* Unit gains +1 attack in close combat

Support (Vehicle) – **Marius-Class A.P.C.** – 1 Model – 215 Points

Class	DEX	TEK	AV	MOV
<b>Light Vehicle</b>	<b>5</b>	<b>6</b>	<b>14</b>	<b>8</b>

Weapon: Dual *Remus* Squad Rifles (DAM 4 20” Assault 2, Twin-Linked), Turret-Mounted

Transport Capacity: 15 (Rear Door Only)

# Machinacon Invasion Force

*Unknown Origin – Universe A3*

The Roman Empire has recently entered into a new age of expansion. After making contact with other dimensions they were able to acquire designs for faster ships, and colonization teams began to reach for even more distant stars.

On some of these planets around these stars, the Romans have encountered resistance of a most unexpected kind. Occasionally massive armies of highly organized and deadly biomechanical creations are sometimes waiting for the first Roman dropships on planets along the Empire’s frontier. Dubbed *Machinacons* by Roman scientists, no diplomatic contact has ever been made with them (the Romans have found nobody to talk to), and it remains unknown where the Machinacons came from.

Roman forces will drop onto a planet, begin exploring, and find themselves against the giant metal beasts. No explanation has yet been found, and while some scientists are working on it they haven’t even determined what the “cons” are made of, much less their spatial origin.

There seems to be an endless variety of Machinacons, each specialized for a specific

role or environment. There are some “standard” ‘cons that the Romans have encountered more often than others, and they’ve given names to these more common creations to make it easier to identify them.

The “exorifle” designation is given to what appears to be a basic foot soldier: standard humanoid construction and carrying a small railgun. There are small gun drones which buzz around with a pair of plasma guns and the feared “flayers”, giant robots with fearsome claws cloaked in rippling energy fields.

The Romans continue to try and discover the source of these frightening creations, but no headway as yet been made in their investigations. They’re become rather resigned to the fact that they’ll have to be fighting a long war should they wish to continue expanding the frontier in the name of the Empire.

## Basic Army Profile:

DEX	STR	CON	TEK	MOR	PRE
5	4	4	6	4	4

Basic Unit – **Exorifles** – 6 Models – 154 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	4	6	4	4		6	12	1

*Armor:* Titan Plating (ARM 6)

*Ranged Weapon:* Light Railrifle (DAM 6, 30” Assault 1)

*Bionic:* Unit gains +2 Armor

The unit may add up to 3 additional models for 25 points each.

These additional models may carry Repeating Railrifles (DAM 6, 30” Assault 2) for +11 points each

Basic Unit – **Heavy Drones** – 5 Models – 304 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
7	2	4	8	2	2		8	14	1

*Armor:* Energy Projective Shield (ARM 8, Energy Shielded)

*Ranged Weapon:* Plasma Repeater (DAM 8, 40” Assault 1, Twin-linked)

*Bionic:* Unit gains +2 Armor *Jetpack:* Unit gains +2 MOV and is Flying

*Energy Shielded:* Ignore Energy Weapons if the attacking unit’s TEK is lower than this unit’s.

Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Automated Weapon System*

The unit may add up to 3 additional models for 60 points each.

Elite Unit – **Heavy Exorifles** – 3 Models – 159 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	4	7	4	4		6	13	1

*Armor:* Heavy Titan Plating (ARM 7)

*Ranged Weapon:* Heavy Railrifle (DAM 9, 50” Heavy 2)

*Bionic:* Unit gains +2 Armor

The unit may add up to 3 additional models for 74 points each.

These additional models may carry Heavy Repeating Railrifles (DAM 9, 50” Heavy 4) for +44 points each

Elite Unit – **Flayers** – 4 Models – 228 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	5	7	6	4	4		6	15	2

*Armor:* Titan Plating (ARM 6)

*Melee Weapon:* Energy Claws (DAM 6, Energy Weapon)

*Offhand Weapon:* Unit gains +1 attack in melee combat.

*Bionic:* Unit gains +2 Armor

*Size:* Large

*Mighty Charge, Ferocious:* Unit gains +2 to hit and re-rolls misses on the first melee activation in the same turn after charging.

*Frightening:* Units that lose combat against this unit automatically fall back.

The unit may add up to 3 additional models for 57 points each.

These additional models may carry Repeating Railrifles (DAM 6, 30” Assault 2) for +22 points

Support Unit – **Deathwalker** – 1 Model – 436 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	6	9	6	4	4		4	19	3

*Armor:* Heavy Titanplate (ARM 8), Reinforced Exoskeleton Assault Armor (Size: Huge, +1 Attack in close combat, may fire all weapons even if moving)

*Ranged Weapon:* Reaper Railrifle (DAM 8, 60” Heavy 4, Twin-Linked)

*Melee Weapon:* Electro-Talon (DAM 6, Energy Weapon)

*Bionic:* Unit gains +2 Armor

*Energy Shielded:* Ignore Energy Weapons if the attacking unit’s TEK is lower than this unit’s. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

The unit may add up to 3 additional models for 436 points each.

# Yamato Squadron

*Imperial Defense Forces – Universe B31*

The Japanese Empire of universe B31 stands as something of an enigma. Isolationists to the extreme, they will not allow any more than a single group of dimensional outsiders to be on Earth at any one time. This has made it somewhat difficult for AEC ambassadors to find anything out about this world other than what the Japanese are willing to share.

From what can be gathered of their history, the Empire of Japan rose began to spread off the original “home islands” fairly early in their history. They first conquered what became China in universe A1, with colonists rapidly moving across the Asian continent.

With this large expanse of land available as a starting point, the samurai-led military forces gradually spread over their part of the world. Their highly organized forces took advantage of the fragmented political state of middle ages Europe, moving in and taking over the continent. As a result, the samurai caste today includes a large number of non-ethnic Japanese in its ranks: the necessity of merging Feudal European society into the fold required that much of the power structure there be kept in place and the European knights and lords were willing to accept new leaders if they were able to keep the temporal power they previously held.

The regimented caste system inherent in the lord-samurai-peasant hierarchy has remained in place, with the peasantry serving as inducted military levies that

support the samurai class who pilot advanced mechanical battlesuits capable of putting out large amounts of firepower.

There are some indications that the Empire is currently facing off against one or two alien races in space; this is unsubstantiated at this time as ambassadors say nothing.



## Basic Army Profile:

DEX	STR	CON	TEK	MOR	PRE
4	2	4	6	4	2

**Feudal:** Basic units suffer -2 TEK.

Non-Basic units gain +1 TEK, +1 MOR and *Egotistical*.

**Technological:** +1 TEK, -2 CON. Swap the Basic Unit requirements to field Elite and Support units.



Basic Unit – **Ashigaru Riflemen** – 10 Models – 126 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	2	4	4	4	2		4	9	1

*Armor:* Fiber Composite Carapace (ARM 6)

*Ranged Weapon:* Raijin Heavy Rifle: DAM 5, 40” Heavy 1, Underpowered Setting (May fire as DAM 3, Heavy 2)

May add up to two additional models for 13 points each.

Basic Unit – **Foresters** – 12 Models – 123 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	2	4	4	4	2		6	7	1

*Armor:* Light Fiber Mesh (ARM 4)

*Ranged Weapon:* Arashi Assault Rifle: DAM 4, 20” Assault 2

*Fieldcraft:* Unit ignores movement penalties when moving through difficult terrain.

May add up to two additional model for 12 points each.

Elite Unit – **Shinobi Squad** – 3 Models – 288 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	4	4	7	5	2		6	11	1

*Armor:* Shinobi Stealth Shield (ARM 7)

*Stealth Armor* (Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.),

*Energy Shielded* (Ignore Energy Weapons if the attacking unit’s TEK is lower than this unit’s. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower).

*Melee Weapon:* Tora Strike Claws: DAM 7, *Energy Weapon* (When rolling to wound with this weapon, ignore one point of the target unit’s Armor for each point of the attacking unit’s DEX.)

*Graceful:* Unit may move an additional 2” when performing a second Move action in a turn.

*Egotistical:* Will not fall back from combat if their side outnumbers the opposing side.

*Reserve: Infiltration:* Unit may deploy following the rules for infiltration.

May add up to three additional models for 96 points each.

Elite Unit – **Kaze Jump Troops** – 3 Models – 249 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	2	4	7	5	2		8	11	1

*Armor:* Kaze Jump Armor (ARM 7)

*Ranged Weapon:* Oni Assault Cannon: DAM 7, 35” Assault 2

*Jetpack:* Flying

*Egotistical:* Will not fall back from combat if their side outnumbered the opposing side.

*Evasion:* Unit gains Cover 2

*Hit and Run:* Unit automatically succeeds when attempting a Withdrawal Move

Unit may add up to three additional models for 83 points each.

Support Unit – **Kami-class Battlesuit** – 1 model – 517 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	2	7	8	5	2		10	15	3

*Armor:* Kami Battlesuit (ARM 8), Advanced Battlesuit System with Flying Upgrade (Size: Huge)

*Ranged Weapon:* 2 Shuurai Plasma Rifles: DAM 8, 40” Assault 2

*Ranged Weapon:* Tobihhi Point Defense System: DAM 5, RNG 8 Assault 1 Flamethrower

*Egotistical:* Will not fall back from combat if their side outnumbered the opposing side.

*Evasion:* Unit gains Cover 2

May add up to 3 additional models for 517 points each.

Support Unit – **Funkazan-class Battlesuit** – 1 model – 636 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	2	7	8	5	2		6	17	3

*Armor:* Funkazan Battlesuit (ARM 10), Advanced Battlesuit System (Size: Huge)

*Energy Shielded* (Ignore Energy Weapons if the attacking unit’s TEK is lower than this unit’s. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower).

*Ranged Weapon:* 2 Tenmou Particle Accelerator Cannons: DAM 10, 80” Heavy 1

*Ranged Weapon:* Jisouhou Missile Rack: DAM 10, 80” Heavy 1 Blast, Twin-Linked

*Egotistical:* Will not fall back from combat if their side outnumbered the opposing side.

Support (Vehicle) – **Hiryuu-Class Gravtank** – 1 Model – 255 Points

Class	DEX	TEK	AV	MOV
<b>Anti-Grav</b>	<b>5</b>	<b>8</b>	<b>16</b>	<b>10</b>

*Anti-Grav Vehicle:* (Ignores terrain while moving, may turn without cost)

Weapon: *Tenmou* Particle Accelerator (DAM 10, 80” Heavy 1, Turret)

*Advanced Targeting System:* Vehicle may fire using its TEK instead of its DEX

The vehicle may add up to two *Sutoraiki* Missile Pods (DAM 8, 40” Assault 2, Front Arc) for 104 points each

Personality (Level 3) – **Squadron Commander** – 1 model – 310 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	2	4	8	5	3		8	12	3

*Armor:* Heavy *Kaze* Jump Armor (ARM 8)

*Jetpack:* Flying

*Energy Shielded:* Ignore Energy Weapons if the attacking unit’s TEK is lower than this unit’s. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower

Weapons: Dual *Shinryaku* Light Assault Cannons (Two DAM 8, 36” Light 1 weapons)

*Ballistics Officer:* As a Command action, grants a targeted unit up to 3 re-rolls on to-hit rolls

*Gunslinger:* Can fire both weapons, at different targets

*Egotistical:* Will not fall back from combat if their side outnumbered the opposing side.

Command Squad – **Command Relay Drones** – 3 Models – 308 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	0	4	9	3	0		8	4	1

*Armor:* None

*Automated, Flying, Energy Shielded*

*Satellite Transmission System:* Unlimited range on commands, +4 to Reserve rolls

*Ranged Weapon:* Twin-Linked *Arashi* Assault Rifle: DAM 4, 20” Assault 2 Twin-Linked

May add up to three models for 102 points each.

# Vigakraka's Raiders

*Former AEC Exploration Vessel "Black Cat" – Universe I9*

The AEC exploration vessel "Black Cat" was tasked with performing mapping expeditions into universes closest to Alpha 22. They would perform jumps into uncharted universes, use probes to determine the nature of the system they'd jumped into, and if possible make a landing upon Earth.

In 2361, the Black Cat jumped into a new universe. Their initial probes revealed a standard system configuration: nine planets, Earth in the usual spot. Scans of the planet determined that there was a very low technology level, and the captain sent a messenger probe back to A22 informing the AEC that they were preparing to map a new *Gamma*-class Earth.

For the last six months, the crew had been mapping low-tech planets and had set down in the northern part of the world. The cold temperatures meant that there were generally no natives living in that region and they would be free to perform their automated exploration routines without disturbing the locals. After six months, fatigue had set in and the captain ordered the ship to land in the same general area without first making life form scans.

When the ship landed and the first crew stepped out, they were set upon by men wearing thick furs and wielding fierce axes. The crew was killed and the leader of the band, a huge brute named "Vigakráka", or "war crow" led his warriors onto the ship.

The primitive fighters were awed at what they had stepped into. The corridors of metal, gleaming panels, and glowing lights were unlike anything they had ever seen. Their shamans fearfully examined what they could, occasionally pressing buttons in curiosity.

One of these buttons engaged the ship's automatic universe jump program.

Now Vigakráka's raiders jump from universe to universe, fighting with the exploration tools on the ship, taking what they can, and jumping again. Some women willingly join them, looking for excitement, and young warriors continue to join the band. They keep fighting where they can, the ship randomly taking them into new universes. They have no idea what they're doing, but the shamans ensure them that they're simply following the paths the gods have chosen for them.

They do miss their homes and would like to return.

They don't want to get home too soon, though: this is fun.

## Basic Army Profile:

DEX	STR	CON	TEK	MOR	PRE
3	5	5	2	4	6

**Bloodthirsty:** +2 PRE. All units must charge if able; units may not shoot with their first action if there is an enemy within twice their move distance.



Basic Unit - **Viking Warriors** – 16 Models – 122 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	5	5	2	4	6		6	10	1

*Armor:* Cobbled Plate Armor (ARM 5)

*Melee Weapon:* Scavenged Powered Work Implements (DAM 2)

*Shield: Combat:* Unit gains half its STR as DEF in melee combat until striking. Unit's controller may elect to have unit delay its strikes as if its DEX were zero for initiative purposes.

*Tough:* Unit uses STR rather than DEX to determine movement penalties from Armor

*Countercharge:* May not use defensive fire. When another unit completes a charge against this unit, models not in melee contact may make a charge move of their own. The entire unit counts as charging.

Basic Unit - **Berserkers** – 16 Models – 181 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	5	5	2	4	6		6	5	1

*Armor:* None

*Melee Weapon:* Large, Two-handed Melee Weapons (DAM 5); -3 to Initiative

*Berserk:* Unit becomes Fearless, gains Invulnerable 2. Unit must always move the maximum distance at least once towards an enemy unit during each activation (unless already engaged in melee combat). If the unit is close enough to charge at any point when choosing an activation action, they must charge. Unit may carry no Heavy ranged weapons and may not wear armor with a value higher than its TEK.

*Rage:* If the unit has fewer than half the models it started the battle with, all models in the unit gain +2 STR and +2 CON.

*Mighty Charge, Ferocious:* Unit gains +2 to hit and re-rolls misses on the first melee activation in the same turn after charging.

*Countercharge:* May not use defensive fire. When another unit completes a charge against this unit, models not in melee contact may make a charge move of their own. The entire unit counts as charging.

Elite Unit – **Wasted Ones** – 8 Models – 98 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	5	6	2	4	6		5	10	1

*Armor:* Scavenged Mesh (ARM 3)

*Ranged Weapon:* AEC Plasma Welder: DAM 5, 10” Assault 1 (30% Catastrophic Failure Chance)

The unit may purchase one additional model at 12 points.

This model may equip a Heavy AEC Bolt Driver (DAM 4, 20” Heavy 2, 10% Catastrophic Failure Chance) for +4 points.

*One of the side effects of raiding so many dimensions is that the Black Cat has built up quite a collection of various alcoholic drinks. A handful of the band has taken on the “duty” to store, organize, and catalog the collection of casks, kegs, and barrels kept in one of the ship’s holds. This naturally requires a bit of sampling, so that they know where to “sort” an ale, beer, or wine.*

*As a result, the “filing crew” spends much of its time somewhat intoxicated. This has had the side effect of giving them significant courage regarding the more advanced weaponry stored on board the vessel, and they will often wade into battle carrying some decent firepower. Unfortunately, they still don’t know how to work the weaponry, so they often cause as much harm to themselves as to others.*

Support Unit – **Ragnarok: TVC War Robot** – 1 Model – 352 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	5	8	6	2	4		4	16	3

*Armor:* Mechanized Carbon Plating (ARM 8), *Automated*

*Reinforced Exoskeleton Assault Armor* (Size: Huge, +1 Attack in close combat, may fire all weapons even if moving)

*Ranged Weapon:* Heavy Plasma Cannon: DAM 8, 60” Heavy 1 Blast (20% chance of catastrophic failure)

*Melee Weapon:* DAM 4 Impact Hammer (Requires TEK equal to or greater than the STR of the model. The weapon gains a bonus to DAM equal to the unit’s TEK, but the unit strikes in initiative order as if their DEX was zero.)

# 13<sup>th</sup> Legion – Caesar’s Own

*Roma Galactica – Universe A3*

While the 37<sup>th</sup> Legion (and others stationed on the outskirts of the Empire) are largely stuck with outdated equipment and rarely receive reinforcements, Legions in the core of the Empire are supplied with the most up-to-date technology. Some of the most elite units are provided with advanced or even experimental weapons and armor, and there are no units in the Empire more elite than the 13<sup>th</sup> Legion.

Titled “Caesar’s Own”, the XIII Legion dates back to the earliest days of the Empire. Serving under the command of the original Caesar as he rose to take control of the Old Republic, the Legion continued to serve his heir after he was murdered by the Senate. The unit was granted the sobriquet after one hundred years of continuous service to the Emperors.

The Legion has, throughout history, been given the first use of the best technology the

Empire had to offer. They were the first Legion issued with gunpowder weapons, the first to field tanks in support, the first to have a dedicated aerial squadron attached. Even now, in 3117 RE, the XIII Legion has been issued the latest revision of standard Legionnaire armor (which doesn’t actually include a shield, unlike those still issued to units on the fringes of the Empire) and the newest *Remus* assault rifles. They even have the option to field the newest special jump-jet-equipped upgrade of the *Caesar*-class Exoskeleton Armor.

## Basic Army Profile:

DEX	STR	CON	TEK	MOR	PRE
5	4	4	6	4	3

## Regimented:

Basic units gain +2 MOR, -1 TEK, must be identical in every way

Basic Unit – **XIII Legion Legionnaires** – 8 Models – 233 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	4	5	6	3		6	11	1

*Armor:* Advanced Legionnaire Armor (ARM 7) – Powered, Masterwork

*Ranged Weapon:* Remus MkIV Squad Rifle (DAM 5, 25” Assault 2)

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Medic:* While the medic is alive, add 1 to the TN enemies must meet to cause a wound to the unit.

*Split Fire:* While the Sergeant is alive, the unit may split their fire between two units.

*Veterans:* Unit may re-roll fallback or pinning tests.

The unit may add up to 2 additional models for 29 points each. Each of these models may upgrade to one of the following for the costs listed:

- *Saturn* Phased Pulse Rifle: DAM 6, 25” Assault 2 (10% Failure Chance): +8 pts
- *Mars* Laser Cannon: DAM 7, 50” Heavy 1: +7 pts

Elite Unit – **Volatus Jump Legionnaires** – 4 Models – 240 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	5	6	4	3		8	13	1

*Armor:* Jump Armor (ARM 8) – Masterwork, Powered, Jetpack (*Grants Flying*)

*Ranged Weapon:* Fulguran MkII Sidearm (DAM 6, 18” Light 1)

*Offhand Weapon:* Unit gains +1 attack in melee.

*Reserve: Air Drop:* Unit may deploy using the rules for Air Drop

*Mighty Charge:* The unit gains +2 on its melee to-hit rolls on the first melee activation after charging in the same turn.

The unit may add up to three additional models for 60 points per model.



Elite Unit – **Testudo Heavy Legionnaires** – 4 Models – 335 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	6	5	6	4	3		4	13	1

*Armor:* Testudo Tactical Armor (ARM 8) – *Tactical Battle Armor*

*Ranged Weapon:* Romulus MkII Assault Rifle (DAM 6, 30” Assault 2)

*Melee Weapon:* Malleus Pugno Heavy Fist (DAM 6, Impact Hammer)

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Medic:* While the medic is alive, add 1 to the TN enemies must meet to cause a wound to the unit.

*Veterans:* Unit may re-roll fallback or pinning tests.

The unit may add up to three additional models for 83 points per model.

Support Unit – **Mortis Snipers** – 3 Models – 230 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
7	4	4	6	4	3		6	10	1

*Armor:* Light Field Armor (ARM 6)

*Ranged Weapon:* Mortis lator Rifle: DAM 8, 60” Heavy 1, Sniper

*Fieldcraft:* Unit suffers no movement penalties when moving through difficult terrain

*Reserve: Infiltrate:* Unit may deploy following the rules for infiltration

This unit may have up to 3 models added for 76 points per model.

Support Unit – **Caesar-Class Mk II Heavy Exoskeleton** – 1 model – 431 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	6	8	7	4	3		4	18	3

*Armor:* Exo-Armor (ARM 10), Reinforced Exoskeleton Assault Armor (Size: Huge, +1 Attack in close combat, may fire all weapons even if moving)

*Ranged Weapon:* Gladiator Mk II Anti-Personnel Cannon: DAM 8, 70” Heavy 4

*Melee Weapon:* Gladius Energy Claw: DAM 7, Energy Weapon

The unit may be upgraded to *Flying* (setting the MOV to 8”) for +40 points.

Up to three additional models may be added to the unit for +431 points each (+461 if *Flying*).

# Gobban Saer

*Tuatha de Dan'ur – Universe E1*

*We came to this world six thousand years ago. We were a young race, then, hot-blooded and cruel. Our leaders had led us into a war that we were not ready for: their greed and their pride doomed us. They threw our people against the unbreakable wall of a race that was ancient even then, in the desire to take their power for our own.*

*We should have all been wiped out at that time, but the ancients took pity upon us and instead banished us. As if with a wave of their hand each vessel in the attack force blinked out of existence.*

*Our ship reappeared near a yellow star in a different sky, dazed and completely disoriented. Our navigational systems were useless: they relied upon triangulation of stars, but we could not even tell what stars we were looking at. The best we could do was to lock on to a planet in the system and head there.*

*We landed on a green, emerald world. The ship was destroyed in the landing, its energy core drained by the ancients' forced jump. Only a hundred of us survived. We adapted quickly, which was a blessing. There were hairy creatures who attacked us with stone and fire, but we were able to fight them off. Our weapons soon became useless from lack of power, however, and we were forced to survive with only our wits and our spirit.*

*Though this was our darkest time, it was necessary. Without the ultimate darkness, we could not have come into the light.*

*Soon we discovered the light within ourselves. Our people tapped into an inner fire and strength that had been covered up by centuries of blood and violence. We grew to build our new society upon this world, and it is a society of great accomplishment.*

*Now you come to us, young as we once were. You are not ready for us. But we will aid where we are able.*

-Tuatha Envoy Manannan Da'van  
Explaining the Origin of his Race  
First Contact and Negotiations

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
8	0	5	9	0	8

### **Technological:**

+1 TEK, -2 STR. Swap the basic unit requirements for Elite and Support units.

**Hive-Mind:** Elite and Support units grant Fearless to Basic units within a distance equal to their PRE.



Basic Unit – **Deathchanters** – 3 Models – 483 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
8	0	5	9	0	8		6	14	1

*Armor:* Plasma Energy Field (ARM 9)

*Energy Shielded:* Ignore Energy Weapons if the attacking unit's TEK is lower than this unit's. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Stealth Armor:* Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.

*Ranged Weapon:* Antimatter Pulse Cannon: DAM 9, 90" Heavy 4, Weapon Stabilizers (may be fired as a 45" Assault 2 weapon)

*Shield: Large:* Unit gains Cover 2 until they have shot on a given turn.

*Phalanx:* Double the effects of Shield: Large as long as each model in the unit is in base contact with two other models in the unit.

The unit may purchase up to 3 additional models for 161 points per model.

Basic Unit – **Bladesingers** – 3 Models – 391 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
8	0	5	9	0	8		6	10	1

*Armor:* Ray-Deflection Energy Field (ARM 5)

*Energy Shielded:* Ignore Energy Weapons if the attacking unit's TEK is lower than this unit's. Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Stealth Armor:* Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.

*Melee Weapon:* Dual Plasma Sabers: DAM 9, *Energy Blade* (Ignore one point of the target unit's Armor for each point of this unit's DEX), *Precision Weapon* (to-hit rolls use DEX, gain no STR bonus on to-wound rolls), *Offhand Weapon* (Unit gains +1 attack in melee combat)

*Shield: Large:* Unit gains Cover 2 until they have shot on a given turn.

*Phalanx:* Double the effects of Shield: Large as long as each model in the unit is in base contact with two other models in the unit.

*Graceful:* The unit may move an additional 4" when making a second Move action.

The unit may purchase up to 3 additional models for 130 points per model.

Elite Unit – **Skyblades** – 2 Models – 416 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
9	0	5	9	0	9		8	14	1

*Armor:* Plasma Energy Field (ARM 9) with attached *Anti-Grav Unit* (Grants Flying, Graceful)

*Energy Shielded:* Ignore Energy Weapons if the attacking unit's TEK is lower than this unit's.

Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Stealth Armor:* Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.

*Melee Weapon:* Dual Plasma Sabers: DAM 9, *Energy Blade* (Ignore one point of the target unit's Armor for each point of this unit's DEX), *Precision Weapon* (to-hit rolls use DEX, gain no STR bonus on to-wound rolls), *Offhand Weapon* (Unit gains +1 attack in melee combat)

*Graceful:* The unit may move an additional 4" when making a second Move action.

The unit may purchase up to 3 additional models for 208 points per model.

Support Unit – **Eternal** – 1 Model – 710 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
10	0	7	9	0	8		3	17	2

*Armor:* Light Quadwalker Armor (ARM 10), *Support Battle Armor*, *Size: Large*

*Energy Shielded:* Ignore Energy Weapons if the attacking unit's TEK is lower than this unit's.

Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Stealth Armor:* Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.

*Ranged Weapons:* Two *Tes'la* Pulse Strikers: DAM 9, 90" Heavy 4 Barrage

Support Unit – **Warstrider** – 1 Model – 937 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
10	0	10	9	0	8		8	19	5

*Armor:* Gigantic Quadwalker Armor (ARM 9), *Advanced Battlesuit System*, *Size: Gigantic*

*Energy Shielded:* Ignore Energy Weapons if the attacking unit's TEK is lower than this unit's.

Enemy units shooting this unit have their ranged DAM reduced by 2 if their TEK is lower.

*Stealth Armor:* Unit gains Cover 2. Any enemy unit shooting at the stealth unit loses any re-rolls granted to them, and must re-roll any successful to-hit rolls.

*Ranged Weapons:* Three *Tes'la* Pulse Strikers: DAM 9, 90" Heavy 4 Barrage

# Knights of the Order of Saint Harlei

*Roma Galactica – Universe B4*

In the beginning, there was a great society.  
Tall spires reached to the sky and people walked  
Among the clouds as if they were gods.

While walking among the clouds, though,  
The people forgot that they were tied to the ground.  
Their lack of humility drove them towards ruin.

Pride amongst nations prevented peace.  
Walking as gods made them think that they were.  
When their will was not granted they turned to force.

Fire rained from the sky and ruin fell upon the world.  
The spires that rose up came back to the earth.  
The men that played at gods killed millions.

Darkness fell on the world and much was lost  
Or forgotten in the mists of time.  
Lessons that should have been remembered.

After the darkness movement was slow.  
People could not help other people for all they had  
Was their feet upon the ground.

In the depths of the darkness there were some that  
Searched for wisdom, digging deep in the remnants.  
In the rubble they found wisdom in the machine.

The searchers found speed, and found it in a way  
That would keep them on the ground where humanity  
Must always remain, else they suffer the elders' fate.

The name of the speed machine was "Harlei".  
Riding upon the great Harlei, the wise were able to  
Protect the people, and bring food and aid.

With this speed, civilization has begun to return.  
The lessons brought to the people upon the back  
Of Saint Harlei are simple and wise.

Forever shall man remain upon the ground  
For those that went to the sky brought ruin to us all.  
While we are tied to the earth we shall be protected.

And the Knights of the Saint Harlei shall be the arm  
Of that protection, their sword and rifle striking down  
Those that would bring more ruin upon us.

-Verses of Saint Harlei, "The Histories"  
Universe B4

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
4	4	4	4	3	5



Basic Unit – **Order Footmen** – 10 Models – 131 Points (*May buy 2 more for 13 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	4	4	4	3	5		5	9	1

*Armor:* Makeshift Metal Mesh Armor (ARM 5)

*Ranged Weapon:* Hunting Rifles (DAM 4, 40” Heavy 1)

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Suppressive Fire:* May choose to have unit causes no wounds with shooting, but the target unit must take a pinning test with a TN equal to the number of hits caused.

Additional models may be equipped with a light repeating rifle (DAM 6, 40” Heavy 2) for an additional 6 points per model.

Basic Unit – **Order Knights** – 10 Models – 212 Points (*May buy 2 more for 21 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	4	5	4	3	5		8	9	1

*Armor:* Light Scavenged Metal Plate (ARM 4)

*Heavy Bike:* Mounted, Motorized, Bulky.

*Bike Weapon:* Bolted-on Dual Assault Rifles (DAM 4 20” Assault 2, Twin-Linked)

*Rider Weapon:* Rider’s Lance (DAM 4, Lance)

*Evasion:* Unit gains Cover 2

Elite Unit – **Elder Knights** – 5 Models – 259 Points (*May buy 2 more for 51 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	5	6	4	3	5		8	10	1

*Armor:* Light Scavenged Metal Plate (ARM 4)

*Heavy Bike:* Mounted, Motorized, Bulky.

*Bike Weapon:* Bolted-on Dual Assault Rifles (DAM 4 20” Assault 2, Twin-Linked)

*Rider Weapon:* Scavenged Pulse Rifle (DAM 6, 20” Assault 2, 20% Critical Failure Chance)

*Evasion:* Unit gains Cover 2

*Offhand Weapon:* Unit gains an additional attack in melee combat

*Ferocious:* Unit may re-roll misses in the first melee activation after charging in the same turn

Support Unit – **Heavy Quadbike** – 5 Models – 314 Points (*May buy 2 more for 62 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	8	4	3	5		8	12	2

*Armor:* Light Scavenged Metal Plate (ARM 4)

*Support Bike:* Mounted, Motorized, Bulky.

*Size:* Large

*Bike Weapon 1:* Bolted-on Dual Assault Rifles (DAM 4 20” Assault 2, Twin-Linked)

*Bike Weapon 2:* Heavy Repeating Rifle (DAM 6, 40” Heavy 4)

*Evasion:* Unit gains Cover 2

Personality (Level 3) – **Duke of the Realm** – 1 Model – 219 points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	5	5	6	3	5		10	12	3

*Armor:* Carbon-woven Powered Lift Plate Armor (ARM 7), *Powered Armor*

*Heavy Bike:* Mounted, Motorized, Bulky.

*Anti-Grav:* Flying. Gains +2 MOV when making a second move action in a turn

*Bike Weapon:* Bolted-on Dual Assault Rifles (DAM 4 20” Assault 2, Twin-Linked)

*Rider Weapon:* Electro-charged Relic Blade (DAM 6, Energy Weapon)

*Inspiration:* The personality and any friendly units with models within 6” become Fearless.

# Her Majesty's Expeditionary

*Imperial British Exploration Fleet – Universe A42*

The United Kingdom of Great Britain, Brittany, India, North America and Proxima Centauri stands as its world's oldest and largest empire. The nation of England began exerting its influence throughout Europe early in its history, and began worldwide expansion in its year AD 1583. The empire rapidly grew to nearly surround the world, with colonies on every continent.

The greatest challenge to the kingdom's control occurred around the year 1780, when a number of colonies under the control of the crown rebelled, and attempted to break away. If successful, the resulting loss of face would surely have encouraged countless other colonies to attempt their own revolutions. However, the rebels never managed to truly organize, and were soundly defeated. The rebels' one hope, general George Washington, while largely considered the greatest leader of men known at the time, was killed by a sniper's bullet during a battle near Lexington. The rebellion fell apart and Britain strengthened its hold on the American continent, eventually driving out their French and Spanish competitors.

Other than the occasional minor uprising (the island of Eire succeeded in throwing the Empire from their shores) and agreement to release a colony to nationhood in exchange for an unbreakable alliance (the nation of Australia was granted conditional independence in this way) the British Empire continued to remain strong and stable, even through two wars during the 20th century. Technical advancement put forward by these wars allowed the empire to spring into space in its year 1952. The British are members of the AEC, but are regarded with amused exasperation: they seem to have an ingrained urge to tell less technically advanced races what to do. In their favor, though, they also seem to have a nearly instinctive sense of "fair play" and will not hesitate to step in on behalf of the oppressed underdog.

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
4	3	3	6	4	2

## Regimented:

Basic units gain +2 MOR, -1 TEK, must be identical in every way





Basic Unit – **Tommies** – 8 Models – 111 Points (*May buy 2 more for 13 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	3	5	6	2		6	7	1

*Armor:* Composite Flak Armour (ARM 4)

*Ranged Weapon:* Churchill Infantry LasRifle (DAM 5, 25” Assault 1, Assault Attachment)

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

Additional models may select a *Rowling* Heavy Squad Gun (DAM 5, 50” Heavy 3) for +7 pts each

Elite Unit – **Special Space Service** – 5 Models – 197 Points (*May buy 2 more for 39 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	4	6	4	2		6	10	1

*Armor:* Composite Mesh Armour (ARM 6)

*Ranged Weapon:* Churchill Infantry LasRifle (DAM 5, 25” Assault 1, Assault Attachment)

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Veteran:* Unit may re-roll failed pinning and fall back tests

*Split Fire:* As long as the Sergeant is alive, any number of models in the unit may fire at a second target

*Fieldcraft:* The unit does not lose movement when moving through difficult terrain

*Reserve: Infiltrate:* The unit may deploy using the Infiltration Reserve rules

Additional models may select a Grenade Launcher (DAM 5, 30” Heavy 1, Blast) for +16 pts

Elite Unit – **Jetpack Squadron** – 4 Models – 188 Points (*May buy 3 more for 37 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	3	3	6	4	2		8	9	1

*Armor:* Heavy Flight Armor (ARM 6, Jetpack)

*Ranged Weapon:* Integral Power Blasters (DAM 6, 30” Assault 2)

*Evasion:* The unit gains Cover 2

Support Unit – **Defense Drone** – 2 Models – 246 Points (*May buy 3 more for 123 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
7	1	5	7	4	0		2	15	1

*Armor:* Heavy Plating (ARM 8)

*Ranged Weapon:* Twin Gatling Cannon (DAM 7, 35” Assault 2, Twin-Linked)

*Automated.*

*Size: Stout:* +1 CON, -1 MOV

*Reserve: Air Drop:* Unit may deploy using the Air Drop rules

Support Unit – **Royal Navy Cruiser** – Orbital Artillery – 300 pts

TEK	DAM
6	6

Requires a Mark placed by a Satellite Transmission System

Personality (Level 3) – **Field Commander** – 1 Model – 138 points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	4	6	4	5		6	10	3

*Armor:* Steam-Powered Plate Armor (ARM 7, *Powered Armor*)

*Weapon:* Sidearm pistol (DAM 6, 18” Light 1)

*Leader:* May utilize command activations

*Ballistics Officer:* May grant a Commanded unit 5 re-rolls on to-hit rolls per turn

Command Squad – **SatComms Team** – 5 Models – 161 Points (*May buy 2 more for 32 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	4	6	4	2		6	8	1

*Armor:* Composite Flak Armour (ARM 4)

*Ranged Weapon:* Churchill Infantry LasRifle (DAM 5, 25” Assault 1, Assault Attachment)

*Satellite Transmission System:* Unlimited range; limited to DEX, STR, MOR. Leader may grant a unit +4 to availability; may be used by Leader to call in Orbital Strikes.

# Northern Terran Tribes

*No Unified Government; AEC Observation Only – Universe A27*

“Rock-men.” I know that the science council hates it when we use that term, but that’s how I think of them: rock-men. You spend six standard months on this barren world and you’ll forget “cultural” niceties, too. It’s not like we’re going to talk *to* them, so I’m not sure why they want us to talk nicely *about* them.

“Terrans” is the approved term, but that’s so... trite. Whomever termed them that should come here and watch them. Even one day in the stuffy observation post would probably drive them to madness, much less half a year. Replicated food only excites one for so long before you’ve gone through all the possibilities in the thing’s memory.

So, they want me to file a report. It’s not like there’s anything new: the rock... terrans continue their slow building. This city they’re putting together looks like it might turn out to be rather pretty if you’re into the whole “carved” look and there are bound to be some stunning views from the top of the wall, but it’s still just rock. It’s like they’re moving about as fast as a boulder does when it’s rolling uphill, too. You’ll see a handful of their artisans come out to a wall of rock with hammers and chisels, and they’ll sit in front of it for an hour. One or two of them will walk up, touch the rock for a while... I swear they’re talking to it.

Finally, after maybe three hours of this sitting around, they’ll each step up and make a single chip in the wall. That’s it! 3 hours and they’ve put a half dozen marks in a wall.

Of course then one of their priests, I think, comes up and waves his hands around... and this 8-foot-tall hunk of rock walks up from seemingly out of nowhere. Not really sure what’s up with that, I can’t ever see where it comes from. They always come around a corner that I wasn’t looking at, or come out from behind a wall like it had been sitting there all night. This big stone creature winds up and punches a hole in the wall. Seriously, he just puts his fist right through the rock. This, of course, leaves a bit of a messy hole and the smaller ones go back inside, clean it out, and smooth the edges of it up some.

It’s kind of impressive, but it’s boring to watch every day.

*-Journal of Jacob J. Schmidt, AEC Observation Team Report, Voice Transmission*

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
2	4	4	2	4	4



Basic Unit – **Stone Hammers** – 16 Models – 151 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	4	6	2	4	4		5	10	1

*Armor:* Earth-blessed Copper Scale (AV 4)

*Weapon:* Hammer (DAM 2 Melee)

*Shield: Large:* Cover 2 until the unit has shot in a turn.

*Phalanx:* Double the effects of a Shield as long as each model in the unit is in base contact with at least two other models in the unit.

*Elemental: Earth (Base Ability):* +1 CON

*Tough:* Use STR to determine movement penalties for armor

*Size: Stout:* +1 CON, -1 MOV

*Stubborn:* Ignore modifiers for number of wounds caused when taking a fallback test

Basic Unit – **Obsidian Bolts** – 16 Models – 168 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	4	6	2	4	4		5	10	1

*Armor:* Earth-blessed Copper Scale (AV 4)

*Weapon:* Crossbow (DAM 4, 20” Heavy 1)

*Shield: Large:* Cover 2 until the unit has shot in a turn.

*Phalanx:* Double the effects of a Shield as long as each model in the unit is in base contact with at least two other models in the unit.

*Elemental: Earth (Base Ability):* +1 CON

*Tough:* Use STR to determine movement penalties for armor

*Size: Stout:* +1 CON, -1 MOV

*Expert Bowman:* May extend the range of their weapon by 12” when shooting; if doing so, it suffers -2 DEX for those shots.

*When they need to, the Terrans are perfectly capable of putting together a competent military. Drawing from the ranks of their artisans, the stone men march into battle with finely crafted weapons and armor, resplendent in gems and metals. While they generally don't have the speed or firepower to truly fend off TranseVerseCo miners or pirates looking for a safe base, they do have a rapport with the earth around them that borders on the magical.*

*Able to summon huge stone constructs from the ground, the terrans often simply stand back and let the giants demolish the guns and walls of those they want to get rid of before marching in to finish the job.*

Basic Unit – **Twiglings** – 20 Models – 81 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	4	6	0	4	4		5	6	1

*Armor:* None; *Weapon:* None

*Elemental: Earth, Elemental Summoning:* +3 CON, must enter play using Elemental Summoning

*Unstable:* Automatically passes pinning tests; when failing a fallback test, does not fallback but instead suffers 1 wound for every point the test failed by.

*Size: Small:* +1 DEX, -1 MOV, -1 CON, Cover 1

*Walking Shield:* Double the cover granted to units gaining cover from this unit.

Elite Unit – **Royal Hammers** – 8 Models – 165 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	4	7	2	4	4		5	10	1

*Armor:* Earth-blessed Copper Scale (AV 4)

*Weapon:* Two-handed Hammer (DAM 4 Melee, -2 Initiative)

*Shield: Combat:* +2 AV while in melee until the unit has struck. The unit may elect to strike at Initiative 0

*Phalanx:* Double the effects of a Shield as long as each model in the unit is in base contact with at least two other models in the unit.

*Elemental: Earth (Base Ability):* +1 CON

*Tough:* Use STR to determine movement penalties for armor

*Size: Stout:* +1 CON, -1 MOV

*Stubborn:* Ignore modifiers for number of wounds caused when taking a fallback test

*Combat Focus:* +1 Attack in melee combat

Elite Unit – **Earth Elementals** – 10 Models – 116 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	5	10	0	4	4		6	14	2

*Armor:* Runic Armor (AV 4, Psyarmor); *Weapon:* None

*Elemental: Earth, Elemental Summoning:* +3 CON, must enter play using Elemental Summoning

*Unstable:* Automatically passes pinning tests; when failing a fallback test, does not fallback but instead suffers 1 wound for every point the test failed by.

*Size: Large:* +2 CON, +1 WP, -2 to the TN to hit them with shooting attacks

Support Unit – **Heavy Bolt Throwers** – 6 Models – 221 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	4	6	3	4	4		5	10	1

*Armor:* Earth-blessed Copper Scale (AV 4)

*Weapon:* Heavy Repeating Bolt Throwers (DAM 5, 30” Heavy 4, Team-Served, Armor Piercing, Heavy Ballista): Halve the number of weapons in the unit; +1 DEX when firing; +1 shot (making the weapon Heavy 5), double the DAM when firing at a vehicle, Huge or larger unit, or a unit with AV 15 or higher.

*Shield: Large:* Cover 2 until the unit has shot in a turn.

*Elemental: Earth (Base Ability):* +1 CON

*Tough:* Use STR to determine movement penalties for armor

*Size: Stout:* +1 CON, -1 MOV

Support Unit – **Stone Colossus** – 1 Model – 136 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	6	10	0	4	4		6	14	5

*Armor:* Runic Armor (AV 4, Psyarmor); *Weapon:* None

*Elemental: Earth, Elemental Summoning:* +3 CON, must enter play using Elemental Summoning

*Unstable:* Automatically passes pinning tests; when failing a fallback test, does not fallback but instead suffers 1 wound for every point the test failed by.

*Size: Gigantic:* +4 CON, +4 WP, -4 to the TN to hit them with shooting attacks

*Frightening:* Units opposing this one in melee automatically fall back when losing combat

Personality (Level 3) – **Priest of Earth** – 1 Model – 201 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
2	4	8	2	4	6		5	14	3

*Armor:* Runic Copper Scale (AV 6, Psyarmor)

*Weapon:* Ritual Blade (DAM 2, Psyblade: +6 DAM)

*Shield: Large:* Cover 2 until the unit has shot in a turn.

*Elemental: Earth (Base Ability):* +1 CON

*Elemental: Earth (Powered Ability)*

*Size: Stout:* +1 CON, -1 MOV

*Inspiration:* Friendly units within 6” are Fearless

# Alexandrian Guard

*Royal Republic of Egypt – Universe A21*

The Republic of Egypt stands as a beacon of light amongst a dark night sky.

One of the earliest civilizations to form, Egypt began as many nations of the world did with a line of kings ruling through heredity. Claiming divine right from their gods, the Pharaohs led their nation to become one of the more advanced of the ancient world, building huge monuments to themselves and their civilization.

Their first major crisis came with an invasion by the Roman Republic. While they were able to fight off the Romans who were unprepared to fight in the desert, the victory still managed to bring down the Pharaohs. After the war ended, Roman soldiers remained and were allowed to settle in Egypt as a sign of friendship between the nations. These settlers brought tales of the democracy that had flourished in Rome, and the people of Egypt began to listen.

Eventually the people demanded that they be given the right to aid in the rule of the nation. The Pharaohs, seeing that they could not fight off an entire nation of people, agreed on the condition that they would always hold some semblance of power.

When the Roman republic fell first into Imperialism and later simply fell, the Egyptian nation took over much of the former Roman territory. North Africa, the

middle East, and even parts of eastern Europe were annexed and kept safe from the barbarism that befell the rest of the former Rome. Soon pyramids would rise over much of the known world.

Over the coming centuries, Egypt would lead the world in scientific advancement, forging a new world from the ruins left by the Romans. They would become the first race to leap into space and led Earth into a new age of prosperity with the unification of the Eastern Continents in 5159 NR. Their military forces have kept peace amongst other warlike nations and have led the way into space, colonizing 3 moons and one planet.

Since their discovery, the Royal Republic has taken a leading role in the AEC, helping perform studies on ways to improve the performance of G-M devices and to make transdimensional jumps safer for the participants.

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
5	4	4	7	4	4

*Hardened:* +1 MOR, +1 PRE, +1 Basic unit required per Elite unit

*Regimented:* Basic units gain +2 MOR, -1 TEK, must be identical other than size and special weapons

Basic Unit – **Royal Guardsmen** – 6 Models – 220 Points (May add up to 3 more for 36 pts each)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	4	6	7	5		6	10	1

*Armor:* Carbon Composite Plate (AV 6)

*Weapon:* Lightning Pike (DAM 6, 30” Assault 2, Assault Attachment)

*Strength of Order:* Order Magic Ability (CP1). Unit becomes Fearless. The casting roll automatically passes if the unit is in base contact with a unit with any Summoning type, with a Chaos unit or a unit with the Undead trait.

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Ferocious:* Unit may re-roll misses in the first melee activation after charging in the same turn.

*Countercharge:* May not use defensive fire. When another unit completes a charge against this unit, models not in melee contact may make a charge move of their own. The entire unit counts as charging.

Elite Unit – **Jackal Drones** – 2 Models – 344 Points (May add up to 3 more for 172 pts each)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
9	3	4	9	3	3		7	4	1

*Armor:* Integrated Stealth Systems (AV 0, Stealth Armor: grants Cover 2, forces enemies to re-roll successful to-hit rolls against the unit and they lose re-rolls on misses)

*Weapon:* Dual Plasma Rifles (DAM 9, 30” Assault 2, Twin-Linked)

*Automated, Anti-Grav* (grants Flying), *Size: Small* (grants Cover 1), *Evasion* (grants Cover 2).

Elite Unit – **Heavy Guardsmen** – 3 Models – 353 Points (May add up to 3 more at 117 pts each)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
7	5	4	7	5	5		6	11	1

*Armor:* Heavy Assault Armor (AV 7, Tactical Battle Armor)

*Ranged Weapon:* Heavy Lightning Repeater (DAM 7, 35” Assault 2, Twin-Linked)

*Melee Weapon:* Lightning Blade (DAM 7, Energy Weapon)

*Strength of Order:* Order Magic Ability (CP1).

*Sergeant:* One model in the unit must be modeled as a Sergeant. As long as the Sergeant is alive, the unit gains +1 MOR and +2” to their coherency.

*Ferocious, Countercharge*



Support Unit – **Ptah-class Support Bots** – 2 Models – 235 Points (May add up to 3 more for 117 pts each)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	8	7	5	5		3	19	2

*Armor:* Heavy Composite Plating (AV 9), Support Battle Armor

*Weapon:* See Options Below

*Bionics:* +2 Armor Value

*Size:* Large

May be equipped with:

- *Reaper Laser* (DAM 9, 70” Heavy 1) for +90 pts, or
- *Sphinx Heavy Missile Pod* (DAM 7, 70” Heavy 3) for +84 pts

*Additional models may be equipped with either weapon at half the listed cost each.*

Support (Vehicle) – **Horus XI-Class Multi-role Attack Glider** – 1 Model – 455 Points

Class	DEX	TEK	AV
<b>Aircraft</b>	<b>6</b>	<b>8</b>	<b>10</b>

*Weapons:*

- *Two Pulse Lances* (DAM 10, 80” Heavy 1, Armor-Piercing)
- *Air-to-Air Missiles* (DAM 8, 80” Heavy 1, Air-to-Air)

Personality (Level 3) – **Priest of Anubis** –234 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	4	7	5	9		6	11	3

*Armor:* Elite Composite Plating (AV 7)

*Weapon:* Staff of Anubis (DAM 7, Energy Weapon)

*Scion of Order:* Order Magic Ability (CP0).

*Sphere of Protection:* Order Magic Ability (CP2)

*Greater Banishing:* Order Magic Ability (CP3)

*Inspiration:* Friendly units with models within 6” are Fearless.

# Mentuemhut's Legion

*No AEC Recognition – At War with Royal Republic of Egypt – Universe A21*

The Republic of Egypt has a secret. Hidden in the darkness of its past, in the shadows of the pyramids, are lessons that they had thought and hoped were lost to the sands of time.

These lessons were once rediscovered.

A young academic studying at the University of Alexandria in 3761 NR was performing research into ancient embalming methods and the worship of the forgotten deity Set. He asked permission to lead an excavation crew to a small, forgotten tomb several hundred miles into the desert. The university's head of antiquity granted this permission, not taking the time to truly understand what his student had uncovered. The expedition left, and was never heard from again.

800 years later, a huge army of skeletons, zombies and mummies strode out of the desert and laid siege to a number of major cities along the Nile. At the army's head was a figure calling himself Mentuemhut, Lich Lord of Egypt. He claimed to be the hand of Set arisen from the dead and demanded that the living kneel before him, or risk being turned into mindless followers that would join his ranks.

Though frightened beyond belief, the people of Egypt fought against the undead hordes. War raged for a score of years. The Egyptian military would push forward, returning a hundred skeletons to the grave, and Mentuemhut's magic would raise fallen Egyptians to turn upon their former allies.

As the forces of the Lich Lord ground ever closer to Cairo and Alexandria, an attempt was made to end the war. A cadre of priests of Anubis, the god of the dead, would taken on a mission to stop Mentuemhut. A thousand soldiers of the Republican Guard led a fierce strike deep into the heart of the undead force, driving towards the lich's base of operations.

As the hordes of undead encircled the force, trapping them in their grasps, the Anubite priests found Mentuemhut. The lich struck a number of them

down, but the remainder were able to perform an ancient, nearly forgotten ritual.

Sacrificing their lives to call upon the lord of the dead, the priests banished Mentuemhut from the world of the living, and the undead hordes crumbled to dust. Nobody knows if the banishment was permanent, or if the secret will once again come into the light.

## Basic Profile

DEX	STR	CON	TEK	MOR	PRE
2	4	4	2	4	4



Personality (Level 3) – **Mentuemhut, Archlich** –227 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	3	8	2	0	8		6	16	3

*Armor:* Magically-protected Ritual Armor (AV 8 Psyarmor)

*Weapon:* Scepter of Set (DAM 2, Psyblade: Effectively DAM 10)

*Living Dead:* +3 CON, Fearless, Counts as having Undead trait for purposes of Order spells

*Offhand Weapon:* +1 attack in melee combat

*Necromancy:* Entropy Magic ability (CP 0)

*Raise Dead:* Entropy Magic ability (CP 3)

*Life Drain:* Entropy Magic ability (CP 3)

May add a War Mount (+2 MOV, Mounted, +1 attack in close combat) for +35 pts

Basic Unit – **Skeletons** – 20 Models – 74 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	3	8	0	0	4		6	11	1

*Armor:* Ancient Scrap (AV 3)

*Weapon:* Various ancient weapons (DAM 1 Melee Weapon)

*Undead, Unstable, Mob, Tough*

May add Shield: Large for +15 pts

May replace Mob with Phalanx for +15 pts

May replace the melee weapon with Bows (DAM 2, 20" heavy 1) for +7 pts

Basic Unit – **Death Cultists** – 16 Models – 73 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	3	5	2	0	4		6	7	1

*Armor:* Scavenged Flak Armor (AV 2)

*Weapon:* Scavenged Shotguns (DAM 4, 20" Heavy 1, Spread Fire)

*Mob:* Unit gains +1 MOR for every model in the unit above 10

*Necromancy:* Entropy Magic ability (CP 0)

Elite Unit – **Plague Zombies** – 10 Models – 97 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	4	9	0	0	4		6	13	1

*Armor:* Heavy Ancient Scrap (AV 4)

*Weapon:* Various ancient weapons (DAM 1 Melee Weapon)

*Undead, Unstable, Mob, Tough, Offhand Weapon*

*Wasting Curse:* Entropy Magic ability (CP 1)

Support Unit – **Skeleton Knights** – 6 Models – 152 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	5	8	0	0	4		8	13	1

*Armor:* Ancient Knight Armor (AV 5)

*Weapon:* Lance (DAM 1 Melee, Lance)

*Undead, Unstable, Tough, War Mount, Shield: Large*

Personality (Level 2) – **Lesser Lich** – 183 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
1	3	8	2	0	7		6	15	2

*Armor:* Magically-protected Light Armor (DAM 7, Psyarmor)

*Weapon:* Ritual weapons (DAM 2 Psyblade: effectively DAM 9)

*Living Dead:* +3 CON, Fearless, Counts as having Undead trait for purposes of Order spells

*Offhand Weapon:* +1 attack in melee combat

*Necromancy:* Entropy Magic ability (CP 0)

*Leader:* May use the Command action

Optional: for +65 points, add

Elemental, Fire: Base Spell (CP 0)

Elemental, Fire: Powered Spell (CP X)

# Helionox

## *Parasitic Invasion Swarm – Various Universes*

We have a problem that needs the immediate attention of the Security and Economic councils. You have to... no, I won't hold. Let me just explain: they need to quarantine at least three universes, maybe four, or we risk the deaths of trillions.

Did that get your attention? Alright, I'll try to explain it. We've got reports... no, we have more than just hearsay, we've got visuals. We have reports of an animalistic race that's managed to get onto at least three different gamma-level Earths. On each of these, the native life was eradicated within six months.

No, we don't know where they came from. But we do have a pretty good theory. There have been a couple of these creatures captured and studied, and it appears they have a parasitic breeding system that allows them... yes, parasites. Maybe they're closer to spores, but we've not been able to determine that yet. Anyway, their breeding system basically allows them to latch onto organic matter and lie dormant for a number of months, before hatching, feeding on the host creature, and taking over their immediate surroundings.

Yes, now you see it: they're hitching rides on trading vessels. TransVerseCo, the Shinmeiche, or some other group picks one of these things up on a resource hop, and the next thing you know you've got a hundred... yes, I know convincing TCV to quarantine anything is going to be a pain. Okay, now I'll hold.

*-VidConf Transcript, Dr. Annette Rogers, Science Council*

### **Basic Profile:**

DEX	STR	CON	TEK	MOR	PRE
5	4	5	0	0	4

**Hive-Mind:** Elite and Support units grant Fearless to Basic units within a distance equal to their PRE.

**Organic:** Army uses CON for purposes of Weapon/Armor costs and limits; may add transport space to Huge or larger models. Units may take Mutations regardless of TEK.



Basic Unit – **Noxlings**– 20 Models – 95 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	4	0	0	4		6	8	1

*Armor:* Organic Scales (AV 4)

*Weapons:* None

*Mutation: Razor Claws:* Counts as having two melee weapons

*Bestial:* Chases enemy units that fall back from melee

*Graceful:* Moves an extra 2” when making a second move action in a turn

Basic Unit – **Spitters** – 20 Models – 115 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	5	0	0	4		6	8	1

*Armor:* Thick Organic Scales (AV 5)

*Weapons:* Spore Rifle (DAM 5, 25” Assault 2)

Basic Unit – **Blade Beasts** – 10 Models – 131 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	4	8	0	0	4		6	14	2

*Armor:* Heavy Organic Scales (AV 8)

*Weapons:* None

*Mutation: Razor Claws:* Counts as having two melee weapons

*Mutation: Resilient Skeleton:* -2 DEX, +3 CON (total +2 CON after mutation penalty)

*Size: Large:* +2 CON, +1 WP, -2 TN to units’ shooting attacks vs. this unit

*The alien race dubbed “Helionox” by AEC scientists doesn’t have interdimensional travel of its own. It is a parasitic race, barely forming anything higher than animalistic intelligence. The race travels through latching on to the vessels of other races. Many a TransVerseCo exploration ship has touched down on a seemingly uninhabited planet, only to unknowingly transport the seeds of a new Helionox colony in their cargo bays.*

*When the ship arrives at a new destination, small larvae crawl out and implant themselves in the ground of the new world. After a few months of hibernation, the ground erupts and broods of Noxlings and Spitters swarm over the terrain, beginning the downfall of the planet.*

*While individual groups are quite animalistic, a large force moves with the distinct unity of a hive of insects or a flock of birds. This gives opponents a rather unsettling feeling, like there’s an overall intelligence guiding the ‘Nox’s actions. Whether this actually is the case has yet to be determined by AEC xenobiologists.*

Elite Unit – **Poison Gliders** – 10 Models – 156 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	6	0	0	4		8	8	1

*Armor:* Thick Organic Scales (AV 5)

*Weapons:* Parasitic Biomorph (DAM 6, 30” Assault 2)

*Wings:* Flying

*Overlord:* Friendly units within 4” of this unit are Fearless

Elite Unit – **Ravagers** – 10 Models – 148 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	6	7	0	0	4		8	14	2

*Armor:* Medium Organic Scales (AV 7)

*Weapons:* None

*Mutation: Razor Claws:* Counts as having two melee weapons

*Mutation: Resilient Skeleton:* -2 DEX, +3 CON (total +2 CON after mutation penalty)

*Mutation: Extra Legs:* +2 MOV, counts as Mounted

*Size: Large:* +2 CON, +1 WP, -2 TN to units’ shooting attacks vs. this unit

*Mighty Charge:* The unit gains +2 on its melee to-hit rolls on the first melee activation after charging in the same turn

*Overlord:* Friendly units within 4” of this unit are Fearless

Support Unit – **Node Beasts** – 6 Models – 111 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	4	6	0	0	6		6	14	2

*Armor:* Medium Chitin (AV 6)

*Weapons:* None

*Size: Large:* +2 CON, +1 WP, -2 TN to units’ shooting attacks vs. this unit

*Teleport Self:* Space magic ability (CP 1)

*Overlord:* Friendly units within 6” of this unit are Fearless

Support Unit – **Dreadnox** – 3 Models – 160 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	5	10	0	0	4		6	20	3

*Armor:* Ironscale (AV 10)

*Weapons:* None

*Mutation: Razor Claws:* Counts as having two melee weapons

*Mutation: Resilient Skeleton:* -2 DEX, +3 CON (total +2 CON after mutation penalty)

*Size: Huge:* +3 CON, +2 WP, -3 TN to units' shooting attacks vs. this unit

*Fearful Visage:* Wounds caused by this unit count double for purposes of enemy fallback tests

*Overlord:* Friendly units within 4" of this unit are Fearless

*Only appearing when the Helionox have taken over a large proportion of a planet, the elephantine beast called a "dreadnox" by those that have seen one are huge creatures capable of stomping through entire units of troops.*

*Their bony carapace deflecting fire, the Dreadnox will barrel into an enemy unit and begin sweeping men aside with its huge, scythe-shaped claws. Troops are cut in half or knocked into the ground, and most will usually run away rather than face such a demise.*

Personality (Level 3) – **Swarm Queen** – 230 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	10	0	0	7		8	20	7

*Armor:* Ironscale (AV 10)

*Weapons:* None

*Mutation: Resilient Skeleton:* -2 DEX, +3 CON (total +2 CON after mutation penalty)

*Mutation: Extra Legs:* +2 MOV, counts as Mounted

*Size: Gigantic:* +4 CON, +4 WP, -4 TN to units' shooting attacks vs. this unit

*Transport Capacity:* 20 models (Front Hatch)

*Overlord:* Friendly units within 7" of this unit are Fearless

*Strength Burst:* Growth Magic ability (CP 1)

*Giant Strength:* Growth Magic ability (CP 1)

May exchange Extra Legs for Wings at +15 pts

May add Wings, gaining +2 MOV at +25 pts



# Resource Acquisition Team 23

*TransVerseCo Exploration Forces – Various Universes*

//FOR IMMEDIATE RELEASE TO ALL  
RELEVANT MEDIA OUTLETS

TransVerse Corporation is pleased to announce today that its gross profits have far exceeded most analysts' expectations for the quarter, continuing its trend of ever rising profits and decreasing costs.

There is no end in sight for this sudden boom, and TransVerse expects to increase its holdings by over 300% within the next 10 standard years.

TransVerse would also like to emphasize that is keenly interested in the development of the planets it currently is in operation on, and is only looking to usher them into a new age of civilization. Certain fringe organizations would like you to believe otherwise, stating that TransVerse is only interested in the bottom line and nothing else. We exist solely to serve, and would like to remind you that whatever is in a universe's best interest is also in the best interest of TransVerse. Our employees are all here willingly, and enjoy some of the best wages and benefits any corporation the size of TransVerse can provide.

TransVerse would also like to address some of the rumors

concerning it's holdings on the planet of Tollos. Reports of rebellion and uprising have been vastly inflated by some extremist socialist groups, in an attempt to blemish the good name of TransVerse. We would like to emphasize that all transport to and from the planet has been shut-down due to unexpected atmospheric anomalies, and are expected to be resumed shortly. The planet Tollos remains a fine addition to TransVerse Corp. and we are proud of it and its inhabitants.

*TransVerseCo Media Release*  
*AEC Standard Year 2363*

## Basic Profile:

DEX	STR	CON	TEK	MOR	PRE
5	3	3	3	3	0



Basic Unit – **Hired Guns** – 12 Models – 105 Points. May add 1 additional model for +7 pts

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	3	3	3	0		5	7	1

*Armor:* Flak Armor (AV 4)

*Weapon:* Light Shotgun (DAM 3, 15” Assault 1, Spread Fire)

*Sergeant, Medic*

The additional model may carry a Squad Machine Gun (DAM 5, 30” Heavy 2) for +3 pts

Basic Unit – **Brush Clearing Team** – 12 Models – 124 Points. May add 1 additional model for +7 pts

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	3	3	3	0		5	7	1

*Armor:* Flak Armor (AV 4)

*Weapon:* Heavy Chainsaw (DAM 6, Armor Penetrating)

*Sergeant, Medic*

The additional model may carry a Flamethrower (DAM 4, 6” Assault 1, 10% Critical Failure Chance) for +3 pts

Elite Unit – **Skydrop Assault Bots** – 4 Models – 326 Points. May add up to 3 additional models for +81 pts each

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	4	6	6	3	0		4	16	2

*Mercenary:* Swap two stats (DEX and TEK for this unit)

*Armor:* Heavy Exoskeleton Armor (AV 8, Tactical Battle Armor)

*Range Weapon:* Heavy Assault Cannon (DAM 8, 40” Heavy 2)

*Melee Weapon:* Heavy Chainsaw (DAM 6, Armor Penetrating)

*Reserve:* Air Drop, Bionic (+2 AV), Size: Large

Any additional models may carry an Anti-Armor Missile (DAM 6, 60” Heavy 1, Armor Piercing) for +13 pts

Elite Unit – **Spider Bots Bots** – 4 Models – 146 Points. May add up to 3 additional models for +36 pts each

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	3	2	6	3	0		5	8	1

*Mercenary:* Swap two stats (DEX and TEK for this unit)

*Armor:* Light Exoskeleton Armor (AV 6)

*Melee Weapon:* Cutter Torch (DAM 6, Precision Weapon)

*Bionic* (+2 AV), *Size:* Small

Any additional models may carry a Plasma Slicer (DAM 6, 36” Assault 2) for +16 pts

### *Guide to Planetary Expeditions - TVC Official Manual*

When assigned to survey a world, follow these steps. Doing so means you are doing things the TransVerseCo way!  
Be a team player at all times!

1. Perform a full surface scan. Using your ship’s sensor drones, perform a full resource survey of the planet. The drones should be able to pick up traces of the major TVC-harvested resources. They’ll also provide a rough estimate of the technology level of the world, though your assigning officer should have already provided this information.
2. Drop to primary resource zones. Perform a drop-landing to at least two of the planet’s major resource zones. Each drop should include at least three units of TVC Security Forces (hired by you and your H.R. team). Heavy Lifters are optional, as are APC’s.
3. Perform detailed scan of resource zones. Once on the surface, use your tools to perform a survey of the localized resources. During this time, you might come under fire from local natives. If so, release spider drones and call for Skydrop bots to be sent down from the ship. The bots are only to be used to secure your immediate area! Using AI resources to perform other goals is subject to a fine. Remember: natives are a resource! Protect them, even at the cost of making an example out of those that would attack you. Exterminating a small group of them will remind them you are not to be attacked! In doing so, you will save more lives than you could possibly end.

Support Unit – **Heavy Lifters** – 2 Models – 259 Points.

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
3	5	6	5	3	0		4	15	3

*Mercenary:* Swap two stats (DEX and TEK for this unit)

*Armor:* Heavy Walker Exoskeleton (AV 9, REAA)

*Melee Weapon:* Heavy Impact Claw (DAM 5 Impact Hammer, effectively DAM 10)

*Ranged Weapon:* Twin Light Assault Cannon (DAM 7, 40” Heavy 2, Twin-Linked)

Support (Vehicle) – **Marius-Class A.P.C.** – 1 Model – 215 Points

Class	DEX	TEK	AV	MOV
<b>Light Vehicle</b>	<b>5</b>	<b>6</b>	<b>14</b>	<b>8</b>

Weapon: Dual *Remus* Squad Rifles (DAM 4 20” Assault 2, Twin-Linked), Turret-Mounted

Transport Capacity: 15 (Rear Door Only)

TransVerseCo licensed the highly successful *Marius*-class APC from the *Roma Galactica* empire in one of its first inter-dimensional trade agreements. In time, it has become more commonly seen in the corporation’s armed forces than in the Roman forces (who have since moved on to a more advanced design for their front line troops).



Personality (Level 3) – **Assassin A.I.** – 262 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	4	7	3	0		6	7	3

*Mercenary*: Swap two stats (DEX and TEK for this unit)

*Armor*: Flexi-Plate Shadow Armor (AV 4, Stealth Armor)

*Weapon*: *Nightblade* Stealth Blade (DAM 7, Energy Weapon, Precision Weapon, Keen Weapon)

*Assassin*: Unit does not deploy, but instead appears from within a friendly unit during play

*Graceful*: May move an additional 2” when making a second move action in a turn

*Offhand Weapon*: +1 attack in close combat

# A.R.C.

## Resource Wars – Universe A35

The A.R.C. was developed in the late 21st century as an intelligent and self-aware robotics system capable of replacing human labor in many situations. Intended by its creators to help mankind, it was swiftly seized upon by political leaders who saw the potential to weaponize the A.R.C.

Soon, the human armed forces of more advanced nations and corporations marched to war alongside legions of cybernetic warriors, far tougher and stronger than a human soldier, and almost as effective in most battlefield situations.

No one knows the exact trigger, but large swathes of the various A.R.C. networks turned against their human masters and declared independence during the Resource Wars, the tables swiftly turned and many humans were enslaved by the A.R.C., converted into flesh/machine hybrids wired into the A.R.C. control network.

### Basic Profile:

DEX	STR	CON	TEK	MOR	PRE
4	3	5	7	0	4

*Hive Mind:* All basic units have their MOR reduced to zero. All (non-vehicle) Elite and Support units gain an Overlord Range equal to their PRE in inches. All basic units with at least one model within Overlord range become Fearless. Basic units must measure coherency from a model within Overlord range. Basic units' coherency is set to 2".



*This army is based upon miniatures produced by Anvil Industry ([www.anvilindustry.co.uk](http://www.anvilindustry.co.uk)). It is designed for use with their A.R.C. line, which is referenced here with permission from Anvil Industry. The list is still unofficial in all ways: you are free to make any list you'd like for the miniatures as well or use them in any other game.*

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Basic Unit – **A.R.C. Laser Drones** – 5 Models – 214 Points (*May buy 3 more for 42 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	5	7	0	4		6	14	1

*Armor:* Cyber Plating (ARM 7)

*Weapon:* A.R.C. Laser Rifle (DAM 6 30” Assault 1)

*Bionic:* Unit gains +2 Armor

*Reserve: Teleport:* Unit may deploy using the Teleportation reserve rules

Additional models may upgrade to one of the following weapons:

- Ion Rifle (DAM 9 60” Heavy 2, Weapon Stabilizers) for +28 pts each
- Fusion Cannon (DAM 7 70” Heavy 1, Blast, Armor Piercing) for +30 pts each

Basic Unit – **A.R.C. Shock Drones** – 5 Models – 222 Points (*May buy 3 more for 44 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	5	7	0	4		6	14	1

*Armor:* Cyber Plating (ARM 7)

*Weapon:* A.R.C. Carbine (DAM 5 25” Assault 2)

*Bionic:* Unit gains +2 Armor

*Reserve: Teleport:* Unit may deploy using the Teleportation reserve rules

Additional models may upgrade to the following weapon:

- ARC Flamethrower (DAM 7 14” Assault 1, Flamethrower) for +20 pts each

Elite Unit – **A.R.C. Eradication Cell** – 3 Models – 276 pts (*May buy 3 more for 108 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	5	7	0	6		6	14	1

*Armor:* Cyber Plating (ARM 7)

*Weapon:* ARC Flamethrower (DAM 7 14” Assault 1, Flamethrower)

*Bionic:* Unit gains +2 Armor

*Reserve: Teleport:* Unit may deploy using the Teleportation reserve rule

*Overlord:* Basic units with at least one model within 6” of a model in this unit become Fearless

Elite Unit – **A.R.C. Suppression Cell** – 3 Models – 315 pts (*May buy 3 more for 105 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
4	3	5	7	0	6		6	14	1

*Armor:* Cyber Plating (ARM 7)

*Weapon:* Ion Rifle (DAM 9 60” Heavy 2, Weapon Stabilizers)

*Bionic:* Unit gains +2 Armor

*Reserve: Teleport:* Unit may deploy using the Teleportation reserve rule

*Overlord:* Basic units with at least one model within 6” of a model in this unit become Fearless

Unit may replace all Ion Rifles with Fusion Cannons for +9 pts each:

*Fusion Cannon* (DAM 7 70” Heavy 1, Blast, Armor Piercing)

Support Unit – **A.R.C. Sniper Cell** – 2 Models – 276 pts (*May buy 3 more for 138 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	3	5	7	0	4		6	14	1

*Armor:* Cyber Plating (ARM 7)

*Weapon:* A.R.C. Heavy Rifle (DAM 7 70” Heavy 1, Sniper)

*Bionic:* Unit gains +2 Armor

*Reserve: Teleport:* Unit may deploy using the Teleportation reserve rule

*Overlord:* Basic units with at least one model within 4” of a model in this unit become Fearless



# Exo-Lords “Black Ops” Troopers



## Basic Profile:

DEX	STR	CON	TEK	MOR	PRE
5	4	4	5	5	3

*Experienced:* All units must purchase the Veteran unit trait (but have the cost halved)

*Hardened:* +1 MOR, +1 PRE, +1 Basic unit required for each Elite unit

*Guerilla:* -2 TEK, all units gain Fieldcraft for free

*This army is based upon miniatures produced by Anvil Industry ([www.anvilindustry.co.uk](http://www.anvilindustry.co.uk)). It is designed for use with their A.R.C. line, which is referenced here with permission from Anvil Industry. The list is still unofficial in all ways: you are free to make any list you'd like for the miniatures as well or use them in any other game.*

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Basic Unit – **Black Ops Fire Team** – 8 Models – 183 Points (*May buy 2 more for 22 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
5	4	4	5	5	3		6	10	1

*Armor:* Exo Armor (ARM 6), Powered Armor

*Weapon:* Silenced Assault Rifle (DAM 5 25” Assault 2, Silenced, Assault Attachment)

*Fieldcraft:* Unit ignores movement penalties for moving through difficult terrain

*Veteran:* Unit may re-roll failed pinning and fall back tests.

Additional models may purchase a Laser Designator (50” Heavy 1 Laser Designator) for +3 pts

Elite Unit – **Black Ops Suppression Team** – 5 Models – 118 Points

(*May buy 2 more for 22 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	5	5	5	3		6	11	1

*Armor:* Exo Armor (ARM 6), Powered Armor

*Weapon:* See below.

*Fieldcraft:* Unit ignores movement penalties for moving through difficult terrain

*Veteran:* Unit may re-roll failed pinning and fall back tests.

The unit must select one of the following weapon options:

- Autocannon (DAM 7, 50” Heavy 2) for +80 pts
- Missile Launcher (DAM 7, 50” Heavy 1, Blast, Laser-Guided) for +148 pts

Support Unit – **Black Ops M88 Suppression Team** – 4 Models – 275 Points

(*May buy 2 more for 68 pts each*)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	5	5	5	3		6	11	1

*Armor:* Exo Armor (ARM 6), Powered Armor

*Weapon:* M88 Heavy Caliber Rifle (DAM 7, 50” Heavy 1, Sniper, Armor Piercing)

*Fieldcraft:* Unit ignores movement penalties for moving through difficult terrain

*Veteran:* Unit may re-roll failed pinning and fall back tests.

*Reserve: Infiltrate:* Unit may deploy using the Infiltration reserve rules

Support Unit – **Black Ops Master Sniper Team** – 4 Models – 295 Points

(May buy 2 more for 68 pts each)

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
6	4	5	5	5	3		6	11	1

*Armor:* Exo Armor (ARM 6), Powered Armor

*Weapon:* Sniper Rifle and Spotter (DAM 7, 50” Heavy 1, Sniper, Silenced, Team-Served)

*Team Served:* +1 DEX, +1 Shot when firing

*Fieldcraft:* Unit ignores movement penalties for moving through difficult terrain

*Veteran:* Unit may re-roll failed pinning and fall back tests.

*Reserve: Infiltrate:* Unit may deploy using the Infiltration reserve rules

Personality – **Black Ops Alpha Strike Commando** (Level 2) – 172 Points

DEX	STR	CON	TEK	MOR	PRE		MOV	WL	WP
7	4	5	5	5	3		6	11	2

*Armor:* Exo Armor (ARM 6), Powered Armor

*Weapon 1:* Silenced Assault Carbine (DAM 5, 15” Light 1, Silenced)

*Weapon 2:* See below

*Fieldcraft:* Unit ignores movement penalties for moving through difficult terrain

*Veteran:* Unit may re-roll failed pinning and fall back tests.

*Reserve: Infiltrate:* Unit may deploy using the Infiltration reserve rules

*Inspiration:* Units with models within 6” of this model are Fearless

The personality may select a second weapon:

- Close Combat Weapon (DAM 1, melee) for +1 pt
- Laser Designator (50” Heavy 1 Laser Designator) for +13 pts
- Flamethrower (DAM 5, 10” Assault 1 Flamethrower) for +29 pts
- Plasma Carbine (DAM 6, 25” Assault 1, 10% Failure Chance) for +8 pts