Grimdark FUTURE

GRIMDARK FUTURE

Lost in a galaxy far from our own, humanity struggles to survive amongst the stars.

Earth is but a distant memory for those beneath the grim tapestry of war-torn worlds that form the new constellations of this sector. Looming over them, massive fleets of spaceborne vessels creep over the horizon, blocking out the stars as they slowly approach a Jumpgate.

Beyond this gate, lies the violence and beauty of the wider Sirius Sector. A myriad of systems, none left untouched by the ravages of war. Here, countless battles are constantly fought.

Bullets hiss across once lush worlds stripped bare by the greed of interstellar industry. Serrated claws, honed through genetic engineering, clash against energized plasma blades, as old foes fight bitterly to the death through the wilds of uncharted planets.

Matter is bent and shaped according to the will of powerful minds, whilst forces beyond mortal understanding pour forth from wormholes to wreak havoc and destruction on poor unsuspecting souls.

Vital trade routes are contested along the edge of remote systems by massive battle fleets, while the sector's fate is meted out in dark smoky rooms by political envoys. On the streets of mega cities, zealous preachers and visionaries call out to the masses, hoping to foster their own grim ambitions.

As all this unfolds, dispassionate eyes watch on from a distance, carefully considering the outcome of each clash, as promising commanders and leaders rise and fall throughout the battlefields of the Sirius Sector.

How will you forge your path through this Grimdark Future?

INTRODUCTION

Grimdark Future is a miniature wargame set in a war-torn sci-fi future, which is played using 32mm miniatures.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging sci-fi battles for new and experienced players alike.

This rulebook is divided into 4 sections:

- **Basic Rules** - Everything you need to play the game, with plenty of diagrams and examples.
- **Advanced Rules** - Extra rules that you can use on top of the basic rules to spice up the game.
- **Total Conversions** - Rules that radically modify the base rules and provide a new experience.
- **Additional Content** - Extra content that is available on our website, added here for your convenience.

We recommend that you start off by playing with just a few advanced rules first, and then gradually add more as you get more comfortable with them.

Once you feel like you've gained a good understanding of the game, you can then try out the total conversions, which provide a radically different experience from the base rules.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you want to help us in making more awesome content, you can support us on Patreon: www.patreon.com/onepagerules

Thank you for playing!

CREDITS

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CONTENTS

GENERAL PRINCIPLES

THE MOST IMPORTANT RULE

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time.

Roll one die. On a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

SCALE CONVENTIONS

This game was written to be played with 32mm scale models in mind, which are mounted on round bases. These bases come in various sizes, and we recommend that you always mount miniatures on the bases they come with.

Here are some rough guidelines for model and base sizes:

- **Infantry:** 32mm tall on 20mm/32mm round bases
- **Large Infantry:** 50mm tall on 40mm/50mm round bases
- **Bikes:** 40mm tall on 60mm oval bases
- **Monsters:** 70mm tall on 60mm round bases
- **Large Walkers:** 100mm tall on 120mm oval bases
- **Vehicles:** Various sizes and not mounted on a base

Note that the base size that you use doesn't matter, as long as you keep base sizes consistent across all models.

MODELS & UNITS

In the rules, individual miniatures are referred to as models, whilst groups of one or more models are referred to as units.

This means that when a rule applies to a unit it applies to all miniatures within that unit, whilst if a rule applies to a model it only applies to one individual miniature.

UNIT STATS

Units come with a variety of statistics that define who they are and what they can do.

- **Name [Size]:** The unit name and number of models.
- **Quality:** The score needed for attacks and morale.
- **Defense:** The score needed for defense.
- **Equipment:** Any weapons and gear the unit has.
- **Special Rules:** Any special rules the unit has.
- **Cost:** How many points it costs to take this unit.

DICE

To play the game you are going to need some six-sided dice, which we will refer to as D6. Depending on how many models you are playing with, we recommend having at least 10 to 20 dice to keep things fast.

Additionally, we recommend having dice of multiple colors so that you can combine them for faster rolling. Whenever a unit is using multiple weapons, you can use different colors for each weapon, and then roll them all at once.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all types of weird dice you come across.

- **D3:** To use these dice, simply roll a D6 and halve the result, rounding up.
- **2D6**: To use these dice, simply roll two D6 and sum the results of both dice.
- **D6+1**: To use these dice, simply roll a D6 and add 1 to the result.

RE-ROLLS

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll, and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

ROLL-OFFS

Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

QUALITY TESTS

During the game you will be required to take Quality tests in order to see if a unit succeeds at doing various things such as hitting its targets or passing morale tests.

Whenever a rule states that a unit must take a Quality test, roll one die. If you score the unit's Quality value or higher, then it counts as a success, else it counts as a fail.

Example: A model with Quality 4+ must take three Quality tests. The player rolls three dice and scores a 3, a 4 and a 5. This means that the model gets two successes (the 4 and 5), and one fail (the 3).

GENERAL PRINCIPLES

MODIFIERS

Throughout the game there are going to be rules that apply modifiers to your die rolls. These will usually raise or lower the value of a unit's roll results by either +1 or -1, but the exact number may vary.

Whenever a modifier applies to one of your rolls, simply add or subtract the value from the roll and the new value counts as the final result, however a roll of 6 always counts as a success and a roll of 1 always counts as a fail, regardless of how much it is being modified by.

Example: A model with Quality 4+ must take three Quality tests with a -1 modifier. The player rolls three dice and scores a 3, 4 and 5, but because of the modifier the final result is a 2, a 3 and a 4.

WEAPONS

All weapons in the game are separated into two categories: ranged weapons and melee weapons. Ranged weapons have a range value and can be used for shooting, whilst melee weapons don't have a range value and can be used in melee.

Weapons profiles are represented like this:

- Name (Range, Attacks, Special Rules)

*Example: Heavy Rifle (24", A1, AP(1))*

MEASURING DISTANCES

To play the game you are going to need a ruler marked in inches, which you may use to measure distances at any time.

Distances are usually measured from a model's base, however if a model has no base, then all distances are measured from its hull or torso, depending on the model.
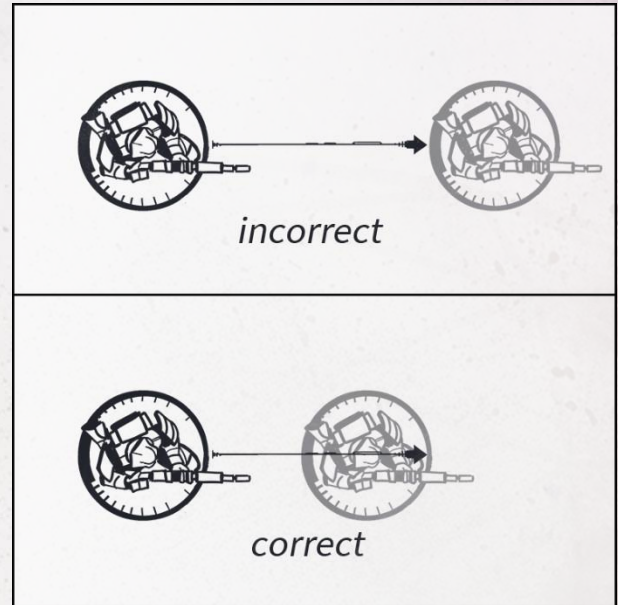
When measuring the distance between two models you always measure from/to the closest point of their bases.

When measuring the distance between two units you always measure from/to the closest model in each unit.
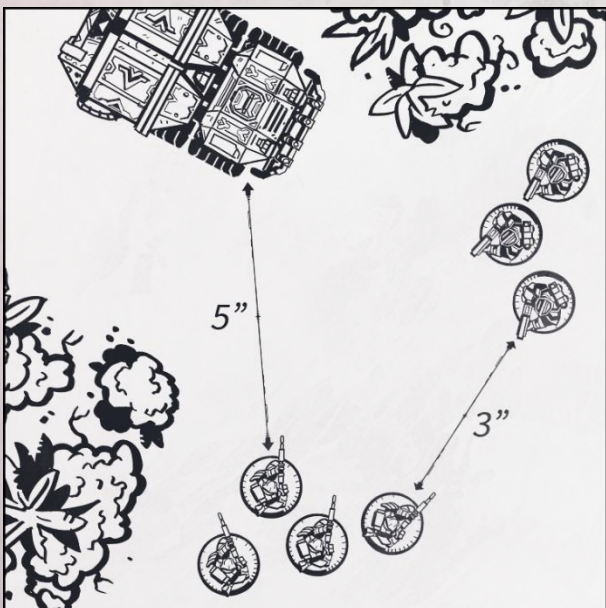
MEASURING MOVEMENT

When measuring how far a model moves always measure so that no part of its base moves further than the total distance.

Note that whilst all examples here show round bases, these movement restrictions apply in the same way to models on bases of different shape or models without a base.

LINE OF SIGHT (LOS)

When playing the game, line of sight is used to determine if a model can see another model for any purpose.

Depending on how strict players want to be with line of sight, they need to agree on using one of the following methods before the game begins:

- Basic Line of Sight (aka True LoS)
- Top-Down Line of Sight (aka 2D LoS)
- Volumetric Line of Sight (aka 3D LoS)

Each one of these methods is more complex than the other, and we recommend playing with basic line of sight for your first match, and only switch to another more complex method if you find it not to be precise enough for your needs.

Note that no matter which method you use, the following rules always apply to line of sight:

- Models can always see in all directions, regardless of where the miniature is actually facing.
- Models may always ignore friendly models from their own unit for the purpose of line of sight.
- Models may not see through solid obstacles, including the perimeter of other units (both friendly or enemy units).
- Models always have line of sight to themselves, and may target themselves (unless stated otherwise).

BASIC LINE OF SIGHT (aka TRUE LOS)

When playing with basic line of sight, models can see targets based on the actual line of sight of the physical miniature.

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

When using this method, we recommend that models should see at least 10% of the target in order to have line of sight, to avoid discussions over ambiguous edge cases.

TOP-DOWN LINE OF SIGHT (aka 2D LOS)

When playing with top-down line of sight, models can see targets by drawing lines between their bases, and obstructions block sight based on their assigned height.

Before the game begins, players must assign a height value to all units and terrain. As a guideline, height can be defined as a value of X+1, where X is the actual height of the physical item.

Example: A 2" high building counts as being height 3.

The same guidelines apply to models, but you can also use the following pre-set heights to speed up preparation:

- Height 1 - Swarms
- Height 2 - Infantry, Artillery
- Height 3 - Large Infantry, Cavalry, Chariots
- Height 4 - Large Cavalry, Monsters, Vehicles
- Height 5 - Large Monsters, Giants
- Height 6 - Titans

When standing on top of terrain, units add its height to their own, and the total counts as their new height value.

Example: A height 2 infantry models standing on a height 3 building counts as being height 5.

To determine line of sight, simply draw a straight line from any point of the model's base to any point of the target's base. If the line doesn't pass through any obstacles or units of same height or higher than both models, then the model has line of sight.

When using this method, we recommend counting all models and terrain pieces of the same type as being the same height, to avoid having to constantly have to measure heights.
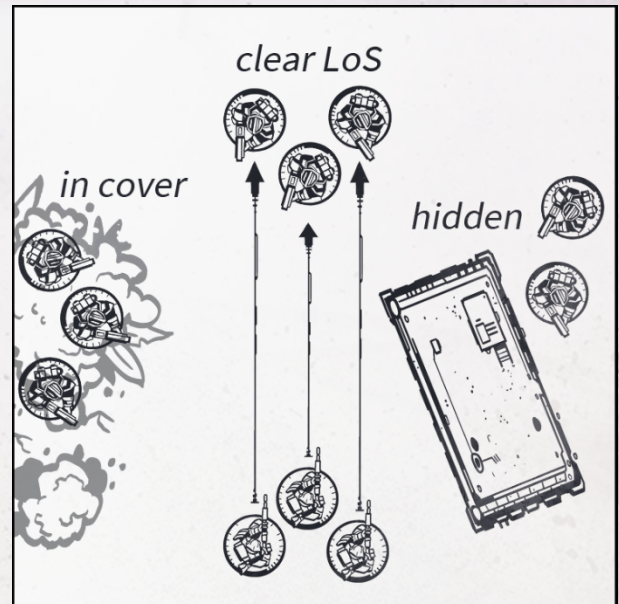
VOLUMETRIC LINE OF SIGHT (aka 3D LOS)

When playing with volumetric line of sight, models can see targets by drawing lines between imaginary volumes, with heights defined by their base sizes.

Before the game begins, players must assign a height value in inches to all units. Each model occupies a volume of space of that height above its base, determined by its base size. As a guideline, height can be defined based on the typical size of models that are mounted on those base types.

For models without a base, measure their actual height and define an area around their centre as being their base size for determining how large their volume is.

Whilst not an exhaustive list, here are some pre-set heights you can use to speed up preparation:

- 25mm Base - Height 1"
- 32mm Base - Height 1.25"
- 40mm Base - Height 1.5"
- 50mm Base - Height 2"
- 60mm Base - Height 3"
- 100mm Base - Height 4"

To determine line of sight, simply draw a straight line from any point of the model's volume to any point of the target model's volume. If the line doesn't pass through any obstacles or unit volumes, then the model has line of sight.

When using this method, we recommend building simple paper cylinders with the volume of each base size before playing, which can be used during the game in place of models to determine line of sight more easily.

PREPARATION

PREPARING THE BATTLEFIELD

You are going to need a flat 6'x4' area to play on, which is usually referred to as "the battlefield" or "the table". Note that the game can be also played on smaller areas, as long as armies deploy at least 24" apart.

Whilst we recommend playing on a table, you can of course play on the floor, on a bed, or wherever else you have space.

Once you have found a space to play, you are going to have to place at least 15 pieces of terrain on it, though we recommend using 20 or more to keep things interesting. Whilst it's always nice to play with great looking pieces of terrain, you can simply use household items such as books or cups as terrain.

There are no specific rules on how you should place terrain, but we have provided some general guidelines in the terrain section of this book to help you get started.

PLACING OBJECTIVES

After the table has been prepared, you and your opponent must set up D3+2 objective markers on the battlefield.

The players roll-off and the winner picks who places the first objective marker. Then the players alternate in placing one marker each outside of the deployment zones, and over 9" away from other markers (note that markers can't be placed in unreachable position, like impassable terrain).

THE MISSION

At the end of each round, if a unit is within 3" of a marker whilst no enemies are, then it counts as being seized.

Markers remain seized even if the unit moves away, but if units from both sides contest a marker at the end of a round, then it becomes neutral again.

After 4 rounds have been played, the game ends, and the player that controls most markers wins.

PREPARING YOUR ARMY

Before the game begins, you and your opponent are going to have to agree on what size of game you want to play.

For a start we recommend playing with armies worth 1000pts each, and once you have gotten familiar with the game, you can start playing full matches with 2000pts armies each.

To put your army together, simply select units and upgrades from your army's list, and sum together their total point cost.

There are no limitations as to how many units you can take, as long as their total point cost doesn't go over the agreed limit.

FORCE ORGANISATION (optional)

Optionally you and your opponent may agree to use the force organisation rules, which help make army composition more consistent and balanced.

The armies must follow these limitations:

- Only 1 hero per 500pts
- Only 1+X copies of the same unit, where X is 1 per 1000pts (combined units count as one)
- No single unit worth over 35% of total points
- Only 1 unit per 200pts

Example: When playing a 2000pts game, players may bring max. 4 heroes, max. 3 copies of each unit, no unit worth over 700pts, and max. 10 units in total.

COMBINED UNITS

When preparing your army, you may combine two copies of the same multi-model into a single big unit, as long as any upgrades that are applied to all models are bought for both.

Example: A unit of Dynasty Warriors with Rifles cannot be merged with a unit of Dynasty Warriors with Shotguns, because they have two different upgrades that are applied to all models in the unit.

DEPLOYING ARMIES

Once the mission has been set up, the players roll-off and the winner must start deploying their army first.

The winning player first chooses one long table edge to deploy on and then places one unit fully within 12" of their table edge.

Once they are done, then the opposing player places one unit fully within 12" of the opposite table edge.

Then the players continue alternating in placing one unit each, until all units have been deployed.
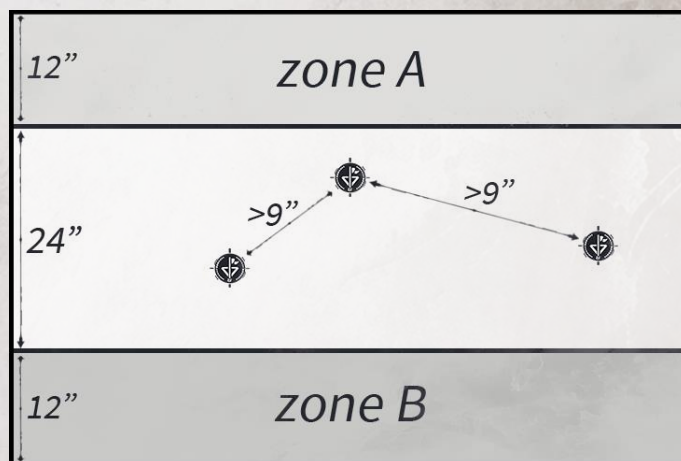
ROUNDS, TURNS & ACTIVATIONS

The game is structured into game rounds, player turns and unit activations. Here is the breakdown of what these mean:

- **Rounds:** Each round is made up of multiple turns.
- **Turns:** Each turn is made up of a single activation.
- **Activations:** Each activation is made up of an action.

GAME STRUCTURE

After both players have deployed their armies, the game starts with the first round and the player that won the deployment roll-off takes the first turn.

During their turn, the player picks a unit that has not been activated yet, and activates it by performing an action.

Once the action has been taken, their turn ends, and the opposing player's turn starts. This continues until all units have activated, at which point the round ends and a new one begins. On each new round the player that finished activating first on the last round gets to activate first.

After 4 full rounds have been played the game ends, and players determine who won, by checking if they completed their mission objectives.

ACTIVATING UNITS

Players must activate one unit that has not been activated yet and take one action.

Here are all available actions and what they allow a unit to do:

- **Hold -** Doesn't move, can shoot.
- **Advance -** Moves 6" and can shoot after moving.
- **Rush -** Moves 12" but can't shoot.
- **Charge -** Moves 12" into melee.

HOLDING

When taking a Hold action, the models in the unit may not move or turn in any direction.

ADVANCING

When taking an Advance action, all models in the unit may move by up to 6". Models may move and turn in any direction regardless of their facing, as long as no part of their bases move further than the total movement distance.

Models may not move within 1" of models from other units (friendly or enemy), unless they are taking a Charge action. Note that models may never move through other models or units, even if they are taking a Charge action.

RUSHING

When taking a Rush action, all models in the unit may move by up to 12". The same rules about turning, facing and keeping 1" distance apply to Rush actions.

CHARGING (+ ASSAULTS)

When taking a Charge action, all models in the unit may move by up to 12". Models taking a Charge action may ignore the 1" distance restriction, however since this is a little more complex it will be explained in detail in the Melee section.

When declaring a Charge action, units may choose to assault, allowing them to shoot before moving. When assaulting, units get -1 to hit when shooting and striking, and halve their move.

Note that units may only take a Charge action if their move would bring at least one model into base contact with another model from the target unit. Also, if the target is killed before the charging unit has reached base contact, then the unit may complete its remaining movement and then end its activation.

UNIT COHERENCY

All models in a unit must always stay within 1" of at least one other model, and must stay within 9" of all other models (or as close as possible), forming an uninterrupted chain of models in 1" coherency with each other.

If a model is not in coherency with its unit at the beginning of its activation, then you must take an action so that the model gets back into coherency.

coherent   not coherent
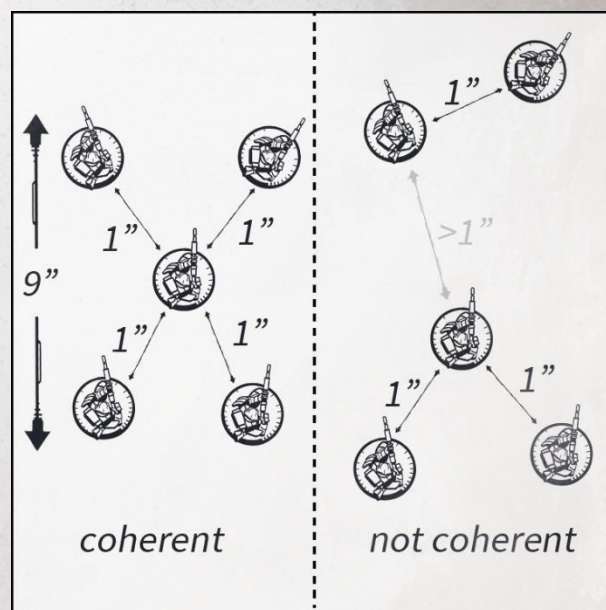
SHOOTING

PICKING TARGETS

When taking a Shooting action, a unit must pick one valid target and all models in the unit may shoot at it.

If at least one model in the unit has line of sight to an enemy model, and has a weapon that is within range of that model, then that enemy is a valid target.

WHO CAN SHOOT

All models in a unit with line of sight to the target, and that have a weapon that is within range of it, may fire at it. Note that models may always ignore friendly models from their own unit when determining line of sight.
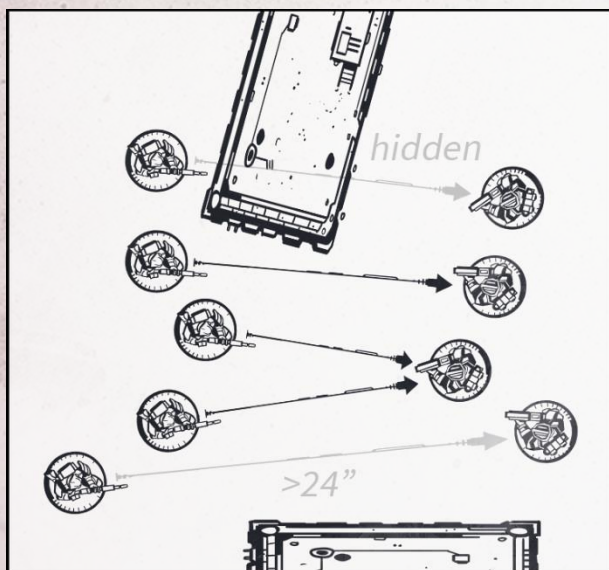
Example: Only the three Dynasty Warriors in the middle can shoot at the Dwarves. The model at the top is in range but has no line of sight, whilst the model at the bottom has line of sight but is out of range.

MULTIPLE WEAPON TYPES

If a unit is firing multiple weapon types, then you may separate each weapon type into its own weapon group.

Each group may be fired at a different target, however you may fire only at up to two different targets, and all weapons from the same group must fire at the same target.

Note that the target for each weapon group must be declared before rolling, and all weapons are fired simultaneously.

Example: A unit of Dynasty Warriors is armed with Rifles and a Plasma Rifle. Since they have two weapon types, the Dynasty Warriors can fire all the Rifles at a nearby Dwarf squad, and the Plasma Rifle at a distant Powersuit Guard.

THE SHOOTING SEQUENCE

Shooting is done in a simple sequence which has to be followed separately for each weapon group:

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. Remove Casualties

1. DETERMINE ATTACKS

Sum the Attack value from the weapons of all models that can shoot at the target to determine how many attacks the unit has in total for this shooting.

Example: A unit of five Dynasty Warriors is shooting at a unit of Dwarves. Three Dynasty Warriors with Rifles (Attack 1) are within range and line of sight of the Dwarves, which means the unit has a total of 3 attacks for this shooting.

2. ROLL TO HIT

After having determined how many attacks the unit has in total, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded with no effect.

Example: The three Dynasty Warriors (Quality 4+) are shooting at the Orcs. They take three Quality tests and roll a 3, a 4 and a 5. This means that they score a total of 2 hits.

3. ROLL TO BLOCK

For every hit that the unit has taken, the defending player must roll one die, trying to score the target's Defense value. Each success counts as a blocked hit, and all failed rolls cause one wound each to the target.

Example: The unit of Dwarves (Defense 4+) has taken two hits. They roll two dice and get a 3 and a 4. This means that the Dwarves have blocked 1 hit and taken 1 wound.

4. REMOVE CASUALTIES

For each wound that the unit has taken, the defending player must remove one model as a casualty.

The defending player may remove models from the target in any order, keeping unit coherency in mind.

MELEE

PICKING TARGETS

When taking a Charge action, a unit must pick one valid target and all models in the unit must charge it.

If at least one model in the unit is within charge distance of one model from the target unit, and has a clear path to reach it, then that enemy is a valid target (no line of sight is needed).

CHARGE MOVES

Charging models must move by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible, whilst still maintaining unit coherency (charge moves don't have to be in a straight line).

Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible, maintaining unit coherency.
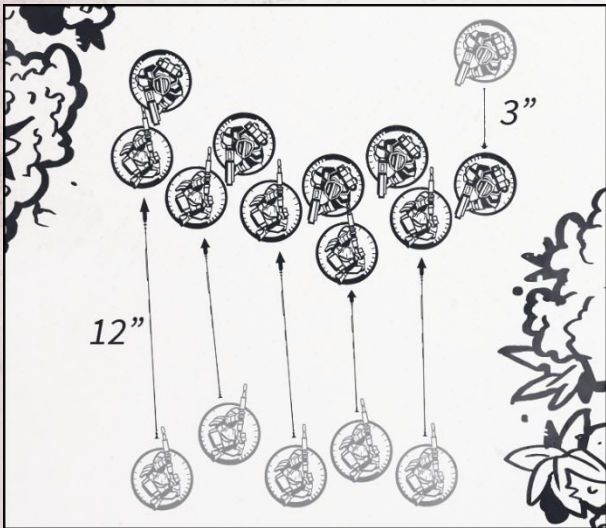
WHO CAN STRIKE

All models in a unit that are in base contact with an enemy model from the target unit, or that are within 2" of a model from the target unit, may attack it.

Models may strike with all of their melee weapons, and may only strike at models from the target unit.

THE MELEE SEQUENCE

Melee is done in a simple sequence which has to be followed separately for the charging unit and the target unit:

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. Remove Casualties

1. DETERMINE ATTACKS

Sum the Attack value from the weapons of all models that can strike at the target to determine how many attacks the unit has in total for this melee.

Example: A unit of five Dynasty Warriors is charging a unit of Dwarves. Three of the Dynasty Warriors armed with CCWs (Attack 1) are in range of the Dwarves, which means the unit has a total of 3 attacks for this melee.

2. ROLL TO HIT

After having determined how many attacks the unit has in total, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded with no effect.

Example: The three Dynasty Warriors (Quality 4+) are striking at the Dwarves in melee. They take three Quality tests and roll a 3, a 4 and a 5. This means that they score a total of 2 hits.
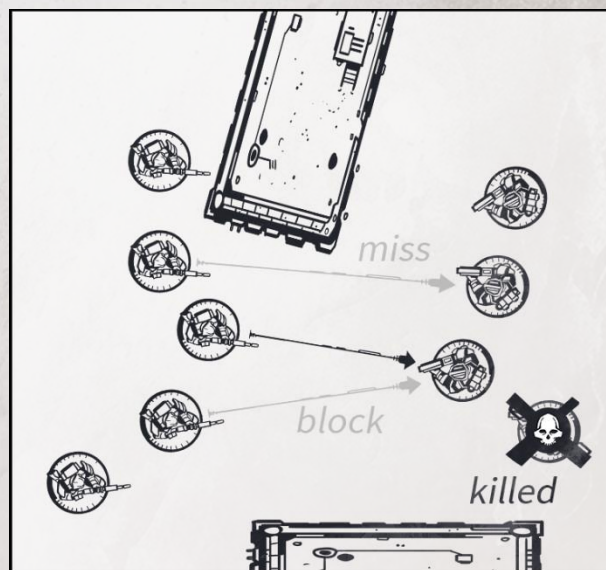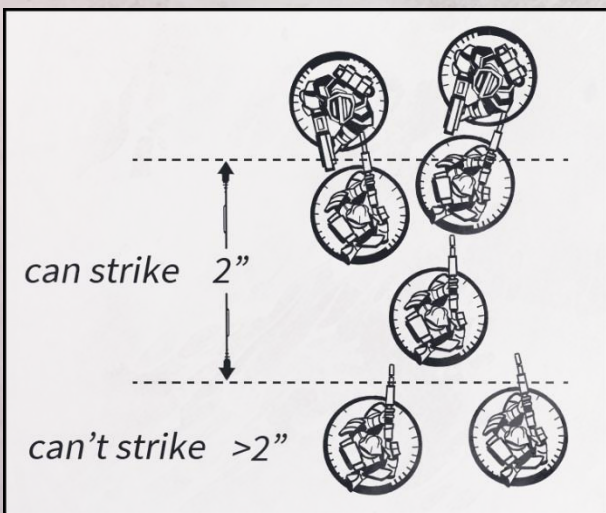
3. ROLL TO BLOCK

For every hit that the unit has taken, the defending player must roll one die, trying to score the target's Defense value. Each success counts as a blocked hit, and all failed rolls cause one wound each to the target.

Example: The unit of Dwarves (Defense 4+) has taken two hits. They roll two dice and get a 3 and a 4. This means that the Dwarves have blocked 1 hit and taken 1 wound.

4. REMOVE CASUALTIES

For each wound that the unit has taken, the defending player must remove one model as a casualty.

The defending player may remove models from the target in any order, keeping unit coherency in mind.

RETURN STRIKES

Once all charging models have attacked, the defending unit may choose to strike back (following the melee sequence again), but doesn't have to. Note that striking back does not count as its activation, and activated units may strike back.

FATIGUE

After attacking in melee for the first time during a round, either by charging or by striking back, models only hit on unmodified rolls of 6 in melee until the end of that round.

MELEE RESOLUTION & MORALE

MELEE RESOLUTION

Once the defender has struck back (or not if they chose not to strike back), you need to determine who won the melee.

Sum the total number of wounds that each unit caused, and compare the two. If one unit caused more wounds than the other, then it counts as the winner, and the opposing unit must take a morale test. Note that in melee only the loser takes a morale test, regardless of casualties.

If the units are tied for how many wounds they caused, or neither unit caused any wounds, then the melee is a tie and neither unit must take a morale test.

This means that if a unit didn't strike back in melee, then it must only take a morale test if it suffered at least one wound.

Example: A unit of Dynasty Warriors charges a unit of Dwarves. The Dynasty Warriors inflict 2 wounds in that melee, whilst the Dwarves only inflict 1 wound. Since the Dynasty Warriors caused more wounds, the Dwarves have lost and must take a morale test.

CONSOLIDATION MOVES

After determining who won the melee and taking morale tests, the units must make consolidation moves.

If one of the two units was destroyed (by removing all models as casualties, or by routing due to a failed morale test), then the other unit may move by up to 3".

If neither of the units was destroyed, then the charging unit must move back by 1" (if possible), to keep the separation between units clear, and show they are not locked in melee.

Note that players may agree not to separate units by 1" for simplicity, as long as they remember that units can still freely activate, move, shoot, charge, etc. despite being in contact.

MORALE & WHEN TO TEST

As units take casualties, they will be pinned by enemy fire or flee from the battlefield entirely.

At the end of an activation in which a unit takes wounds that leave it with half or less of its starting size or tough value (for units with a single model), or whenever it loses a melee combat, then it must take a morale test.

Note that starting size is counted at the beginning of the game.

Example: A unit of Dynasty Warriors shoots at a unit of Dwarves that started the game with 10 models, and manages to kill 5. Since half of the Dwarves were killed, the unit must take a morale test.

TAKING MORALE TESTS

To take a morale test, the affected unit must simply take one regular Quality test, and see what happens:

- If the roll is successful, nothing happens.
- If the roll is unsuccessful, the unit is Shaken.

MELEE MORALE TESTS

Units that were in melee don't take morale tests from wounds at the end of an activation, but must compare the number of wounds each unit caused instead. The unit with the lowest total loses, and must take a morale test.

Note that units that are destroyed in melee always count as having lost, and their opponent doesn't have to take a morale test, even if it dealt less wounds.

To take a morale test, the affected unit must simply take one regular Quality test, and see what happens:

- If the roll is successful, nothing happens.
- If the roll is unsuccessful, and the unit still has over half or more of its starting size or tough value (for units with a single model), then the unit is Shaken.
- If the roll is unsuccessful, and the unit only has half or less of its starting size or tough value (for units with a single model), then the unit Routs.

SHAKEN UNITS

Shaken units get -1 to Quality and Defense rolls, halve their movement, and can't seize objective markers.

When activated, Shaken units may spend their activation being idle and doing nothing, which stops them from being Shaken at the end of their activation.

ROUTED UNITS

Routed units have lost all hope and are taken captive, flee the battle, or are otherwise rendered ineffective.

Simply remove the entire unit from the game as a casualty.

Example: A unit of 10 Dwarves has lost 5 models in melee and must take a morale test. The unit takes a morale test and fails, so it routs (as it only has half as many models left as it started with).

TERRAIN

TERRAIN RULES

When setting up terrain, players must agree on what terrain type rules each piece of terrain follows. This will make sure that you do not have any arguments during your game, and that things can proceed smoothly.

Each piece of terrain may count as having multiple terrain types, and you may also add other conditions to further customize your terrain rules.

Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain. Additionally, you could allow units to shoot into and out of it freely, but not through it.

OPEN TERRAIN

Examples: Grass Fields, Dirt Roads, Streets, etc.

Any surface that is not specifically defined as a type of terrain (like forests, buildings, rivers, etc.) counts as open terrain.

Open terrain does not have any special rules, and any rules that affect terrain do not apply to open terrain.

IMPASSABLE TERRAIN

Examples: Mountains, Canyons, Deep Water, etc.

Any surface that would stop models from moving through it counts as impassable terrain.
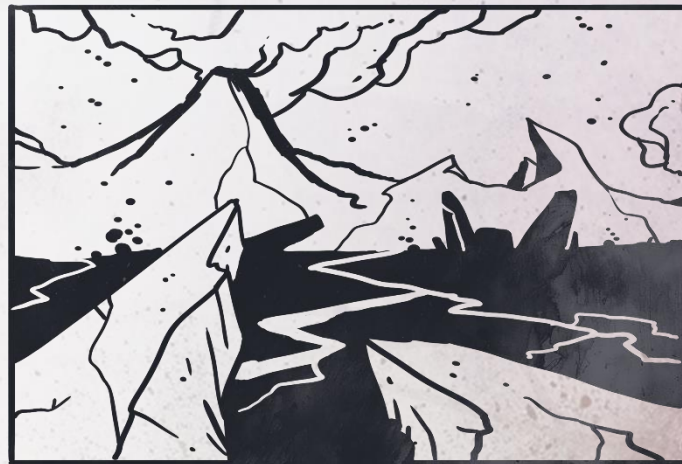
Units may not move through impassable terrain, unless they have any rules that allow them to ignore it.

BLOCKING TERRAIN

Examples: Walls, Buildings, Rocks, etc.

Any piece of terrain that models can't see or shoot through counts as blocking terrain.

Units may not draw line of sight through blocking terrain, unless they have any rules that allow them to ignore it.

COVER TERRAIN

Examples: Forests, Ruins, Sandbags, etc.

Terrain features that models can hide in or behind, or that could stop projectiles, count as cover terrain.

If the majority of models in a unit are in or behind a piece of cover terrain, they get +1 to Defense rolls when blocking hits from shooting attacks.

DIFFICULT TERRAIN

Examples: Woods, Mud, Rivers, etc.

Terrain features that hinder a model's movement, or force them to slow down, count as difficult terrain.

If any model in a unit moves in or through difficult terrain at any point of its move, then all models in the unit may not move more than 6" for that movement.

DANGEROUS TERRAIN

Examples: Quicksand, Razor Wire, Mine Fields, etc.

Terrain features that could harm models, or outright kill them, count as dangerous terrain.

If a model moves in or through dangerous terrain, or is activated in it, then it must take a dangerous terrain test.

To take a dangerous terrain test, roll one die (or as many dice as the model's Tough value), and if the result is 1, then the unit takes one automatic wound.

ELEVATED TERRAIN

Hills, Rooftops, Cliffs, etc.

Terrain that is over 3" tall, and any gaps that are over 1" wide, count as elevated terrain, and are impassable.

Any terrain piece that is up to 3" tall can be climbed as part of a unit's regular movement, and units may move across gaps up to 1" wide as if they were solid ground.

TERRAIN

TERRAIN SETUP GUIDELINES

Whilst there are no specific rules as to how terrain should be placed, here are some guidelines on how to handle terrain to have a balanced match.

Here are all the things you should consider:

- Size of your terrain
- Rules for each terrain
- Number of pieces
- How to place it

TERRAIN OVERVIEW

Whilst there is no limit to the size of terrain that you can use for your games, we have a few recommendations for you:

- Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- Large terrain features, like buildings, forests, lakes, etc. should be somewhere between 4"x4" and 8"x8" in size, but can be as large as 12"x12".

For each terrain feature you'll also have to define some basic rules for how it works in the game. Most terrain features will probably have a single type, but you can combine multiple types together, and even add extra conditions to them.

Here are some guidelines for common terrain types:

- **Barricades** - Cover
- **Buildings** - Impassable + Blocking
- **Fields** - Difficult + Cover
- **Forests** - Difficult + Cover + Units can see into and out of forests, but not through them
- **Hills** - Cover + Difficult when moving up + Units on top may ignore one unit/terrain for line of sight
- **Lakes** - Difficult (if shallow) or Impassable (if deep)
- **Lava** - Dangerous
- **Mountains** - Impassable + Blocking
- **Rivers -** Dangerous when using rush/charge
- **Rubble** - Difficult
- **Ruins -** Cover + Dangerous when using rush/charge
- **Swamps** - Difficult

Note that whilst all of the terrain we mentioned so far is what you'll need for gameplay purposes, it's also always good to have elements of decorative terrain that have no effect on the game, but that help make your table look better.

These could be elements such as patches of grass, shallow water puddles, scattered gravel, chain-link fences, street signs, and other things that make sense for your table.

TERRAIN PLACEMENT

When setting up terrain, you should use at least 10-15 pieces of terrain, although using more can be more ineresting.

A simple way to make sure that you're using enough terrain is to take as many pieces of terrain as you need to fully cover at least 25% of the table, and then spread them out.

It's also good to keep a balance of different terrain types, so that units with different weapons and special rules can use them effectively in various situations.

Here are some basic terrain type recommendations:

- At least 50% should block line of sight
- At least 33% should provide cover
- At least 33% should be difficult terrain
- Each player should pick 1 piece to be dangerous

Example: If you're playing with 12 pieces of terrain, at least 6 should block line of sight, 4 should provide cover, 4 should be difficult terrain, and 2 should be dangerous terrain.

Once you have chosen which terrain pieces you are going to use, you can either have one player set up all of the terrain, or have both players set up terrain together.

To make sure neither player has an advantage, you can roll-off, and then then alternate in placing one terrain piece each, starting with the player that won the roll-off.

There are no specific rules on how you should place terrain, so we recommend trying to set up the table in such a way that it will provide a balanced playing field for everyone involved.

Ideally you want to place enough blocking terrain that you can't draw clear line of sight from edge to edge across the table, as well as make sure that there are no gaps bigger than 12" between different terrain pieces. If you are playing with large units, we also recommend making sure that there are gaps of at least 6" between terrain, so they can fit through.

RULES PRIORITY & STACKING EFFECTS

Most units have one or more special rules that affect the way they behave, and that sometimes go against the standard rules.

Whenever you come across one of these situations, the special rule always takes precedence over the standard rules.

Note that effects from multiple instances of the same special rule or spell don't stack, unless it is a rule with (X) in its name, or unless it is specified otherwise.

SPECIAL RULES REFERENCE

Aircraft

Aircraft must be deployed before all other units. Ignores all units and terrain when moving and stopping, can't seize objectives, and can't be moved in contact with. May only use Advance actions, moving in a straight line by 30"-36" without turning. If it moves off-table, it ends its activation, and must deploy on any table edge at the beginning of the next round. Units targeting Aircraft get -12" range and -1 to hit rolls.

Note that Aircraft are assumed to be flying very quickly far above the battlefield, which is why they don't physically interact with anything, and why they only ever move straight and never turn.

Ambush

May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. If both players have Ambush, roll-off to see who goes first, and then alternate deploying units. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

AP(X)

Targets get -X to Defense rolls when blocking hits from weapons with this special rule.

Blast(X)

Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is max. as many hits as models in the target unit.

Example: A weapon with 2 Attacks and Blast(3) scores two hits against a unit with 2 models. Each hit is multiplied by 2, so the target takes a total of 4 hits.

Caster(X)

Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Note that Casters get spell tokens each round even if they are not on the table (waiting to Ambush for example), and that casting spells must be picked from their own faction.

Counter

Strikes first with this weapon when charged, and the charging unit gets -1 total Impact rolls per model with Counter.

Example: A unit with Impact(3) charges a unit with 1 model that has Counter, so it only makes 2 Impact rolls.

Deadly(X)

Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Entrenched

Enemies get -2 to hit when shooting at models with this special rule from over 9" away, as long as the Entrenched model hasn't moved since the beginning of its last activation.

Fast

Models with this special rule move +2" when using Advance and +4" when using Rush/Charge.

Fear(X)

Models with this special rule count as having dealt +X wounds when checking who won melee.

Fearless

Whenever models with this special rule fail a morale test, roll one die. On a 4+ it's passed instead.

Flying

Models with this special rule may move through obstacles, and ignore terrain effects when moving.

Furious

When charging, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Example : A Furious model with a weapon with 1 Attack and Rending scores one hit on a roll of 6, so it deals two hits, of which only the first counts as having AP(4) because of Rending.

Hero

Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Note that when a Hero joins a unit, they count as part of that unit, so the unit's size is increased by 1, and even if the hero is the last model remaining, it takes morale tests as the unit. This also means that a hero may never leave its unit or join another one.

Example: A Hero joins a unit of [5] models, so the unit's size is [6]. Once all other models have been killed, the Hero must take a morale test whenever it takes wounds, and if it fails a morale test in melee it will Rout, because it's a unit with half or less of its starting size.

Immobile

Models with this special rule may only use Hold actions.

Impact(X)

Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit (when assaulting, the target takes one hit for each 3+ instead)

Indirect

This weapon may target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

Lance

Weapons with this special rule get AP(+2) when charging.

Lock-On

Ignores cover and all negative modifiers to hit rolls and range.

Limited

Weapons with this rule may only be used once per game.

Poison

This weapon ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Note that a die roll may only be re-rolled once, so if another 6 is rolled after re-rolling Defense, then the hit is blocked.

Regeneration

When taking a wound, roll one die. On a 5+ it is ignored.

Relentless

When this model uses a Hold action and shoots, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Note: Check out the examples from the Furious special rule.

Reliable

Models attacks at Quality 2+ with this weapon.

Note that Reliable only changes the Quality value, so the roll can still be modified, Fatigue still applies, etc.

Rending

This weapon ignores Regeneration, and unmodified results of 6 to hit get AP(4).

Scout

May be set aside before deployment. After all other units finish, must be deployed and may move by up to 12”, ignoring terrain. If both players have Scout, roll-off to see who goes first, and then alternate deploying units.

Slow

Models with this special rule move -2” when using Advance, and -4” when using Rush/Charge.

Sniper

Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1.

Example: A Sniper targets a Hero that has Stealth, but that is in a unit without Stealth. Since the shooting is resolved as if the target was a unit of 1, the Sniper gets -1 to hit from Stealth.

Stealth

Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider

May ignore the effects of difficult terrain when moving.

Tough(X)

This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport(X)

May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay within 6” of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6” of the transport before removal.

Note that units inside Transports are deployed at the same time as the Transport, and units can't both embark/disembark as part of the same activation. Units inside Transports don't have line of sight to the outside, and other units don't have line of sight to them, so they can't shoot, cast spells, and so on. Units may use Charge actions to disembark, and they ignore the 1” move restriction when embarking (only one model needs to reach the Transport for everyone to embark).

Example: Regular models and Heroes with Tough(3) or Tough(6) occupy 1 space, Tough(3) models occupy 3 spaces, and models with Tough(6) or higher can't be transported. This means that a unit of 10 regular models with a Tough(3) Hero occupy 11 spaces in total.

TERRAIN PLACEMENT

TERRAIN PLACEMENT STYLES

When preparing the game, you can either pick one of the placement styles below, or select it randomly.

To select a random placement style, roll one die:

1. Random
2. Alternating (Free)
3. Alternating (Restricted)
4. Full Table
5. Two Halves
6. Six Squares

TERRAIN SELECTION

Once you have decided what placement style to use, you may either pick 15-25 pieces of terrain that you want to play with, or else use the method below to generate terrain.

To generate balanced terrain follow these steps:

- Take 9 pieces of terrain:
  - 2 Barricades
  - 2 Large Forests / Large Fields
  - 5 Large Sight Blockers
- Take 4D3 more pieces of terrain, determining their type by rolling 2D6 for each:
  - 2-3 = Large Hill
  - 4 = Large Ruins
  - 5 = Large Field
  - 6-8 = Barricade
  - 9 = Large Forest
  - 10 = Large Sight Blocker
  - 11-12 = Large Lake

After terrain has been placed, roll-off to see who goes first, and then players alternate in picking D3 pieces of terrain each, which count as Dangerout Terrain.

1. RANDOM

Divide the table into six 2'x2' sections.

For each piece of terrain, roll one die to place it at the center of one random section, and then move it 2D6" toward the center of another randomly selected section, stopping to be at least 6" away from other pieces of terrain.

If it's impossible to place the terrain piece, simply remove it.

2. ALTERNATING (FREE)

Players roll-off, and then alternate in placing one terrain piece each, starting with the player that won.

Terrain pieces must be placed at least 6" away from each other, and if it's impossible to place them they are removed.

3. ALTERNATING (RESTRICTED)

Roll one die to select a random restriction, and then follow the same rules as the "Alternating (Free)" placement style:

1. No pieces of terrain may be placed within 12" of the center of the table.
2. No pieces of terrain may be placed within 12" of the edge of the table.
3. Place the first piece of terrain at the center of the table. The rest must be placed more than 12" away from that piece of terrain.
4. Place the first piece at the center of the table, and the rest must be placed within 9" of another piece of terrain that was already placed.
5. Place the first 4 pieces each within 12" of a different table corner. The rest can be placed anywhere.
6. Place the first 4 pieces each in a different table quarter. The rest can be placed anywhere.

4. FULL TABLE

Players roll-off, and the winner places all pieces of terrain on the table, at least 6" away from each other and the table edge.

Then the player that lost the roll-off gets to pick which side they wants to deploy on.

5. TWO HALVES

Players roll-off, and the winner may draw a straight line from one corner of the battlefield to the opposite, and pick which table half they place terrain on.

Then the players alternate in placing one piece of terrain each on their own table half, at least 6" away from other pieces of terrain and the table edge.

6. SIX SQUARES

Divide the table into six 2'x2' sections.

Players roll-off, and then alternate in placing one terrain piece each in a random section, starting with the player that won.

Terrain pieces must be placed at least 6" away from each other, and if it's impossible to place them they are removed.

DEPLOYMENT STYLES

RANDOM DEPLOYMENT STYLE

Whilst you can simply pick one deployment style of your choice, it can be interesting to have it be randomly selected before the game begins, to keep things fresh.

To select a random deployment style, simply roll one die:

1. Frontline
2. Long Haul
3. Side Battle
4. Encircled
5. Spearhead
6. Flank Assault

1. FRONT LINE

Note that this is the standard deployment from the core rules.

2. LONG HAUL

3. SIDE BATTLE

4. ENCIRCLED

5. SPEARHEAD

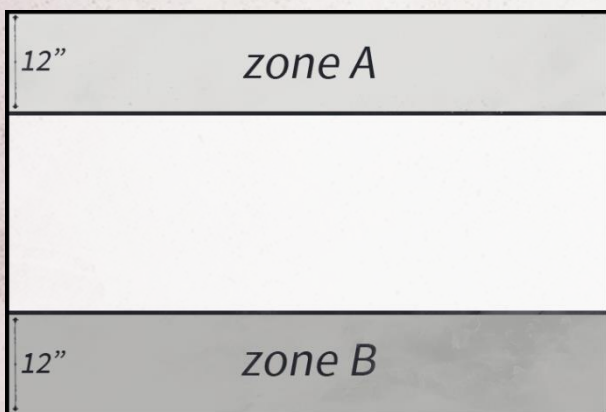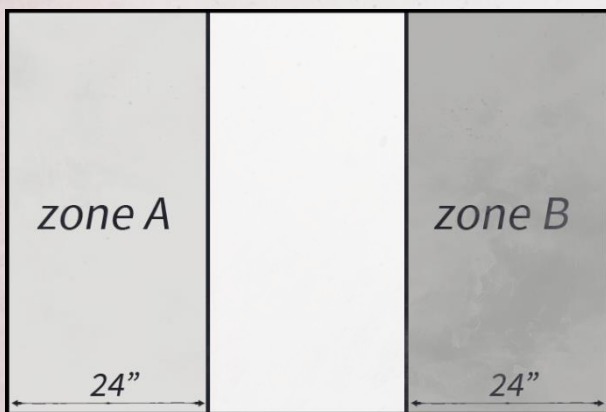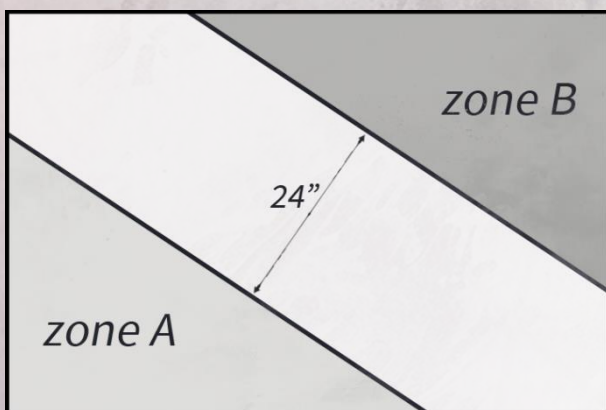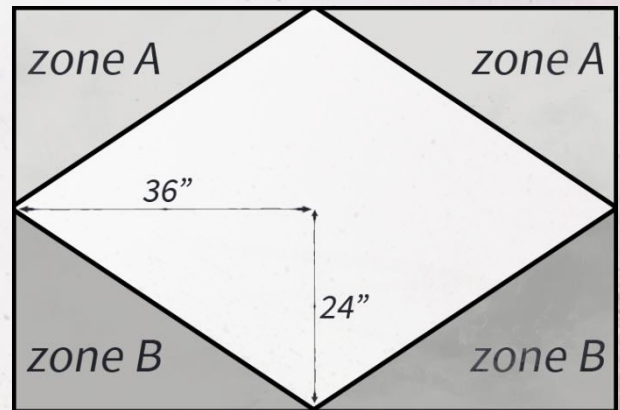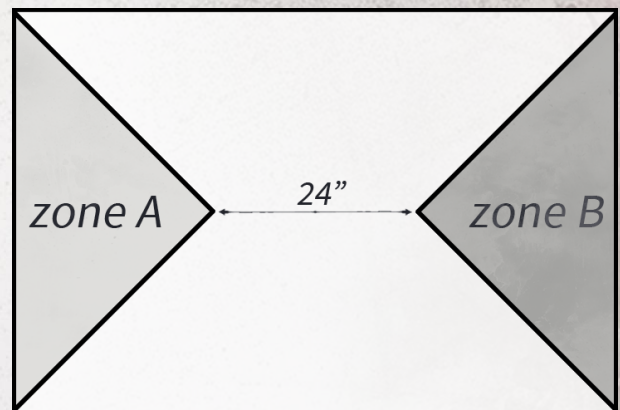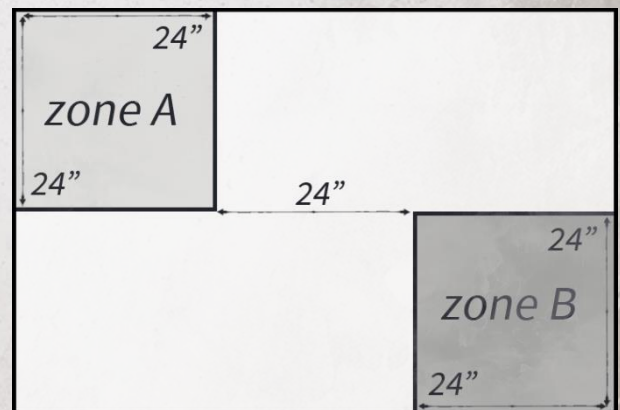## 6. FLANK ASSAULT

SIDE-MISSIONS

RANDOM MISSION SELECTION

Whilst you can simply pick one mission of your choice, it can be interesting to have a mission be randomly selected before the game begins, to keep players on their toes.

To select a random mission, simply roll one die:

1. Duel
2. Seize Ground
3. Relic Hunt
4. Sabotage
5. Breakthrough
6. King of the Hill

MISSION OBJECTIVES

Since all missions use objectives in order to determine who wins, the following rules are common for all missions:

- **Placing Objectives:** The players roll-off, and the winner picks who places the first objective marker. Then the players alternate in placing one marker each outside of the deployment zones, and over 9" away from other objective markers.
- **Seizing Objectives:** At the end of each round, if a unit is within 3" of a marker whilst no enemies are, then it counts as being seized. Markers remain seized even if the unit moves away, but if units from both sides contest a marker at the end of a round, then it becomes neutral.

Note that if you are using the random deployment styles rules, you must first roll to see which deployment style you will use, then roll for mission objectives, and only after you roll-off to see who picks where to deploy.

1. DUEL

After the table has been prepared, the players must set up a total of D3+2 objective markers on the battlefield.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

Note that this is the standard mission from the core rules.

2. SEIZE GROUND

After the table has been prepared, the players must set up a total of 4 objective markers on the battlefield.

Divide the non-deployment zone area of the table into 4 equal quarters, and place one marker at the center of each.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

3. RELIC HUNT

After the table has been prepared, the players must set up a total of 3 objective markers on the battlefield.

If a unit seizes a marker, remove it from the table, and it counts as being carried by the unit. If the unit is destroyed at any point, the marker is dropped on the spot.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

4. SABOTAGE

After the table has been prepared, the players must set up 1 objective marker each 12" away from their table edge.

Each objective marker belongs to the player that placed it, and if at any point a unit seizes the enemy objective marker, then the marker is destroyed and removed from play.

After 4 rounds have been played the game ends, and the player that managed to destroy the enemy marker whilst keeping their own marker intact wins.

5. BREAKTHROUGH

After the table has been prepared, the players must set up 1 objective marker each on the battlefield.

The objective markers must be placed at the center of each player's deployment zone, 12" away from the table edge.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

6. KING OF THE HILL

After the table has been prepared, the players must set up only 1 objective marker on the battlefield.

The objective marker must be placed over 9" away from the deployment zones and the table edges.

After 4 rounds have been played the game ends, and the player that controls the marker wins.

SIDE-MISSIONS

PLAYING WITH SIDE-MISSIONS

When playing with side-missions, the scoring at the end of the game is done using a Victory Points (VP) system, instead of winning based on the mission's conditions.

At the end of the game, players earn VPs for completing the main mission objective, as well as 1 VP for each completed side-mission:

- **Duel -** 1 VP per controlled marker
- **Seize Ground -** 1 VP per controlled marker
- **Relic Hunt -** 1 VP per controlled marker
- **Sabotage -** 1 VP for destroying the enemy marker and 1 VP for keeping own marker alive
- **Breakthrough -** 1 VP per controlled marker
- **King of the Hill -** 2VP for controlling the marker

Before the game begins, pick one of the following playstyles, or roll a D3 to randomly get one:

1. Shared
2. Hidden
3. Shared + Hidden

Additionally, you must pick one of the following selection methods, or roll a D3 to randomly get one:

1. Free
2. Limited
3. Randomized

PLAYSTYLES

There are 3 different playstyles you can use, each providing a different level of competition:

1. **Shared** - Each player selects 1 side-mission openly, both players can complete any of the side-missions
2. **Hidden** - Each player selects 1 side-mission in secret, players can only complete their own side-mission
3. **Shared + Hidden -** Players roll-off, and the winner selects 1 side-mission openly, which both players can complete. Then each player selects 1 side-mission in secret, which only they can complete.

SELECTION METHODS

There are 3 different selection methods you can use, each giving the players a different degree of control:

1. **Free** - Players may freely select any side-mission from any of the categories.
2. **Limited -** Players must roll a D3 to get a category, and may then freely select any side-mission.
3. **Randomized -** Players must roll a D3 to get a random category, and then roll a D6 to get a side-mission.

Note that if you roll a side-mission that cannot be completed, then you must re-roll until you get one that can be.

CATEGORIES

There are 3 different categories to choose from, each with their own twists and strategies:

1. Combat Mastery
2. Tactical Genius
3. Heroic Intervention

1. Combat Mastery

1. **Conserve -** At least 50% of friendly units alive.
2. **Linebreaker -** All enemies without Tough killed.
3. **Obliterate -** Killed 3+ enemy units in one round.
4. **Terrify -** Enemy unit routs in melee.
5. **Onslaught -** Won melee by 3+ wounds.
6. **Attrition -** At least 50% of enemy units killed.

2. Tactical Genius

1. **Dominate -** Enemy controls no objectives.
2. **Ground War -** No enemy units within 6" of the center.
3. **Overrun -** At least one friendly unit fully inside each table quarter.
4. **Defend -** No enemy units fully inside friendly deployment zone.
5. **Invade -** At least one friendly unit with 3+ models fully inside enemy deployment zone.
6. **Seize -** Control most objective markers.

3. Heroic Intervention

1. **Slay -** Enemy hero with highest Tough value killed.
2. **Sacrifice -** Most expensive friendly hero killed.
3. **Head Hunter -** Most expensive enemy hero killed.
4. **Sorcerer Supreme -** Enemy hero killed by spell.
5. **Ancient Heirlooms -** Friendly hero within 6" of the center of the table.
6. **Secret Mission -** Friendly hero within 3" of enemy table edge inside deployment zone.

EXTRA ACTIONS

USING EXTRA ACTIONS

Before the game, players can agree to use any or all of the following extra actions in the game:

- Hunker Down
- Defensive Stance
- Covering Fire
- Focused Fire
- Heavy Charge
- Stealth Move
- Overwatch

When using these extra actions the game is played normally, however players may pick any of the selected extra actions in addition to the regular ones.

HUNKER DOWN

Units can hit the ground and take cover in order to increase their survivability when under enemy fire.

When taking a Hunker Down action, the unit remains idle, and enemies shooting at it get -2 to hit rolls until its next activation.

Shaken units may take Hunker Down actions to get this bonus as well as stopping to be Shaken.

DEFENSIVE STANCE

Units can brace themselves for melee by adopting a defensive stance and preparing for brutal combat.

When taking a Defensive Stance action, the unit remains idle, and may not strike back, and enemies attacking it in melee get -2 to hit rolls until its next activation.

Shaken units may take Defensive Stance actions to get this bonus as well as stopping to be Shaken.

COVERING FIRE

Units can try to pin down the enemy by shooting wildly so that they keep their heads down.

When taking a Covering Fire action, the unit may not move, and may shoot only hitting on rolls of 6+. Roll one die per hit, and if you roll at least one 4+, then the target must take a morale test (regardless of casualties). All hits are then discarded as misses.

FOCUSED FIRE

Units can increase their shooting precision by staying put and adjusting their aim for that perfect headshot.

When taking a Focused Fire action, the unit may not move, and gets +1 to hit when shooting at targets within 12".
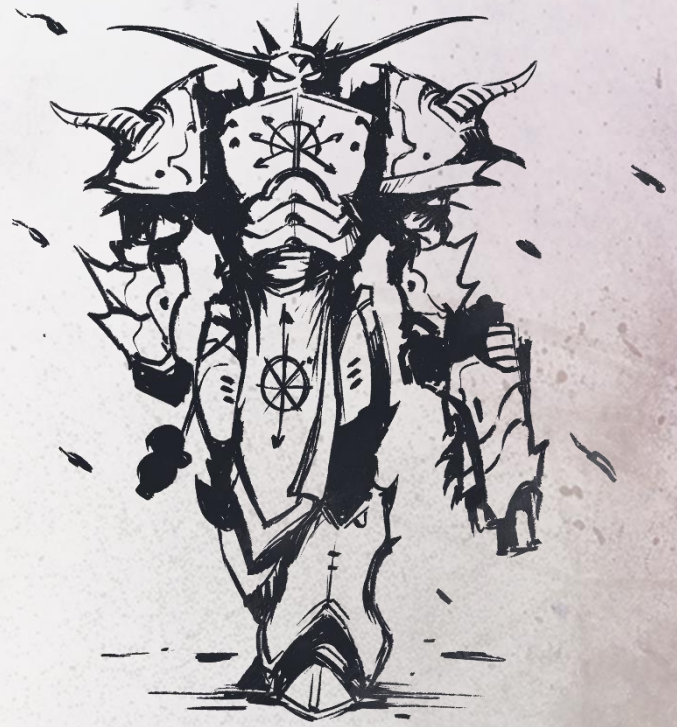
HEAVY CHARGE

Units can strengthen their melee prowess by making short but brutal charges that devastate enemy lines.

When taking a Heavy Charge action, the unit makes a regular Charge action, and gets +1 to hit in melee, but only if the total charge distance is over 3" and under 6".

STEALTH MOVE

Units can try to make it harder for enemies to shoot at them by moving carefully and sticking close to the ground.

When taking a Stealth Move action, the unit may move by its regular move distance, may not shoot, and enemies shooting at it get -1 to their hit rolls until its next activation.

OVERWATCH

Units can hold off from doing anything and prepare to shoot at charging enemies or engage in deadly firefights.

When taking an Overwatch action, the unit stays idle, and until its next activation it may react once to an enemy unit at any point as it moves or shoots.

The unit may react to two things:

- **Movement:** The unit may shoot at an enemy at any point during movement, however it gets -1 to hit rolls.
- **Shooting:** The unit may shoot back at an enemy within 24" that shot at it, however it gets -1 to hit rolls.

SOLID BUILDINGS

OPEN VS SOLID BUILDINGS

The difference is simple:

- Open buildings have one or more openings which can be used to place models inside.
- Solid buildings consist of one solid block which cannot be opened or reached into.

Usually, solid buildings would be treated as a piece of sight blocking and impassable terrain, however with these rules your units will be able to enter and defend them.

USING SOLID BUILDINGS

Solid buildings may hold up to X models inside of them, which must be from the same army.

Units may enter by using any move action into contact with the building, and units inside may exit by using any move action, but must stay within 6" of it, however units may not both enter and exit a building as part of the same activation.

Since buildings come in different sizes, you have to decide how many models can be inside by yourself, however here are some guidelines that you can use:

- **Small Sheds**: 6 models
- **Medium Houses:** 11 models
- **Large Fortifications:** 21 models

SOLID BUILDINGS & COMBAT

Units may shoot into and out of any side of a solid building that has some sort of firing port (doors, windows, etc.), and you may choose which firing port to shoot from.

Units inside of solid buildings always count as being in Cover, regardless of what material the building is made of.

When charging units inside a building, only one unit inside of it is targeted, and the defender may choose which. To charge the building, simply move models in base contact with it.

BUILDING DESTRUCTION

Optionally, solid buildings may be targeted for all types of attacks as if they were any other unit.

All buildings count as having Defense 2+ and a Tough(X) value, which you are going to set yourself, however here are some guidelines that you can use:

- **Wood Buildings:** Tough(6)
- **Brick Buildings:** Tough(12)
- **Concrete Buildings:** Tough(18)

If a unit is inside of a building when it is destroyed, then it must take a Dangerous Terrain test, is immediately Shaken, and surviving models must be placed within 6" of the building before it is removed.

COLLATERAL DAMAGE

Optionally, solid buildings may also take collateral damage when units inside of them are attacked.

Whenever a unit targets an enemy inside of a building with a ranged attack, roll one die for every attack that misses. On a 4+ that attack hits the building instead, which is resolved after all regular hits have been resolved.

Note that failing to cast a spell targeting a unit inside of a building does not count as a missed attack.

USING RANDOM EVENTS

Players can choose to add random events, which affect units on the battlefield in unexpected ways, by checking if a random event is triggered every round.

At the beginning of each round, roll one die. On a 5+ an event is triggered, and you must roll two dice to determine which one.

First roll a D3, which represents the first number, and then roll a D6, which represents the second number.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that event 21 (psychic anomaly) is chosen.

Note that if a random event calls for randomly selecting a unit from any army, you must first randomly select an army for the event, and then randomly select a unit to be the target.

11. Monstrous Spawn

Select one random unit, which immediately takes D3+3 automatic hits with AP(1).

12. Low Supplies

Select D3 random units, which can't shoot any of their weapons until the end of the mission.

13. Broken Morale

All units from one random army get -1 to morale tests until the end of the game.

14. Carnivorous Fauna

Until the end of the mission whenever a unit enters terrain roll one die, on a 1 it takes a dangerous terrain test.

15. Toxic Fumes

Select one random table quarter. All of the units within that table quarter take D3+4 automatic hits.

16. Rigged to Blow

Select one random player, who may note down one piece of terrain in secret. The first unit to enter that terrain takes D3+3 automatic hits with AP(2).

21. Psychic Anomaly

Place an anomaly marker in the center of one random table quarter. All units that move within 3" of it take D3+3 hits.

22. The Walking Dead

Place a unit of D6+4 Zombies (Qua 5+, Def 5+, Claws (A3), Slow) in the center of one random table quarter. At the end of each round the zombies must charge or rush the nearest unit.

23. Crazed Sniper

Place a sniper on the highest piece of terrain with most line of sight on the table. Select one random unit, and at the end of each round if it is in line of sight of the sniper it takes D3 hits.

24. Surprise Attack

Select one random unit that is inside a piece of terrain. That unit is immediately Shaken.

25. Grave Miscalculation

The first time during this round when a unit rolls a 1 to hit for shooting it takes D3+3 automatic hits with AP(2).

26. Berserker

The first time during this round when a unit rolls a 6 to hit in melee the target takes D3 automatic wounds.

31. Flash Grenades

Select one random army. Enemy units get -1 in melee when attacking units from that army until the end of the round.

32. Suppressing Fire

Select one random unit, which doubles its shooting attacks during this round.

33. War Shout

Select one random unit that is Shaken, which immediately stops being Shaken.

34. Covered in Blood

Select one random unit. Enemy units within 6" of it get -1 to morale until the end of the mission.

35. Anti-Grav Boots

Select one random unit, which moves +D3" on Advance and +2D3" on Rush or Charge actions until the end of the mission.

36. Psychic Rage

Select one random unit, which gets AP(+1) and +1 to hit in melee until the end of the round.

BATTLEFIELD CONDITIONS

PLAYING WITH BATTLEFIELD CONDITIONS

Before the game, you can either pick one of the conditions of your choice, or have it selected randomly.

First roll a D3 to select a condition type:

- 1-2 = None
- 3-4 = Geological
- 5-6 = Mysterious

Then roll one die, and check which battlefield condition you get, based on the type that was selected.

GEOLOGICAL CONDITIONS

1. Earthquake

The entire table counts as Dangerous Terrain.

Any piece of terrain that already counted as Dangerous Terrain becomes deadlier, and deals two wounds on a roll of 1.

2. Heavy Storm

The entire table counts as Cover Terrain.

Any piece of terrain that already counted as Cover Terrain becomes more protective, and units get +2 to Defense rolls.

3. Muddy Terrain

The entire table counts as Difficult Terrain.

Any piece of terrain that already counted as Difficult Terrain becomes harder to move through, and units may not move more than 4" when crossing it.

4. Smell of Death

Whenever a unit needs to take a morale test, it gets -1 to its morale test roll.

5. Zero Gravity

All units must move +D3" in a straight line on Advance actions, and +2D6" in a straight line on Rush or Charge actions.

6. Dark Skies

Roll 2D6 once before the game to check how visibility is.

For the rest of the game, all units get -2D6" range when firing their ranged weapons (to a minimum of 3").

MYSTERIOUS CONDITIONS

1. Damnation

At the beginning of each round, you must select one of your units to make a sacrifice and take D3 wounds.

If you do, nothing happens. If you don't, then all of your units get -1 to all of their attack, defense and morale rolls this round.

2. Arcane Power

All casters get +1 to their spell casting rolls.

On an unmodified result of 1, something went wrong with the spell, and the caster takes D3 automatic wounds.

3. Inspiration

Whenever a unit needs to take a morale test, it gets +1 to its morale test roll.

4. Deadly Vortex

Whenever a unit is activated, roll one die, on a 1 it takes D3 automatic wounds.

5. Mystical Fog

Whenever a unit takes a wound, roll one die, on a 6+ it may ignore that wound.

6. Sinister Echoes

Whenever a unit is Shaken, it also takes D3 wounds.

Whenever a unit is Routed as a result of losing in melee, all friendly units within 6" take D3 wounds.

TERRAIN & OBJECTIVE EFFECTS

USING TERRAIN & OBJECTIVE EFFECTS

Players can choose to add extra rules to their terrain features and objective markers by picking any of the ones they like, or by generating them randomly.

Whenever a unit enters a piece of terrain for the first time, roll one die, and the effect lasts the whole game:

1. Regular Terrain
2. Regular Terrain
3. Alien Infestation
4. Deadly Spores
5. Psychic Vigor
6. Barbed Wire

Whenever a unit seizes an objective for the first time, roll one die, and the effect lasts the whole game:

1. Regular Objective
2. Regular Objective
3. Booby Traps
4. Gravity Field
5. Defensive Barrier
6. Holy Monument

TERRAIN EFFECTS

1 & 2. Regular Terrain

Even after careful inspection, it seems that everything is normal in this terrain.

No special terrain effects are applied to this piece of terrain.

3. Alien Infestation

The terrain houses a nest of ferocious beasts, ready to tear anything apart that dares approach.

Units that activate in or move through this terrain immediately take D3 automatic wounds.

4. Deadly Spores

A deadly fungus has grown all over this terrain, which suffocates anyone inside.

Units that activate in or move through this terrain immediately take D6 automatic hits.

5. Psychic Vigor

The terrain has a mysterious psychic aura, which greatly enhances combat capabilities.

Units inside of this terrain get +1 to hit when shooting.

6. Barbed Wire

Whoever used to hold this terrain, fortified it with heavy defensive structures all around.

Units charging into this terrain get -1 to hit when attacking.

OBJECTIVE EFFECTS

1 & 2. Regular Objective

Except for its strategic value, there is nothing of note about this mission objective.

No special objective effects are applied to this objective.

3. Booby Traps

The terrain is covered in mines or other improvised explosives, which make life hell for anyone near it.

Units within 3" of this objective always count as being inside Dangerous Terrain.

4. Gravity Field

It's unclear why, but the gravitational field around this terrain is extremely heavy.

Units within 3" of this objective always count as being inside Difficult Terrain.

5. Defensive Barrier

The terrain is surrounded by an energy bubble, which protects its occupants from projectiles.

Units shooting at targets within 3" of this objective get -1 to hit.

6. Holy Monument

Regardless of whoever built it, this majestic monument inspires others to fight harder.

Units within 3" of this objective get +1 to their hit rolls in melee.

FOG OF WAR

PLAYING WITH FOG OF WAR

Fog of War rules are optional rules that add an element of uncertainty to your games, by affecting how units are deployed and how game rounds are played.

Pick any of the following:

- Surprise Engagement
- Ebb & Flow
- Shifting Focus
- Combat Weariness
- Prolonged Battle

SURPRISE ENGAGEMENT

When deploying armies, the players roll-off to see who goes first, and alternate in placing units as usual, however where they place them is randomized.

First, each player divides their deployment zone into 3 equal sections and gives each section a number from 1 to 3.

Then, when it's a player's turn to deploy a unit, roll a D3 and place the unit fully within the resulting section.

Units that are deployed differently due to special rules (such as Ambush) have to follow the same rules, however the entire battlefield is divided into 3 equal sections along the long table edge, instead of only the deployment zones.

EBB & FLOW

Before the game begins, each players needs to take as many tokens as units in their army, and each player's tokens must be of a different color.

At the beginning of each round, the players must put as many tokens as units they have left on the battlefield in a bag.

Then, the players draw a random token from the bag, and the player whose color was drawn may activate one unit.

Once the player is done, another token is drawn to see who activates next, and this continues until all tokens have been drawn, at which point the round ends, and a new one begins by putting tokens in the bag.

Note that if a unit is destroyed before it was activated, then you must remove one token of that player's color from the bag.

SHIFTING FOCUS

Before the game begins, the table must be divided into 3 equal sections along the long table edges, and each section must be given a number from 1 to 3

Whenever a player needs to choose which unit to activate, first they must roll a D3, and then they may only activate one of their units that is within that table section.

If there are no eligible units in that table section, then they must move on to the next section going from left to right.

COMBAT WEARINESS

Starting from the second round on, whenever a player that has already activated at least half of their units finishes an activation, then they must roll 2D6.

If the result is a 2 or a 12, then they may not activate any more units this round, and as soon as their opponent has finished activating at least half of their units, then the round ends.

PROLONGED BATTLE

Starting from the end of the 4th round, players must roll one die at the end of each round to see if the game continues.

Roll one die, and if the roll is successful, then the game continues into the next round:

- **4th Round:** 4+ to continue
- **5th Round:** 5+ to continue
- **6th Round & Over:** 6+ to continue

Note that mission objectives are checked at the end of the final round, and not at the end of the 4th round as usual.

BRUTAL DAMAGE

USING BRUTAL DAMAGE

Brutal Damage rules are optional rules that make the game deadlier by modifying how units are damaged during combat.

Pick any of the following:

- Unit Attrition
- Friendly Fire
- Horrible Mishaps
- Critical Hits
- System Damage

UNIT ATTRITION

Whenever a unit takes one or more wounds, it must take as many morale tests as the number of wounds it suffered.

For each failed morale test:

- Take 2 additional wounds if in melee
- Take 1 additional wound otherwise

These wounds can't be regenerated in any way, and they don't trigger any additional morale tests.

Note that if you want, you can use the unit attrition rules whilst ignoring the regular morale rules, so units never get Shaken from shooting or routed.

FRIENDLY FIRE

Whenever a unit shoots at an enemy that is within 3" of another friendly unit, then for every hit landed roll one die.

On a 1-3 the hit lands on the friendly unit, on a 4-6 the hit lands on the targeted enemy unit.

Note that if there are multiple friendly units within 3", then you must randomly determine which one is hit.

HORRIBLE MISHAPS

Whenever a unit rolls a 1 whilst shooting, some horrible mishap happens that could potentially kill it.

Roll one die, on a 1-3 the unit takes 1 automatic wound, and on a 4-6 nothing happens.

Note that wounds taken this way don't trigger morale tests, even if they bring the unit down to half or less of its original size or tough.

CRITICAL HITS

Whenever a unit rolls a 6 whilst shooting, the unit managed to land a critical hit that could be devastating.

Roll one die, on a 1-3 nothing happens, and on a 4-6 the target unit takes 1 automatic wound.

Note that this wound is in addition to any regular damage, so you must still roll to see what happens with the original hit.

SYSTEM DAMAGE

Monsters and vehicles that take hits can take system damage which affect their combat capabilities.

Whenever a monster or vehicle takes X wounds, roll 2D6+X and see what effect it has on the unit, depending on the result:

- **3-9 = Glanced:** no effect
- **10-12 = Immobilized:** moves -2" on Advance actions and -4" on Rush or Charge actions
- **13-15 = Stunned:** gets -1 to hit in melee and shooting
- **16+ = Annihilated:** killed immediately

The effects are cumulative and last until the end of the game.

Note that since the army rules don't specify which units are monsters or vehicles, you and your opponent are going to have to agree on which units are affected by the system damage rules before the game begins.

COMMAND POINTS

PLAYING WITH COMMAND POINTS

Command Points (CP) are an optional resource that can be added to the game, giving players access to critical tactical abilities that boost their units in battle.

When playing with these rules, players get D6+X CP at the start of the game, where X is 1 CP for every 500pts in their army.

At any point during the game, players may then spend their CP in order to activate stratagems, with each only being usable once per unit activation (friendly or enemy).

Note that once CPs have been spent, they can't be earned again in any way, so make sure to use them wisely.

STRATAGEMS

Players always have access to all abilities from the universal doctrine, as well as those from one other doctrine.

Before the game begins, players must pick one of the following combat doctrines, or roll a D3 to determine it randomly:

1. Strategic Doctrine
2. Defensive Doctrine
3. Shock Doctrine

UNIVERSAL DOCTRINE

High Command - 1 CP

Add +1 to the result of any single die.

Supreme Command - 2 CP

Add +1 to the result of all dice in a single roll.

Seize Initiative - 2 CP

When it's the enemy turn to activate a unit, you may activate one of your units instead. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Total Shutdown - 2 CP

At the end of the round, pick one objective marker under your control that is about to be seized by your opponent, which becomes neutral instead. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Delayed Deployment - 2 CP

During the deployment phase, when it's your turn to place a unit, you may pass the turn to your opponent. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Hidden Deployment - 3 CP

After all units have been deployed, you may remove up to D3 friendly units and place them again in any order. The opposing player may spend 3 CP to do the same, in which case players alternate in placing those units again.

1. STRATEGIC DOCTRINE

Eternal Vigilance - 1 CP

Pick a friendly model that just suffered a wound which would kill it and roll one die, on a 4+ that wound is ignored.

Lightning Reflexes - 2 CP

Pick one friendly unit that just used a Rush action. That unit counts as being in cover next time it is shot at.

Code of Honor - 3 CP

Pick one friendly unit that would be Shaken or Routed. If it would be Shaken, it is not. If it would be Routed, then it is Shaken instead.

2. DEFENSIVE DOCTRINE

Heightened Senses - 1 CP

Pick one friendly unit that is shooting at an enemy in cover, which counts as being in the open instead.

Closing Fire - 2 CP

Pick one friendly unit that is being charged. The unit may shoot at the charging unit before it moves with -1 to hit rolls, even if it's not in range (line of sight is still required).

Tactical Retreat - 3 CP

Pick one friendly unit that is within 12" of an enemy, and it may move up to D6+2" directly away from the closest enemy.

3. SHOCK DOCTRINE

Sweeping Move - 1 CP

Pick one friendly unit that is about to use a Rush or Charge action, and it may add +2" to its movement.

Killing Blow - 2 CP

Pick one friendly unit that is fighting in melee. Any friendly model that is killed during this melee may strike one more time with one of its weapons before it is removed.

Ferocious Attack - 3 CP

Pick one friendly unit that just finished fighting in melee, and it may immediately fight the same unit again as if it charged, ignoring penalties from fighting in melee more than once.

SUPPRESSION

USING SUPPRESSION

Suppression rules are optional rules that change how units behave once they start taking fire.

Units get 1 suppression marker whenever one of the following things happens during the game:

- Whenever they take one or more hits from shooting or spells, but not from melee.
- Whenever they survive a melee combat, even if they were the winners.
- Whenever a friendly unit within 6" is destroyed or routs after failing a morale test.

There is no limit to how many suppression markers a unit can take during the game.

HEADS DOWN!

Whenever a unit takes a suppression marker from shooting or spells that brings it to a total of 3 markers or more, then it must immediately take a morale test.

This is just a regular morale test, and if it's failed, then the unit is Shaken, even if it didn't take any wounds.

EFFECTS OF SUPPRESSION

Suppression markers affect how units will perform in combat, and the more markers a unit has the worse it will perform.

For each suppression marker:

- Movement is reduced by -1" when using Advance actions and by -2" when using Rush or Charge actions
- Shooting and Melee to hit results are reduced by -1
- Morale test results are reduced by -1

UNIT ACTIVATION & SUPPRESSION

When a unit that has suppression markers is activated, it must take as many morale tests as markers on it, without the -1 morale test penalty for suppression.

For each success you may remove one marker from the unit, and once you are done you may activate it normally.

RALLYING UNITS

Units with suppression markers may use a Rally action by staying idle during their activation, which removes all markers at the end of the round.

Note that Shaken units may use Rally actions to remove all suppression markers as well as stop being Shaken.

HEROIC INSPIRATION

The presence of heroes helps allies recover from suppression when they are activated.

Whenever a hero is activated, you may remove 1 suppression marker from the hero and its unit, and from all other friendly units within 12" (this doesn't require any rolls).
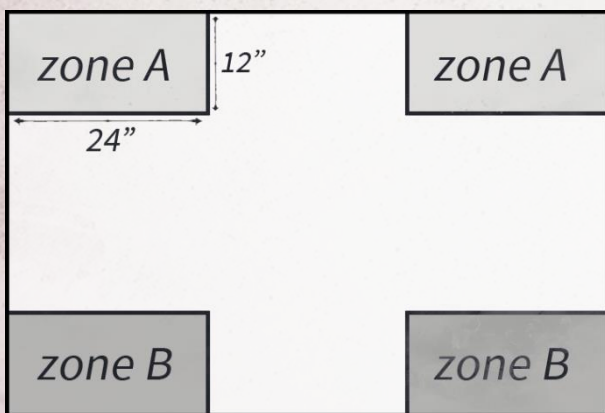
MULTIPLAYER GAMES

FREE-FOR-ALL

The simplest way to play games with 3-4 players is to have a free-for-all, where all players can attack each other, and they are all competing for the same objectives.

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Deployment: All players roll-off to determine the order in which they will deploy. Then the players alternate in picking a table corner and deploying one unit each within a 2'x1' area, starting with the player that got the highest score, and then alternating in descending order.

Turn Order: At the beginning of each round, including the first, players roll-off to determine the order in which they activate their units. The player with the highest score goes first, and then the players alternate in descending order.

```
┌──────────┐         ┌──────────┐
│  zone A   │  12"    │  zone A   │
└──────────┘         └──────────┘
   24"
┌──────────┐         ┌──────────┐
│  zone B   │         │  zone B   │
└──────────┘         └──────────┘
```

KING OF THE HILL

An alternative version of playing with 3-4 players is to play king of the hill, which works just like a free-for-all, but players get a bonus for attacking the most powerful opponent, as they all compete for the same objectives.

When playing the game, follow the free-for-all rules, plus the additional rules described below.

The King: Throughout the game, players must keep track of the total point cost of all units in their army (including units that have not been deployed yet), and the player with the highest total counts as the king. In case of a tie, all tied players count as the king. Note that at the beginning of the game, all players are tied and all count as the king.

Combat Bonus Points: Whenever a player picks one of the king's units as the target for an attack, they immediately gain one combat bonus point. Once per activation, players may spend one point to add +1 to the result of all dice in a single roll. Note that combat bonus points may be spent during the same activation in which they were earned.
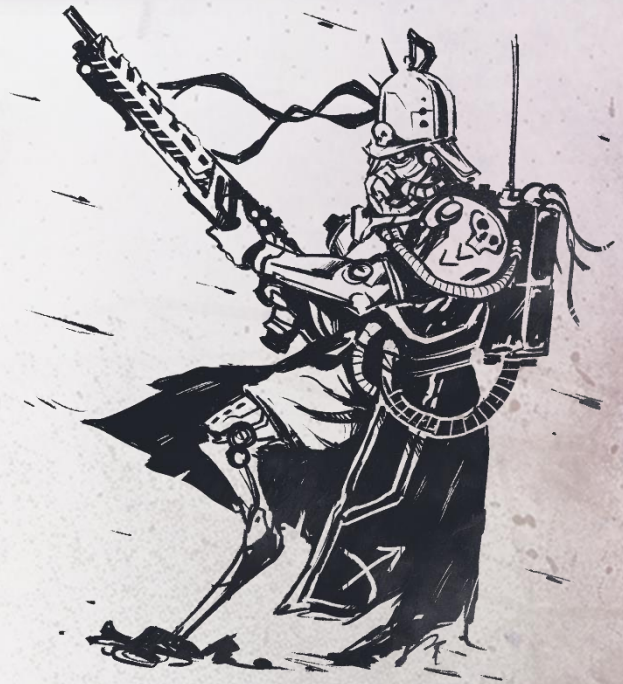
TEAM GAMES

If you want to play games with 3+ players, then team games are the best way to go, as there is no limit to the amount of players that can participate.

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Forming Teams: Before the game begins, divide the players into two teams by simply picking who belongs to which team, doing a draft, rolling for teams randomly, or however else you would like to pick teams. Note that teams don't need to have equal amounts of players, so you can play 2v1, 3v1, etc.

The Armies: When preparing armies, you must split the amount of points that each team is allowed to take between its players. Note that the amount of points that each player is allowed to take within a team doesn't have to be equal, and players may choose to split their points unequally.

Deployment: When deploying units, players from the same team must deploy their units in the same deployment zone, placing a single unit when it's their team's turn to deploy.

The Mission: When setting up the mission and when checking who won, all objective markers and deployment zones are shared between players of the same team.

Turn Order: During the game, the turn order is on a team basis and not on a player basis, so for each team's turn only one of the players may activate a single unit. Note that each team may either pick which player gets to activate freely, or instead roll to see who gets to go next randomly.

APOCALYPTIC GAMES

PLAYING APOCALYPTIC GAMES

Whilst the regular rules allow you to play large games with armies of 3000pts or more, the game can get a little slow when using such a large amount of units.

In order to speed the game up, you can follow these rules to play epic battles of apocalyptic size, however you can also use these rules to speed up regular games if you wish.

UNIT LEADERS

Before the game begins, you must clearly define a single model within each unit to be its leader, and which will remain the unit's leader until the end of the game.

The leader will be the core of the unit, and is used to measure line of sight, movement distances, etc.

Since the leader is essential, it always has to be the last model that is removed when the unit takes wounds.

TERRAIN

When setting up terrain for the game, all pieces of terrain must be treated like solid buildings, with clearly defined areas that can be entered and exited.

This means that the only way for units to get cover is by entering a piece of terrain.

MOVEMENT

Whenever a unit wants to move, only measure distances from the leader, and move it first.

Once the leader has been moved, you must place all other models in the unit around the leader in any way you like, as long as you maintain unit coherency.

No distances are measured for any other models except the leader, so you may freely move them to their new position.

SHOOTING

Whenever a unit wants to shoot, only measure line of sight and distances from the leader model, to the nearest model from the target unit.

If the leader has line of sight, then all weapons that are in range of the target from the leader's position may shoot.

No line of sight or distances are measured for any other models except the leader, so models can freely shoot as if they were in the leader's position.

MELEE

Whenever a unit wants to charge, only measure distances from the leader and move it into base contact first.

Once the leader has been moved, you must place all other models in the unit in base contact with enemy models, or as close as possible in any way you like, as long as you maintain unit coherency. Then all models from the target that are not in base contact may move in the same way.

When fighting in melee, all models always count as being in range of the enemy, regardless of their position, so everyone can always strike with all weapons.

KITCHEN TABLE GAMES

PLAYING KITCHEN TABLE GAMES

The game can also be played on smaller surfaces, that are as small as 2'x3' in size, by adjusting the rules.

When setting up the game, use the deployment styles and mission selection from these rules instead of the regular ones.
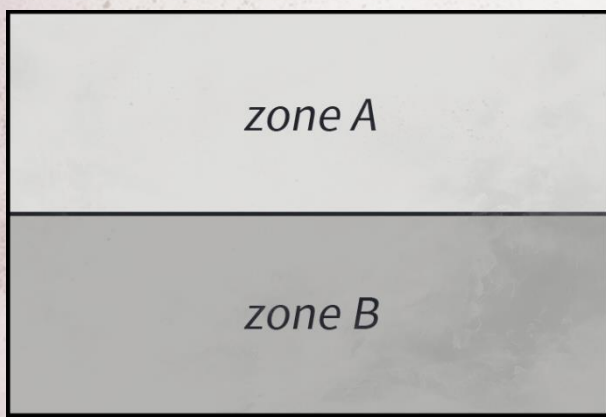
DEPLOYMENT STYLES

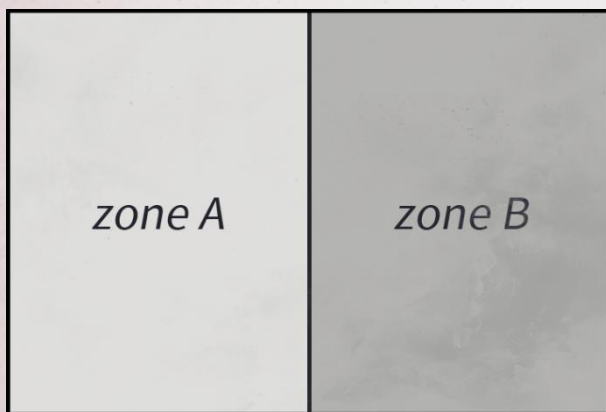To select a random deployment style, simply roll one D3:

- **1-2:** Frontline
- **3-4:** Long Haul
- **5-6:** Side Battle

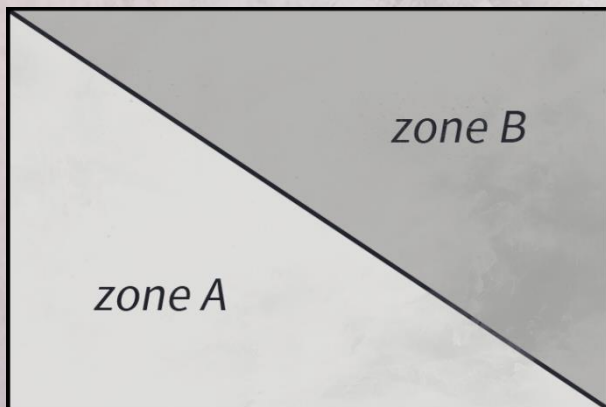Note that your table may be a square instead of a rectangle.

1. FRONTLINE

zone A

zone B

2. LONG HAUL

zone A   zone B

3. SIDE BATTLE

zone B

zone A

MISSION SELECTION

To select a random mission, simply roll one D3:

- **1-2:** Duel
- **3-4:** Seize Ground
- **5-6:** Relic Hunt

Note that when placing objective markers, you follow all the regular rules, but ignore restrictions on placing markers inside deployment zones.

1. DUEL

After the table has been prepared, the players must set up a total of D3 objective markers on the battlefield.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

2. SEIZE GROUND

After the table has been prepared, the players must set up a total of 4 objective markers on the battlefield.

Divide the battlefield into 4 equal quarters, and place one marker at the center of each.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

3. RELIC HUNT

After the table has been prepared, the players must set up a total of D3 objective markers on the battlefield.

If a unit seizes a marker, remove it from the table, and it counts as being carried by the unit. If the unit is Shaken or destroyed at any point, the marker is dropped on the spot.

After 4 rounds have been played the game ends, and the player that controls most markers wins.

PLAYING THE GAME

Measuring Distances: When playing the game, all distances measured must always be halved (rounding up). This does not apply to the preparation of the game, so the deployment zones and distance between objectives stay the same.

Reinforcements: Before the game begins, players must declare half of their army as being reinforcements. These units are not set up during the deployment phase, but instead they may be deployed within 3" of any table edge at the beginning of any round after the first. If both players are bringing in units, they must roll-off to see who goes first, and then alternate in placing one unit each, until all units have been placed.

Range Penalty: Whenever a unit shoots over 12" away, it gets a penalty of -1 to hit for shooting at long range. Note that this penalty is applied after halving the measured distance, so it only affects weapons with unmodified ranges of over 24".

SMALL-SCALES & MULTI-BASING

SMALL-SCALE MODELS

The game can be played using models of smaller sizes, like 6mm, 10mm and 15mm, where multiple small models are mounted together on a single base.

Here are some general guidelines for base sizes that you can use when playing like this:

- **6mm:** 20mm x 10mm
- **10mm:** 32mm x 25mm
- **15mm:** 50mm x 32mm

Note that the base size that you use doesn't matter, as long as you keep base sizes consistent across all models.

MULTI-BASED MODELS

The game can also be played using 28mm models placed on a movement tray, which essentially act just like the single bases used for small-scale models.

Here are some general guidelines for movement tray sizes that you can use, depending on the base sizes:

- **25mm:** 125mm x 25mm
- **32mm:** 160mm x 32mm
- **40mm:** 120mm x 40mm

PLAYING WITH MULTI-BASED MODELS

Combining Units: When combining two units into one, you can either put all models on a single large base, or you can use two bases that you keep in base contact with each other, and which count as a single large base.

Unit Attacks: Since each base represents the entire unit, the attack values of all weapons of models in the unit are summed together, and rolled as one. Note that since individual models are never removed, the unit doesn't lose any attack power as it takes wounds.

Unit Defense: Since models are not removed individually from each base when units take wounds, all units count as having Tough(X), where X is their total number of models. If all models in the unit already have Tough, then X is sum of all Tough values in the unit. If a model with Tough joins the unit, then you must add its Tough value to X.

Deadly Weapons: If a weapon with Deadly deals wounds to a unit, then it may only deal up to as many wounds as the Tough value of the majority of models in the unit. If the majority of models don't have Tough, then it only deals 1 wound.

PLAYING WITH SMALL-SCALE MODELS

Measuring Distances: When playing the game, all distances measured must always be halved (rounding up). This does not apply to the preparation of the game, so the deployment zones and distance between objectives stay the same.

Game Length: When playing with these rules, we recommend extending the game length by 2 rounds, with objectives being checked only after the 6th round has been played.

TOURNAMENT GUIDELINES

GENERAL PRINCIPLES

Referees: The original game rules are kept intentionally vague in some aspects to allow players to adapt them to their own liking. Because of this its best that you have referees in your tournaments that decide on how to interpret certain rules and assist players in resolving any uncertainties that come up.

Settling Disputes: If you ever come to a point where a rule interpretation stops the game in its tracks, simply roll a die to determine how that rule should be interpreted and move on.

PREPARATION

Tournament Length: The tournament is made up of 6 matches, with each match lasting a max. of 2 hours, including the game set-up phase.

Chess Clocks: The use of chess clocks is recommended, giving each player 1 hour per game, including the set-up phase.

Match Pairings: The player match-ups for the first match should be determined randomly, and from the second round on players are paired by matching players with the same VPs together, going from highest to lowest score. If more than two players have the same VPs, then they should be matched by their destruction points from highest points to lowest.

Victory Points: At the end of each match the winner gets 3 VPs, and in case of a tie both players get 1 VP each.

Destruction Points: Additionally each player gets as many destruction points as the total point cost of all enemy units that were destroyed or shaken at the end of the match.

Winning the Tournament: After the 6th match the player with most VPs wins, and in case of a tie the player with the highest total destruction score across all played matches is the winner.

THE ARMIES

Game Size: For tournament games we recommend fixing the game size to a total of 2000pts per player.

Force Lists: Before the tournament all players should submit their force list to the tournament organizers for reference.

Mixed Armies: Players may bring units from up to two factions in the same list, but they must select one of them as their primary faction. Mixed armies must consist of at least 60% worth of units of their primary faction, and heroes from either faction may only join other units from their own faction.

PLAYING MATCHES

Mission: The tournament organizers may pick any official mission, or come up with missions of their own.

Terrain: The terrain is set up by the tournament organizers, and may not be moved by the players during the game.

Armies: Before the game begins both players may inspect their opponent's force lists and ask any questions.

Match Start: As soon as players roll-off for deployment the match starts. If you are using chess clocks then they must be started now.

Match End: The match ends as soon as the mission conditions are met. If you are using chess clocks and a player runs out of time, then all of their units count as being destroyed.

REINFORCEMENT RULES

Counter-Plays: If you want to add a new layer of strategy to your tournaments you can play using reinforcement rules, which allow players to adapt their force lists on the fly to counter the enemy better.

Force Lists: Before the tournament all players must submit one force list made up of 75% worth of units of the total game size, plus up to three other lists made up of 25% worth of units of the total game size as reinforcement lists.

Composition: Reinforcement lists follow the regular composition rules, however may not have any heroes, and must only have models from their primary faction.

Playing a Match: Once per game, at the beginning of any round after the first, players may deploy all units from one of their reinforcement lists by placing them inside their deployment zone. All reinforcement models must be within 24" of each other, and at least 3" away from enemies.

SOLO & CO-OP RULES

GENERAL PRINCIPLES

Solo & Co-Op Rules: These rules give players a way to play solo or co-op against AI armies.

Multiple Choices: Whenever there are different choices that seem to be equally correct, roll a die to randomly determine which one is going to be the chosen one.

PREPARATION

The Armies: To ensure that playing against the AI is fair, we recommend creating a set of 3-6 balanced army lists, and then randomly determining which will be used by the AI and which will be used by the players.

Objectives Set Up: When setting up objectives first divide the area of the table where you are allowed to place objectives into 6 equal squares. When it's the AI's turn to place an objective first roll for a random square, and then place the objective in the center of the square. If that's not possible roll for another random square and move the objective toward it just enough to be in a valid position, whilst following the mission's objective set up rules.

AI Deployment: When deploying armies, the players must deploy their entire armies in a random deployment zone first. Then AI units are randomly divided into 3 groups of equal size (as far as possible). To deploy, divide the table into 3 sections along the AI's deployment zone table edge, and number them 1, 2 and 3. For each group roll a D3 to determine which section its units deploy in, re-rolling if all groups would deploy in the same section. Then deploy one random unit at a time in its section, as close as possible to the nearest objective, and outside of difficult and dangerous terrain (unless the unit has either strider or flying).

Challenge Bonus: Optionally players may give the AI a bonus as a challenge. If at the beginning of a round the AI is holding as many objectives as the players, then all its units get +1 to hit rolls until the end of the round, and if it's holding less objectives, then its units get +1 to defense rolls on top of that.

AI DECISION TREES

Unit Types: Before the game begins you need to classify each unit into one of 3 unit types, which all behave differently.

Hybrid Units: Units that have melee weapons which are better than their ranged weapons count as hybrid units.

Shooting Units: Units that have ranged weapons which are better than their melee weapons count as shooting units.

Melee Units: Units that don't have any ranged weapons count as melee units.

DECISION TREE - HYBRID

1. Are there any valid objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 5

2. Are there any enemies in the way?

- Yes - Assault enemy if possible, else Charge enemy if possible, else Advance toward objective and shoot if possible, else Rush toward objective
- No - Go to step 3

3. Is the objective in Rush range but not in Advance range?

- Yes - Rush toward objective
- No - Go to step 4

4. If you Advance will any enemies be in shooting range?

- Yes - Advance toward objective and shoot if possible
- No - Rush toward objective

5. Are any enemies in Assault or Charge range?

- Yes - Assault enemy if possible, else Charge enemy
- No - Go to step 6

6. If you Advance will any enemies be in shooting range?

- Yes - Advance toward enemy and shoot if possible
- No - Rush toward enemy

DECISION TREE - SHOOTING

1. Are there any valid objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 3

2. If you Advance will any enemies be in shooting range?

- Yes - Advance toward objective and shoot if possible
- No - Rush toward objective

3. If you Advance will any enemies be in shooting range?

- Yes - Advance toward enemy and shoot if possible
- No - Rush toward enemy

DECISION TREE - MELEE

1. Are there any valid objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 3

2. Are there any enemies in the way?

- Yes - Charge enemy if possible, else Rush toward objective
- No - Rush toward objective

3. Are any enemies in Charge range?

- Yes - Charge enemy
- No - Rush toward enemy

SOLO & CO-OP RULES

BASIC CONCEPTS

Activation Order: Before starting, divide the table into 3 different sections along the AI's deployment zone edge, and number them 1, 2 and 3. When it's the AI's turn to activate a unit, first roll a D3 to see which section it will activate a unit in. If there are no eligible units in that section, move onto the next section with an eligible unit, going clockwise. Then roll a die to randomly determine which unit from that section is activated next.

Shaken Units: Shaken AI units only activate after all non-shaken AI units have activated, and always stay idle to stop being Shaken.

Enemies in the way: When the AI units activate, draw a path between them and their objective. Enemy units within 6" of the path count as being in the way (even if they are in the opposite direction of the objective).

Controlling Objectives: When making AI decisions, objectives count as under the AI's control if the AI already seized them, or if more non-shaken AI units than enemy units are within 3" of it. When AI units move to seize objectives, they must be placed within 3" of the objective so that they are as close as possible to their next objective or target.

Advancing: Shooting and Hybrid AI units that use Advance actions to move toward objectives must always do so whilst also trying to stay as far from enemy attack range as possible. If they are not moving toward objectives, they must always try to move away from the closest enemy unit just enough to still be in range to shoot.

Shooting: AI units always shoot at the nearest valid target, prioritizing units that haven't activated yet. If the nearest target is in cover but there is another valid target in the open, the AI must prioritize the target in the open.

Melee: AI units always charge the nearest valid target, prioritizing units that haven't activated yet, and they must always strike back whenever they are charged.

TERRAIN

Cover Terrain: AI units must always move into or behind cover terrain, unless it is also difficult terrain, and they are moving to an objective. Shooting and Hybrid AI units that are not moving to an objective must always stay in cover and shoot, instead of moving away from the closest enemy unit.

Difficult Terrain: AI units only ever move into difficult terrain if an objective is inside of it, if they are in charge range of a unit inside of it, or if they have a special rule that ignores its effects. Else they must always move around it.

Dangerous Terrain: AI units only ever move into dangerous terrain if an objective is inside of it, or if they have a special rule that ignores its effects. Else they must always move around it.

SPECIAL RULES

Army Special Rules: AI units must always use army special rules as soon as they are activated, targeting the nearest unit that makes sense.

Aircraft: AI units with Aircraft must be deployed on the table edge facing the nearest objective, and always follow the rules for Shooting AI units. If they move off-table, then they are placed back on the same spot that they left from, facing the nearest objective.

Ambush: AI units with Ambush must always be kept in reserve, and must always deploy following the AI deployment rules at the start of the second round.

AP: AI units with AP weapons always target enemies with the best defensive value first.

Caster: AI units always cast spells after moving (before attacking), selecting a random spell by rolling D3+X, where X is their caster level. If there is no valid target for that spell, or they don't have enough tokens to cast it, they must cycle through the list until there is a valid spell, or else don't cast anything.

Counter: AI units with Counter are always activated after all other friendly non-Counter units in their section have been activated.

Deadly: AI units with Deadly weapons always target single-model units with Tough first, and units with Tough second, prioritizing those with the lowest total remaining Tough.

Entrenched: AI units with Entrenched must deploy in the highest position with most line of sight of the table as possible regardless of distance from objectives. If they are in range of enemies, they always use Hold and shoot.

Flying: AI units with Flying treat difficult and dangerous terrain as open terrain when choosing where to move next.

Indirect: AI units with Indirect weapons that are in range of enemies always use Hold and shoot.

Lock-On: AI units with Lock-On weapons always target enemy Aircraft first.

Relentless: AI units with Relentless that have weapons that are in range of enemies always use Hold and shoot.

Scout: AI units with Scout must always be deployed after all other units, following the AI deployment rules.

Sniper: AI units with Sniper weapons always target heroes first, and models with upgrades second, prioritizing those with the most expensive upgrade.

Strider: AI units with Strider treat difficult terrain as open terrain when choosing where to move next.

Transport: When using transports, the AI must always place random units in each, trying to fill up its cargo limit. AI units with transport always activate before their cargo on the first round, and units inside of them must always disembark on their first activation (if possible).

CAMPAIGN RULES

CAMPAIGN TYPES

Campaign Length: Campaigns are played with two or more players, and you must pick one of these campaign types:

- **Game-Limited:** Play D6+4 missions, and after the last match the player with most VP wins.
- **Point-Limited:** The campaign ends when one player has earned D6+4 VP after a match, who wins.
- **Time-Limited:** The campaign ends after D6+4 weeks, and the player with most VP at the end wins.
- **Endless:** The campaign never ends, but instead players keep track of how many VPs they earned on an ongoing campaign leaderboard.

Parallel Play: Usually all armies should participate in every match, but if you want you can allow armies to play matches in parallel. If you do, then each army's VP must be divided by the amount of matches they play, to get their final VP score.

Late Joiners: If you want you can allow players to join the campaign whilst it's already ongoing. If you do, then they start with a regular army, and you must count VP as in parallel play.

PREPARATION

The Armies: Before the first mission each player receives 1000pts to spend on their army. Players may save up to 200pts to be spent later, and they may only buy one unit with the Hero rule.

The Army Sheet: Each army and unit must be given a unique name, which you can fill out on the army sheet.

Campaign Structure: Campaigns are played with the following structure:

1. Mission Setup
2. Play Mission
3. Check for Casualties
4. Earn Experience
5. Upgrade Armies
6. Recruit Units

Each step must be followed in this order and once all steps have been completed you start from the first again.

1 . MISSION SETUP

The Armies: There are no point limits in campaign games, however no army may bring over 250pts worth of units more than the army with the lowest point value.

Underdog Bonus: Any army that has a point value lower than at least one other gets an underdog bonus. You get 1 underdog point for every 50pts difference between your army and the one with the highest value. Each underdog point can be spent to modify all dice in a friendly or enemy roll by +1 or -1, but only one point can be spent per roll.

Special Objectives: In addition to the mission objectives, players may earn a bonus of 75pts by completing special objectives. Roll one die each to see which objective you get:

Result	Objective
1	**Mastery -** One friendly unit in each table quarter at the end.
2	**Honor -** No enemy units in own deployment zone at the end.
3	**Casting -** At least one attempt to cast a spell per round.
4	**Recovery -** First player to stop a unit from being Shaken.
5	**Rage -** First player to destroy an enemy unit.
6	**Destruction -** Most expensive enemy unit destroyed.

If you roll an objective which can't be completed, then you must re-roll.

2. PLAY MISSION

Mission Length: Missions are played using the standard rules, however if after 4 rounds there is no winner, the game continues onto the next round until there is one winner.

Conceding: At the beginning of any round players may concede, removing all of their units from the table, which don't count as casualties for this mission.

Random Events: At the beginning of each round players must roll one die, and on a 5+ a random event happens.

Mission Goals: The winning army gets 2 VP and 150pts, whilst all losing armies get 300pts.

CAMPAIGN RULES

3. CHECK FOR CASUALTIES

Casualties: At the end of the game, all units that were fully destroyed or routed count as casualties for this mission.

Regular Units: For every unit that is a casualty roll one die to see what happens:

Result	Casualty
1	**Dead -** Remove the unit from your army sheet.
2-5	**Recovered -** Unit recovers and may be used without penalties.
6	**Natural Talent -** Unit recovers and earns +1 XP.

Hero Units: Follow the same rules as above, however on a 1 it becomes 5pts cheaper and gets an Injury trait, and on a 6 it becomes 5pts more expensive and gains a Talent trait. Each trait can only be gained once, so if you roll the same result simply re-roll.

Result	Injury Trait
1	**Dead -** Remove the hero from your army sheet.
2	**Chest Wound -** Gets -1 to rolls when blocking hits.
3	**Blinded Eye -** Gets -1 to rolls when shooting.
4	**Arm Injury -** Gets -1 to rolls when in melee.
5	**Traumatized -** Gets -1 to rolls when taking morale tests.
6	**Smashed Leg -** Moves -1" on advance and -2" on rush and charge actions.

Result	Talent Trait
1	**Natural Talent -** The hero recovers and gets +1 XP.
2	**Motivated -** Always passes the first morale test of the match.
3	**Crazed -** Gets +1 attack in melee when charging.
4	**Bitter Rivalry -** Gets +1 to hit against enemy heroes.
5	**Horrible Scars -** Enemy units get -1 to hit when in melee against the hero.
6	**Toughened -** Gets Tough(+1).

No Permadeath: Optionally you can play without units being removed from the army when they die, but instead they lose all XP earned during the match and must sit out the next D3 matches.

4. EARN EXPERIENCE

Earning XP: Units earn XP in battle for each of the following things:

- **+1 XP:** Not a casualty
- **+1 XP:** Killed a unit
- **+2 XP:** Killed a hero unit
- **+3 XP:** Killed a hero and its unit

Mark earned XP on the army sheet in order to see when units level up.

Regular Units: When a unit earns 5 XP it becomes 25pts more expensive and you roll one die to see what trait it gets:

Result	Trait
1	**Agile -** Moves +1" on advance and +2" on rush and charge.
2	**Headstrong -** Gets +1 to rolls when taking morale tests.
3	**Specialist -** Gets +1 to rolls in melee or shooting (pick one).
4	**Resilient -** Gets +1 to rolls when blocking hits.
5	**Elite -** May re-roll one roll of any kind once per game.
6	**Fast Learner -** May pick any other trait from the list.

Each trait (except for Specialist) can only be gained once, and if you roll a trait you already have simply re-roll. Units can't earn more than 30xp, so they can level up max. 6 times.

Hero Units: Follow the same rules as above, and the first time a hero levels up roll one die and pick one skill set:

Result	Skill Set
1-2	Captain or Support
3-4	Fighter or Shooter
5-6	Pathfinder or Healer

Every time the hero levels up, including the first time, roll one die to see what skill trait it gets, and it becomes 30pts more expensive. Each trait can only be gained once, so if you roll the same result simply re-roll. If a hero already has all 3 traits of its skill set, then it may roll on the table again to get a new second skill set.

Captain: The hero shines as a leader and their men follow with pride.

Result	Skill Trait
1-2	**Leader -** Friendly units within 6" of the Hero get +1 to morale test rolls.
3-4	**Instigator -** Friendly units that activate within 6" of the Hero get +1 to hit when in melee.
5-6	**Tactician -** Friendly units that activate within 6" of the Hero get +1 to hit when shooting.

Support: The hero user powerful tools to buff allies and debuff enemies.

Result	Skill Trait
1-2	**Vanguard -** Friendly units that activate within 6" move +4" when using Charge actions.
3-4	**Scavenger -** Friendly units that activate within 6" of the Hero get +6" range when shooting.
5-6	**Mastermind -** Enemy units within 6" of the Hero get -1 Defense.

Fighter: The hero has perfected close combat techniques beyond compare.

Result	Skill Trait
1-2	**Duellist -** Enemy units get -1 in melee against the hero.
3-4	**Fanatic -** The hero gets +1 attack when in melee.
5-6	**Berserker -** Enemies get -1 to morale tests when in melee with the hero.

Shooter: The hero expertly handles all sorts of weapons and equipment.

Result	Skill Trait
1-2	**Hunter -** The hero may shoot even after rush actions.
3-4	**Destroyer -** The hero gets AP(+1) when shooting.
5-6	**Suppressor -** Enemies that are shot at by the hero get -1 to hit when shooting until the end of the round.

Pathfinder: The hero is a true master at sneaking and collecting intel.

Result	Skill Trait
1-2	**Runner -** The hero always moves +2" (even in terrain).
3-4	**Prowler -** Enemy units further than 12" get -1 to hit rolls when shooting at the hero.
5-6	**Climber -** The hero ignores difficult terrain effects.

Healer: The hero mends and protects allies from terrible injuries with ease.

Result	Skill Trait
1-2	**Chemist -** Friendly units within 6" of the Hero get +1 to morale tests when in melee.
3-4	**Herbalist -** Friendly units within 6" may ignore wounds on a roll of 6+.
5-6	**Warden -** When the hero is activated all friendly units within 6" of the hero stop being shaken.

5. UPGRADE ARMIES

Buying Upgrades: Players may buy upgrades for their units as detailed in their army page by spending any points they have available. When buying upgrades worth less than 0pts, you gain those points instead of spending them.

Selling Upgrades: Players may sell any of their upgrades at half of their original price (rounding down to the nearest multiple of 5). If an item is only worth 5pts roll one die, on a 1-3 the item can't be sold, on a 4+ it can be sold for 5pts (you can only try to sell a 5pts item once after each mission). When selling upgrades worth less than 0pts, you must spend their full points cost instead of gaining them.

6. RECRUIT UNITS

Recruiting Heroes: Players may recruit up to one new hero after each mission, and may only have 3 heroes in their army at once.

Recruiting Regular Units: Players may recruit as many regular units as they want after each mission. One of the new recruited units may also start with 5 XP if the player pays +50pts for it.

Disbanding Units: Any unit may be freely disbanded, losing all of its XP and upgrades. Players may also choose to disband their full army, losing all units, VP, points, etc. and start a new army from scratch.
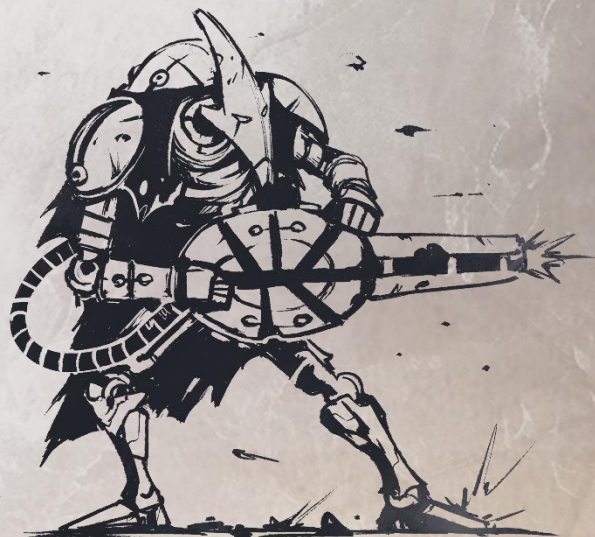
CAMPAIGN RULES

ROLLING FOR RANDOM EVENTS

When rolling for random events, roll two separate dice one at a time, where the first one represents the first number, whilst the second one represents the second number, and resolve that event.

Example: A player rolls two dice, with the first result being a 2 and the rescond result being a 1. This would mean that event 21 is chosen.

ROLLING FOR RANDOM UNITS

If a random event calls for randomly selecting a unit from any warband you must first randomly select a warband for the event, and then randomly select a unit to be the target.

11 - P.O.W.

A unit was captured by a local militia and is now being held as prisoners of war.

Select one random unit, and remove it from play. At the end of the mission it may be bought back for D3 * 50pts or else it's disbanded.

12 - Bring me their Heads

A local warlord wants one of the armies dead, and is willing to pay for it.

Select one random army. Enemy armies get 25pts at the end of the mission for every unit from it that they destroyed.

13 - Fragile Guns

After walking through a psychic field some weapons suddenly start breaking.

Select D3 random units, which can't use one random ranged weapon or upgrade until the end of the mission.

14 - Monstrous Spawn

A unit accidentally walks into a beast's nest and is brutally mauled.

Select one random unit, which takes D3+3 automatic hits with AP(1).

15 - Low Supplies

The army's supply routes have been cut, leaving some units without ammo.

Select D3 random units, which can't shoot until the end of the mission.

16 - Combat Fatigue

One of the armies has been fighting for too long and has become exhausted.

All units from one random army get -1 to morale until the end of the game.

21 - Carnivorous Fauna

The local terrain is infested with vicious creatures, always ready to attack.

Until the end of the mission whenever a unit enters terrain roll one die, on a 1 it takes a dangerous terrain test.

22 - Toxic Fumes

Strange fumes start building in the area, choking anyone caught in them.

Select one random table quarter. All of the units within that table quarter take D3+4 automatic hits.

23 - Rigged to Blow

Sometimes you might just walk into a ridiculous amount of explosives...

Select one random player, who may note down one piece of terrain in secret. The first unit to enter that terrain takes D3+3 automatic hits with AP(2).

24 - Earthquake

A sudden earthquake makes everything crumble, burying units in the rubble.

All units within terrain must take a dangerous terrain test.

25 - Dark Clouds

Psychic clouds cover the area, reducing visibility to a minimum.

Select one random table quarter. All of the units within that table quarter get   -6" range when shooting.

26 - Finish Them!

The armies are eager to finish the fight at all cost, even if it means killing the enemy with their bare hands.

All units get +1 attack in melee and earn +D3 XP when destroying enemies in melee until the end of the round.

31 - Psychic Anomaly

A psychic anomaly has formed, casting electric bolts at anyone nearby.

Place an anomaly marker in the center of one random table quarter. All units that move within 3" of it take D3+3 hits.

32 - The Walking Dead

The battlefield is covered in corpses ready to rise again from the grave.

Place a unit of D6+4 Zombies (Qua 5+, Def 5+, Claws (A3), Slow) in the center of one random table quarter. At the end of each round the zombies must charge or rush the nearest unit.

33 - Crazed Sniper

A local farmer is sick of the fighting and has taken justice in his own hands.

Place a sniper on the highest piece of terrain with most line of sight on the table. Select one random unit, and at the end of each round if it is in line of sight of the sniper it takes D3 hits.

34 - Old Friend

Out of pure chance an army runs into an old friend that is ready to lend a hand.

Place a Mercenary (Qua 3+, Def 3+, Carbine (18", A3)) as part of a random unit and that player may control it until the end of the mission.

35 - Escort Mission

A unit was hired by a local warlord to take them through enemy lines.

Select one random unit. If it manages to exit the table through an opponent's deployment zone it gets D3 * 25pts.

36 - Enemy Intel

A data core filled with enemy intel has been found, which could change the tide of this conflict.

Place an intel marker at the center of a random table quarter. Units can pick it up by moving into contact with it, and they drop it if they are destroyed or shaken. If a unit with it manages to exit the table through an opponent's table edge its army gets 1 VP.

41 - Surprise Attack

A local militia has ambushed one of the units, trying to steal its gear.

Select one random unit that is inside a piece of terrain. That unit is shaken.

42 - Grave Miscalculation

A stray shot accidentally hits a cache of ammo, causing a massive explosion.

The first time during this round when a unit rolls a 1 to hit for shooting it takes D3+3 automatic hits with AP(2).

43 - Berserker

One of the warriors is enraged and cuts the enemy's heads off clean.

The first time during this round when a unit rolls a 6 to hit in melee the target takes D3 automatic wounds.

44 - No Mercy

Some warriors are ready to cut down their foes even when they surrender.

The first time during this round when a unit destroys an enemy unit that was shaken it receives +1 XP.

45 - Weak Spot

If you hit your enemy where it hurts most you can kill even mighty giants with the smallest projectile.

The first time during this round when a unit with tough rolls a 1 to block from shooting or melee it takes +D3 wounds.

46 - Countdown

High command has promised a large bonus if the battle can be ended quickly.

If an army manages to win the mission by the end of the round it gets a bonus of 5 XP, which must be split as evenly as possible amongst units.

51 - Hearts & Minds

The locals are friendly to our cause, and are ready to take in our wounded.

Select one random army which may pay 50pts to re-roll results of 1 once per unit when checking for casualties.

52 - Moral Victory

An enemy unit has managed to inflict enough casualties to become a priority target for everyone in the army.

Select one random player, who may note down one enemy unit in secret. If that unit is destroyed then all units in the army get +1 XP.

53 - Flash Grenades

Nothing confuses the enemy more than a blinding light followed by a punch.

Select one random army. Enemy units get -1 in melee when attacking units from the selected army until the end of the round.

54 - Suppressing Fire

Continuous fire is bound to take out even the most resilient of enemies.

Select one random unit, which doubles its shooting attacks during this round.
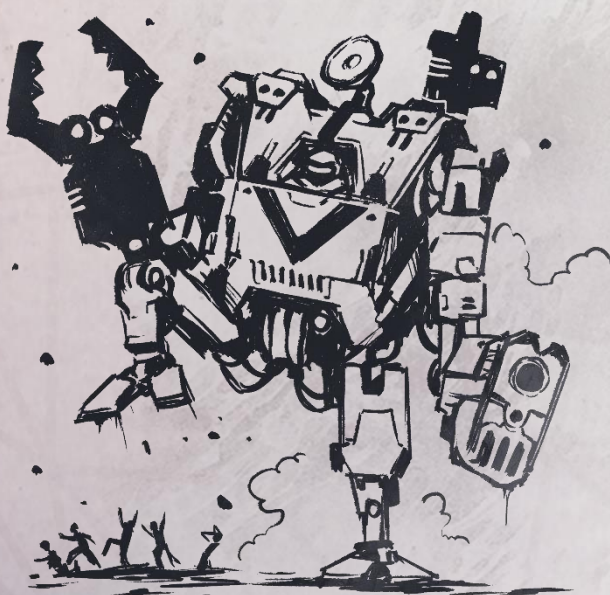
55 - War Shout

In desperate times a shout of war can bring warriors back in fighting spirit.

Select one random unit that is shaken, which immediately stops being shaken.

56 - Covered in Blood

A unit is covered in blood from all the fighting, terrifying all enemies around.

Select one random unit. Enemy units within 6" of it get -1 to morale until the end of the mission.

61 - Ancient Relic

In the midst of fighting a unit found an ancient relic, which provides the unit with unprecedented wisdom.

Select one random unit, which immediately gets D3 * 1 XP.

62 - Abandoned Outpost

Intel from our scouts has revealed an abandoned outpost filled with gear, and one of the units decided to inspect it.

Select one random army, which may remove one unit that is not shaken from play and get D3 * 50pts.

63 - Alien Cannon

A unit dug up a mysterious crate whilst setting up defensive positions, revealing a very powerful weapon.

Select one random unit, which gets the Alien Cannon (24", A3, AP(D3)).

64 - Extortion

One of the armies has been getting a lot of gifts from the "happy" locals…

Select one random army, which immediately gets D3 * 25pts.

65 - Critical Transmission

A unit randomly caught enemy radio chatter that revealed mission critical information on enemy positions.

Select one random army, which immediately gets 1 VP.

66 - Time Warp

A unit that was fleeing the battlefield ran into a psychic anomaly and warped to a different time and dimension.

Select one random unit that was destroyed and place it in a warp zone. The warp zone should have an area of 2'x2' and 3-5 pieces of terrain, and the unit must be placed within 3" of one of the zone's edges. Then place a Time Beast (Qua 3+, Def 3+, Claws (A6, AP(2)), Tough(6)) within 3" of the opposing edge of the warp zone, which is controlled by an opponent. Roll to see who goes first and then play out the fight like a regular battle, until one of the two has been destroyed. If the Time Beast wins then the unit is dead and removed from the army sheet. If the unit wins then it gets +3 XP and scavenges 150pts. The unit may then join its army again at the end of the mission.

CAMPAIGN RULES

ARMY NAME:		VP:

Unit Name:			Unit Name:		
Notes:			Notes:		

1xp				5xp				10xp	1xp				5xp				10xp
				15xp				20xp					15xp				20xp
				25xp				30xp					25xp				30xp

Unit Name:			Unit Name:		
Notes:			Notes:		

1xp				5xp				10xp	1xp				5xp				10xp
				15xp				20xp					15xp				20xp
				25xp				30xp					25xp				30xp

Unit Name:			Unit Name:		
Notes:			Notes:		

1xp				5xp				10xp	1xp				5xp				10xp
				15xp				20xp					15xp				20xp
				25xp				30xp					25xp				30xp

Unit Name:			Unit Name:		
Notes:			Notes:		

1xp				5xp				10xp	1xp				5xp				10xp
				15xp				20xp					15xp				20xp
				25xp				30xp					25xp				30xp

Unit Name:			Unit Name:		
Notes:			Notes:		

1xp				5xp				10xp	1xp				5xp				10xp
				15xp				20xp					15xp				20xp
				25xp				30xp					25xp				30xp

MISSION CARDS

GENERAL PRINCIPLES

Mission Cards: These rules were created to give players a dynamic way to play, with shifting mission objectives.

Print & Play: Print and cut all 36 cards. We recommend inserting them all in card sleeves, and you can also insert a regular playing card for rigidity.

Roll & Play: If you prefer you can also choose not to cut out the mission cards, but instead roll two dice to determine a random card. To do this roll each die one at a time, where the result of the first one stands for decimals whilst the result of the second one stands for units. Then check the top left number of the cards to see which one you got. Note that this method can only be used when playing with fixed decks.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that card 21 (Seize 1) is rolled.

Fixed Deck Games: Pick one of the following game types to play with the deck of 36 cards:

- Battle of Wits
- Total Domination

Custom Deck Games: Pick one of the following game types to play with customized player decks of 18 cards:

- Direct Challenge
- Strategic Ruse
- Planned Gambit
- Coordinated Recovery
- Logistical Supremacy
- Tactical Paragons

BASIC RULES

Objectives: Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

Controlling Markers: At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized. Markers stay seized even after leaving, but if units from both sides are contesting a marker, then it becomes neutral.

Victory Conditions: The game ends after 4 rounds, and the player that scored most victory points wins.

Optional - Final Objectives: At the end of the game, players get 1 VP for each objective that they seized.

BATTLE OF WITS

Players compete in completing as many of their own objective cards as they can before the end of the game.

Personal Decks: Each player gets a personal deck of 36 mission cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 3, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card.

Discarding Cards: After scoring cards, each player may choose to discard one of their remaining cards.

TOTAL DOMINATION

Players compete in completing the same set of objective cards before the game ends, racing to be the first to complete them.

Shared Deck: Both players share a single deck of 36 mission cards.

Generating Missions: At the beginning of each round, draw cards from the shared deck until there are 3 in total, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of the cards. If they did, then they must score the one worth most victory points, and discard that card. In case of a tie neither player scores it.

Discarding Cards: At the end of each round, the player with the lowest total score may discard one of the remaining cards.

CUSTOM DECK RULES

Preparing Decks: After deployment, each player must put together a deck of 18 unique cards, chosen from the standard 36 cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 5 cards in their hand, and then they must place cards face up on the table until they have 3 cards in front of them.

Hidden Mission: Whenever players are placing cards on the table, they may place one of them face down, if they don't already have a card that is face down on the table. Players may turn their hidden card face up at any time.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards on the table. If they did, then they must score the one worth most victory points, and discard that card.

Discarding Cards: After scoring cards, each player may discard one of their remaining cards.

Optional - Mulligans: At the beginning of the first round, after drawing 5 cards, players may opt to mulligan. The cards are then shuffled back into the deck, and the player draws a new hand of 4 cards.

DIRECT CHALLENGE

The players must challenge their opponent to complete specific missions.

Special Rules: At the beginning of each round, each player must select one of their opponent's cards to be their challenge card for that round. Whenever a challenge card is scored, the player gets +1 VP for it.

STRATEGIC RUSE

The winning player must reveal all of their cards, whilst their opponent may keep them hidden.

Special Rules: At the beginning of each round after the first, the player with the highest total score must turn all of their hidden cards face up, and the player with the lowest total score may turn any of their cards face down. In case of a tie, each player must turn their cards face up/down until they only have up to one card that is face down again.

PLANNED GAMBIT

The players may force their opponent to change their active mission cards.

Special Rules: At the beginning of each round, after cards have been placed on the table, each player may select one of their opponent's cards, and return it to their hand. The opponent must then place another one of their cards on the table to replace it.

COORDINATED RECOVERY

The players may shuffle discarded missions back into their deck.

Special Rules: At the end of each round, after scoring and discarding cards, each player may select up to two cards from their discard pile and shuffle them back into their deck.

LOGISTICAL SUPREMACY

The winning player may hold additional mission cards in their hand.

Special Rules: At the beginning of each round after the first, if one player has seized more objective marker than their opponent, they may draw cards until they have 6 in their hand instead of 5.
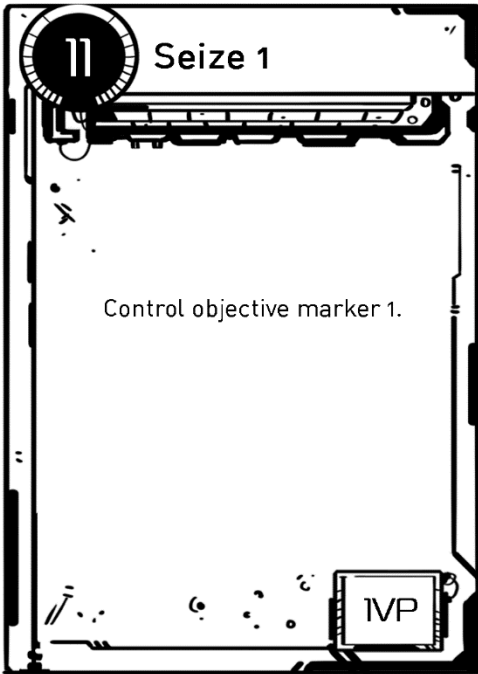
TACTICAL PARAGONS

The players may pick specific missions to be completed by their heroes.

Special Rules: At the beginning of each round, each player may select one of their own cards to be their paragon card for that round. Paragon cards may only be scored by units containing a hero, and the player gets +1 VP for it.

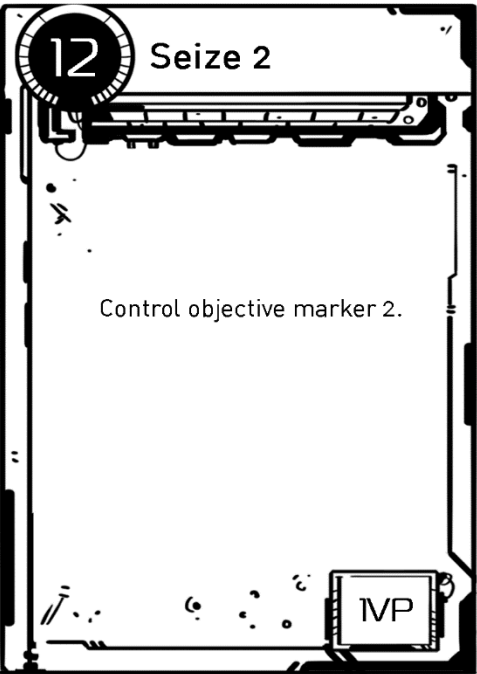## 11 — Seize 1

Control objective marker 1.
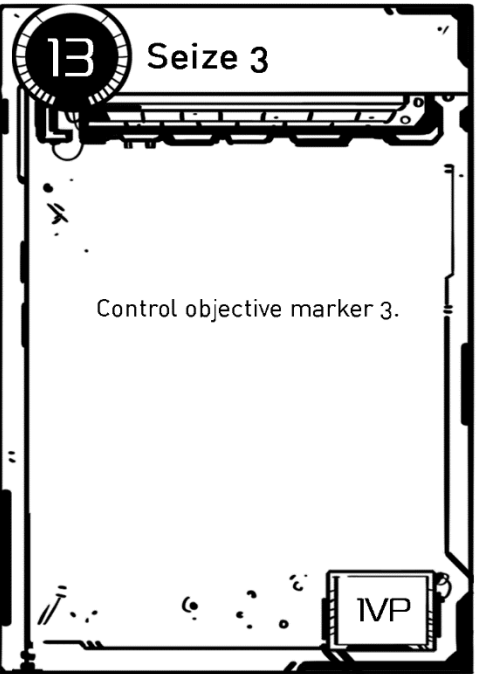
1VP

12 — Seize 2

Control objective marker 2.

1VP

13 — Seize 3

Control objective marker 3.

1VP

14 — Seize 4

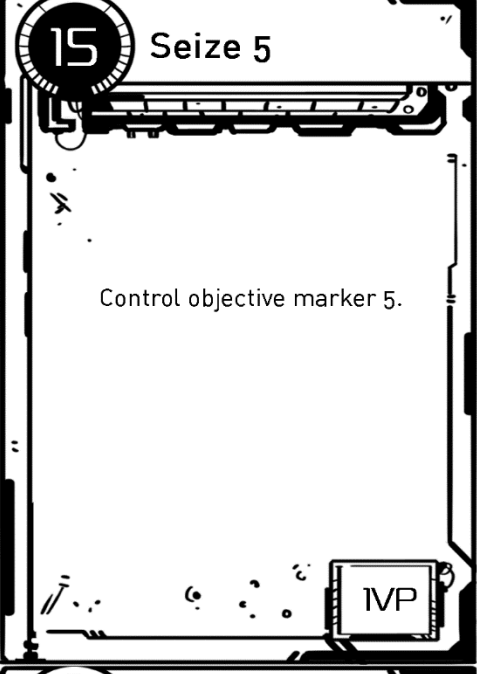Control objective marker 4.

1VP

15 — Seize 5

Control objective marker 5.

1VP

16 — Seize 6

Control objective marker 6.

1VP

21 — Seize 1

Control objective marker 1.

1VP

22 — Seize 2

Control objective marker 2.

1VP

23 — Seize 3

Control objective marker 3.

1VP

24 Seize 4

Control objective marker 4.

1VP

25 Seize 5

Control objective marker 5.

1VP

26 Seize 6

Control objective marker 6.

1VP

31 Hold 1

Control objective marker 1
at the beginning and end
of the same round.

2VP

32 Hold 2

Control objective marker 2
at the beginning and end
of the same round.

2VP

33 Hold 3

Control objective marker 3
at the beginning and end
of the same round.

2VP

34 Hold 4

Control objective marker 4
at the beginning and end
of the same round.

2VP

35 Hold 5

Control objective marker 5
at the beginning and end
of the same round.

2VP

36 Hold 6

Control objective marker 6
at the beginning and end
of the same round.

2VP

41 Move Out

Have no units from your army within your deployment zone.

1VP

42 Infiltrate

Have at least one unit within the enemy's deployment zone.

1VP

Have at least three units within the enemy's deployment zone.

2VP

43 Keep at Bay

Have at least three units within your deployment zone whilst no enemy units are within your deployment zone.

This card can't be scored at the end of round 1.

1VP

44 Changing Priority

Roll a D6 when you draw this card. Control that objective marker.

1VP

Control that objective marker after it was controlled by the enemy at the start of the round.

2VP

45 Tactical Precision

Control any three objective markers.

2VP

46 Tactical Perfection

Control all objective markers.

5VP

51 Fire at Will

Destroy one enemy unit with a ranged attack.

1VP

Destroy three or more enemy units with ranged attacks.

2VP

52 In the Trenches

Destroy one enemy unit in melee.

1VP

Destroy three or more enemy units in melee.

2VP

53 Lay Them Low

Destroy one enemy unit.

1VP

Destroy three or more enemy units.

2VP

Destroy six or more enemy units.

5VP

54 Outmaneuver

No enemy units within 6" of the center of the battlefield.

1VP

No enemy units within 12" of the center of the battlefield.

2VP

55 Intimidate

One enemy unit fails a morale test.

1VP

Three or more enemy units fail a morale test.

2VP

56 Attunement

Successfully cast one spell.

1VP

Successfully cast three or more spells.

2VP

61 Decapitate

In this or any previous round, destroy the enemy Hero with the highest Tough value.

In case of a tie in Tough values any of the models counts.

2VP

62 Purity

Destroy an enemy model with the Caster rule.

1VP

63 Bring Them Down

Destroy an enemy unit with the Aircraft or Flying rule.

1VP

64 Assassinate

Destroy one enemy model with the Hero rule.

1VP

Destroy three or more enemy models with the Hero rule.

2VP

65 Giant Slayer

Destroy an enemy unit with Tough(12) or higher.

1VP

Destroy an enemy unit with Tough(18) or higher.

2VP

66 Show No Mercy

Win a melee by three or more wounds.

1VP

Win a melee by six or more wounds.

2VP