

Warpath

Layout Notes

Throughout this book, text will be highlighted in various colours:

- Green text such as this provides instructions for layout, like inserting pictures.
- Blue indicates that more text needs to be written or added to that section.
- Yellow text references another book or part of this book, and should only be changed once the book is finished and laid out to ensure that it is correct.

What is Warpath?

Insert brief colour text section.

Warpath is a mass-battle wargame set in Mantic's science-fiction universe. The players assume the role of a battlefield commander, overseeing the firefights and long-ranged engagements fought out by their futuristic armies. These armies – human, alien, robot or something in between – are represented by Mantic's range of 30mm scale miniatures, and all of the action takes place on a tabletop battlefield. It is up to the players to use all of their wits to make the tactical decisions required to win the game, with the help of some dice to represent the random element of war.

Warpath is designed to represent the large-scale conflict of the future – defending a city against a rampaging horde of alien creatures, battling to take a well-fortified strategic objective, or simply killing as many of the enemy as possible before they can overwhelm the planet! The game is usually played with upwards of 30 figures per side; sometimes many more. The nature of the battles is purposefully kept fairly abstract to allow you to play out campaigns representing something far larger. The game does not concern itself with the detail of minor flesh wounds, instead focusing only on the major casualties and the psychological effects of warfare on the troops.

Smaller-scale skirmishes in the Warpath universe are played out in Deadzone, Warpath's sister game in Mantic's sci-fi range. The miniatures are

interchangeable between both games, but Deadzone zooms in to capture the intricate detail of the more delicate reconnaissance missions, with just 5-30 figures per side.

This rulebook contains everything you need to know to play out Warpath's dramatic battles. The core rules of the game are very simple to learn, but it will take some time and experimentation to master the art of winning a futuristic war.

The Hobby

Warpath is not just a game, it's a hobby. The miniatures that make up your army are supplied unassembled and unpainted, giving you the chance to make something truly unique. Some of the most exciting parts of Warpath are customising your force, collecting and painting the models, and bringing everything together on the tabletop.

Turn to page **XXX** for more information on the painting and modelling aspect of the game.

Just Starting Out with Warpath?

To ease you in we've created a pre-prepared mission in the separate Getting Started Guide that will allow you to get straight into the game. The starter mission will give you a small, balanced force, perfect for learning the rules. Once you've played a few games you can come back and read this book and try something a little different!

What You Need to Play

DPS. Insert photo of a board set up for a game, with captions pointing to each of the following things.

An Opponent

Warpath is a two-player game – you'll need someone to command the other army! If you're just starting out why not share the **Core Set** with a friend – you'll have a small force each and you can learn the rules together. If you're already a veteran wargamer then try introducing Warpath to your local club – it's quick and easy to get involved. The Mantic website is also a great place to find like-minded people – check it out at www.manticgames.com.

Armies

Each player will need a collection of miniatures to represent their troops on the battlefield. For your first few games we recommend using the miniatures in the **Core Set**. Once you know what you're doing, check out the force lists starting on page **XXX**. Each one lists the characteristics and abilities of a different race or faction – pick your favourite and start collecting an army.

Battlefield

You will need something to represent the surface of the planet that your battle is taking place on. This can be as simple as using your dining table at home, or you can unleash your hobby potential and have a go at making a board yourself if you want a more realistic looking game. The standard size for a Warpath table is 6 feet by 4 feet.

Terrain

It is rare for a battle to take place on an open field. With the level of firepower available in the distant future it would be foolish to make yourself such an easy target. Therefore you will need some pieces of scenery to place on the battlefield. In the game these can be used for cover and be occupied by your troops, adding another tactical angle to the game. Mantic makes a range of modular buildings that you can use to populate your table – find out more at www.manticgames.com.

Dice

War is not an exact science. The bullet fired at the right moment, the perfect timing of an infantry charge, the random nature of an explosion; all of these things have to be represented in the game to keep you on your toes. Warpath uses six-sided dice to do this and you will find some in the **Core Set**, but as you play bigger battles you may want to pick up some more.

Command Dice

After you've played your first few games, you'll want to develop your skills with an extra level of strategy. Warpath's Command system will give you extra tactical options, and you'll need some special dice to keep track of your army's abilities.

Counters

Sometimes it can be hard to keep track of what your units have and haven't done in the rush of a battle. Counters are used as reminders so that the players can keep their heads clear to plan the next move.

Insert images of the following

- Activation markers (double sided, with different colours per side to show if a unit has been set to overwatch/refreshed)
- Suppression Tokens
- Grounded markers
- Shield markers
- Objective markers

Tape Measure

With bizarre technology and myriad alien races, Warpath has a lot of variety in the types of troops that you can field. All of these can move and shoot different distances, so you will need a ruler or tape measure to check these distances during the game.

Units

Warpath is played with groups of miniatures and vehicles that come together to form an army or force. Each of these groups or vehicles is referred to in the rules as a **unit**.

Teams

Infantry units can vary in size – small units can be more manoeuvrable, but large units can bring a lot more firepower to bear. To keep things simple in the game, units are broken down into smaller groups of miniatures called **teams**. Some units may consist of just a single team; some are much larger.

Each team is made up of a certain number of miniatures depending on its **Class** – either Infantry, Large Infantry or Massive Infantry. These units all follow exactly the same rules in the game and are affected by any rule referring to “Infantry”. The main difference between them is the number of models in each team:

- Infantry units have 5 models per team.
- Large Infantry units have 2 models per team.
- Massive Infantry units have a single model in each team.

Teams in a unit move and fight as a single entity. However, as units take casualties during a game, teams can be removed to represent the damage that the unit has taken.

Massive Infantry units take damage in a slightly different way, detailed on page **XXX**.

Vehicles also work slightly differently, and always act as a unit consisting of a single team. For more on Vehicles, see page **XXX**.

Some armies will have different options and exceptions which will be explained in the relevant force list.

Insert labelled pictures of various unit types as examples, showing single team units and multi-team units, as well as different sizes of infantry and a vehicle.

Hubs

In Warpath, although you may have hordes of troops at your disposal, somebody needs to tell them what to do. In game this is represented by nominating a leader for each team within a unit – these are the people who will pass on your commands to the troops. At the beginning of each game you will need to nominate a clearly marked point in each of your teams that represents this leader – it could be a sergeant model, a figure painted in a different colour, a decorative banner, or a turret in the case of a tank. This is called the **Hub** of the team. Whatever and wherever it is, it must be clearly marked so that both players can use it for reference during the game.

If a unit has a specialist trooper (such as a heavy weapon, communications officer or melee specialist) it is best to designate this figure as the Hub – it will be the most visually obvious when playing.

Insert picture of team, highlighting the Hub.

Positioning

There are certain rules that define where the models in your unit can be positioned as they move across the battlefield. They are as follows:

- All models in each team must remain within 2" of their Hub at all times.
- In units consisting of multiple teams, all Hubs must be within 4" of another Hub in the same unit.
- No model may enter within 1" of any other unit unless it is engaging an enemy in Assault (see page XXX).
- No model may enter within 1" of a defensible terrain piece (see page XXX) unless the unit is occupying the terrain or Assaulting the unit within.

Insert diagram of a multi-team unit showing these distances, and showing that bases must be partially within, not completely within.

Dice

Warpath uses dice to decide many aspects of the game, from who gets to deploy their units first to whether a unit is able to hit its target. Warpath uses six-sided dice to do this, referred to in the rules as D6 for short. If you need to roll multiple dice for any reason, this will be written with a number before the term D6, for example 3D6. Sometimes you will need to add or subtract a number to or from the result of a dice roll. In these cases it will be written with a plus or minus sign and a number after the D6, for example D6+2, or 2D6-1.

You may also see the term D3.

- D3 simply means that when you roll the dice you divide the result in half, rounding up, so:
 - 1-2 will become 1.
 - 3-4 will become 2.
 - 5-6 will become 3.

Some of the game values used to determine whether a unit is successful in its endeavours will be written as a number followed by a plus sign, for example Acc 4+. This means that in a test against this value on the dice, results of 4 or higher are successful, and all others are not.

Re-Rolls

Some rules require or allow you to re-roll one or more dice. This means that you ignore the original result, take the dice and roll them again. The second result always stands, even if it's worse than the first. Dice cannot be re-rolled more than once.

In Play

The term **in play** refers to any unit that is considered to be involved in the battle at a given time. Generally this will apply to all units that are still alive and on the board, with units that have left the board or been destroyed no longer counting as in play. There can be exceptions to this rule which will be explored in the relevant sections.

Measuring

Warpath requires you to measure distances during the game to determine how far your troops can move and shoot. All distances are given in inches, so you will

need a ruler or tape measure to do this during the game.

You can measure any distance at any time.

When measuring distances in Warpath, your team leaders can only give commands based on what they can see. Therefore all distances are measured from the Hubs – all other parts of the unit being measured *from* are not important. To determine whether something is in range of an attack or ability, you measure *to* the closest point of the target unit.

Due to the imprecise nature of wargaming in general, in cases where you cannot be sure if something is within a certain distance or not, and might well be in or out by a tiny fraction of an inch, roll a die. On a 4+ it is in; on a lower result it is out.

Line of Sight

There are often times in Warpath where you will need to check whether one of your units can see another unit or objective. This is called **line of sight**.

Line of sight is very important in Warpath – it determines the targets that your units can shoot at. Other units, intervening terrain and your units' chosen positions will all have a big impact, and securing the right vantage point will be a key part of your army's tactics.

Height

All units and terrain areas in the game have a **height**, as shown in the chart below:

Height 0	The gaming surface
Height 1	Small creatures, low scrub, low walls and barricades
Height 2	Man-sized creatures, most Infantry units, perimeter walls
Height 3	Most Vehicle units, large humanoids, trees, one-storey buildings
Height 4+	Two-storey buildings, some hills, some large vehicles or alien beasts

In general, most unit types have a standard height depending on their Class:

- Infantry and Large Infantry are height 2.
- Massive Infantry and Vehicles are height 3.

Some units may have a different height specified in their unit entry, but otherwise you should use the heights listed above.

Players should always agree before deployment on the height of each terrain area on the table, noting this down if necessary. If the players agree that a terrain area (or a part of the battlefield) is higher than the ground, then a unit that is occupying that part of the battlefield adds its height to their own. For example, if a height 2 unit is standing on a height 3 hill, it will count as a height 5 unit.

A good rule of thumb is that every 1.5" of physical height of a building or other terrain piece is equivalent to one level of height.

Determining Line of Sight

Line of sight is determined separately for each team within a unit, and is a two-step process.

1. Blocking Units and Terrain

Firstly you will need to establish if any other unit or terrain piece on the board is blocking line of sight. Draw a straight line from your Hub's base to any part of the target unit's base. If there is nothing blocking that line (other models in the shooting unit are ignored), proceed to step 2. If another unit or piece of terrain blocks this line, determine if line of sight can still be established:

- All units and terrain areas block line of sight to some degree. The entire area of the unit blocks that line up to the unit's height, regardless of the position of the models within it. Consider the outermost figures in the unit to be the edges, and consider all gaps between the models to also block line of sight. This represents the fact that in real life the troops would be moving rather than being in the static positions portrayed by the miniatures.
- Terrain or units of a lower height than either the shooter or the target unit are completely ignored for determining line of sight. It is assumed that you can just see through or over them. Note that terrain bonuses such as cover still apply.
- Units and terrain always block line of sight to units behind them of the same height or lower, regardless of the actual models, unless the shooter is at a higher height than the blocking unit or terrain piece, as detailed above.

- Defensible terrain (see page XXX) can always be seen into and out of, but not through.

If there is anything blocking your view, then you cannot draw line of sight and must select a new target. If you determine that there is nothing blocking your view, proceed to step 2.

2. Cover

Sometimes you will be able to see part of a unit, either because the unit is behind a wall or barricade, or because some of the models in the target unit are completely hidden from view behind a larger piece of terrain. This is called **cover**.

If more than half of the models in the unit are partially or completely obscured by another unit or piece of terrain, the unit is in cover and anyone targeting the unit will suffer penalties when Shooting.

If direct line of sight can be drawn to at least half of the models in the unit (rounding up), then it is not in cover.

Units inside defensible terrain are always in cover.

Due to the imprecise nature of wargaming in general, in cases where you cannot be sure if something is within line of sight or cover, and might well be in or out by a tiny fraction of an inch, roll a die. On a 4+ it can be seen; on a 3 or less it cannot.

Insert photo showing one target fully in view, one visible to the eye, but not visible based on the height conditions (seen through a piece of terrain, or between the gaps in a unit for example), and one partially visible (in cover).

Unit Statistics

Each unit in Warpath has a series of game values that determine its effectiveness on the battlefield. These are called statistics (or **stats** for short) and together form the unit's statline or profile. These are listed below. Teams within a unit move, shoot and fight together, using the same Speed, Accuracy, Defence and Break Point stats, but may have different weaponry.

Insert image of Corporation Marine Unit Profile in centre of page, with each of the following in a caption with an arrow pointing to the appropriate stat.

Corporation Marines (2-5 Teams)						
Spd	5					
Acc	4+					
Def	4+					
Brk	3 / 6 / 8 / 10 / 11					
Marine Team						Points: 50
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Marine Ranged Support Team						Points: 80
	Weapon	Range	Power	AP	Special	
Weaponry	Autocannon	48"	6	2	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	4	-		
0-1 Marine Comms Support Team						Points: 60
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:	<i>Communications</i>					
Marine Unit Leader						Points: 20
Upgrade any 1 team to a Unit Leader, granting:						
	<ul style="list-style-type: none"> Leadership 					

Unit

The stat values at the top apply to the entire unit, no matter which teams it includes, or how many of them there are.

Unit Name

The name given to the unit. When you write out your own army list you can always come up with your own unit names.

Unit Size

The minimum and maximum number of teams that can be taken in this unit, selected from those below.

Speed (Spd)

This determines how far the unit can move in inches with a Move action.

Accuracy (Acc)

This is the dice roll required for the unit to hit the enemy with a Shoot action.

Defence (Def)

This value represents both the toughness and armour of the unit, and is the dice roll that the enemy requires to damage it in both Shooting and Assault.

Break Point (Brk)

This is a measure of the unit's morale and capacity to endure injury. It is displayed as a series of numbers, each a threshold to indicate how many incapacitating hits the unit can suffer before a further team is destroyed. The Break Point is also used to measure the effects of suppression on a unit.

Command (Cmd)

Some units will have an additional stat called Command, allowing them to issue Orders to other troops on the battlefield. This is covered in full on page XXX.

Class

This states whether the unit is Infantry, Large Infantry, Massive Infantry or a Vehicle.

Teams

Each unit entry will list a number of teams for each unit. These can be selected in various combinations depending on the battlefield role that the player wants them to fulfil.

Points

This determines each team's value within the army, and is used when calculating the size of your force. See Building a Force on page XXX.

Restrictions

The number of each type of team than can be taken within a unit. This may list minimums and/or maximums. If there is no number listed, any number of that team type can be taken.

Weaponry

Most teams will have multiple types of weapon and will have more than one value in this section.

Range

The distance in inches that each weapon can fire.

- Sometimes this will be a single number, indicating the maximum range of the weapon.
- Sometimes this will be a pair of numbers separated by a hyphen – the lower number indicates a minimum range at which the weapon can shoot.
- Sometimes this will be written as the letter A, indicating that this weapon is used in Assault.

Power

The number of dice rolled when the team attacks with this weapon.

AP (Armour Penetration)

How easily the weapon can pass through enemy armour. This will modify an opponent's Defence roll in an attack.

Special

Some weapons will also have special rules. These rules apply only to the weapon they are listed for, not to

Alternative Weapons

Some weapons will have this symbol: [insert symbol, written as > in the Forces Section], and are classed as **alternative**. This means that the unit carries multiple weapons but can only fire one at a time. Each time the unit shoots it must choose only one weapon with the > symbol to use.

any other weapons carried by the unit unless explicitly stated.

Special Rules

This section will list any equipment or ability possessed by the team that bestow special rules upon the unit. These rules will be in effect for the entire unit while the team remains in play. Definitions for these Special Rules can be found on pages XXX.

Setting up a Game

Before you play a game there are certain steps you must follow. The Warpath universe is huge and diverse and the set-up process will carry this through into your games – no two will play out the same!

You will need to select which soldiers are going to be fighting for you, who you're going to be fighting against, why you're going to be fighting them, and where you're going to be fighting. Many players like to build a narrative around their army – where each unit commander has a name and a history, and each battle is a part of a long campaign with a goal wider than occupying a single objective. For more on building a story around your games, see the Campaigns section on page [XXX](#).

Of course, many players prefer to play one-off games, at home or at a local gaming club with friends, or competitively in tournaments. Whichever type of game you prefer, the process is as follows.

1: Build your Force

As the commander-in-chief, you decide which troops will fight for you in each battle. You can take the same force every time, or you can try out different combinations to see what works best. For full details on how to select a Warpath force, see page [XXX](#).

2: Select Mission

With such a wide range of unusual species, there's an equally wide range of motives for warfare. Some battles are fought over seemingly trivial political matters, some to claim a valuable asset, and some just because the troops are hungry!

Warpath has a set of missions that represent the varying objectives that a force may be given by their commander, and each one has a different way to win, forcing you to use all manner of different tactics. For more information on Missions, see page [XXX](#).

3: Place Terrain

Terrain is integral to Warpath. With such advanced weaponry and equipment, battles across open ground would be over in seconds – the victor would be the one quickest to the draw. Instead, the terrain on the table is as important as your opponent – you'll often find you need to go through the terrain to get to your

enemy, or go through your enemy to hold a key piece of terrain!

The battlefields of the future will tend to be fairly dense – it would be foolish for a general to bring the fight to the enemy on open ground. Sometimes you will want to build specific pieces of terrain; to represent a base that your army fights from, or a particular objective, such as a comms tower. In most games more generic pieces will be useful – medium-sized buildings, small forests, watchtowers etc. Here are some examples:

Insert photos of terrain pieces.

For the full rules on how each piece of terrain works in the game, see page [XXX](#).

Some missions will have specific terrain requirements, and this will be listed in their briefing. Otherwise there is a standard method that can be used to set up your table in as fair a way as possible.

As a general rule, you should have one piece of terrain for every 2 square feet of table area. For a 6' x 4' table that means you should have around 12 pieces of terrain, although a couple more or less will work just fine.

- Split the terrain pieces equally between the two players. You should then take it in turns to each place a piece of terrain onto the board.
- Remember that you haven't yet determined where you will deploy your forces, so try not to favour any one area of the table.
- It is best to keep the pieces fairly evenly spaced.
- Try to keep the arrangement of the terrain as realistic as possible to get a more cinematic looking table – don't put a grassy hill between a pair of skyscrapers for example.
- Alternatively, ask a third, impartial person to set the terrain up for you before the game.

Insert two photos of boards – one grassy with hills, trees and individual buildings, and one city table.

4. Roll for Initiative

With the battlefield in place, it's time to see who has arrived first and chosen their position.

Each player should roll a D6. The player with the highest result wins the Initiative, and may choose which of the deployment zones he deploys in. Some missions may instead have an Attacker and Defender, in which case the player with Initiative may choose which he is. In the case of a draw, both players must re-roll their dice.

5. Deploy

During this phase the players will take it in turns to place their units onto the battlefield one at a time, starting with the player who has Initiative, and continuing until all units are deployed. If one player has more units than the other, once one player has no units left to deploy his opponent may then deploy all remaining units at once.

All units must be placed fully within the deployment zones shown on the map for the mission (see page XXX), unless a special rule states otherwise.

Important: Units may not be placed in terrain pieces that are even partially outside the deployment zone.

Diagram

Some players may choose to place units in **reserve** using the Orders rules on page XXX, should the mission allow it. This counts as deploying a unit, but it is placed off of the table and the player must tell his opponent that the unit is starting the game in reserve.

6. Play!

Missions

Warpath is a game that tells a story; a game that recreates the outcome of a fierce battle. When you read these tales of war, how many of them are about two groups of soldiers simply lining up to fight?

Warpath is about more than that, and missions are a chance to give your army a purpose – a reason to fight and a strategy for how they will do it. There are six core missions detailed over the next few pages that represent some of the most common battle scenarios, and if you visit www.manticgames.com you will find more mission briefings to test out your force.

Sometimes you may want to play a specific mission, maybe because it's part of a storyline that you are working through. Sometimes however, you may just want to obliterate your enemies without worrying about any other objectives! If you aren't planning to play any particular mission, roll a D6 before the game. The result will tell you which of the six missions you will be playing. Each mission briefing will have the following headings:

Forces

Some missions will impose certain restrictions on the forces chosen for the game, such as not allowing certain troop types, or selecting a larger force for one player than the other.

Terrain

Some missions will have specific requirements for placing terrain onto the board, and these should be taken into account before you use the terrain placement rules on page XXX.

Deployment

Each mission briefing will incorporate a map of the battlefield. As well as showing the placement of any terrain pieces, this will also highlight the areas in which the forces should be deployed at the start of the game.

First Activation

Some missions will specify which player takes the first Activation. Otherwise, the player with the Initiative may choose who goes first.

Game Length

Each mission will specify a number of Turns that the game will last. This is the amount of time that the players have to determine the victor.

Victory

Each mission will have different victory conditions. This section will outline what the players have to do to win.

Victory Points

Most missions will define the victor as the player who has accumulated the most points by the end of the game, and each mission will list the different ways that these points can be obtained.

Special Rules

Some missions will specify additional special rules that apply to the troops on the battlefield during the game.

1. Violent Encounter

Basic Pitched Battle – introductory colour text.

Forces

There are no restrictions for this mission.

Terrain

There is no specific terrain requirement for this mission.

Deployment

Insert map – deployment zones are within 12" of the two long edges of the board.

First Activation

The player with the Initiative may choose who goes first.

2: Take Back the City

Lots of buildings, X turns, 1 point for occupying a building, -1 point for every round you don't take one, 2 point lead at the end to win.

3: Strategic Objectives

Something to do with holding specific points and keeping enemies away from them.

4: Breakthrough

Something to do with getting off the other side. Escort mission?

More missions may be available in supplements, or for certain armies.

5: Distraction

Something to do with buying time. Suicide mission, lasting as long as possible to keep the enemy busy while your main force is doing stuff elsewhere.

6: Ambush

One force in the middle, the other on two sides.

Game Length

The game will last for 4 Turns.

Victory

This mission uses Victory Points. At the end of the game, if one player has a 2 or more point lead over the other then that player is the winner. Any other result is a draw.

1 victory point is awarded for every 10% of the enemy's force destroyed, based on the size of the starting forces.

For example, in a 2000 point game, players will obtain a victory point for every 200 points' worth of the enemy's force that they destroy.

Sequence of Play

The game is broken down into a series of **Turns**, during which each unit on the table has the opportunity to activate. Each Turn is further broken down into a number of **Activations**, one for each unit.

Each mission briefing will tell you how to determine which player takes the first Activation in the first Turn. In the second and subsequent Turns, the player who finished first in the previous Turn will take the first Activation.

During each Turn the players will alternate activating their units. During each Activation a player must activate a single unit that is not marked as activated.

After a player has activated their chosen unit, play then passes to the opponent who may take his Activation in the same way. This continues back and forth until all units are marked as activated.

If a player has no units left to activate, he passes, and his opponent may activate all remaining units, one at a time as usual.

Activations

A unit's Activation is its opportunity to move, shoot and fight, and each unit may only be activated once in a Turn unless a special rule says otherwise. Each Activation allows a unit to make up to two *different* **Short Actions**, or a single **Long Action**.

Before you choose which actions to take with a unit, you should always check the number of Suppression Tokens assigned to it, as they may affect what it is able to do. For more on Suppression, see page XXX.

You should declare to your opponent which action you are taking before you move the miniatures, so that they are aware of what you are doing and can react if necessary.

Short Actions

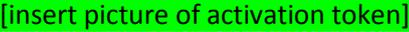
- Move
- Shoot
- Assault
- Regroup

Long Actions

- Enter/Leave Terrain
- Double Move
- Disengage
- Rally

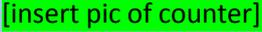
In addition, a unit can choose to do nothing. This still marks the unit as activated.

Important: A unit that starts its Activation engaged with an enemy unit (see page XXX) may only Assault or Disengage. A unit that starts its Activation grounded (see page XXX) can only Rally.

All stages of an activation must be completed before play passes to the opponent. When the player has finished with each unit he must place an activation token  next to it to show that it cannot act again this Turn.

Overwatch

It is not always the right time to act, and you may want to hold your units back to react to your opponent's movements.

When it is your Activation, instead of activating a unit in the normal way you can choose to put it on Overwatch instead. You may place an Overwatch counter  next to the unit, and play passes to your opponent without you making any actions.

You can then activate this unit later in the Turn as a separate Activation. A unit on Overwatch may only make a single Short action during their Activation. Once the unit has completed its Activation, turn the Overwatch counter over to mark the unit as activated.

If the only units left to activate in your force are on Overwatch and your opponent has regular Activations left to make, you may choose to pass your Activation without doing anything. Once only Overwatching units remain available to activate on both sides, both players must resume alternately activating their Overwatching units until everything has been activated.

Units that are grounded or engaged may not be put on Overwatch.

End of the Turn

When all units have been marked as activated then the Turn is over. Remove all of the Activation Tokens

from the table, remove 1 Suppression Token (see page **xxx**) from each unit, and start the next Turn.

Actions

The following section describes the common actions available to most units. Some units may have other actions available to them, and these will be listed in their unit entry in the forces section.

Important: Each unit may only perform each type of action once during its Activation, unless a special rule states otherwise.

Move – Short Action

This action allows the unit to move up to its Speed value in inches. Each team in the unit is moved independently, providing it ends its move within coherency of the rest of the unit (see page XXX).

This distance is measured from the Hub for each team as detailed on page XXX, in any direction. Move the Hub first, anywhere within this distance, and then place the rest of the members of that team within 2" of it (if moving a team containing multiple models). If the unit consists of multiple teams, move the remaining teams in the same way, ensuring that the Hubs end up within 4" of each other. The positioning of the models within each team can change freely as the unit moves, and some of them may end up outside of the original radius – this doesn't matter.

Insert diagram MOVE1, showing movement of two teams, each with a movement radius.

This area is called the movement radius – each team's Hub can end its Move anywhere with its base completely within its respective circle, and the rest of the team members will be placed around it.

This assumes that the only thing in the way of the movement is the unit itself, which is always ignored. Friendly Infantry units are also ignored during a Move and can be moved through, but the moving unit cannot end its Move within 1" of any other unit, friend or foe, unless it is engaging it in Assault. It may not end its Move within 1" of any defensible terrain piece unless it is occupying the terrain or Assaulting a unit inside. If there is not enough space to place the unit in the desired position then it cannot move to that location.

If there are vehicles, terrain, or enemy Infantry units within a team's movement radius, there must be a clear path between the team's start and end positions at least wide enough that each model in the unit can follow without the Hub ever leaving the movement radius or any model entering within 1" of an enemy.

Insert diagrams MOVE2 & MOVE3.

Example 1: As you can see, this unit does fit in front of the units before it. However, the gap is not wide enough for a model to pass through without entering within 1" of the enemy.

Example 2: Here, although the vehicle can fit on the other side of the forest, there is not enough space for it to go around the terrain piece without leaving the movement radius.

You may not move into or out of an area of terrain with a Move action – this may only be done with the Enter/Leave Terrain action (see page XXX).

Moving when Suppressed

Units that are Suppressed halve their Speed value. See page XXX for more information on suppression.

Engaging the Enemy

If a unit wants to engage another in melee, it may enter within 1" of one or more enemy units provided that it has sufficient Speed to be placed in base contact with that enemy. This is called a **Charge**, and all units in contact are now **engaged**. The Charging unit will instantly make an Assault action against the enemy and gain the Charging bonus when doing so (see page XXX). This Assault action can be made even if the Assaulting unit has used its allowance of actions for that activation (if it has already made a Double Move for example).

If the Charging unit does not have sufficient movement remaining for any part of it to be placed in base contact with the enemy, it may not Charge and must stop 1" away from the enemy as usual.

In units with multiple teams, some teams may be able to reach Assault and some may not. However, in the ensuing Assault phase, all teams in the unit may attack.

Note that it is possible to engage multiple units at once. See the Assault section for details on how to split the unit's attacks.

Charge Reactions

If you declare a Charge against an enemy unit, they have a chance to react, provided that they are not marked as activated, grounded, or already engaged. **Before** your unit is moved, any enemy unit due to be engaged may make any of the following actions:

- Move
- Blaze Away (with the Charging unit as the target – see page XXX)
- Regroup

Moving or Blazing Away will mark the reacting unit as activated, and therefore unable to fight at full strength in the coming Assault, should one still occur. Regrouping can be done for free and will **not** mark the unit as activated. The unit does not have to react if it doesn't want to.

Charging into Terrain

Units inside defensible terrain of any kind (see page XXX) have readied themselves for attack and may always make a Charge Reaction unless they are engaged, even if they have already been activated in this Turn. This reaction will **not** mark them as activated unless they already were. If they choose none of the options, their reaction may be to remove their activation token if they have one.

Units inside fortified terrain have taken advantage of the safety provided by their surroundings to set up fire lanes and aim. Units inside fortified terrain also have the option of a **Shoot** action as their Charge Reaction, with the Charging unit as the target. Otherwise they react just like any other unit in defensible terrain.

If the enemy has multiple units being Charged, he may choose the order in which they react, and each reaction must be dealt with in full before proceeding to the next.

If the reaction is a Move, the Move reaction cannot end with the unit engaged with the enemy.

Note that the Shoot and Blaze Away actions do not need to be within line of sight or range.

If any reaction results in the engaging unit being unable to reach its original target(s), the engaging unit may only make a single Move action instead of the action that would have resulted in the Charge, and may not Charge any other units. Any enemy units due to react that had not yet done so no longer react to the Charge.

Moving On and Off the Board

Unless a special rule or mission briefing says otherwise, units may not move onto or off of the board – consider the edge of the board to be an impassable wall.

Let's say a unit of Plague 2nd Gens, two teams strong, wants to Charge a unit of Enforcers 7½" away. The Enforcer unit has not yet been activated this Turn, and can therefore react to the Charge.

The Enforcers have three options, they can Move, Regroup, or Blaze Away.

Moving is a great way of getting out of danger, and will be the most common reaction to a Charge. However, the reacting player needs to consider whether Moving will force his unit into an awkward position. A cunning Charging player may have been expecting his target to Move away, and intentionally chased the target unit into a position out of range and line of sight. In this case with the 2nd Gens just 7½" away, the Enforcers would not be able to move far enough to escape them and so Moving may not be the best option.

If the reacting unit had previously been Suppressed by enemy fire, a Regroup action can potentially clear this effect and prevent any penalties to the reacting unit in the ensuing Assault. Our Enforcer unit is comprised of two teams, and has only one Suppression Token, so it is not currently suppressed. Therefore Regrouping will not have a direct benefit at this stage. However, if Moving or Blazing Away are not useful options for a unit, it might as well Regroup – the reduced Suppression will be useful later, and the action costs nothing.

Our Enforcer unit has decided to Blaze Away. They can't escape the 2nd Gens, but they may be able to stop the Charge altogether if they can Suppress the Charging enemy – 3 Suppression Tokens will be enough to reduce the 2nd Gens to half speed, and therefore they won't have enough Movement to reach the Enforcers. Even if the 2nd Gens had been closer, a Blaze Away action may still be the most viable option – you may not be able to stop them reaching you, but at the very least you can lessen the impact when they do.

Shoot – Short Action

Provided that your unit is not engaged with an enemy unit, it may use any ranged weapons that it has to attack from a distance. To do so, take the following steps:

1: Pick Your Target

This is a tactical decision to be made by the player – do you try to cut down the combat unit that’s getting a little too close, or do you try to take out the opponent’s long range support before he takes out yours? You cannot pick a target that is engaged with one of your own units. All teams within a unit must shoot at the same target.

2: Line of Sight

As detailed on page XXX, you will need to determine if your unit can see their target before you are able to Shoot at them. If you can’t see them, you must pick a different target, or a different action (which can include changing a previous Move action into a Double Move).

3: Range

Different teams will have different ranges depending on the weaponry they are armed with, and this will be detailed in the unit’s weapon statlines. Measure the distance from each team’s Hub to any point on the target unit and compare to this value. Unless specified otherwise, a unit may fire all of its weapons that are in range. Don’t forget that some teams in a unit may be in range while others are not. Note that some weapons have a minimum range.

Distances can be measured at any time during the game.

Insert diagram measuring range from one unit to another, showing that you measure from the Hub to any part of the target.

4: Fire!

Once you’ve established that you can hit your target, it’s time to find out if you actually do! Take the number of dice equal to your weapons’ Power value. For units consisting of multiple teams, roll dice for the combined weaponry of all teams in the unit that are within range and line of sight of the enemy.

If a unit has weapons with differing AP values or special rules, roll these separately or with different coloured dice.

Once you have determined the number of dice, roll them and compare to the Accuracy stat found on the unit’s statline. Some things make it easier or harder to hit and will affect the dice that you’ve rolled. These are called modifiers and are listed below.

+1 Short Range	The target is within 6”
-1 Cover	The target is in cover (see page XXX)
-2 Fortified Terrain	The target is in fortified terrain (see page XXX)
-1 Suppression	The Shooting unit is Suppressed (see page XXX)

Note that the -1 for cover is included in the -2 for shooting into fortified terrain and does not stack. Remember that units in defensible terrain are always in cover.

These numbers are added or subtracted to the number rolled on the dice, so you will find that more or less of them will succeed when you compare to your Accuracy stat.

Important: When rolling to hit, any dice that roll a 1 always fail, and any dice that roll a 6 always succeed,

A unit of Corporation Marines is Shooting at a unit of Steel Warriors. The Corporation player checks line of sight to ensure that the Marines can see the Forge Fathers advancing toward them, and they can.

The Corporation unit has two teams of Marines, and one Ranged Support team. The closest point of their target is 19” away, and so all of their weaponry is in range. This gives a total Power of 18. However, as the Autocannon has a different AP value, the dice for this weapon should be rolled separately.

Corporation Marines usually require 4s or more to hit their target. They are not Suppressed, but there is a barricade partially blocking their view so the Cover modifier will apply. 1 will be subtracted from each roll, and so the Marines will now need 5s or more to hit.

The dice are rolled – the Marines have scored 5 hits with their rifles and 2 hits with the Autocannon. These 7 dice can then be rolled again to see if they damage the Forge Fathers.

As a hit has been scored, a Suppression Token is added to the Forge Father unit.

even if modifiers would otherwise make a shot impossible.

If any hits are scored on the target, place one Suppression token next to it (see page XXX).

5: Damaging the Target

Once you have rolled your dice to hit and applied all appropriate modifiers, take all of the dice that were successful and roll again.

This time you will be rolling against the Defence value of the target unit, with all successes dealing a point of **damage**. This partly represents actual physical damage and casualties, but it is also a measure of the decline in the unit's morale, cohesion and will to fight on.

Important: When rolling to damage, any dice that roll a 1 always fail, regardless of modifiers. Some units will have a Defence value of higher than 6+. In these cases it will be impossible to damage them without modifiers.

There is only one common modifier on rolls to damage:

+X Armour Piercing This value will be listed in the statline for your weaponry.

6: Remove Casualties

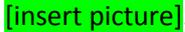
Compare the damage dealt to the Break Point thresholds in the unit's profile. For each threshold reached:

- Remove one team of the owning player's choice.
- Add 1 Suppression Token to the unit.

When a team is removed, as well as suffering a reduction in firepower the unit will lose any benefits that were provided by that team, such as special rules or stat increases. A unit can only be affected by teams that remain in play.

If removing a team would cause a unit to break the coherency rules on page XXX, the remainder of the unit is **grounded** (see page XXX). Once they have Rallied, the first action they must take is a Move to bring them back into coherency.

7: Suppression Check

If any casualties have been removed, add the unit's current Suppression Tokens to the damage they have taken. If the total is now enough to reach or exceed a further Break Point threshold, the unit has been **grounded** (see page XXX). Place a grounded marker next to the unit .

After all Suppression checks have been completed you no longer need to keep a note of the damage on the unit – only Suppression Tokens added from the attack will remain in place.

Our Corporation Marines from before scored 7 hits on their target. The Steel Warriors have a Defence value of 5+, which means that these dice will need a 5 or more to cause damage. However, the 2 hits from the Autocannon have an AP value of 2, which will reduce this down to a 3 or more. Again, the dice should be rolled separately to keep the results clear.

The dice are rolled. The Autocannon succeeds with both of its dice, and the hits from the rifles deal a further 2 points of damage.

This is a total of 4 points of damage, which is compared to the Break Point values on the Forge Fathers' statline. The first threshold has been reached, and so one team is removed from the Steel Warrior unit, and a Suppression Token added.

The Steel Warrior unit now has 2 points of suppression. This is not enough to reach a second threshold, and so there is no further effect at this stage.

Blaze Away

Blaze Away is an alternate type of Shoot action that represents a unit spraying an area with bullets in order to keep their enemies' heads down. This is done by making a Shooting attack as normal, but using an Accuracy value of 6+ to represent most of the shots going astray. No modifiers of any kind are applied to the roll.

No dice are rolled to damage. Instead, all hits rolled are applied to the target unit as Suppression Tokens (see page XXX). This is cumulative with any added by the Suppressing Fire special rule.

Assault – Short Action

As explained in the Movement section, any unit that enters within 1" of an enemy must move into base contact and engage it in an Assault. Units at such close range are assumed to hit each other very easily, and therefore the process for Assaulting an enemy starts at the damage phase. As such, combat can be brutal, and entering into it can be a costly decision.

To make an Assault action, follow these steps:

1: Roll to Damage

Take a number of dice equal to the Power of the unit's Assault weapons (those with a Range of A). For units consisting of multiple teams, roll dice for the combined Assault weaponry of all teams in the unit.

Unlike Shooting attacks, at close quarters the enemy can hit you back! Your opponent must simultaneously take his Assault Power dice and prepare to make an Assault roll for all of his units engaged with your unit as well. This will mark the opponent's unit(s) as activated if they weren't already.

Units that have already been activated will also retaliate, but with half the number of dice (rounding up). Grounded units will not retaliate.

If either side has multiple units, each player chooses how to split the attacks for their own units. Each unit may only target those that it is in base contact with itself.

If either unit has multiple weapons with differing Armour Piercing values or special rules, roll these separately or with different coloured dice.

Once both players have determined the number of dice, each must roll them and compare to the Defence stat found on the opposing unit's statline. Some things make it easier or harder to cause damage and will affect the dice that you've rolled. These are called modifiers and are listed below:

+1 Charging	The unit Charged in this Activation
+X Armour Piercing	This value will be listed in the statline for your weaponry
-1 Suppression	The unit is Suppressed (see page XXX)

The numbers listed above are added or subtracted to the number rolled on the dice, so you will find that more or less of them will succeed when you compare to the opposing unit's Defence stat. Any dice that roll a 1 always fail. Some units will have a Defence value of higher than 6+. In these cases it will be impossible to damage them without modifiers.

2: Assign Damage

Both sides will take damage as normal - note the amount of damage dealt to each unit. Once the Assault action is over you will need to determine the winner – this is the unit that has taken the least damage. In a draw, both units count as the loser.

3: Remove Casualties

Compare the damage dealt to the Break Point thresholds in the unit's profile. For each threshold reached:

- Remove one team of the owning player's choice.
- Add 1 Suppression Token to the unit.

4: Flee!

If any casualties have been removed, there is a chance that any surviving teams on the losing side may flee. Add the **losing** unit's current Suppression Tokens to the damage it has taken. If the total is now enough to reach or exceed any further Break Point thresholds, additional teams will be removed from the losing unit as if they had taken sufficient damage. If the result was a draw (both sides caused the same damage) then it's possible for the Assault to end in mutual destruction!

5: Follow Up

If the loser of an Assault is completely removed, the winner may make a free Move action, provided they have not been grounded during the Assault. This free action cannot be used to engage another enemy unit. If the losing unit was occupying a terrain piece, the winner of the Assault may instead make a free follow-up Enter Terrain action into the terrain and occupy it in the loser's place.

If there was no winner, or if neither unit was destroyed, no unit may move. The surviving units remain in place and the action is over. All surviving teams in the units involved in the Assault must be placed as close to the enemy as possible unless already in base contact.

A unit of 2 teams of Plague 2nd Gens has Charged a unit of Corporation Marines, 3 teams strong. The Marines have 2 Suppression Tokens, but are not yet marked as activated, and can therefore retaliate in the Assault.

The 2nd Gens have a total Power of 16, and the Marines a Power of 12. Both players roll their dice.

The 2nd Gens are rolling against the Marines' Defence value of 4+, with an AP of 1. They have also Charged in this Activation, and so have a total modifier of +2. This means that all results of a 2 or more will cause damage!

The Marines are rolling against the 2nd Gens' Defence value of 5+, with no modifiers.

The 2nd Gens score a total of 12 points of damage, and the Marines score 5. Comparing to the respective Break Points, the 2nd Gens have entirely wiped out the Marines, but have lost a team in return, and will accrue a Suppression Token because of it. A ferocious Assault!

As the winners of the Assault, the damage on the 2nd Gens cannot cause them to flee, and they can make a follow up Move if they wish.

Had the 2nd Gens failed to wipe the Marines out, the Marines' Suppression Tokens would have been added to the damage taken – if this had reached a further threshold the unit would have been overrun and destroyed!

Other Actions

Regroup – Short Action

This removes 1 Suppression Token from the unit. See Suppression on page XXX.

Enter/Leave Terrain – Long Action

This action works exactly like a Move action, but the unit must start and/or end its Move occupying an area of terrain. All teams must be able to reach the terrain – if any cannot, the unit must remain outside the terrain piece. See page XXX for more information on terrain.

Double Move – Long Action

This action works exactly like a Move action, but the unit can move a distance of up to double its Speed value. Suppression will affect this action as normal.

Disengage – Long Action

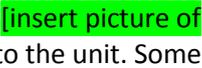
This action is only available to units that are currently engaged. It works just like a Double Move or Enter/Leave Terrain action, except that the unit cannot end its movement engaged with any enemy.

Rally – Long Action

This removes D6+1 Suppression Tokens from the unit. If the unit is reduced to few enough Suppression Tokens that it isn't automatically grounded (see page XXX), it will remove the grounded state. The unit may then make a Move action as part of the Rally, although it may not engage the enemy with this Move.

Suppression

Suppression is a state that can be as debilitating as being damaged by the enemy, a combination of fear and self-preservation. In the game, this is represented by imposing penalties on any unit under suppressing conditions, such as heavy fire, shots out of nowhere, and injuries to squad-mates. Heavily suppressed units will go to ground, which puts them out of the action and leaves them sitting ducks to be slaughtered in close quarters. Some may even turn tail and flee the battlefield.

When units take any number of hits from Shooting attacks (including Blaze Away), at the same time they will accrue 1 Suppression Token  – place a counter next to the unit. Some weapons are also designed specifically for suppression, and will add Suppression Tokens over and above those added under normal circumstances, as will the Blaze Away action.

Suppression Tokens will affect a unit's ability to perform, as they will be distracted from the task at hand by their efforts to duck for cover and hide. A unit is **Suppressed** if it has more Suppression Tokens than it does teams remaining in the unit – this should be checked whenever the unit is activated. A Suppressed unit suffers the following penalties:

- The unit moves at half Speed
- The unit suffers a -1 penalty in both Shooting and Assault

Suppression Tokens will also affect a unit's Break Point when taking casualties (see Shooting and Assault).

Removing Suppression

The effects of suppression will naturally erode as troops recover. When activation tokens are removed from each unit at the end of the Turn, each unit also removes one Suppression Token.

Going to Ground

Sometimes a unit can take so much fire that they will dive to the floor, unable to play any further part in the battle until they can gather their wits. This is called going to ground, or being **grounded**, and can happen as a result of a Suppression check (see page XXX) or by accumulating a large number of Suppression Tokens. A unit is automatically grounded if it has at least triple

the number of Suppression Tokens as it has teams in the unit. This should be checked whenever a unit takes any Suppression, and a grounded marker placed if necessary.

Note that a unit inside terrain is never grounded, regardless of the number of Suppression Tokens assigned to it.

Grounded units are affected by the following rules:

- They may not make any action during their Activation except Rally.
- They may not be placed on Overwatch.
- They may not make Charge Reactions.
- They may not retaliate in Assault.
- They may not issue Orders.

Recovery

Grounded units are at risk – the troops may turn and flee the battlefield or succumb to their wounds. When a grounded unit is activated it must try to recover before it takes any actions. To do this it must roll one die for each team in the unit, and compare this roll to the unit's first Break Point.

For every roll equal to or greater than the Break Point, one team is removed. No further suppression is added for the teams removed. Any remaining teams have recovered, and the unit must make a Rally action.

Terrain

We refer to the (relatively) flat and featureless gaming surface which normally constitutes the majority of the battlefield as open ground. No extra rules or exceptions apply to open ground.

If you want to play without the terrain rules at first, simply treat all terrain as impassable, i.e. it cannot be entered, and will block line of sight.

Any terrain feature on the gaming surface should have a clearly defined area that shows the space it takes up on the table. This can either be the edges of the piece itself in the case of a building, or the edge of a larger base around the terrain pieces in the case of a forest – the entire base area is considered to be the terrain. These terrain areas can block line of sight and can affect movement. Players should agree on the details of each terrain piece before each game.

Impassable Terrain

Examples of impassable terrain could be cliff faces, lakes or large rocks. These are the simplest to handle – no unit can enter or move through these areas, and moving units must move around them in the same way as enemy units, except that they can approach these areas up to literally being in base contact with them as they move – there is no need to keep a 1" gap between units and these areas. The primary purpose of these pieces in the game is to limit movement and block line of sight.

Decorative Terrain

Any small terrain piece that does not have a defined area is decorative terrain and has little effect on the game, other than making your table look more realistic. Example of this can be: raised platforms, tiny buildings, crop fields, lampposts, isolated pylons, individual trees, power generators, etc. Units can move and attack over and around these without penalty, although they may partially block line of sight.

Height

All terrain that is higher than ground level must be assigned a height at the beginning of the game. See line of sight in the General Rules section on page XXX.

If the piece of terrain is a building with multiple floors, you will also need to define the height of the highest

floor that figures can be placed on (the same as the building if figures can be placed on the roof, or a level or two lower if not). This will determine what a unit occupying the building can see.

Defensible Terrain

Defensible terrain is anything considered large and sturdy enough for troops to take cover in – buildings, woods, low rocky outcrops, etc. These terrain pieces are impassable to Tanks (see page XXX), but can be occupied by other units using the Enter/Leave Terrain action. The entire unit will enter the terrain piece; it is not possible to have a unit half in terrain and half not. It is not necessary to physically place the unit on or into the terrain piece – it is assumed that the troops will adapt a defensive formation around the perimeter, and effectively the edges of the terrain piece become the edges of the unit. The Hub of each team inside becomes the entire edge. It is often best to just place a single model (usually the team leaders) onto the terrain piece to signify that it is in there, and remove the rest of the unit from the table while it is occupying the terrain. You can of course place the models into the terrain if you wish for a more cinematic view of the battlefield. Units within an area of terrain are still considered to be in play, even though the models may be off of the table.

Units in defensible terrain are always in cover.

A unit can Leave Terrain by measuring its movement from any point on the edge of the terrain area as if it were the team's Hub.

A terrain area that is already occupied cannot be entered. If it is occupied by a friendly unit you will need to move the occupiers out before any other unit can move in. If it is occupied by an enemy unit then moving into contact with the terrain will count as Assaulting that unit.

Suppressing Units in Terrain

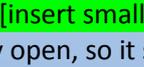
The protection offered by defensible terrain confers the *Unflinching* special rule to any unit occupying it. This means that while the unit is in terrain, at the beginning of its Activation it may remove 1 Suppression Token before taking any actions.

Furthermore, this rule means that the unit does not suffer the single Suppression Tokens added by regular Shooting, but will still suffer Suppression from all

other sources, such as Blaze Away, the Suppressing Fire (X) rule and taking casualties.

Units can never be grounded while inside terrain. If a unit has enough Suppression Tokens on it to be automatically grounded, it may not leave the terrain piece until it has sufficiently reduced its Suppression.

Sometimes it will not be obvious as to how terrain should be designated. In these situations you will need to agree with your opponent before the game using the most sensible option. Note that sometimes, a combination of terrain types may be the answer.

Take a Landing Pad for example . The landing pad is fairly open, so it seems odd to class it as defensible terrain. This is exacerbated when using particularly large pads – it would look and feel wrong to break them down into multiple terrain areas. The suggested solution here would be to treat the landing pad like a hill (i.e. raised, yet open ground) surrounded by a barricade (providing cover). This simplifies the rules and prevents you having to define which part of the pad a unit is in during the game.

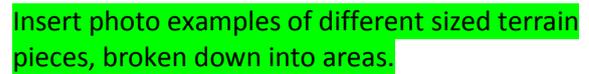
Terrain Capacity

At the beginning of the game you will need to agree with your opponent how many units can occupy each piece of terrain, and divide it into that number of similarly sized segments. A general rule is that a terrain area can hold one unit for every 6-12" square space it occupies, but there may sometimes be a more obvious way to split a terrain piece, such as different wings or floors of a building. This will ultimately depend on the designs available in your terrain collection.

You may also wish to define terrain sizes in more detail, by agreeing a number of teams that can fit into a specified terrain piece, so that only units of a certain size can enter it. Mantic's Battlezones™ Scenery range is made up of modular 3" cubes – if using it, a good guideline would be to say that each 3" cube can hold a single team.

These segments are regarded as separate pieces of terrain for the purposes of gameplay. A unit occupying one such area can make a Move action to cross from one terrain area to any adjacent unoccupied terrain area (or a Double Move to cross into two adjacent terrain areas). Units in adjacent terrain areas may also make Assault actions against each other – place

models from each unit in contact with each other on top of the terrain as a visual reminder. Neither unit will suffer the penalties for Assaulting into terrain.



Fortified Terrain

Some terrain pieces such as bunkers are so thick and impregnable that they are classed as fortified terrain. Fortified terrain is a type of defensible terrain and will benefit from all the same bonuses. It also grants extra protection to its occupants from Shooting in the form of an additional modifier, and through a greater range of reactions to being Charged (see page XXX). Sometimes these pieces will be defined by the mission you are playing, but otherwise they should be agreed with your opponent before the game.

Special Rules and Equipment

Anti-Grav

This unit has jump packs, thrusters, wings or mystical powers that allow it to move off of the ground. It may move over terrain, vehicles and enemy units without following the normal rules for having a clear path. It must still have enough space to end its move in the chosen position.

Anti-Tank

This weapon is designed for destroying vehicles, and may make additional rolls to damage on results of 5 and 6 rather than just 6. Note that even though they grant an additional dice, the 5s still need to reach the vehicle's Defence to damage it, as normal.

Blast (X)

If this unit hits with a Shooting attack, any hits are multiplied by X before rolling to damage. In Assault, the power of the weapon is simply multiplied by X. If X is a dice roll (e.g. Blast (D3)), roll one die per hit. *Blast* weapons also ignore cover penalties for Shooting, and will only suffer a -1 penalty for shooting into fortified terrain.

Bulky

This unit cannot enter a *Transport Vehicle* (see page XXX).

Communications

This unit has an off-planet communications device, allowing it to benefit from the effects of the *Orbital Command* rule.

Experimental

When this weapon rolls to hit, any dice that roll a 1 count as hitting the Shooting unit itself (these hits do not add Suppression Tokens). However, any dice that roll a 6 to hit count as Blast (D3) against the target unit.

Fire in the Hole!

When this unit charges, no Charge Reactions of any kind may be made as the target unit's vision is obscured or it is pinned in place.

Headstrong

At the beginning of its Activation, this unit may remove 1 Suppression Token before taking any actions.

Heavy Firepower

Shooting at full power is a long action for this weapon. The weapon may be fired as a regular short action, but it will roll half the number of dice (rounding up). The weapon may not be used to Blaze Away.

Indirect

This weapon may be used to fire at any target within range, regardless of line of sight, but will suffer a further -1 penalty to hit when targeting a unit that it cannot see.

Leadership

This team or individual has the ability to lead and inspire the troops around it and keep them in the fight for longer. Units with this rule remove one additional Suppression Token whenever they perform a Rally or Regroup action. Units with this rule also benefit from a -1 modifier to Recovery tests.

Limited (X)

This weapon may only be used X times in a game.

Medic

When the Medic's unit is about to take casualties from Shooting, remove D3 damage points from the unit before determining how many teams are destroyed.

Mobile Defences

This unit counts as being in cover even when in the open. The ability has no further benefit when the unit is in cover.

Orbital Command

This unit is not placed on the board and does not need to be deployed – it represents a general or other high-ranking officer directing the battle from orbit. It is still considered to be in play and must be activated once each Turn like every other unit (although in most

cases will not make an action as part of its activation). All units on the board count as being within 12" of this unit, provided they have the *Communications* special rule. This unit can always draw range and line of sight to everything on the board, and is not affected by any modifiers when Shooting.

The unit cannot be targeted, and for victory purposes is not considered to be a part of the force. For example, in a 2000pt game with a 100pt Orbital Commander, the force will count as 1900pts for determining the victor. Therefore killing 10% of the force would only require the opponent to destroy 190pts' worth of units rather than 200.

Although not strictly necessary, it is a good idea to have a model to represent Orbital Commanders in the game. These models can be placed in a corner of the board as a reminder of their presence and can have activation markers placed next to them when appropriate.

Insert pic of Orbital Commander model

Recon

This unit may start the game inside any terrain piece outside the opponent's deployment zone.

Reckless Advance

This unit has no use for clearing protocols and no need for caution as it charges into the unknown. This unit may Enter and Leave Terrain as a short action, but remember that a unit cannot make the same action twice in an Activation.

Shield (X)

Every time you Shoot or Blaze Away at this unit, you must discard the first X hits to overcome the shield's defences (starting with those with the lowest AP value and working up). Only the hits remaining afterwards will cause any Suppression and can be rolled to damage.

If a single Shooting attack does twice as many hits as X (before discarding any dice), the shield has been overloaded and will not work for the rest of the battle. It will affect the Shoot action that overloaded it as normal.

Weapons with AP X or more ignore the effects of the Shield, but do not overload it.

Stun

Any damage caused by this weapon marks its target as activated.

Suppressing Fire (X)

This unit deals X Suppression Tokens on top of any regular Suppression caused when making a Shoot or Blaze Away attack. This applies even if no damage is caused, but the weapon must hit at least once. If firing multiple weapons with this rule, the totals are cumulative.

Tag

This weapon's ammunition is fitted with geo-trackers that will alert friendly troops to the location of their enemies. Whenever this unit inflicts a point of damage on an enemy unit, place a tag token  next to the targeted unit. Any further Shooting in that Turn against the tagged unit is at +1 to hit. The tag token is removed at the end of the Turn with the activation tokens. A target unit can only be tagged once.

Unflinching

At the beginning of its Activation, this unit may remove 1 Suppression Token before taking any actions.

Furthermore, this unit does not suffer the single Suppression Tokens added by regular Shooting, but will still suffer Suppression from all other sources, such as Blaze Away, the Suppressing Fire (X) rule and taking casualties.

The unit can never be grounded.

Vehicles

In Warpath, Vehicles work in the same way as Infantry units in most cases, but you'll find that they tend to have more firepower and heavier armour. There are some other minor changes to their rules as detailed below.

Vehicle Units

Vehicles always form a unit on their own. Even when in a squadron, each vehicle is targeted and takes damage independently of any others.

Suppression

Although Vehicles do not suffer pain or duck for cover, they can still be suppressed like every other unit. In the case of a Vehicle, the Suppression tokens represent the crew being shaken up, the vehicle being knocked off course, temporary damage to computer systems and so on.

However, all Vehicles have the *Unflinching* special rule.

In addition, due to the protection their armour provides, they can only suffer Suppression tokens from weapons capable of damaging them in the first place – they can comfortably ignore small-arms fire.

Damaging and Destroying Vehicles

Sometimes, a well-placed shot can spell the end for a vehicle, detonating its fuel reserves, frying its electrics, or killing its crew. To represent this, any dice that roll a 6 to damage against a vehicle may be rolled again, with any subsequent damage added to the original total before determining if the vehicle is destroyed. Any 6s rolled on this second roll (or indeed any further rolls) are also rolled again – this continues until no 6s are rolled.

Unlike Infantry units, when a Vehicle is destroyed it is not always removed from the table. If the damage inflicted met but did not exceed the Vehicle's Break Point, the model is left on the table as impassable terrain.

Of course, when a vehicle is under heavy fire it can throw shrapnel into the surrounding area or even suffer a catastrophic explosion. If the amount of damage inflicted on a Vehicle exceeds its Break Point,

the Vehicle will explode. All other units, friend or foe, within 6" suffer a number of hits equal to the Brk of the vehicle plus the roll of a D6 at AP X, where X is the amount that the Break Point was exceeded by. X cannot be more than the Vehicle's Break Point. Roll separately for each unit. These units will take Suppression Tokens from the hit as if it were a Shooting attack. The destroyed vehicle is removed from the table.

Tanks

Some vehicles such as Striders are effectively Mechanical Infantry, and the only difference between them and regular Infantry is how they take damage. However, some vehicles are classified as **Tanks**, and they have a few additional rules.

Tank Movement

Tanks cannot enter defensible terrain, nor can they engage enemy units in defensible terrain. They can however move into and through enemy Infantry units. This is a Charge and the vehicle will make an Assault against the unit moved through (see below), even if it ends its move out of contact. This represents the tank running over the enemy Infantry.

Tanks can Charge other vehicles as well, but may not move through them.

Tanks are never considered engaged – they may move freely out of base contact with an enemy, and the enemy may do the same to them.

Tanks in an Assault

Tanks cannot fight back when Assaulted by enemy troops unless a special rule says otherwise.

Some Tanks have an Assault Power value to represent the damage they do when running over enemy Infantry or ramming an enemy vehicle. If a Tank with such a value Charges an enemy unit (not the other way around) it will make an Assault as normal. If the target unit is also a Tank, it may retaliate and roll its dice as normal to represent the damage caused to the engaging vehicle by the collision. This retaliation roll may be made with the full number of dice regardless of whether or not it has been activated this Turn.

Squadron (X)

Vehicles do not always fight alone. Some can be formed into squadrons consisting of multiple vehicles, and this will be detailed in their unit entry, where X is the number of vehicles that can be grouped together. If you choose to do this, all Vehicles in a squadron will be activated together as a single Activation. They must remain within 6" of each other at all times. The Vehicles are still separate units for the purposes of being targeted and taking damage. If one Vehicle in a squadron is destroyed, any others accrue a Suppression token.

Vehicle Special Rules

Flyer

This Vehicle flies high above the battlefield. It is not deployed with other units at the start of a game. Instead, it can use its Activation to arrive on the board from any edge using a Move or Double Move action, and the Flyer and any troops on-board do not count as in play until the vehicle has moved onto the table.

- All terrain is ignored by *Flyers* – if you want to position them above terrain just put the base on top of the terrain piece – the unit is not occupying it.
- *Flyers* must **always** perform either a Move, Double Move or Strafing Run as part of their activation, they cannot stay still.
- When Shooting at *Flyers* they are always considered to be 12" further away than their base actually is, unless targeted by another *Flyer*, and Shooting at them will suffer a -1 penalty.
- They can always be seen and can always see all enemy units.
- They do not have a height.
- They cannot engage or be engaged in Assault.
- Destroyed *Flyers* are never left on the table, and do not damage nearby units.

Flyers have access to a new action in addition to the standard ones:

Strafing Run – Long Action

Make a Double Move action as normal, but draw an imaginary straight line across the battlefield from the Flyer's starting position to its end position (which can be off of the board). All units that fall underneath this line, friend or foe, and including any units engaged with them, must have a Shooting attack made against

them (using the same weapons each time). Once the unit's activation is finished, the Flyer is removed from the table. It may return in a later Turn using a Move or Double Move as above.

Transport (X)

Some Vehicles are able to carry infantry into battle. The Vehicle is able to carry up to X teams (these teams do not have to be from the same unit). *Transported* infantry units can enter and exit a Vehicle exactly as if it were a defensible terrain piece (albeit one that moves), with the exception that they cannot exit if the Vehicle has performed a Double Move action that Turn. Units can also choose to start a game inside a *Transport*, and placing the Vehicle containing the unit only counts as placing one unit during deployment.

While a unit is inside a Vehicle, it cannot be targeted by enemy fire, and it may only make Leave Terrain (to exit the vehicle) or Regroup and Rally actions. It may not make any kind of attack, and if the vehicle becomes engaged with an enemy unit the occupants of the vehicle do not participate in the Assault. If they choose to exit the vehicle while it is engaged, they are placed in contact with the engaged enemy unit, as close to the *Transport* as possible. They become instantly engaged with the same enemy unit, and do not count as Charging. Units inside a vehicle are still in play.

Flyers that also have the *Transport* rule cannot safely land on the battlefield to deliver their troops – units inside a flying *Transport* can only exit the vehicle if they have the *Anti-Grav* rule.

If a Vehicle with the *Transport* rule is destroyed while there is a unit inside it, they suffer a number of hits equal to the Brk of the vehicle plus the roll of a D6 at AP X (where X is the amount that the Break Point was exceeded by), and are marked as activated if they weren't already. Survivors are placed as close to the vehicle as possible if it remains on the table, or will take its place on the table if it has been removed. Passengers in a flying *Transport* are destroyed with the Vehicle.

Open-Topped

Units being *Transported* inside an *Open-Topped* vehicle can attack as normal – they can choose to make a Shooting attack from the back of the vehicle, and will be engaged in Assault with any enemy unit

that the vehicle is engaged with (the enemy can split their attacks between the Vehicle and the occupying unit as normal, and the occupying unit can make Charge Reactions).

The occupying unit can be targeted by enemy Shooting as if they were in terrain.

Massive Infantry

Infantry units are fairly abstract, with the rules designed to represent a large mass of troops, putting aside the fine detail of the individual warriors. However, there are some creatures so large and monstrous that they fight alone, and as such need some slightly different rules to represent them.

Destroying Massive Infantry

Whenever a Massive Infantry unit's Break Point is first reached (or exceeded, no matter how much by), the unit is not destroyed. Instead, the unit is **wounded**, and will suffer permanently from the effects of Suppression (halved Movement and modifiers to Shooting and Assault) for the rest of the game. Place a counter next to the unit as a reminder. Once the unit's Break Point is reached for a second time, then the unit is destroyed.

Squadrons

Massive Infantry units can be grouped into squadrons just like Vehicles.

Command

Commanders of a force are able to influence their troops to go above and beyond, and to do this you will find that some units in the game have an additional stat in their unit entry: Command.

Command (Cmd)

The Command stat indicates a unit's ability to control the troops around it, and contributes to the army Command Pool, granting special abilities during the battle. Teams with a Command stat are referred to as **Commanders** in the rules.

Command can vary between teams in a unit.

Command will be listed in a unit's entry, and can also be granted by certain unit upgrades.

[insert pic showing where to find the stat]

Command Pool

All Commanders contribute to the force's Command Pool. This is a pool of special dice that represent strategic planning and tactical communication within the force, and allow Commanders to direct their troops in ways over and above those granted by the standard rules. These abilities can turn the tide of a battle, so use them wisely!

At the beginning of a game, add together all of the Command values in your force, and take that number of Command dice and place them at the side of the board.

[insert image of Command dice (custom D8s).

Note: The number of Command dice in the pool is set at the start of the game, and is never reduced by anything other than rolling the dice to issue an Order. Losing a Commander in battle does not reduce the pool.

Orders

During the game, you may use these dice to give **Orders**. Orders are special abilities that will allow units to do things that they otherwise couldn't have done, such as activating multiple times in a turn, activating simultaneously with another unit, or making special actions. The list of standard Orders can be found on page **XXX**. Some armies will also have their own

unique Orders, and these will be listed in their force list. There is no limit to how many Orders you can give in a Turn, as long as you have enough dice, but **each unit can only be issued 1 Order per Turn**.

Giving Orders

Unless stated otherwise, Orders are always used when it is your turn to activate a unit, and only before or after the Activation, not during. The Order itself does not count as your Activation, although any units activated as part of the Orders will.

Each Order must be centred on the Hub of one of your Commanders when declared – this determines who can be affected by it. Every Commander has a range of influence of 12" unless listed otherwise, and all units within that radius can be affected by their Orders. Grounded Commanders cannot give Orders.

To give an Order, declare which Commander is giving it, and to which unit, and decide how many Command dice you want to roll for the Order. Roll the dice, and check your result.

Every **O [Curis – this needs a symbol]** icon that you roll counts as a single success.

Every **X [this also needs a symbol]** icon rolled is a failure – the Order has been misunderstood or didn't get through to your troops.

Every **+ [and this]** icon means that the die can be returned to your pool after the Order has been carried out.

A Level 1 Order will require 1 **O** to be carried out, a Level 2 Order will take 2 **O**s, and a Level 3 Order will take 3. If you roll enough **O** icons to succeed, follow the instructions detailed for the Order. Return any dice that rolled a **+** to your pool, and discard the rest.

Note: If you ever roll multiple **X** symbols in a single roll this gives the opponent a chance to take advantage of an opportunity you've left open for them. They may immediately add an additional Command die to their pool.

As you will see, it is possible to give any Order on a single die with the right roll, but it is often wise to roll multiple dice when attempting a higher level order.

The Command rules interrupt the usual sequence of play detailed on page **XXX**. Even after a player has

finished activating all of his units, both players will continue to take alternating Activations until the end of the Turn.

Players with no units available to activate may still use Orders during their Activation; otherwise they may simply do nothing and pass to their opponent. If they use an Order that makes a unit available to activate, they may act with this unit as part of their Activation as normal.

The Turn will only end when both players have no units left to activate, and both choose to pass.

Symbols to be created and etched on the dice. The number is the result on a standard D8. For reference, the dice will have these results:

- 1: X
- 2: O
- 3: O
- 4: O
- 5: O+
- 6: OO
- 7: OO+
- 8: OOO

Level 1 Orders

Courage Under Fire

One unit within range removes all Suppression Tokens and cannot be given any more of any kind from Shooting attacks for the remainder of the Turn. They can still receive them in Assault as normal. This does not remove the grounded state, and does not count as the unit's Activation.

Firestorm

One unit within range that is not marked as activated may immediately make a Shooting attack, re-rolling any misses. The unit is then marked as activated.

Move, Move, Move!

One unit within range that is not marked as activated may either:

- Perform a Double Move action that starts or ends in a piece of terrain, or
- Perform a Triple Move action (a Move at triple the unit's Speed).

The move cannot be used to engage a unit in an Assault, and is unaffected by Suppression. The unit is then marked as activated.

Counter Attack

This Order may be given to any unit about to make a Charge Reaction. That unit may instead Charge the unit that was Charging it (provided that it can reach the target with a Double Move action), and will gain the Charging bonus in the ensuing Assault.

Level 2 Orders

Call to Arms

Your Commander regroups nearby units en-masse. Choose a Commander. All friendly units within range instantly remove Suppression Tokens equal to the Commander's Command stat. If this reduces a unit's suppression to zero, it may also remove any grounded markers.

This Order is not affected by the 1 order per unit per Turn restriction, and can be issued in addition to one other Order to each affected unit.

This Order may not be used by an *Orbital Commander*.

Combined Attack

Two of your units may be activated simultaneously. Both target units must be within range of the same Commander. This ability counts as a single Activation, and marks both units as activated. The units must, as part of their Activation, either:

- i. Both Shoot or Blaze Away at the same target. Roll to hit and damage for both units at the same time, before determining casualties.
or
- ii. Both Charge the same target. Engage both units with the enemy unit, one at a time, before rolling any dice, and roll to damage with both units before determining casualties. If the target unit reacts to the Charge and prevents either unit from reaching Assault, they may each choose another action as normal.

Any other part of the units' Activations such as a Move or Regroup can be performed separately.

Refresh

Remove an Activation Token from a unit, granting it an additional activation in this Turn.

You may also use this Order during your opponent's Activation when an enemy declares a Charge against your unit. This will either allow your unit to make a Charge Reaction, or will allow them to fight in the ensuing Assault. This action must be declared before the enemy unit has Moved.

Reserves

You may choose not to deploy some of your units at the start of a game, unless the mission you are playing states otherwise. You may use an Order to bring these units on from any board edge during your Activation. They must arrive on the board with either a Move or Double Move from a chosen entry point. If the unit has a Commander within it, this entry point can be anywhere. Otherwise, the entry point must be within range of a Commander that is already on the table. They may not engage with the enemy as part of this Move. This counts as your Activation.

Level 3 Orders

Last Stand

This Order may only be given in the last Turn of the game (listed in the mission briefing). It is not played on a particular unit. Instead, it will extend the length of the game for an additional Turn. It cannot be used again in the newly created Turn to extend the game even further.

Request Orbital Assistance

An *Orbital Commander* that has used up a *Limited (X)* attack may use the attack an additional time. This counts as your Activation.

Add Extra Level 3 Order

Specialised Orders

Some specialists within a force provide unique abilities when purchased as unit upgrades, and can be directed to use them with an Order. Only a unit containing the upgrade may be Ordered to use these abilities – they are not available to other units within the force.

Level 1 – Repair

A friendly vehicle within range may immediately remove D6+1 Suppression Tokens. This does not count as the vehicle's Activation.

Level 1 – Precision Fire

If an enemy team is removed from a unit directly following a Shoot action by a unit with this ability, the Shooting player may use this Order to choose which team is removed instead of the owning player.

Picking a Force

So, now you know how to play, you'll surely want to build up your own army. People like to play the game in many different ways so the forces are fully customisable. You can choose whether to overwhelm your opponent with hordes of basic troops, or destroy them piece by piece with a smaller elite force.

Which Force?

Certain armies are suited to certain playstyles. There is flexibility in every army, but a Veer-myn force will be at its best in large numbers, whereas an Enforcer force will be smaller but more adaptable, focusing its power in just the right places.

Of course, the way an army plays isn't the only reason to take it into battle. Have a read through this section and see which force takes your fancy – it may be a particular backstory that you can best identify with, or you may want to pick your favourite miniature range.

Note: Building a force of your own will require a little knowledge of how the game works in practice, and which units are best in which situations. For your first few games, we recommend you use the pre-designed starter forces on page XXX. Once you know what you're doing, read on!

Building a Force

You can play Warpath with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed a large collection of models, you might want to try a game where the forces facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game.

In order to achieve this, you and your opponent must pick a force from your chosen army list before the game. First agree a total of points, say for example 1,500 points. Then start picking units from the force lists provided in this book.

Selecting Units

Each force will be made up of a number of units, each with its own entry in the force list. There are no restrictions on which units may or may not be taken –

it's up to you to decide which units will work best for you in the game, or simply which units you like the look of! Pick your units one at a time, making a note of the amount of points that you've spent as you go along. Keep adding these costs together until you reach your chosen limit for the game. You can of course spend less than the agreed total, which is a very brave thing to do.

Once you've decided on a unit to include in your army, you will then need to look at the different teams available to select as part of that unit. As detailed on page XXX, each unit profile may have restrictions on the number of each type of team that can be taken within a unit, as well as minimums and maximums for the number of teams taken overall.

For example, a unit of Plague 3rd Gen Troopers must have a minimum of two teams and a maximum of five. At least one team in each unit must be basic 3rd Gens, but you are free to pick the rest. No more than two teams in the unit can carry HMGs, and no more than one can carry grenade launchers or mortars. Any number can have Beasts to support them in Assault.

Note that these restrictions will have implications on your chosen playstyle. If you want to maximise the Suppressing Fire that you can lay down, you'll want to take multiple HMG and Mortar teams. However, with the limits on each unit, you'll have to take multiple smaller units rather than fewer larger ones. Smaller units are more flexible during the game, but will struggle to put out enough firepower to effectively destroy their enemies. You'll need to take this into account, and allocate some of the points in your force to units that can compensate for this weakness.

If your strategy is to heavily suppress your enemy with HMGs, consider taking some fast melee units like 2nd Gens to quickly dispatch the enemies as they recover.

Once a unit composition is decided, it cannot change – teams cannot leave or join for any reason other than death.

Unit Upgrades

Each force list will have a set of available upgrades to your units. The majority of these will be the unit leaders, listed under each unit entry, and there is no restriction on how many of these can be taken. In addition there will be further upgrades listed separately. These can be distributed across your force as you wish, although they will be a limited resource.

Any benefits conferred by the upgrade are over and above any possessed by the basic team. Note that

where you upgrade an upgrade (promoting an Enforcer Unit Leader to a Captain for example), the benefit replaces that of the previous one (so the Command value of 2 would replace the Command value of 1, not add to it).

Force Limits

To be written after playtesting. I would like to restrict the forces as little, with the points values doing their job, but if there is something that can be spammed and break the game, we'll limit it here.

No requirement to take any Commanders, but note that you won't be able to use any Orders if you don't.

In addition, if a unit has the [* - symbol to be created] symbol after its name in the list, it is a unique unit. Only one such unit exists and can therefore only be taken once in the force.

The Corporation

Corporation Marines (2-5 Teams)						
Spd	5					
Acc	4+					
Def	4+					
Brk	3 / 6 / 8 / 10 / 11					
Marine Team						Points: 50
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Marine Ranged Support Team						Points: 85
	Weapon	Range	Power	AP	Special	
Weaponry	Autocannon	48"	6	2	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	4	-		
Marine Anti-Tank Support Team						Points: 75
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Cannon	48"	2	5	<i>Anti-Tank, Blast (D3)</i>	
	Assault Weaponry	A	4	-		
0-1 Marine Comms Support Team						Points: 60
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:	<i>Communications</i>					
Marine Unit Leader						Points: 15
Upgrade any 1 team to a Unit Leader, granting:						
	<ul style="list-style-type: none"> Leadership 					

Corporation Veterans (2-5 Teams)						
Spd	5					
Acc	4+					
Def	4+					
Brk	4 / 7 / 10 / 12 / 14					
Veteran Team						Points: 65
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:	<i>Headstrong</i>					
0-1 Veteran Comms Support Team						Points: 75
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:	<i>Communications, Headstrong</i>					
Veteran Unit Leader						Points: 50
Upgrade any 1 team to a Unit Leader, granting:						
	<ul style="list-style-type: none"> Leadership Command 1 					

Corporation Rangers (2-5 Teams)						
Spd	5	Insert Image				
Acc	4+					
Def	4+					
Brk	4 / 7 / 10 / 12 / 14					
Ranger Team						Points: 65
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:		<i>Recon</i>				
Ranger Tank Hunter Team						Points: 95
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Thermal Rifle	18"	4	5	<i>Anti-Tank</i>	
	Grenades & Mines	A	6	5	<i>Anti-Tank</i>	
Special Rules:		<i>Fire in the Hole!, Recon</i>				
Ranger Sniper Team						Points: 90
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Sniper Rifles	48"	4	2	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	4	-		
Special Rules:		<i>Recon</i>				
0-1 Ranger Comms Support Team						Points: 75
	Weapon	Range	Power	AP	Special	
Weaponry	Laser Rifles	24"	6	-		
	Assault Weaponry	A	4	-		
Special Rules:		<i>Communications, Recon</i>				
Ranger Unit Leader						Points: 15
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> • Leadership 						

Background

Corporation Strider (Squadron: 2-3)						
Spd	6	Insert Image				
Acc	4+					
Def	7+					
Brk	3					
						Vehicle
Strider						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Heavy Burst Laser	36"	6	2	Suppressing Fire (1)	
	Assault Weaponry	A	4	3		

Background

Corporation Transport Gunship						
Spd	14	Insert Image				
Acc	4+					
Def	7+					
Brk	4					
						Vehicle (Tank)
Transport Gunship						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Heavy Burst Laser	36"	6	2	Suppressing Fire (1)	
Special Rules:	Anti-Grav, Transport (3)					

Background

Corporation Battle Tank						
Spd	8	Insert Image				
Acc	4+					
Def	9+					
Brk	5					
						Vehicle (Tank)
Battle Tank						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Heavy Autocannon	48"	12	2	Suppressing Fire (2)	
Options:	Replacement Weapon:					
	Weapon	Range	Power	AP	Special	
	Heavy Laser Cannon	48"	2	5	Anti-Tank, Blast (2D3)	

Background

Corporation Orbital Commander						Cmd	3
Spd	-						
Acc	4+						
Def	-						
Brk	-						
Orbital Commander						Points: XXX	
Weaponry	Weapon	Range	Power	AP	Special		
	Orbital Bombardment	N/A	2	5	<i>Blast (4D3), Limited (1), Suppressing Fire (3)</i>		
Special Rules:		<i>Orbital Command</i>					

Background

Upgrades below will be limited somehow within the force org chart – TBC

Corporation Unit Upgrades	
Corporation General	Points: XXX
Upgrade any Unit Leader to a General, granting:	
<ul style="list-style-type: none"> Command 2 	
Corporation Lieutenant	Points: XXX
Upgrade any Unit Leader to a Lieutenant, granting:	
<ul style="list-style-type: none"> Command 1 	
Corporation Sharpshooter	Points: XXX
Upgrade any Team with a Sharpshooter, granting:	
<ul style="list-style-type: none"> Precision Fire Order 	
Corporation Medic	Points: XXX
Upgrade any Team with a Medic, granting:	
<ul style="list-style-type: none"> Medic 	

Background – Command Structure etc

Enforcers

Army Background

Orders

Enforcers have access to the following Orders in addition to the standard ones.

Level 2 – Coordinated Offensive

Two of your units may be activated in the same Activation. Both target units must be within 12” of the same Commander. This ability counts as your single Activation, but marks both units as activated. The units may perform any action(s) as part of their activation. If both units Shoot or Assault the same enemy, this must be declared before any dice are rolled, and you must roll to damage with both units before determining casualties.

Level 3 - Fusillade

Choose a target. Any unactivated units with line of sight to that target may immediately perform a Blaze Away action at that target. In addition, any hits may be rolled to damage as if a Shoot action were being performed. Roll to hit and damage with all units before determining casualties. None of the participating units are marked as activated, although giving this order does count as your Activation.

Enforcers (1-2 Teams)						
Spd	6	Insert Image				
Acc	3+					
Def	5+					
Brk	4/8					
Infantry						
Enforcer Team						Points: 100
	Weapon	Range	Power	AP	Special	
Weaponry	Genling 45 Laser Assault Rifles	24"	6	1		
	Assault Weaponry	A	4	-		
Special Rules: <i>Anti-Grav, Communications</i>						
Enforcer Ranged Support Team						Points: 120
	Weapon	Range	Power	AP	Special	
Weaponry	Genling 45 Laser Assault Rifles	24"	6	1		
	Burst Laser	36"	4	1		
	Assault Weaponry	A	4	-		
Special Rules: <i>Anti-Grav, Communications</i>						
Enforcer Heavy Support Team						Points: 145
	Weapon	Range	Power	AP	Special	
Weaponry	>Missile Launchers (AT)	6-48"	4	4	<i>Anti-Tank, Heavy Firepower</i>	
	>Missile Launchers	6-48"	4	1	<i>Blast (D3+1), Heavy Firepower</i>	
	>Pistols	12"	6	1		
	Assault Weaponry	A	4	-		
Special Rules: <i>Anti-Grav, Communications</i>						
Enforcer Assault Team						Points: 95
	Weapon	Range	Power	AP	Special	
Weaponry	Pistols	12"	6	1		
	Wristblades	A	8	1		
Special Rules: <i>Anti-Grav, Communications</i>						
Enforcer Tank Hunter Support Team						Points: 135
	Weapon	Range	Power	AP	Special	
Weaponry	Pistols	12"	6	1		
	Thermal Rifle	18"	4	5	<i>Anti-Tank</i>	
	Wristblades & Mines	A	8	5	<i>Anti-Tank</i>	
Special Rules: <i>Anti-Grav, Communications</i>						
Enforcer Incinerator Support Team						Points: 135
	Weapon	Range	Power	AP	Special	
Weaponry	Pistols	12"	6	1		
	Incinerator	12"	2	1	<i>Blast (2D3)</i>	
	Wristblades	A	8	1		
Special Rules: <i>Anti-Grav, Communications, Fire in the Hole!</i>						
Enforcer Defender Team						Points: 120
	Weapon	Range	Power	AP	Special	
Weaponry	Shotguns	12"	6	1		
	Assault Weaponry	A	8	-		
Special Rules: <i>Anti-Grav, Communications, Mobile Defences</i>						
Enforcer Unit Leader						Points: 40
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> • Leadership • Command 1 						

Enforcer Pathfinders (1-2 Teams)					
Spd	6				
Acc	3+				
Def	4+				
Brk	4/8				
					Infantry
Pathfinder Team					Points: XXX
	Weapon	Range	Power	AP	Special
Weaponry	>LSX Sniper Rifles	6-60"	4	2	<i>Suppressing Fire (1), Tag</i>
	>Pistols	12"	6	1	
	Assault Weaponry	A	6	-	
Special Rules:	<i>Recon</i>				
Pathfinder Team with D.O.G. Drone					Points: XXX
	Weapon	Range	Power	AP	Special
Weaponry	>LSX Sniper Rifles	6-60"	4	2	<i>Suppressing Fire (1), Tag</i>
	>Pistols	12"	6	1	
	Burst Laser	36"	4	1	
	Assault Weaponry	A	6	-	
Special Rules:	<i>RDL Transmission, Communications, Recon</i>				
Enforcer Pathfinder Unit Leader					Points: XXX
Upgrade any 1 team to a Unit Leader, granting:					
<ul style="list-style-type: none"> • Leadership • Command 1 • Precision Fire Order 					

Background

Special Rule: RDL Transmission

The D.O.G. Drone is primarily a support tool for isolated Pathfinder units – it carries their equipment and provides automated fire support when necessary. However, it also logs every piece of information encountered by the Pathfinders and their survey drones, building a highly-detailed map of the area, its inhabitants and any areas of military strength. This reconnaissance-data-log, or RDL, is uploaded periodically to High Command, but the drone is also equipped to perform an emergency upload during intense conflict, giving the Enforcers off-world an up-to-the-minute log of a battle's progression and troop movements.

While the D.O.G. Drone is in play, the controlling player may re-roll a single Command die in each Turn of the game.

In addition, if the drone is destroyed during a battle, the Enforcer play may use an Order to access its final upload and give the Enforcers a unique advantage. This is a Level 1 Order, and the dice for it are rolled as soon as the drone is removed from the table. If successful, at the end of a mission when calculating victory points, roll a D6 and multiply the result by 10. Add this to the controlling player's score. 

Enforcer Jetbikes (1-5 Teams)						
Spd	12					
Acc	3+					
Def	6+					
Brk	3 / 6 / 8 / 10 / 11					Large Infantry
Jetbike Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	6	1		
	Assault Weaponry	A	4	-		
	Special Rules: <i>Anti-Grav, Communications</i>					
Jetbike Ranged Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	Heavy Burst Laser Assault Weaponry	36" A	6 4	2 -	<i>Suppressing Fire (1)</i>	
	Special Rules: <i>Anti-Grav, Communications</i>					
Jetbike Heavy Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	>Missile Launcher (AT)	6-48"	4	4	<i>Anti-Tank</i>	
	>Missile Launcher	6-48"	4	1	<i>Blast (D3+1)</i>	
	Assault Weaponry	A	4	-		
Special Rules: <i>Anti-Grav, Communications</i>						
Jetbike Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> • Leadership • Command 1 						

Background

Enforcer Peacekeepers (1-5 Teams)						
Spd	6	Insert Image				
Acc	3+					
Def	6+					
Brk	3 / 6 / 9 / 11 / 13					
						Large Infantry
Peacekeeper Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	Energy Gauntlets	A	4	3		
	Special Rules: <i>Anti-Grav, Communications</i>					
Peacekeeper Ranged Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	Burst Laser	36"	4	1		
	Energy Gauntlets	A	4	3		
Special Rules: <i>Anti-Grav, Communications</i>						
Peacekeeper Incinerator Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	Incinerator	12"	2	1	<i>Blast (2D3)</i>	
	Energy Gauntlets	A	4	3		
	Special Rules: <i>Anti-Grav, Communications, Fire in the Hole!</i>					
Peacekeeper Defender Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Genling 45 Laser Assault Rifles	24"	4	1		
	Assault Weaponry	A	4	-		
	Special Rules: <i>Anti-Grav, Communications, Mobile Defences</i>					
Peacekeeper Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> • Leadership • Command 1 						

Background

Enforcer Strider (Squadron: 2-3)						
Spd	6	Insert Image				
Acc	3+					
Def	7+					
Brk	4					
						Vehicle
Strider						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Heavy Burst Laser	36"	6	2	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	4	3		
Special Rules: <i>Communications</i>						
Strider Unit Leader						Points: XXX
Upgrade any 1 Strider in a Squadron to a Unit Leader, granting:						
<ul style="list-style-type: none"> Command 1 						

Background

Enforcer Interceptor						
Spd	18	Insert Image				
Acc	3+					
Def	8+					
Brk	3					
						Vehicle (Tank)
Interceptor						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	>Twin Heavy Burst Lasers	36"	12	2	<i>Suppressing Fire (1)</i>	
	>Missile Pods	72"	4	5		<i>Anti-Tank</i>
Special Rules: <i>Communications, Flyer, Transport (1)</i>						

Background

Enforcer Bomber						
Spd	14	Insert Image				
Acc	3+					
Def	8+					
Brk	3					
						Vehicle (Tank)
Bomber						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	>Twin Heavy Burst Lasers	36"	12	2	<i>Suppressing Fire (1)</i>	
	>Bombs	12"	2	4		<i>Blast (3D3), Limited (3), Suppressing Fire (2)</i>
Special Rules: <i>Communications, Flyer</i>						

Background

Enforcer Orbital Commander						Cmd	3
Spd	-	Insert Image					
Acc	3+						
Def	-						
Brk	-						
Orbital Commander						Points: XXX	
Weaponry	Weapon	Range	Power	AP	Special		
	Orbital Bombardment	N/A	2	5	Blast (4D3), Limited (1), Suppressing Fire (3)		
Special Rules:		Orbital Command					

Background

Upgrades below will be limited somehow within the force org chart – TBC

Enforcer Unit Upgrades	
Enforcer Captain	Points: XXX
Upgrade any Unit Leader to a Captain, granting:	
<ul style="list-style-type: none"> Command 2 	
Enforcer Engineer	Points: XXX
Upgrade any Team with an Engineer, granting:	
<ul style="list-style-type: none"> Command 1 XXX Order 	
Enforcer Sniper	Points: XXX
Upgrade any Team with a Sniper, granting:	
<ul style="list-style-type: none"> Command 1 Precision Fire Order 	
Enforcer Medic	Points: XXX
Upgrade any Team with a Medic, granting:	
<ul style="list-style-type: none"> Medic 	

Background – Command Structure etc

Forge Fathers

Army Background

Orders

Forge Fathers have access to the following Orders in addition to the standard ones.

Level 1 – Masters of Engineering

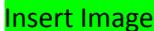
Forge Fathers are masters of both geology and construction, and can target the weak points in a

terrain piece to bring it crumbling down around its occupants. This Order must be targeted at a friendly unit. That unit ignores all modifiers for terrain when Shooting in that Activation.

Level 2 – 'Tis but a Scratch!

Choose a Commander. All friendly units within range at that point are granted the Unflinching ability until the end of the Turn, removing any grounded markers.

Forge Father Steel Warriors (1-4 Teams)						
Spd	4					
Acc	4+					
Def	5+					
Brk	4 / 8 / 12 / 15					
						Infantry
Steel Warrior Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Hailstorm Rifles	24"	4	2		
	Assault Weaponry	A	4	-		
Special Rules: <i>Headstrong</i>						
Steel Warrior Ranged Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Hailstorm Rifles	24"	4	2		
	Hailstorm Autocannon	36"	4	2	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	4	-		
Special Rules: <i>Headstrong</i>						
Stormrage Veteran Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Magma Cannons	36"	4	6	<i>Anti-Tank, Heavy Firepower</i>	
	Mjolnir Missile Launchers	6-48"	4	2	<i>Blast (D3+2), Heavy Firepower</i>	
	Hailstorm Pistols	12"	4	2		
	Assault Weaponry	A	4	-		
Special Rules: <i>Headstrong</i>						
Rekkhurr Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Dragonbreath Flamers	12"	8	1	<i>Blast (D3)</i>	
	Assault Weaponry	A	6	-		
Special Rules: <i>Fire in the Hole!, Headstrong</i>						
Steel Warrior Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> Leadership 						

Forge Father Militia (2-4 Teams)						
Spd	4					
Acc	5+					
Def	4+					
Brk	4 / 8 / 11 / 14					
						Infantry
Militia Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Hailstorm Rifles	24"	4	2		
	Assault Weaponry	A	4	-		
Special Rules: <i>Headstrong</i>						
Militia Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> Leadership 						

Forge Father Brokkrs (1-4 Teams)						
Spd	4					
Acc	4+					
Def	4+					
Brk	4 / 8 / 12 / 15					Infantry
Brokkr Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Burst Pistols	12"	4	1		
	Assault Weaponry	A	8	1		
Special Rules:	<i>Headstrong</i>					
Brokkr Bunker Assault Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Burst Pistols	12"	4	1		
	Magma Rifle	12"	2	6	<i>Anti-Tank</i>	
	Assault Weaponry	A	8	1		
Special Rules:	<i>Fire in the Hole!, Headstrong</i>					
Brokkr Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
	<ul style="list-style-type: none"> Leadership 					
Brokkr Engineer						Points: XXX
Upgrade any 1 team with an Engineer, granting:						
	<ul style="list-style-type: none"> Command 1 Repair Order 					

Forge Father Valkyrs (1-5 Teams)						
Spd	8					
Acc	4+					
Def	4+					
Brk	4 / 8 / 11 / 14 / 16					Large Infantry
Valkyr Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Twin Hailstorm Rifles	24"	8	2		
	Assault Weaponry	A	6	-		
Special Rules:	<i>Headstrong</i>					
Valkyr Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
	<ul style="list-style-type: none"> Leadership 					

Forge Father Forge Guard (1-2 Teams)

Spd	4	Insert Image
Acc	3+	
Def	6+	
Brk	5 / 10	
		Infantry

Forge Guard Team **Points:** XXX

	Weapon	Range	Power	AP	Special
Weaponry	Hailstorm Rifles	24"	4	2	
	Forge Hammers	A	4	4	<i>Blast (D3)</i>
Special Rules: <i>Headstrong</i>					

Forge Guard Ranged Support Team **Points:** XXX

	Weapon	Range	Power	AP	Special
Weaponry	Hailstorm Rifles	24"	4	2	
	Hailstorm Autocannon	36"	4	2	<i>Suppressing Fire (1)</i>
	Forge Hammers	A	4	4	<i>Blast (D3)</i>
Special Rules: <i>Headstrong</i>					

Forge Guard Anti-Tank Support Team **Points:** XXX

	Weapon	Range	Power	AP	Special
Weaponry	Hailstorm Rifles	24"	4	2	
	Magma Cannon	36"	2	6	<i>Anti-Tank</i>
	Forge Hammers	A	4	4	<i>Blast (D3)</i>
Special Rules: <i>Headstrong</i>					

Forge Guard Unit Leader **Points:** XXX

Upgrade any 1 team to a Unit Leader, granting:

- Leadership

Background

Forge Father Iron Ancestor (Squadron: 2-3)						Cmd	1 per team		
Spd	5								
Acc	3+								
Def	8+								
Brk	4							Vehicle	
Iron Ancestor						Points: XXX			
	Weapon	Range	Power	AP	Special				
Weaponry	Twin Hailstorm Autocannon	36"	6	2	<i>Suppressing Fire (1)</i>				
	Assault Weaponry	A	6	5					
Doomstorm Pattern Iron Ancestor						Points: XXX			
	Weapon	Range	Power	AP	Special				
Weaponry	Twin Hailstorm Autocannons	36"	12	2	<i>Suppressing Fire (2)</i>				
	Assault Weaponry	A	2	2					
Thor Pattern Iron Ancestor						Points: XXX			
	Weapon	Range	Power	AP	Special				
Weaponry	Assault Weaponry	A	12	5					
Urban Pattern Iron Ancestor						Points: XXX			
	Weapon	Range	Power	AP	Special				
Weaponry	Twin Magma Cannon	36"	4	6	<i>Anti-Tank</i>				
	Dragonbreath Flamer	12"	2	1	<i>Blast (2D3)</i>				
	Assault Weaponry	A	6	5	<i>Fire in the Hole!</i>				
Iron Ancestor Unit Leader						Points: XXX			
Upgrade any 1 Iron Ancestor to a Unit Leader, granting:									
<ul style="list-style-type: none"> • Command 2 • Shield (4) 									

Background

Forge Father Transport Tank						
Spd	8	Insert Image				
Acc	4+					
Def	9+					
Brk	5					
						Vehicle (Tank)
Transport Tank						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Hailstorm Rifle	24"	4	2		
	Assault	A	4	3		
Special Rules:	<i>Transport (2)</i>					

Background

Forge Father Flame Assault Tank						
Spd	7	Insert Image				
Acc	4+					
Def	10+					
Brk	5					
						Vehicle (Tank)
Flame Assault Tank						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Heavy Flame Unit	12"	6	1	<i>Blast (2D3)</i>	
	Assault	A	8	4		
Special Rules:	<i>Mobile Defences, Transport (1)</i>					

Background

Forge Father Battle Tank						
Spd	7	Insert Image				
Acc	4+					
Def	9+					
Brk	5					
						Vehicle (Tank)
Battle Tank						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Heavy Hailstorm Cannons	60"	10	3	<i>Suppressing Fire (2)</i>	
	Assault	A	4	3		
Options:	Replacement Weapon:					
	Weapon	Range	Power	AP	Special	
	Heavy Magma Cannon	60"	4	6	<i>Anti-Tank, Blast (D3)</i>	

Background

Forge Father Jotunn Weapons Platform						
Spd	3					
Acc	4+					
Def	6+					
Brk	2					
						Vehicle (Tank)
Jotunn Weapons Platform						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Heavy Hailstorm Cannons	60"	12	3	<i>Suppressing Fire (2)</i>	
	Assault	A	4	-		
Options:	Replacement Weapon:					
	Weapon	Range	Power	AP	Special	
	Heavy Magma Cannon	60"	4	6	<i>Anti-Tank, Blast (D3)</i>	

Background

Upgrades below will be limited somehow within the force org chart – TBC

Forge Father Unit Upgrades	
Forge Father Huscarl	Points: XXX
Upgrade any Unit Leader to a Huscarl, granting:	
<ul style="list-style-type: none"> • Command 2 • Shield (3) 	

Background – Command Structure etc

The Plague

Army Background

Orders

The Plague have access to the following Orders in addition to the standard ones.

Level 1 – Transfixed by Fear

Use this Order when you Assault an enemy unit. Add D3 Suppression Tokens to that unit before any dice

are rolled for the Assault. *Unflinching* units are not affected by this Order.

Level 2 – Thirst for Blood

Once the victims of the Plague have tasted flesh, their hunger only grows. If a Plague unit completely destroys an enemy unit in Assault, you may use an Order to allow the follow-up Move action to end by Assaulting a second enemy unit.

Add some sort of infection rule that gives more VP or additional units in campaigns if things get infected by a 1st or 2nd Gen.

Plague 3 rd Gens (2-5 Teams)						
Spd	5					
Acc	5+					
Def	4+					
Brk	4 / 8 / 11 / 14 / 16					
						Infantry
1+ 3rd Gen Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Rifles	24"	6	-		
	Assault Weaponry	A	8	-		
0-2 3rd Gen Ranged Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Rifles	24"	6	-		
	HMG	36"	4	-	<i>Suppressing Fire (1)</i>	
	Assault Weaponry	A	8	-		
0-1 3rd Gen Mortar Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Rifles	24"	6	-		
	Mortar	12-48"	4	-	<i>Blast (D6), Heavy Firepower, Indirect, Suppressing Fire (2)</i>	
	Assault Weaponry	A	8	-		
0-2 3rd Gen Grenade Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Rifles	24"	6	-		
	Grenade Launcher	18"	2	-	<i>Blast (2D3)</i>	
	Assault Weaponry	A	8	-	<i>Fire in the Hole!</i>	
3rd Gen Beast Support Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Rifles	24"	6	-		
	Dogs/Swarm	A	12	-		
3rd Gen Unit Leader						Points: XXX
Upgrade any 1 team to a Unit Leader, granting:						
<ul style="list-style-type: none"> Leadership 						

Plague Zombies (4-8 Teams)						
Spd	5					
Acc	-					
Def	3+					
Brk	3 / 6 / 9 / 12 / 15 / 18 / 21 / 24					
						Infantry
Zombie Team						Points: XXX
	Weapon	Range	Power	AP	Special	
Weaponry	Teeth and Claws	A	6	-		
Special Rules:	<i>Unflinching</i>					

Plague 2 nd Gens (1-3 Teams)						
Spd	7	Insert Image				
Acc	-					
Def	5+					
Brk	4 / 8 / 12					Large Infantry
2nd Gen Team						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Teeth and Claws	A	8	1		
Special Rules: <i>Reckless Advance, Unflinching</i>						

Background

Plague Aberration						
Spd	6	Insert Image				
Acc	-					
Def	6+					
Brk	4					Massive Infantry
Aberration						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Teeth and Claws	A	12	4		
Special Rules: <i>Bulky, Reckless Advance, Unflinching</i>						

Background

Plague Striders (Squadron: 2-3)						
Spd	6	Insert Image				
Acc	5+					
Def	6+					
Brk	4					Vehicle
Plague Strider						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Flamer	12"	4	1	<i>Blast (D3)</i>	
	Assault Weaponry	A	6	3	<i>Anti-Tank, Fire in the Hole!</i>	

Background

Plague Transport Gunship						
Spd	14	Insert Image				
Acc	5+					
Def	7+					
Brk	4					Vehicle (Tank)
Transport Gunship						Points: XXX
Weaponry	Weapon	Range	Power	AP	Special	
	Heavy Burst Laser	36"	6	2	<i>Suppressing Fire (1)</i>	
Special Rules: <i>Anti-Grav, Transport (3)</i>						

Background

Plague Battle Tank					
Spd	8	Insert Image			
Acc	5+				
Def	9+				
Brk	5				
					Vehicle (Tank)
Battle Tank					Points: XXX
Weaponry	Weapon	Range	Power	AP	Special
	Heavy Autocannon	48"	12	2	<i>Suppressing Fire (2)</i>
Options:	Replacement Weapon:				
	Weapon	Range	Power	AP	Special
	Heavy Laser Cannon	48"	2	5	<i>Anti-Tank, Blast (2D3)</i>

Background

Plague Teratons (Squadron: 2-3)					Cmd	2
Spd	5	Insert Image				
Acc	-					
Def	7+					
Brk	2					
					Massive Infantry	
Plague Teraton					Points: XXX	
Weaponry	Weapon	Range	Power	AP	Special	
	Teeth and Claws	A	4	3		
Special Rules:	<i>Bulky, Unflinching</i>					

Background

Plague 1 st Gen Mutant					Cmd	4
Spd	5	Insert Image				
Acc	-					
Def	7+					
Brk	3					
					Massive Infantry	
1st Gen Mutant					Points: XXX	
Weaponry	Weapon	Range	Power	AP	Special	
	Teeth and Claws	A	8	3		
Special Rules:	<i>Unflinching</i>					

Background

Upgrades below will be limited somehow within the force org chart – TBC

Plague Unit Upgrades	
Plague Lieutenant	Points: XXX
Upgrade any Unit Leader to a Lieutenant, granting:	
<ul style="list-style-type: none"> • Command 1 	

Background – Command Structure etc