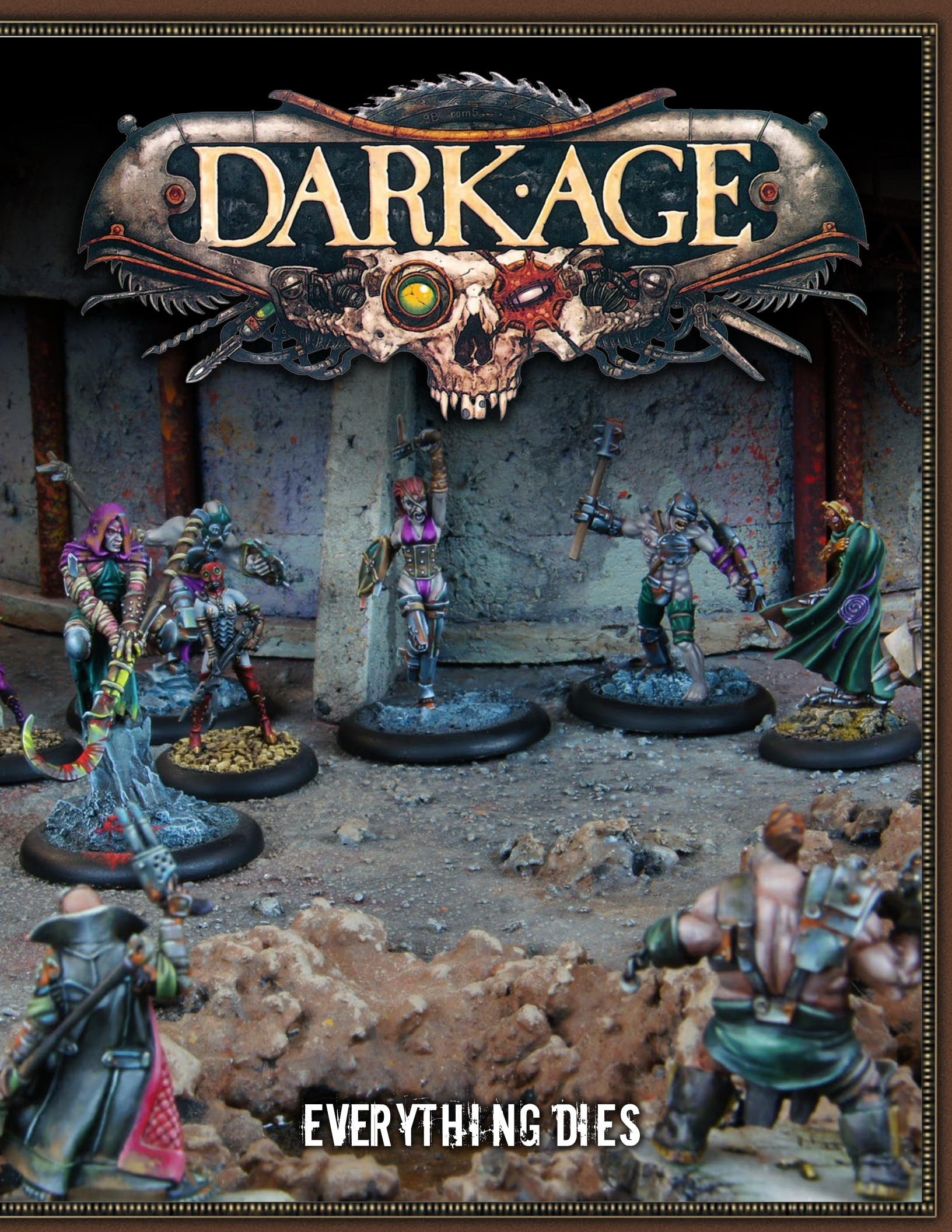


CORE RULES

2013


DARK·AGE
EVERYTHING DIES

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Introduction

On the edge of the galactic frontier is a world ridden with radiation, unstable land masses, and surface-scouring weather that combines to form one of the worst places in the galaxy. Designated A23-Q4B by the scout probes of the spreading United Worlds collective, this fearsome rock was immediately classified as a D3 planet – meaning it was not intended to support extended human colonization.

Based on reports from the discovering probe's parent vessel, the UWS Magellan, A23-Q4B was a horrid place that could not truly be inhabited without major support from distant supply routes. Despite the planet's saturated mineral and resource deposits throughout, it would be very costly to the United Worlds government and ultimately determined to be too much so for colonization. This enormous planet of industrial opportunities was instead bordered off and listed as unwanted territory. Unbeknownst to the filing clerks and charting officers of the United Worlds, this made A23-Q4B the perfect place for a specific type of entrepreneur.

A planet thankfully away from patrolled routes, outside of the United Worlds' legal jurisdiction and territory, A23-Q4B may have been erased from official mapping suites – if not for the intervention of the megacorporations. Without tariffs, conduct codes and laws over scientific research, companies with a shadowy plan immediately set out to take advantage. Smugglers were hired, ships were launched, and soon the primary continent of this hellish place was seeded with corporate compounds and worker colonies, ready to be fertilized with greed.

Without the restrictions of the UW pressing them into or away from certain projects, A23-Q4B became the central hub for unsavory business and unregulated industry. Eugenics, cloning, advanced intelligence robotics, and biological or even chemical warfare became the source of great profits for many companies. Weapons advances, strip-mining, unsafe conditions and immoral leadership made for a difficult life, but the corporations were excelling in a number of different arenas in ways that a normal UW territory would never allow. Although it was costly in terms of supplies and manpower casualties to maintain, the profit margin and unrestricted growth made it a worthwhile endeavor. After a mere decade, city-like compounds all across the main continent of A23-Q4B contained a corporate controlled population that was larger than some Terran nations.

At the center of all the coming and goings of supply vessels, smugglers and test flights was the bustling metropolis of Port City. It forced a mixing of corporate workforces, but also created a lot of tension and espionage between competitors – sometimes even breaking out in violent actions. The locals came up with a combined name for the planet based on ancient words for a hellish afterlife… "Attr."

Even though the megacorporations themselves moved farther away from the growing borders of Port City to perform their private schemes and business plans, the hub of transit remained an important center of travel, communication and inter-company commerce. The more draconian of corporations would call down United Worlds' penal ships and buy thousands of slaves from dishonest warden-captains, or employ pirates and smugglers to help bolster supply caches. For years the controlling companies of Attr thrived, but it was greatly due to resources they were acquiring from off-world through the ever-expanding Port City.

Then the bonds within the United Worlds collapsed and everything began to fall apart throughout the galaxy. Sectors of space exploded into open war. Planets seceded from local governing bodies to fall under the sway of the growing power umbrellas of the corporations, and the galactic financial market collapsed into individual controlling economies. It was this interstellar reliance on the largest and most powerful corporations that made sure they had contingencies in place for just this sort of thing happening. Contingencies that meant, when the United Worlds fell into chaos, the corporations would have to pull their valuable resources and critical personnel off of Attr to be taken to safer planets.

In the months that followed, the corporate executives and other important personnel quickly began to put these plans into action. Important or expensive equipment was shipped away, excuses being made to the workforce about needed servicing or repairs. Key researchers and irreplaceable technicians were reassigned on "short tours" away from Attr with no intention of ever being brought back. If it could help the growth of a powerbase elsewhere, these corporations took it off-world and gave false reasons to the labor force as to why.

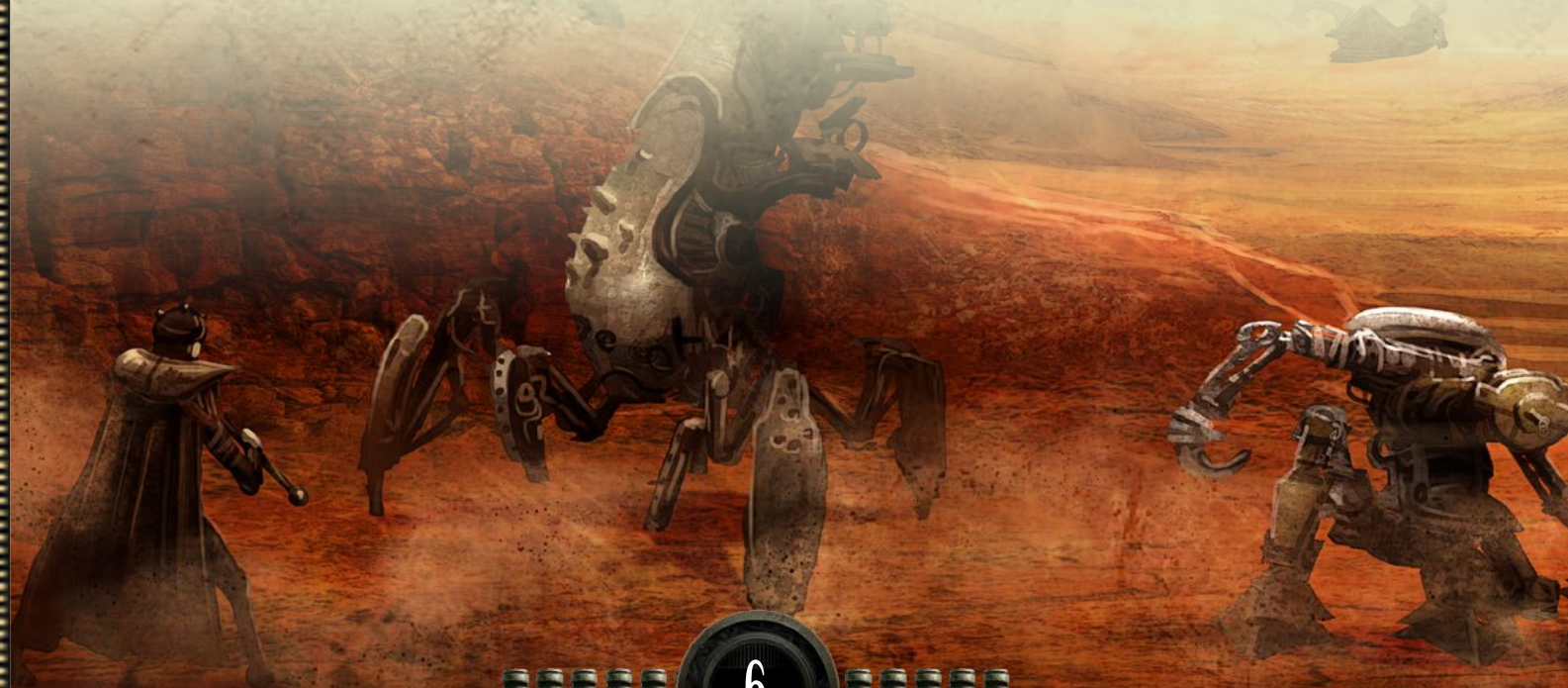


Even with the lies from upper management and every effort being made to keep it from the masses, word got out and soon the evacuation was no longer able to be in the "planning" stage – it needed to happen immediately. Enormous riotous crowds crossed miles of deadly terrain to press against the walls of Port City, and it was not long before corporate security forces had to bear arms against them. Laborers and their families died while one-way shuttles blasted off filled with their employers and former co-workers.

Port City was torn apart by ransacking, looting and the onset of mob mentality in the wake of the evacuation. Thousands died in the first few days in the violence and the fallout of destruction, but over the following years many more perished from starvation, predation and exposure to the planet. Without supply ships from the defunct United Worlds, the people of Attr soon began to fall upon each other for the smallest of things. Food, water and medical supplies were soon worth more than gold. Without the scientists and skilled technicians, machinery began to break down – sometimes catastrophically – and entropy took over on Attr. Disease and famine ravaged the population's physical bodies, while depression and sorrow crushed the hopes of an entire people.

With no hope for the future, e,the survivors of Attr fell into chaos- the population turned in upon itself within the first generation. Barbaric tribalism pitted the strong against the weak, and the labor-hardened slaves took out years of oppression and bad working conditions upon the executives and officers that were left behind. Humanity sank to its basest levels and suffered immeasurably, nearly to the point of utter anarchy.

Over time a brutal new order evolved from the chaos: gang leaders rose to power alongside the leaders of leftover corporate security forces, and anyone with the strength to take territory and the ability to hold it did so. It was rife with conflict, immoral transactions, and a further devolution of humanity's former self. With so much focus upon destruction and acquisition, creation and maintenance was soon forgotten. This meant that while martial skills, weapon design and triage grew in popularity, it was important facets of civilization like agriculture, engineering and true medicine faded away to shadows of their former selves. Farming gave way to scavenging, and it became common practice to take from one's neighbors instead of joining forces with them. Eventually the people of Attr came to call themselves by a new name, one more befitting the sad fate they had been left to- the Forsaken; a sick jape about how the executives left them behind to suffer like this.



In the generations that followed, human civilization faded further from its former glories. Any technology that survived or was salvaged was soon revered; the knowledge of how it functions or its upkeep transforming into a familial tradition, passing down like folklore from parent to offspring. It truly was survival of the fittest, and strength of arms became the currency of the time. Stories about the time when people came from the stars were told around village fires, and the youth began to look up into the violet skies and wondered what was out there once more.

People began to try to make a better life for themselves, and started to look toward returning to the olden ways. The ruins of Port City became a gathering place of those who wanted a better life, leaving the savage tribes out in the wastes to their own devices. What remained of human knowledge and culture sought protection and leadership within the crumbling walls of the ancient city. Outside this new gathering place humanity continued its dark path, but here… the Forsaken were forging a new beginning.

Thus Port City was rebuilt upon its own ashes, and soon the population was growing within its walls once more. The leaders of the new city called themselves the Prevailers in celebration of their victory over the chaos of Attr, and they took control of the Forsaken in the same fashion that many Terran cultures did before them – by introducing them to a fearsome and unforgiving religion. In the name of their new god given to them by the Prevailers, the city saw new growth and quickly became a pillar of ingenuity and the pride of the Forsaken.

Not all humans subscribed to the Prevailers' codes and tenets, however, instead choosing to become outcasts in the wastes, deciding to fight their own battles and discover their own futures: Attr was a big planet, and although there was no room for non-believers in Port City the rest of the world could still be conquered.

Humanity on Attr would survive. Whether it was in the form of zealous believers in a fearsome god crusading for a better life, scavenging survivalists creating settlements in the untamed wilderness, or dark savages turning to horrific predatory ways – the human race would endure.

It would have to, for tribal alien warriors, ancient horrors from below, bio-weapons gone wrong, robots bent on worldwide assimilation- so much was still hidden in the shadows of Attr, so many threats just as desperate for survival as they were. This world's trials of humanity were clearly unfinished…



What You Need To Play



BATTLEFIELD: Dark Age is played on a 4 ft. x 4 ft. area called the battlefield.

DARK AGE MINIATURES: To play the game you need a number of miniatures from the Dark Age range to represent your Force.

TAPE MEASURE: Dark Age uses a standard inches/foot tape measure. Measure all distances in inches.

20-SIDED DICE: Dark Age uses 20-sided dice, abbreviated as d20. We recommend using multiple dice of different colors to make different rolls easier to distinguish and speed up play.

TERRAIN: Dark Age makes liberal use of terrain. See the Terrain Features section for more information.

COUNTERS AND TEMPLATES: Dark Age uses various counters and templates, provided at the back of this book.

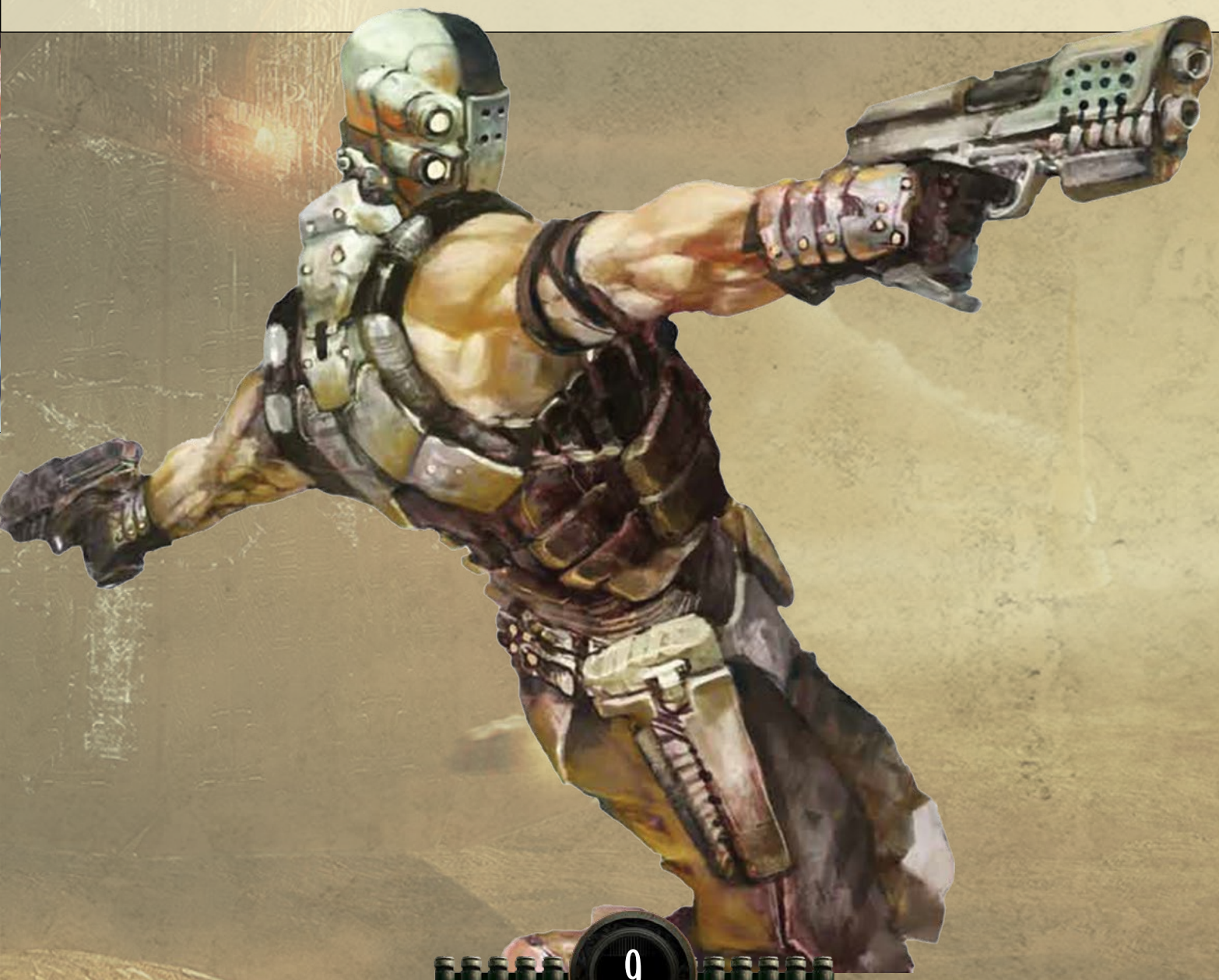
Online Updates

To insure that every element of our game, from models to rules, is not only fun but balanced, we implement a seasonal online rules update.

This can range from rules errata, frequently asked questions, to tweaks in a model's stats or abilities.

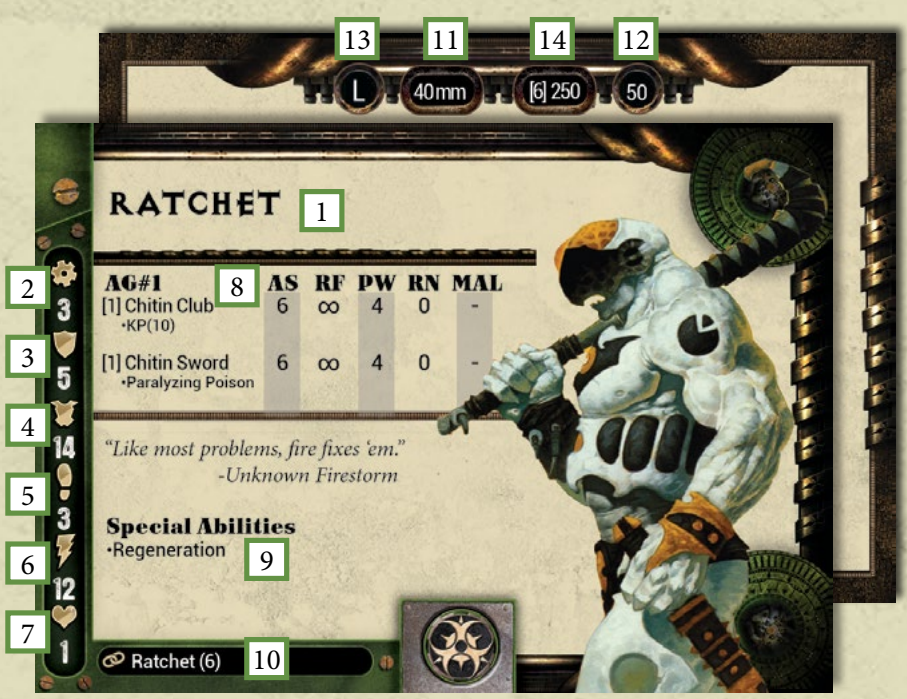
Always check to make sure both you and your opponent are using the current and updated rules for your models by checking the version number at the bottom of the card or document.

These are all available for download at **www.dark-age.com.**



MODELS

Each warrior in Dark Age is represented by a miniature as well as an associated Stat Card, which displays the model's unique stats and rules.



1. **Model Name:** This displays the model's name, used to determine when a rule or effect includes this model.

2. **Action Points (AP):** Action Points represent the number of actions a model can perform during its activation. Almost everything a model does, from moving, to attacking, to using abilities, or casting Psychogenics, requires expenditure of AP.

3. **Defense (DF):** A model's defense represents its ability to avoid an attack.

4. **Armor (AR):** Armor is the amount of protection a model has against loss of HP.

5.**Movement (MV):** A model's movement represents its speed and swiftness.

6. **Psych (PS):** A model's Psych indicates its overall bravery and willpower. Psych is also used to determine a model's defense against certain Psychogenics.

7. **Hit Points (HP)**: A model's HP stat is its overall health. When a model is reduced to 0 HP, it is killed and removed from the battlefield.

8. **Assault Group (AG):** The various attacks a model can perform.

9. **Special Abilities:** These represent a model's unique skills and talents. Each special ability has its own rules; see the Special Abilities and Weapon Abilities section.

10. **Squadlink (x)(y)**: Models with the same keywords can join together when activating; this is known as Squadlinking.

11. **Base Size:** This represents the base the model should be fielded on. A model must be on its correct size base to be legal for play.

12. **Point Value (PV):** A model's Point Value is used when creating a Force.

13. **Size:** Each model and many terrain features in Dark Age use size to indicate their physical bulk. Size ranges from Small—representing tiny creatures or obstacles about the size of a human child or large dog—to Gigantic, which indicates models and features like a hulking monster or construct that tower over other models on the battlefield.

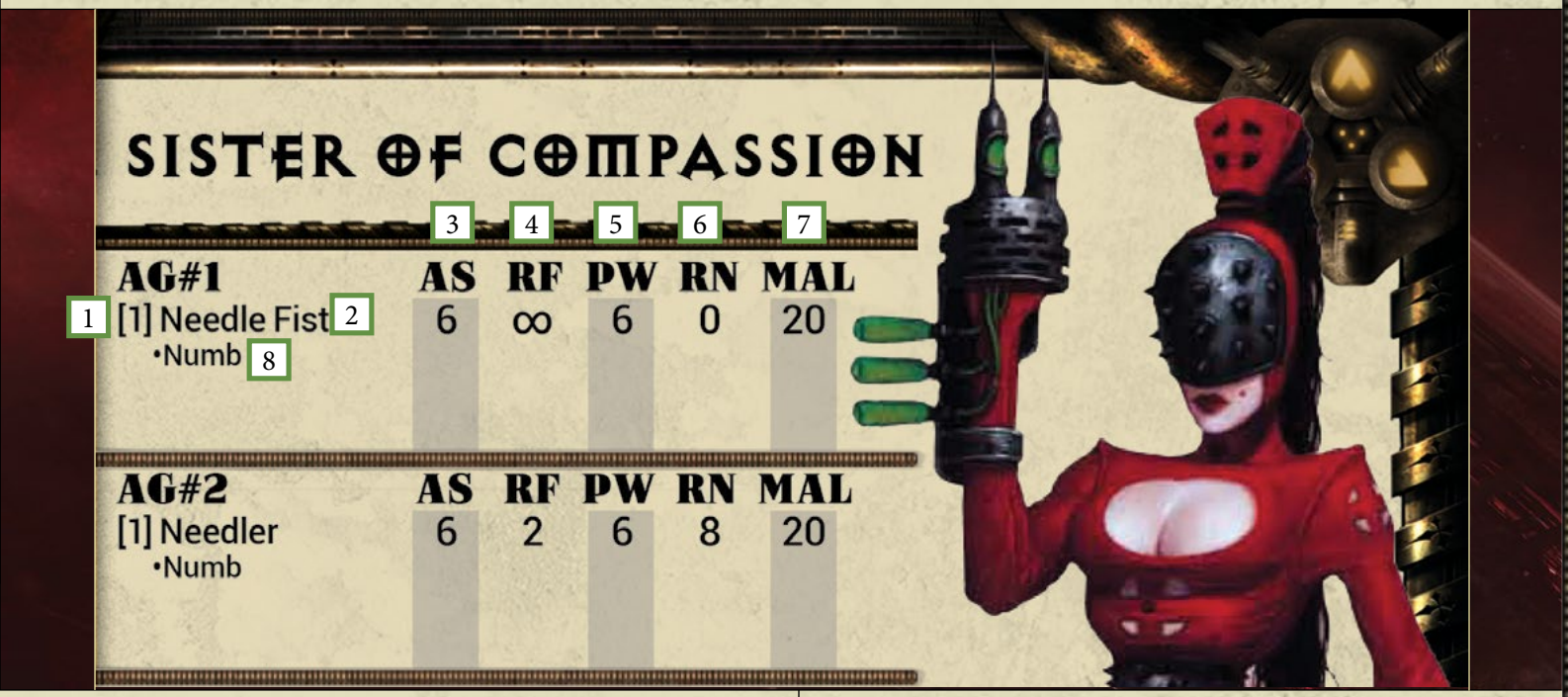
Size is used to determine line of sight and cover.

Sizes include, in ascending order: Small, Medium, Large, Huge, and Gigantic.

14. **Availability:** This number indicates the maximum number of models of that Model Name allowed in a Force per instance of that point level. Some models have additional special restrictions regarding how many may be included in a Force, which is noted on that model's Stat Card by a [!] under its availability. See that model's Stat Card for specific restrictions. Models with a [C] are characters. Only one of each character can be included in a Force regardless of game size.

Assault Groups

Assault Groups make up the various attacks a model can perform. When a model spends AP to attack, it selects an Assault Group and makes an attack roll with all attacks in that Assault Group.



1. **Number of Attacks:** This is the number of attacks with that weapon that can be made when it's assault group is selected.

2. **Name:** The name of the attack.

3. **Assault (AS)**: This number represents the model's proficiency at making the attack.

4. **Rate of Fire (RF)**: An attack's rate of fire is the maximum number of times in a round it may be used. A [∞] in this field mean the attack has no limit to its number of uses per round.

5. **Power (PW)**: An attack's PW is its strength.

6. **Range (RN)**: The RN stat of an attack represents the maximum distance at which it can target an enemy.

7. **Malfunction (MAL)**: The MAL stat of an attack represents its potential to backfire on its user.

8. **Weapon Abilities**: Some attacks have unique traits and abilities, listed under an attack's Weapon Abilities. Each weapon ability is unique and has its own special rules, found in the Special Abilities and Weapon Abilities section.

Term Definitions

Before looking into the rules of play, here is a list of game terms that many other rules will reference:

CHARACTER: This term refers to unique models that represent powerful and noteworthy individuals.

CHARGE: This is a move action that brings a model into base contact with an enemy model.

CRITICAL AR SUCCESS AND FAILURE: When models make AR Saves, a result of 1 indicates a Critical AR Success and a result of 20 indicates a Critical AR Failure. A critical success means the model passes the check, regardless of the target number, and can override a critical failure. A critical failure means the model fails the check, regardless of the target number, and the model loses an additional 1 HP from the attack.

CRITICAL HIT: Rolling a 1 on an attack roll is a critical hit.

CRITICAL FAILURE: Rolling a 20 on an attack roll is a critical failure.

DEPLOY: To deploy a model is to place it on the battlefield.

DIE ROLLS: Dark Age uses a d20 for all game determinations. Rolling lower is better than rolling higher.

DISREGARD: When an ability or effect calls for a die roll to be disregarded, the result of that roll is ignored. Should an ability or attack be disregarded, it is ignored and cannot affect objects on the battlefield. Disregarded attacks still count against an attack's Rate of Fire.

ENGAGED: A model is engaged when it is in base contact with an enemy model.

FACTION: The army or group that a Force is drawn from.

FAILURE: When the result on a die roll is greater than its target number, that roll is a failure.

FORCE: A Force is the total pool of models a player selects for a game of Dark Age.

HEAL: When a model is healed, it regains one or more HP.

HIT: When an attack roll has succeeded, it is known as having "hit". Several effects may cause "automatic hits". There is no attack roll for an automatic hit- The attack is treated as being successful and the model hit suffers all effects as if it had been successfully hit.

KILLED: When a model is reduced to 0 HP it is killed and removed from play; note that many effects trigger when a model has been killed but will resolve before it is physically removed from play.

MODEL: A model is the term used for a single miniature on the battlefield.

OWNER: This term indicates the player that included the model in question in his or her Force.

RE-ROLL: Sometimes an effect will call for a "re-roll". Disregard the first result, and roll the die again. A player can never re-roll a die more than once.

ROUND: Dark Age is played over a series of rounds, each divided into four phases.

SCATTER ROLL: A scatter roll is used to determine the direction an attack or effect deviates. Each side of a d20 is a triangle shape. The attack or effect scatters in the direction indicated by the top-most point of this triangle.

SUCCESS: When the result on a die roll is equal to or less than its target number, that roll is a success.

TARGET NUMBER (TN): The number needed for a successful outcome on any die roll is the target number, abbreviated TN.

Getting Started

Before playing Dark Age, the players need to decide the type of game they wish to play. This includes point level, scenario, and terrain.

Determine Point Level

The first step is to decide the maximum number of points available to each player's Force. Greater point levels create larger-sized conflicts, while lower point levels allow for quicker, more brutal matches. The recommended point levels for Dark Age are 500, 750, and 1000 points.

Create Force

Next, players choose the makeup of their individual Forces up to the agreed-upon point level. First, players determine which faction they will play. Your Force may only include models from your selected faction.

To include a model in a Force, note its associated Point Value as well as Availability, listed on its Stat Card. A model's Point Value indicates how much of a Force's total points are required to field the model. Availability is how many of that Model Name that you can include per point level.

Example: 500 Point Force

[1] Helexa	[PV:125]	125
[1] Red Hot	[PV:110]	110
[1] Pod	[PV:75]	75
[2] Broodhound	[PV:50]	100
[2] Ratchet	[PV:45]	90

Total: 500/500

Example: 500 Point Force

[1] Saint Mary	[PV:130]	130
[3] Flense	[PV:60]	180
[2] Clergy Ann	[PV:60]	120
[1] Contradiction	[PV:70]	70

Total: 500/500

Example: 750 Point Force

[3] Rend	[PV:80]	240
[3] Menial Bot	[PV:30]	90
[2] Grotesques	[PV:50]	100
[1] Nexus	[PV:80]	80
[1] Banshee	[PV:100]	100
[1] TB-13	[PV:85]	85
[1] Ghost	[PV:65]	65
[1] Legionary	[PV:75]	75

Total: 745/750

Choose Scenario

Players should then agree to a scenario (see the Scenarios section). Scenarios determine Deployment Zones and other set-up rules.

Battlefield Set Up

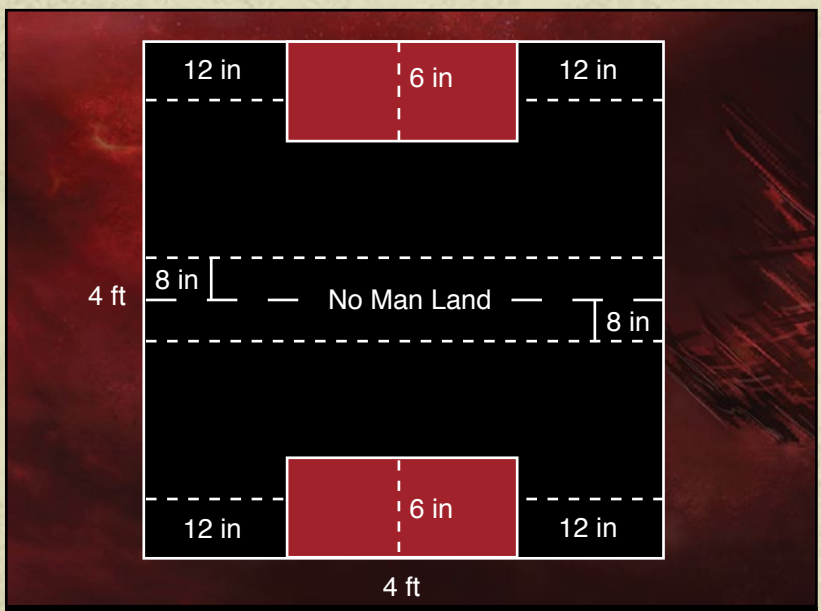
A large component of any tabletop war game is the battlefield. Dark Age is played on a 4 ft. x 4 ft. area with enough terrain to cover at least 25% of the board. Once enough terrain is selected, both players should determine the keywords for each terrain piece. (See the Battlefield Terrain section.)

Players then take turns placing each terrain piece anywhere they choose until all pieces are on the battlefield.

Deployment

Players deploy their models in their Deployment Zone, as outlined in the chosen scenario. After establishing Deployment Zones, each player rolls a d20. The player with the lowest roll chooses either to deploy all models with a particular Model Name, or to force the other player to deploy all of his models of a selected Model Name. Once done, both players take turns deploying all available models with the same Model Name until all models are on the battlefield.

Once deployment ends, Round 1 of the game begins.



Example: Scenario Diagram



Example: Various Terrain

Measuring

All measurements in Dark Age are in inches. A player may measure any distance at any time. When measuring the distance between two objects, always measure from the closest points between the objects.

Toward: Sometimes an effect will call for moving toward a model or point. When a model must be moved toward a model or point, it cannot end that movement further away from that model or point than it began.

Directly Toward: Sometimes an effect will call for moving directly toward a model or point. Draw a line from the center of the model's base through the center of the targeted model or point. The model must move along that line as far as its movement allows, stopping only if it comes in contact with another model or a terrain feature it cannot move through.

Away: Sometimes an effect will call for moving away from a model or point. When a model must be moved away from a model or point, it cannot end that movement closer to that model or point than it began.

Directly Away: Sometimes an effect will call for moving directly away from a model or point. Draw a line from the center of the targeted model or point through the center of the affected model's base and beyond it. The affected model must move along that line as far as its movement allows, stopping only if it comes in contact with another model or a terrain feature it cannot move through.



The Game Round

The game round is broken up into the following phases:

- Preparation Phase
- Initiative Phase
- Activation Phase
- Lingering Effects Phase

Once these four phases are complete, the game round ends and a new one begins.

Preparation Phase

Many special rules or effects trigger or come into play and are resolved during the Preparation Phase.

Initiative Phase

Initiative indicates the order in which players make their activations. Players determine this order by rolling a d20 and comparing the results. The player who rolled lowest chooses either to activate one of his models, or selects one of his opponent's models that his opponent must activate first. Re-roll all ties.

Activation Phase

During this phase, play passes from player to player in Initiative order, with each player activating a single model. A model may only activate once each round. If a player has no models left to activate, play passes to the next player in initiative order that still has models left to activate. This repeats until all models on the battlefield have activated. All models must activate each round.

Lingering Effects Phase

Many special abilities or effects come into play during the Lingering Effects Phase. Once all lingering effects are resolved, the game round ends and a new one begins.



Elements of Play

Action Points and Actions

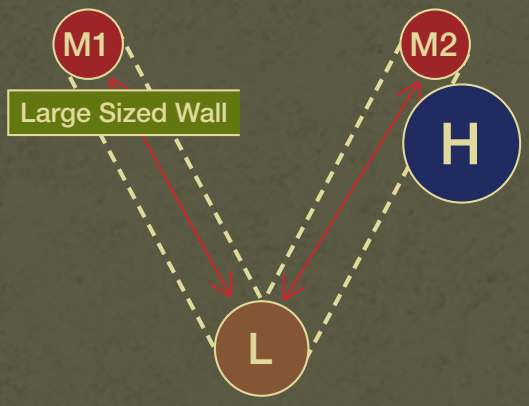
Action Points (AP) indicate the number of actions a model can perform during its activation. A model may spend AP on a variety of actions, such as moving, using attacks, abilities, or casting Psychogenics, in any order the player chooses. (For example, a model with three AP may spend an AP on movement, spend an AP to attack, and then spend another AP to move again.) Once a model has used all its available AP, its activation ends. A model does not have to spend all its available AP- any unused AP are lost at the end of a model's activation.

SIMULTANEOUS ACTIONS: If two abilities or actions of models controlled by opposing players would happen simultaneously, both players should roll a d20, with the lowest rolling player determining the order in which the effects will resolve. If two abilities or actions of models both controlled by the same player would happen simultaneously, that player may choose the order in which they resolve.



Line of Sight

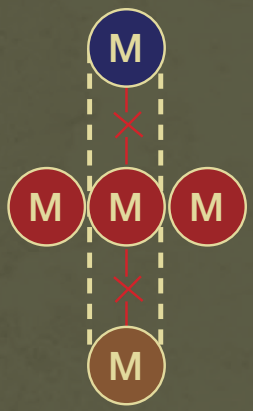
The line of sight (LoS) rules determine if one model can see an object and if any other model or terrain feature lies between them. To determine LoS, select two objects. The first, the object you are checking line of sight for, is the viewer. The second, the object you want to confirm that the viewer can see, is the target. Once you have selected this object, draw an imaginary line connecting the left side of the viewer's base to the left side of the target's base, and then do the same for the right side. This defines the line of sight window. If an unobstructed straight line can be traced from the viewer's base to the target's base from anywhere within the line of sight window, the target is considered in line of sight. When checking line of sight, models or terrain of the same size or larger than the target block line of sight.



The wall terrain piece, being Large-sized, obstructs line from the (L) Large-sized model to the (M1) Medium sized model behind it as an unobstructed line from the (L) model to the (M1) model cannot be drawn. The (L) model can, however, target (M2) because it can draw an unobstructed line to its base.



Because the (H) Huge-sized model is obstructing their view, nether the (M) Medium-sized model or the (L) Large-sized model have line of sight to each other.



Here we see that the Blue (M) Medium-sized model does not have line of sight to the Brown (M) Medium-sized model, due to the three Red (M) Medium-sized models obstructing his line of sight.

Movement

A model may spend AP to move on the battlefield. For each AP spent on movement, a model may move up to its MV value in inches. If a model spends multiple AP on movement, it may move up to its MV value times the number of AP spent as one action. A model may move through friendly models of the same size or smaller, but may never move through enemy models, and may not end its movement overlapping another model's base.

Movement Penalties

Movement penalties represent certain effects that slow a model, wasting some of its movement. Movement penalties can never reduce a model's movement below 1. See the Terrain Features and Special Abilities and Weapon Abilities sections for more information.

Breaking Free

Once a model is engaged with an enemy, it may not voluntarily move for any reason unless it Breaks Free. To Break Free, a model must spend 2 AP. It may then move up to its MV value but may not engage models during this movement.

Climbing

Some terrain features have different levels, and means to climb between those levels. In order to climb a model must be in a base contact with a terrain feature with the Climbable keyword. It may move between levels of that terrain feature for 3 inches of movement per level. When placing a model on a new level place the model on the closest point from the level it started its move on. If a model does not have enough movement to move between levels it may not climb.

Falling

A model whose base is moved completely off a level of terrain falls down. The model will suffer an automatic PW 5 hit for each level it fell. Fallen models are prone. If a model happens to fall onto another model, both models suffer the automatic hit(s) and are prone.

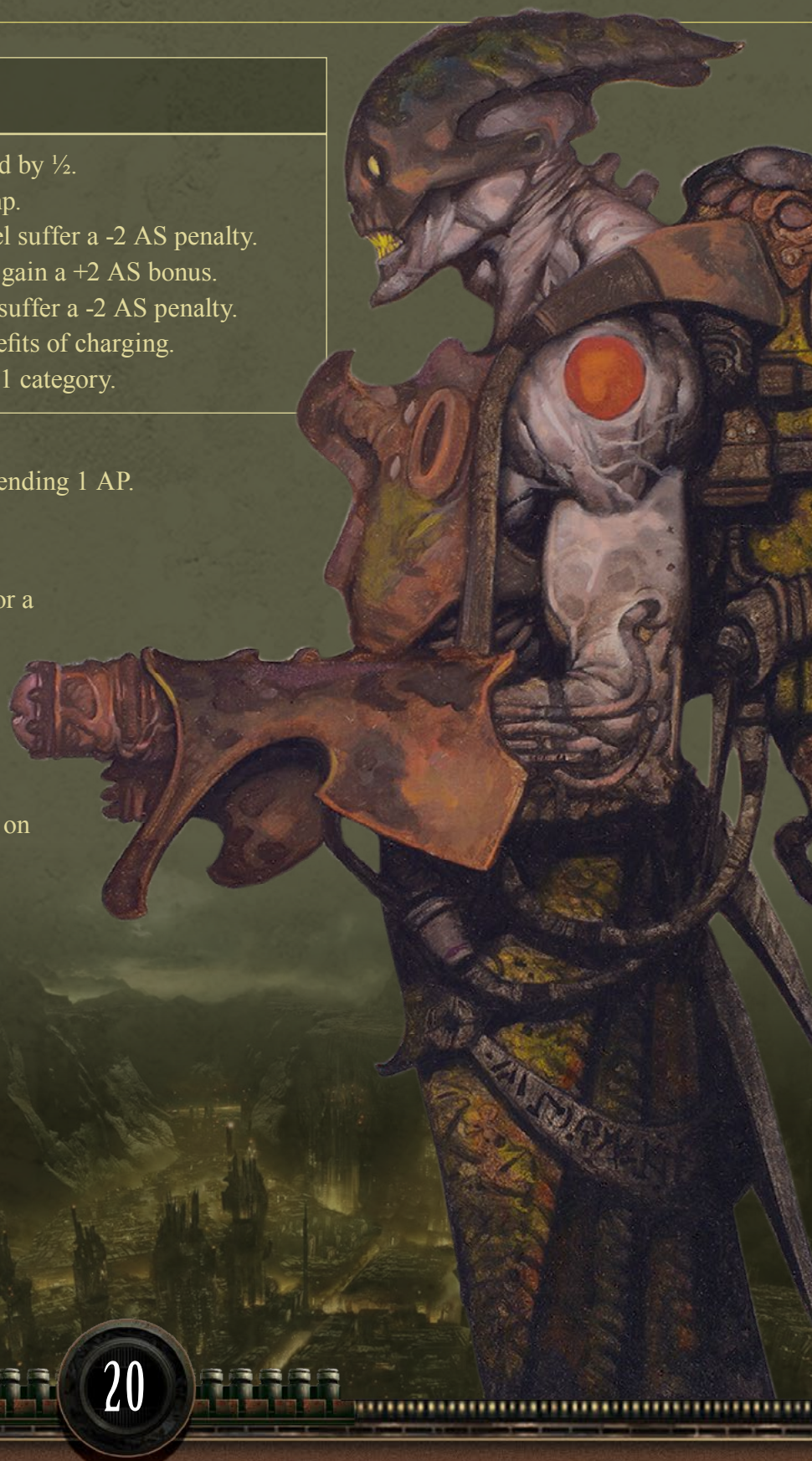
Jumping

To jump a model may spend 1 additional AP when making a move action. While jumping a model ignores the Dangerous and Rough keywords of any terrain it crosses. In addition, some terrain features are listed as Jumpable, and allow special interactions. See the Terrain Features section.



PRONE

A model may go prone willingly or due to certain special abilities or weapon abilities. While a model is prone, the following rules apply:



PRONE MODELS

- A prone model's MV value is reduced by ½.
- A prone model may not climb or jump.
- Ranged attacks against a prone model suffer a -2 AS penalty.
- Melee attacks against a prone model gain a +2 AS bonus.
- Prone models making melee attacks suffer a -2 AS penalty.
- A prone model may not gain the benefits of charging.
- Reduce the size of a prone model by 1 category.

A model may go prone or stand up by spending 1 AP.

STAT CHECK

Sometimes an ability or effect will call for a model to make a Stat Check, such as an AS Check or PS Check. To make a Stat Check roll a d20. The roll succeeds if the result is equal to or less than the highest value of that stat on a model's Stat Card. The roll fails if the result is greater than the highest value of that stat on a model's Stat Card.

Squadlink (x) (y)

Some models have trained to coordinate with their comrades and need not act alone in battle. When a model with Squadlink activates, a number of additional models may activate. The total number of activating models cannot exceed the highest value of (Y) in the chosen models. Each model you wish to activate as part of a Squadlink must share (x) value with all other models in the Squadlink and must be within 4 inches of another one of the Squadlinking models. Resolve each individual Squadlinked model's full activation before resolving the next, continuing until all models in the Squadlink have activated.

Saint Mark [L1] activates and decides to Squadlink.



(L1) shares an (x) value with all the (M) models and has a Squadlink(y) value of "4", meaning that it and three of the (M) models can activate at once. Their owner chooses to activate (M1), (M2), and (M3) in addition to (L1). (M4) is unfortunately too far away from a squadlinking model to be able to be selected to activate.

Holding an Action

Unengaged models may spend their last 2 AP to go On Hold. A model On Hold is waiting to react to specific enemy actions, such as dodging ranged attacks or waiting until an enemy is close enough to attack. A model is On Hold until it chooses to use its held action or until it next activates. While On Hold, a model can take the following special actions:

Get the Jump: When an enemy model spends AP to move while in range of an On Hold model's attacks, the On Hold model may immediately make an attack with any one Assault Group. If this triggers off of a model charging the On Hold model, then both players roll a d20 and add the models' DF to the roll. The lowest roll makes the first attack. This held action can be used to make a ranged attack against a model that has moved into base contact.

Evade: When a model is targeted by a ranged attack or affected by a template attack, it may make a PS Check. If that check succeeds, the model may move up to its MV value or go prone before the attack resolves, using its new location to determine range and cover. If the model moves out from under a template, the model is automatically missed, but if it was the target of the template attack its original location is still used to determine placement of the template and an attack roll is still made to check for malfunction. If the target of a non-template attack moves out of line of sight or range from the attack, the attack may choose a new target for the attack.

Attacks in Dark Age come in two varieties, ranged attacks and melee attacks, and each requires a successful attack roll to hit. Each type has its own special rules and restrictions. A model may not target friendly models when making attacks.

Attack Rules

Select Assault Group

Attacks are separated into Assault Groups, marked on the Stat Card as Assault Group 1, Assault Group 2, etc. Choose which Assault Group you would like the model to use each time you spend AP to attack. You may make an attack with any or all the attacks listed under that group and each attack lists the number of attacks it can make when selected. Once you have chosen your attacks, check each attack's Rate of Fire. You may not use an attack more times per round than its Rate of Fire.

Select a Target

For a target to be valid, it must be in range of the attack, and the attacker must have line of sight to the target. If the chosen Assault Group has multiple attacks listed, the attacking model may split those attacks among any valid targets. Make all attack rolls simultaneously.

Determine Target Number

To determine the attack's target number, add the attack's AS to the target's DF, then apply any modifiers to the attack roll, such as cover or range penalties.

Make Attack Roll

Roll a d20 for each attack. If the roll is greater than the target number, the attack fails to hit. If the roll is equal to or less than the target number, the attack has hit.

Check for Malfunction

Most attacks have a Malfunction (MAL) value. After making an attack roll, compare the result to the attack's MAL value. If the roll equals or exceeds the MAL value, something has gone wrong with the attack, causing it to backfire on the user. The attack automatically misses, and the attacking model immediately suffers an automatic hit from the attack.

Critical Hit: A result of 1 on an attack roll is a critical hit. Critical hits automatically remove 1 HP with no AR Save. In addition, any rolls from weapon abilities from the attack automatically succeed.

Critical Failure: A result of 20 on an attack roll is a critical failure. Critical failures automatically miss. In addition, the attacker loses 1 AP.



Target Makes AR Save

Once an attack roll has hit, the target must make an AR Save. Subtract the PW of the attack, plus any modifiers, from the target's AR. This generates the TN the target must roll equal to or below to avoid losing HP. Some attacks have a power multiplier listed after them (such as 6x2). This number indicates the number of AR Saves required to avoid losing HP. Note that an attack with a power multiplier only removes 1 HP, regardless of the number of AR Saves failed from to the attack.

> ***Example:*** *A Bane, AR 18, is struck by a Death Disk, which has a PW of 6x2. The Bane must pass two AR Saves of 12 or less to avoid losing HP. The Bane rolls a 6 and a 17, failing one of the Checks and losing 1 HP. If it had failed both Checks, it still would have lost only 1 HP.*

CRITICAL AR SUCCESS: When making an AR Save, a roll of a 1 is a Critical AR Success. Rolling a Critical AR Success automatically succeeds on the AR Save regardless of the target number or results on any other die. A Critical AR Success overrides a Critical AR Failure.

CRITICAL AR FAILURE: When making an AR Save, a roll of a 20 on any die is a Critical AR Failure. Rolling a Critical AR Failure automatically fails the AR Save regardless of the target number. In addition, the target loses 1 additional HP from the attack. Multiple Critical AR Failures on an AR Save are not cumulative.



Melee Attack Special Rules

A melee attack is any attack with a range of 0.

Charging: A charge attack occurs when a model spends AP on movement that brings it into base contact with an enemy model. At the end of that movement, the charging model makes a free attack with any Assault Group; these attacks receive +1 AS and +1 PW.

Ganging Up: An attacking model receives +1 AS and +1 PW on its melee attacks for every other friendly model engaged with the target.



Ranged Attack Special Rules

A ranged attack is any attack with a range greater than 0. A model may not make ranged attacks while engaged.

Distance Penalties: Ranged attacks become less accurate the farther away their target. Every full 4 inches between the attacker and their target confers a cumulative -1 AS penalty to the attacker.

Example: Saint Mark is shooting at a target 10 inches away. He suffers -2 AS to the attack due to range (-1 once the range hits 4.1, -2 once the range hits 8.1, but because there is not another full 4 inches after that he suffers no additional penalties).

Aiming: A model may spend 1 additional AP when making a ranged attack action to gain +2 AS to all attacks made in that action.

Firing into Melee: An attacking model suffers a cumulative -2 penalty to its AS for every friendly model engaged with the target of its ranged attack.

Cover

Light Cover: Some terrain features or special abilities grant marginal protection against incoming ranged attacks. A model suffers -2 AS to its attack if a source of Light Cover is between an attacker and the target of its ranged attack. A model may ignore Light Cover from a terrain feature it controls.

Heavy Cover: Some terrain features or special abilities grant excellent protection against incoming ranged attacks. A model suffers -4 AS to its attack if a source of Heavy Cover is between an attacker and the target of its ranged attack. A model may ignore Heavy Cover from a terrain feature it controls.

Cover penalties do not stack. When multiple sources of cover would give a penalty to a model, always use the highest penalty amongst those sources.

See the Battlefield Terrain section for information on controlling terrain features.



Special Attacks

Selective Fire

Sometimes an attack will have multiple ways it can be used. These are known as Selective Fire attacks.



Example of a Selective Fire Assault Group

When you select an attack with Selective Fire to be used, you must choose one of the profiles listed below the attack name; that is the profile that will be used for the attack. If an attack with Selective Fire can be used multiple times a turn, a different profile may be used each time the attack is selected.

Note that sometimes a Selective Fire attack will have weapon abilities listed under the primary attack and its different profiles. In this case the abilities listed under the primary attack are conferred to all of its profiles, while the abilities listed under its different profiles are only active when that profile is selected.

Reach (RE)

Models with Reach may make melee attacks against models up to 2 inches away. A model with Reach may make a charge attack when it ends its movement within 2 inches of an enemy model, but may only make one charge attack per move action, and may only charge each model once per round. A model with Reach may gain the benefits of Ganging Up, but it does not contribute to the benefits unless it is in base contact with the enemy model.

Arc Attacks (ARC)

Arc attacks are a special kind of melee attack made against multiple targets. They follow all the rules for Reach attacks with the following additions: Instead of targeting one model, the attack targets all enemy models within 2 inches of the attacking model and in line of sight. Select an eligible target and makes an attack roll against that model. Once the attack is resolved, target another model and resolve an attack against it. A model may only be targeted once per arc attack. The arc attack suffers a cumulative -2 penalty to PW after resolving each attack, even if it misses. Continue making attack rolls until there are no more eligible targets or the PW of the attack reaches 0.

Sometimes an arc attack will have no PW, but only a weapon ability (such as Knock Prone). These arc attacks make an attack against all eligible targets in range, ignoring the rules for an arc attack reaching 0 PW.

Arc attacks can be used when charging, and follow all charging rules for Reach attacks.

Template Attacks

Template attacks are a special kind of ranged attack that covers a large area, indiscriminately damaging all models in that area.

Blast Attacks

Blast attacks are listed as BL: (X), where (X) indicates the size of the template (available in the back of this rulebook) used when making the attack. The following rules apply when making a blast attack:

Targeting Blast Attacks

Models making blast attacks may target enemy models or a point on the table within the attack's maximum range. When targeting another model, make a ranged attack as normal. If the attack hits and does not malfunction, place the blast marker so that the center hole is anywhere completely over the target's base. All models under the template are hit by the attack. If the attack misses, the blast marker will scatter. When targeting a point, make an attack roll and check for malfunction. If the attack does not malfunction, the blast marker will scatter.

Critical Hits and Malfunction: Unlike other attacks, blast attacks cannot critically hit. Should a blast attack malfunction, the opponent places the template's center hole anywhere completely over the attacking model's base. All models under the template are hit by the attack.

Scatter Rolls

When making a scatter roll, roll a d20. Each facing is a triangle shape. The blast attack scatters in the direction indicated by the top-most point of this triangle. Blast attacks always scatter ½ the number on the scatter roll, up to a maximum of ½ the distance they were fired.



Spray & Stream Attacks

Spray attacks are short, cone shaped directional attacks. Stream attacks are longer, almost rectangular shaped directional attacks. The templates for these attacks can be found in the back of this book.

When making a spray or stream attack, select a target and lay down the spray/stream template with the short end touching the firing model's base and centered through the target's base. The firing model resolves a ranged attack against the target and then every other model under the template. Follow all the rules for ranged attacks, with the exception that spray/stream attacks ignore cover and range modifiers. Only the attack roll against the target may malfunction or gain the benefits of aiming.

Spray/Stream Attacks and Malfunction: If a MAL is rolled against the initial target of a spray/stream attack, instead of placing the template as normal, roll scatter and place the short end of the template touching the firing models base, facing in the direction indicated by the scatter roll. The firing model resolves a ranged attack against all models under the template. Once completed, the firing model suffers an automatic hit from the attack.



Damage & Dying

Failed Armor Checks remove 1 HP from a model.

Once a model has been reduced to 0 HP it is Killed and removed from the battlefield as a casualty.



PANIC

Many special abilities and weapons cause panic in the enemy. These range from horrific killing moves, neurochemicals, to even natural responses to seeing something large and terrifying charging forth. This is represented by models gaining Panic Counters.

Models with a Panic Counter suffer -2 AS, -2 PS, and +2 DF. During its activation a model with a Panic Counter may spend 1 AP to make a PS Check, removing the Panic Counter on a success. Alternatively a friendly model within 8 inches may spend 1 AP during its activation to make a PS Check, removing the Panic Counter on a success. Once a model loses a Panic Counter it gains a Resolve Counter. Models with a Resolve Counter cannot gain Panic Counters. A model may only have one Panic Counter and one Resolve Counter at any time.



PSYCHOGENICS

Some models have access to powerful mental abilities or advanced technologies. Though these effects go by many names they are all classified as Psychogenics and use the following rules:

OFFENSIVE PSYCHOGENICS

Offensive Psychogenics are special attacks and follow all the rules for an attack of their type, such as cover and malfunction. Note that some Offensive Psychogenics will have additional effects as part of the attack.

Sometimes, instead of having a PW, an offensive Psychogenic will call for the targeted model to make a PS Check. If this check fails, the targeted model suffers the effects listed under the Psychogenic's description. Offensive Psychogenics may be aimed.

AUGMENTATION PSYCHOGENICS

Augmentation Psychogenics are buffs or special abilities granted to a friendly model. If the augmentation targets a specific model, the player must select a target within line of sight when the augmentation is cast. Each augmentation lists the target number needed to successfully cast the Psychogenic. A model casting the Psychogenic must spend 1 AP and roll equal to or under this target number. If successful, the effects of the augmentation are applied.

When using an Augmentation Psychogenic, a model may spend 1 additional AP to gain +2 to the effect's Target Number. If the Augmentation Psychogenic has a MAL value, and the roll for the TN Check equals or exceeds that MAL value, something has gone wrong. The psychogenic automatically fails, and the effects listed for malfunction on the psychogenic occur.



Battlefield Terrain

Terrain includes the features that litter the battlefield. Each terrain piece has keywords that describe its effect upon models within or near it. Before the game begins, both players should agree on the keywords for each terrain piece. A terrain piece must have a size or the "Does Not Block Line of Sight" keyword.

A model controls a terrain piece if the model is within 1 inch of that terrain piece while no enemy model is within 1 inch of that terrain piece.



Terrain Keywords

Blocks Line of Sight: Line of Sight may not be traced through this terrain piece.

Climbable: This terrain piece is climbable (See "Climbing")

Dangerous: A model entering or moving over this terrain piece suffers an automatic PW 4 hit.

Does Not Block Line of Sight: This terrain piece does not block line of sight to models behind it.

Jumpable: Models may jump from this terrain piece to another terrain piece with the Jumpable keyword as part of a move action. They must have enough movement to reach the terrain piece and may ignore models and terrain when making this move. If the model does not have enough movement to reach the terrain piece it falls (see "Falling"). Models making jumps from this terrain may move from a higher level on one terrain piece to a lower level on another terrain piece as part of their move action at no cost.

Impassable: A model may not move over this terrain piece.

Levels (x): (x) is how many floors this terrain piece has. There must be some means of climbing or moving between these levels. Models may not make attacks against models on different levels of a terrain feature while within that terrain feature. While not within a terrain feature with levels, a model with Reach or a size of Huge or bigger may make melee attacks against models up to one level above them, as long as they can draw line of sight to the target. When attacking a target outside of the terrain piece a model ignores all models on different levels than itself for line of sight.

Light Cover: This piece of terrain grants Light Cover if it is between an attacker and its target. A model may ignore Light Cover from a terrain feature it controls.

Heavy Cover: This piece of terrain grants Heavy Cover if it is between an attacker and its target. A model may ignore Heavy Cover from a terrain feature it controls.

Obscuring: This terrain piece blocks a model's line of sight unless, from the viewer's line of sight window, less than 2 inches of this terrain piece lies between it and the target.

Rough: A model must forfeit 2 inches of movement when moving into or through this terrain piece. If it cannot, it may not move into or through this terrain piece.

Wall: A model may move through this terrain piece if it is the same size or smaller than the model, but the model may not end its movement with its base overlapping this terrain piece.



Terrain Examples

Chest-High Barricade: Size Small, Light Cover, Wall

Bubbling Swamp: Does Not Block Line of Sight, Dangerous, Rough

Water Tower: Blocks Line of Sight, Levels (2), Impassable, Heavy Cover

High Wall: Size Large, Heavy Cover, Wall, Impassable

Minefield: Does Not Block Line of Sight, Dangerous

Prevailer Statue: Size Large, Light Cover, Impassable

Pile of the Dead: Size Medium, Light Cover, Rough

Trench: Does Not Block Line of Sight, Heavy Cover

Barbed Wire: Does Not Block Line of Sight, Dangerous, Wall, Rough

Howler Corpse: Size Gigantic, Heavy Cover

Heretic-burning Pit: Size Large, Dangerous, Light Cover, Rough

Complex Terrain

Complex Terrain, such as buildings, describes terrain pieces that can incorporate many different keywords that interact in various ways. When assigning keywords to this terrain, it may be beneficial to assign keywords to various pieces of the terrain, such as walls, windows, stairwells etc., rather than assign them to the entire structure. Each complex terrain piece will be different, but here are a few examples:

Levels: 2
Entire Structure: Obscuring
Outer Walls: Block Line of Sight, Impassable
Windows: Does Not Block Line of Sight, Light Cover, Rough

Levels: 3
Entire Structure: Obscuring
Outer Walls: Block Line of Sight, Impassable
Level 1:
Dangerous, Rough
Level 2:
Windows: Does Not Block Line of Sight, Light Cover, Rough
Level 3:
Low Wall: Light Cover



SPECIAL ABILITIES

These are the unique abilities and skills each model possesses. Unless stated otherwise, all models have the Living Special Ability.

ACID BLOOD
This model ignores the automatic hits from Acid and Acid Blood. When this model loses HP from a melee attack all models in base contact suffer an automatic hit at PW: 2

ACROBATICS
This model does not have to pay the additional AP to Jump. Reduce the PW of any falling damage this model suffers by 2 to a minimum of 1.

AEROBATICS
This model does not have to pay the additional AP to Jump and may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword. Reduce the PW of any falling damage this model suffers by 2.

ANIMOSITY (x)
This model may not be included in any force that has a model named (x).

ALPHA PROGRAM
Friendly models that begin their activation within 8 inches of this model ignore the Gamma Program special ability, and may use this model's PS Stat in place of their own for all purposes.

ART OF WAR
This model has multiple Stat Cards. When selected in a force, choose one of these Stat Cards to be used.

ASSASSINATION
This model does not deploy at the start of the game. During any Preparation Phase after round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

AUGMENTED
This model may not be targeted by Grafting.

AURA OF DEATH
At the beginning of the Preparation Phase this model gains 1 Bio-Energy Counter. Only 1 model in your force may use this ability per round. See that model's appropriate Faction Document for more on Bio-Energy Counters.

BACKLASH
Any model that hits this model with a melee attack gains a Fire Counter. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW:7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

BACKSTAB
This model gains +2 AS and +2 PW to all attacks made against a model that has not activated this round.

BAD MOJO
Enemy models within 8 inches of this model suffer a -1 penalty to all target numbers. Bad Mojo is not cumulative.

BAIT AND SWITCH
Once per round, the first time an enemy engages this model, another model within 4 inches with Bait and Switch may switch positions with this model. If On Hold, the model that has switched positions may immediately roll for Get the Jump.

BERSERK
This model may spend 1 AP to gain a Berserk Counter. While a model has a Berserk Counter it gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which a model with a Berserk Counter did not make a melee attack they gain an Exhaustion Counter. A model suffers -1 AP per Exhaustion Counter. If a model activates with 0 AP due to Exhaustion Counters, remove any Berserk and Exhaustion Counters and end their activation. A model may only have 1 Berserk Counter at any time.

BIO-ENHANCED
When this model kills an enemy model, this model may permanently gain +1 MV, +1 HP, increase its AR Stat by 2, or give all melee attacks +2 PW. This model may gain this benefit multiple times, but may only increase each stat once per game.

BIO-GEN (x)
Before deployment, this model gains (x) Bio-Gens. See the model's appropriate Faction Document for more on Bio-Gens.

BITE REFLEX (x)
The first time this model becomes engaged each round it may immediately make a free attack with (x) before charge attacks are resolved.

BLOK STOPPER
This model always has Light Cover. This model grants Light Cover if it is between the target of an attack and the attacker.

BLOOD CULT
When a force contains a model with Blood Cult the following rules apply: When any Living model is killed place a Blood Counter in base contact with that model before it is removed. At the start of this model's activation check to see how many Blood Counters are within 8 inches. This model gains the following benefits based on the number of Blood Counters. These effects are cumulative:
1+: +1 AS to all melee attacks
5+: +1 PW to all melee attacks
9+: This model gains the Cause Panic and Never Panic special abilities
13+: This model gains a Berserk Counter

BLOOD DOMINANCE
Living models engaged with this model suffer -2 AS.

BOUNTY HUNTER
Before deployment this model may select a Character from the opposing force. This model gains +2 AS to attacks against that Character.

BURROW
For 1 AP this model may gain or remove a Burrowed Counter. While this model has a Burrowed Counter is has -4 DF and +2 AR, but may not make attacks.

CABAL(x)
If this model begins its activation within 8 inches of (x) it may re-roll 1 attack roll that activation.

CANNIBAL
All Living models without the Never Panic special ability suffer -1 AS while engaged with a model with Cannibal.

CARRION
This model may spend 1 AP to kill any models with a Dying Counter that it is engaged with.

CAUSE PANIC
When a model becomes engaged with this model that model makes a PS Check. On a failure, it gains a Panic Counter.

COMBAT REFLEXES
When this model is hit and not prone, and fails their AR Save, they may make a PS Check. If the PS Check is successful disregard the attack roll, and this model is prone.

COMMAND(x)
(x) is how many times per game Command may be used. Once per activation, if this model is not squadlinking, it may spend 1 AP to have a friendly model that has not activated this round and is within 8 inches activate after them. That model may squadlink. Models activated by Command cannot use Command this round.

COORINATED STRIKE
While squadlinking, this model gains +1 AS and +1 PW to all attacks against its target for each other model that has made an attack against that target this activation.

CRACK SHOT
This model ignores Light Cover, and treats Heavy Cover as Light Cover when making ranged attacks.

CULL THE WEAK
Once per round, this model may spend 1 AP to remove a friendly model with the Slave special ability within 2 inches from play. All friendly models with the Slave special ability gain +2 AS this round.

CULT OF METAMORPHOSIS
Once per round, when this model rolls a MAL and it does not have a Stun Counter, it may choose to ignore all effects of the MAL and gain a Stun Counter. When a model with a Stun Counter activates, it immediately loses 1 AP, and then the Stun Counter is removed. Stun Counters are not cumulative.

DANCE OF DEATH
Once per game, at the start of its activation, this model gains +2 AS, PW, and an additional power multiplier to all melee attacks until the end of this activation.

DEFIANCE
This model may not be the target of psychogenics.

DEFLECTION
When this model is targeted by ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

DISTRACTION
While engaged with an enemy model other friendly models gain +1 AS and +1 PW to melee attacks against that model. Distraction is not cumulative.

DRUGGED (x)
After deployment, this model's owner may select up to (x) friendly non-Character models and place a Drugged Counter on each selected model. While a model has a Drugged Counter, it suffers -2 AS and -2 PS. When a model with a Drugged Counter would lose HP, remove the Drugged Counter instead of losing HP.

ELUSIVE
Ranged attacks against this model suffer double the normal range penalties. This model automatically passes the PS Check to Evade.

ENHANCE (X) (Y)
When this model is deployed, choose up to 6 (x). Those models gain (y).

ENVIRO FILTERS
This model ignores Smoke Clouds.

EXTINGUISH
This mode may spend 1 AP to remove a Fire Counter from a model within 8 inches and Line of Sight.

FEROCIOUS ASSAULT
If a model is killed by a charge attack made by this model, all enemy models within 4 inches of that model gain a Panic Counter.

FIELD ORDER (x)(y)
This model has (y). While (x) is within 8 inches of this model, it gains (y).

FOR SAINT AND GLORY (x)
While within line of sight of (x), this model has the Never Panic Special Ability. If (x) is killed while in line of sight of this model, this model gains a Panic Counter.

FORTITUDE
When this model is reduced to 0 HP, it is not immediately killed and removed from play. If this model activates while at 0 HP it is killed and removed from play at the end of that activation.

FLOAT
This model may move through, but may not end its movement on, terrain with the Impassable keyword and may ignore the automatic hit from terrain with the Dangerous keyword. This model does not have to pay the additional AP to Jump, never suffers falling damage, and may never be prone.

FRENZIED
At the end of any activation in which this model did not make a melee attack it must make a PS Check. If that check is failed it immediately activates again, and must spend all AP to make melee attacks on friendly models of a different Model Name. If unable, it must spend all AP to move toward the nearest friendly model with a different Model Name. This model can only gain 1 additional activation per round due to Frenzied.

FURIOUS CHARGE
This model gains an additional +1 AS and +1 PW to charge attacks.

GAMMA PROGRAM
If activating within 10 inches and line of sight of an enemy model this model must spend AP to make melee attacks on enemy models. If unable, it must spend all AP to move toward the nearest enemy model. This model may not Aim or go On Hold.

GHOST IN THE MACHINE
All enemy models within 4 inches of this model suffer a -2 to their MAL values. If an attack has a MAL of "-" it gains MAL "19". Ghost in the Machine does not affect Bio-Gens or Psychogenics.

GLIDING DEPLOYMENT
Do not deploy this model at the start of the game. During any Preparation Phase after Round 1 you may deploy this model. When deployed, choose a point on the battlefield and roll scatter, placing this model on that point. If a model's final deployment point is off the battlefield they will deploy at the point on the battlefield nearest to the edge. If the model's final deployment point is on another model place them with their base touching the model closest to the final deployment point. Models that have Gliding Deployment and share a Squadlink(x) value may deploy using 1 Scatter Roll, placing the first model on this point and the rest within 4 inches.

GOES OUT WITH A BANG
When this model is killed place a BL(2) template with the center hole anywhere completely over this models base before it is removed. All models under the template suffer an automatic PW: 5x2 hit.

GRAFTING
This model may select 1 Grafting to be applied to up to 2 friendly models. Graftings identified as (U) are Unique and may only be applied to 1 model per force. See this model's Faction Document for more on Grafting.

GRAPPLE
This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword. This model does not suffer the automatic hits or being prone from falling.

GRAVITICS
This model can never be Knocked Back, Knocked Prone, or Pulled. Ranged attacks against this model suffer -2 AS. This model never suffers damage from falling.

GUARD
When a friendly model within 4 inches and line of sight is hit by a non-template, non-critical hit ranged attack, this model may make the AR Save instead, suffering all effects of the attack as if it had been the target.

GUERILLA TACTICS
Models with Guerilla Tactics may Squadlink from up to 8 inches away. This model only spends 1 AP to Break Away.

HANG IN THERE BOYS!
Living models reduced to 0 HP are not killed while within 8 inches of this model, but instead gain a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter.

HATRED (x)
Attacks against (x) by this model gain +1 AS and +1 PW.

HIT AND RUN
When this model kills a model with an attack, it may immediately gain 1 AP to move. This move action ignores the rules for Breaking Free and may result in a charge.

HOLOFLAGE
This model cannot be targeted by ranged attacks from more than 8 inches away. All ranged attacks targeting this model suffer -1 AS.

HOOK ANCHOR
This model may spend 1 AP to gain all Anchor Counters from all friendly models within 4 inches. This model may spend 1 AP to cause an automatic PW: 7 hit to all models with an associated Hook Counter, then remove all Hook and Anchor counters linked to this model.

HUMAN SHIELD
When this model is hit by a non-template attack it may force 1 friendly model within 4 inches to be hit by the attack instead. That attack gains an additional power multiplier for the hit.

I'M THE BOSS!
All models with the Slave special ability remove all Panic Counters when activating within 4 inches of this model.

IMMACULATE MAINTENANCE
All MAL values of friendly models in this force are increased by "1". If a MAL value is "20" then treat it as "-".

IMMOLATE:
This model may never have Fire Counters, and does not suffer damage from any attack with the Fire weapon ability. This model may spend 1 AP to have all enemy models in base contact gain a Fire Counter, then this model is removed from play. This action may be used in place of making a charge attack.

I NEVER LOSE!
As long as this model is on the battlefield its owner wins all ties made from initiative rolls.

INFERNO SHARDS
While not engaged with an enemy model, this model may spend 1 AP to lay down a BL(2) Inferno Shard Field in base contact. The field is a terrain feature with the Does Not Block LoS, Fiery, and Rough Keywords. During each Lingering Effects Phase roll a d20, removing the Inferno Shard Field on a result of 11 or greater.

INFILTRATE
This model is deployed only after all other non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12 inches from an enemy deployment zone.

INSPIRE
When this model uses Command, the activated model, and any model it squadlinks with, gain +1 AS and +1 PW to all attacks that activation.

INSTIGATE
Friendly non-Character models within 8 inches of this model gain +2 AS to all melee attacks.

JUST A FLESH WOUND
This model may spend 1 AP while in base contact with a Living model to heal 1 HP on that model. Models may only be affected by Just a Flesh Wound once per game.

KABOOM! (x) (y)
When a model with this ability is hit by an attack, roll a d20. If the result is equal to or higher than (x), roll scatter, moving the model directly toward that direction ½ the distance on the d20. The opponent then places a BL(2) Blast Marker over the model, so that the center hole is anywhere completely over the model's base. All models under the template are automatically hit by an attack from (y). This attack cannot trigger Kaboom! on the model originally triggering Kaboom!

LIFE DRAIN
If an enemy model is killed within 1 inch of this model, this model may make a PS Check. If the check is successful, it gains 1 Bio-Energy Counter. Only 1 PS Check may be made when a model is killed, regardless of the number of models with Life Drain within 1 inch.

LIVING
Living is a keyword that may other special abilities and weapon abilities trigger off of. Unless otherwise stated, all models have the Living special ability.

LUCK
Once per game you may re-roll 1 attack roll or AR Save this model makes.

MARK FOR DEATH
During the Preparation Phase, select 1 enemy model within 12 inches and line of sight to this model. Models gain +1 AS and +1 PW to attacks made against that model this round.

MASSIVE
This model cannot be Knocked Prone, Knocked Back, or Pulled by models with a smaller size.

MASTER GRAFTER
"Grafters" gain an availability of 1/500 in a force containing this model.

MASTER OF CHANGE
Friendly models with the Cult of Metamorphosis special ability that are within 8 inches of this model gain the Never Panic special ability.

MASTER OF DEATH
At the start of the Preparation Phase, this model gains 1 Bio-Energy Counter. See the model's appropriate Faction Document for more on Bio-Energy Counters.

MATCHING SET (x)
(x) is the model this model must be fielded with. Should 1 of the models be removed from play, the other models in the Matched Set gains a Berserk Counter. While a model has a Berserk Counter it gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which a model with a Berserk Counter did not make a melee attack they gain an Exhaustion Counter. A model suffers -1 AP per Exhaustion Counter. If a model activates with 0 AP due to Exhaustion Counters, remove any Berserk and Exhaustion Counters and end their activation. A model may only have 1 Berserk Counter at any time.

MENIAL
This model may be used to satisfy any requirement of Menial models that must be included in a force.

MORPHINE GUN
This model may spend 1 AP to target a friendly Living model within 8 inches and line of sight. That model heals 1 HP but gains a Morphine Counter. While a model has a Morphine Counter it suffers -2 AS to all attacks. A model may only have 1 Morphine Counter at any time, and may only be healed by Morphine Gun once per game.

MORPHINE INJECTOR
The first time this model would be killed, instead it heals 1 HP and gains a Morphine Counter. While this model has a Morphine Counter it suffers -2 AS.

MY BLOOD FOR YOUR BLOOD
If a friendly model within 4 inches of this model would lose HP this model may lose the HP instead. This model may not lose more HP than its HP Stat.

MY PRETTY TOYS
When this model is deployed it may upgrade up to 6 "Buzzblades" to either "Charity's Might" or "Charity's Zeal". All upgraded models must be upgraded in the same way, and are still treated as "Buzzblades".

MY TOYS ARE BETTER
This model may upgrade up to 6 "Charity's Might" or "Charity's Zeal" to "Dominique's Playthings". These models are still treated as "Buzzblades".

NETWORK DEPLOYMENT
This model may squadlink from anywhere on the battlefield.

NEVER PANIC
This model may never gain Panic Counters.

NON-LIVING
This model does not have the Living special ability, and may never gain Panic Counters.

NOW IS OUR TIME
Once per game, during the Preparation Phase, this model may make a PS Check. If the check is successful this model's owner wins Initiative this round, but must activate this model before any others. If the check is failed then this model's owner loses Initiative this round.

OBSESSED
After all models have been deployed, this model's owner may select a Model Name from the opposing force. This model gains +2 AS and +2 PW to any melee attacks made against models with that Model Name.

ON THE JOB
Friendly models with the Bounty Hunter special ability gain the benefits of Bounty Hunter against all enemy Characters.

PARRY
When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

PLAYING POSSUM
Once per game when this model would be killed it instead gains a Possum Counter. While a model possesses a Possum Counter they are prone, reduced to 0 AP, and may only be targeted by melee attacks. While a model has a Possum Counter, it is immediately killed if it ever loses HP. During the Preparation Phase the model may stand up, heal to 1 HP, and remove its Possum Counter. When this model gains a Possum Counter, all other models that share a squadlink(x) value within 8 inches gain a Berserk Counter, and cannot end their activation more than 8 inches from this model while they have the Berserk Counter. Remove the Berserk Counter when the Possum Counter is removed.

POP SMOKE
Once per activation, this model may place the center of a BL(3) Smoke Cloud in base contact. A Smoke Cloud is a terrain piece with the Heavy Cover keyword. In addition, all models under the template suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

POWER GENERATOR (x,y)
During each Preparation Phase, this model may choose to power (x) or (y). If an assault group is selected all attacks in that group gain an additional power multiplier, MAL: 17, and the Cauterize, ED(2), and KP(15) weapon abilities. If a MAL is rolled, in addition to the effects of the MAL this attack immediately loses the benefits of Power Generator, and this ability may not be used next round. If AR is selected then this model rolls an additional d20 when making AR Saves, the highest roll being disregarded. If, after that die has been disregarded, there is a result of 17 or higher, the AR immediately loses the benefits of Power Generator, suffers an automatic PW: 6x2 hit, and this ability may not be used next round.

PROTOTYPE (AG#x)
If an attack from this assault group malfunctions no more attacks may be made using that assault group this round.

PSYCHOGENIC INVOKER
Once per activation, this model may cast 1 Psychogenic from their applicable Psychogenic List.

PSYCHOGENIC MASTER
Twice per activation, this model may cast 1 Psychogenic from their applicable Psychogenic List.

PUD CONTROL (x)
When this model is deployed also deploy (x) Puds. If a Pud begins its activation within 8 inches of this model it may activate normally, instead of moving towards the nearest enemy. This model may spend 1 AP to have all non-Dying Puds within 4 inches immediately activate. Each Pud may only gain 1 additional activation from Pud Control each round.

PUD POWERS
This model may only be fielded if the force contains at least 1 model with the Pud Control Special Ability. At the end of each Preparation Phase, this model activates. During this model's activation it must spend AP to make melee attacks on enemy models. If unable, it must spend all AP to move toward the nearest enemy model. This model may never gain bonuses from Ganging Up, may never count towards other models Ganging Up bonus. Enemy models do not have to spend AP when Breaking Free from this model, and may engage enemy models during that move.

PUSH
When this model is selected as part of a squadlink all models in that squadlink may gain 1 additional AP, which must be spent on movement. If this is done these models cannot make attacks that activation.

QUICK DRAW
This model may spend 1 AP to make an aimed ranged attack, or move up to their MV value and make a ranged attack.

RAGE
This model gains +2 PW to all melee attacks for each HP it has lost.

RAZOR WIRE
Any model that hits this model with a melee attack suffers an automatic PW: 2x2 hit.

REGENERATION
When this model activates, or at the start of the Lingering Effects Phase, it heals 1 HP. This model may only heal 1 HP per round from Regeneration. This model is not killed when reduced to 0 HP, instead, give it a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter. When this model loses a Dying Counter, it may immediately stand up for no AP cost.

REPAIR
This model may spend 1 AP while in base contact with a friendly model to heal 1 HP on that model. A model can only be healed by Repair once per game. While in base contact with a model with a Wreck Counter, this model may spend 1 AP to reactivate the model. The reactivated model keeps its original stats with the following exceptions: AP: 1 MV: 4 HP: 1.

RETALIATION
When an enemy model misses this model with a melee attack this model may select 1 melee attack and make an attack against the enemy model.

RIGHTEOUS CHARGE
Once per round, when this model charges an enemy, but before charge attacks are resolved, you may move up to 2 friendly, unengaged models within 8 inches into base contact with the enemy model. If a model cannot move into base contact then it may not be moved by Righteous Charge.

RITUAL CASTER (x)
(x) represents the psychogenic this model may use. If this model has squadlinked, increase the TN of any Augmentation Psychogenics by 1 for each model in that Squadlink.

RITUAL ENGINE
This model may not be the target of Kukulkani Rituals. While this model is on the battlefield, each time an enemy model is killed within 8 inches, give this model a Skull Counter. Models with Ritual Engine have multiple versions, and an associated Stat Card linked to how many Skull Counters it currently possesses. Use the Stat Card associated with the highest number of Skull Counters this model currently possesses.

SCATTER SHARDS
While not engaged with an enemy, this model may spend 1 AP to lay down a BL(1) Shard Field in base contact. Any model that enters the Shard Field or begins its activation within the field must roll a d20. On a 10 or lower the model may continue moving as normal. On an 11+ the field explodes, causing an automatic PW: 9 hit. The Shard Field is then removed. Shard Fields may be targeted by ranged attacks and are hit automatically. Shard Fields that are hit are removed from play.

SCAVENGE
When a force contains a model with Scavenge the following rules apply: When any model is killed place a Scavenge Counter in base contact before it is removed. A model with Scavenge may pick up Scavenge Counters by moving over the counter. Each Scavenge Counter gives +1 AS and +1 PW to all attacks, as well as +1 AR. A model may drop any number of Scavenge Counters, placing them in base contact, for 1 AP. If a model holding a Scavenge Counter is killed it drops all Scavenge Counters in base contact before being removed. A model may only have 3 Scavenge Counters at any time.

SCION OF FLAME
This model may never have Fire Counters and does not suffer damage from any attack with the Fire weapon ability. Enemy models within 4 inches of this model cannot remove Fire Counters. If an enemy model within 4 inches is killed by the automatic hit from a Fire Counter, place 1 Ember model in base contact with that model before it is removed.

SCOUT
After all models have been deployed (including Infiltrating models), the player whose force contains at least 1 model with this special ability may redeploy up to 4 models in their force. Normal deployment and infiltrator rules apply for this redeployment.

SEAR
This model may spend 1 AP while in base contact with a friendly model to remove a Bleed Counter.

SEDATED
When this model is deployed give it a Sedated Counter. A model with a Sedated Counter ignores the Frenzied special ability, but cannot make attacks or interact with objectives. During any Preparation Phase, this model may remove its Sedated Counter. During each Lingering Effects Phase, roll a d20, removing the Sedated Counter on a result of 11 or greater.

SERPENTINE BODY
This model may never be Entangled, Grabbed, Knocked Prone, or Crushed. This model ignores the automatic hit from the Dangerous keyword. This model may not Climb or Jump.

SHARD WALK
This model ignores Shard Fields.

SHEER
This model may never have Acid, Fire, Bleed, Blood Pathogens, Frantic, Paralyzing Poison, or Poison Counters. Roll a d20 for any non-critical hit on this model, on a 10 or less the attack roll is disregarded.

SHIELD FORMATION
While not prone and within 1 inch of at least 1 other model with Shield Formation this model gains +2 AR.

SHIELDING
Other friendly models whose base is completely within 6 inches of this model gain +2 AR.

SHOCK WAVE (x)
This model may spend 1 AP to activate Shockwave. Shockwave affects all models within (x). All models gain a Stun Counter. All models two or more sizes smaller than the originating model are automatically Knocked Back. All models 1 size smaller are automatically Knocked Prone. When a model with a Stun Counter activates, it immediately loses 1 AP, and then the Stun Counter is removed. A model may only have 1 Stun Counter at a time.

SIDESTEP
When this model is hit by a non-critical hit from a melee or template attack, roll a d20. On a 12 or less the model suffers no damage from the attack, and is not affected by any weapon abilities from this attack.

SKARRD MOTHER
When this model is deployed choose 1 of the following special abilities. This model gains the selected Special Ability:
Enhance (Buzzblade) (+1 to Cannibal TN modifier)
Enhance (Bolas) (Coordinated Strike)
Enhance (Harpy) (Hit and Run)

SLAVE
Instead of activating normally, this model activates at the end of each Preparation Phase.

SLIMY
This model may never have Fire Counters.

SOUL LINK
When a model with Soul Link loses HP from a non-critical hit another friendly model with Soul Link within 8 inches may lose the HP instead. A model may not lose more HP than its HP Stat.

SPOTTER
Enemy models may not be deployed within 8 inches of this model.

STITCH
This model may spend 1 AP to target a friendly model within 1 inch and line of sight. That model heals 1 HP but gains a Stitched Counter. While a model has a Stitched Counter it suffers -2 AS to all attacks. A model may only have 1 Stitched Counter at any time, and may only be healed by Stitch once per game.

STRIDER
This model ignores the movement cost of terrain with the Rough keyword. This model may stand up from prone for no AP cost.

SUPERIOR GANG-UP
Increase this model's Gang-Up Bonus by +1.

SUPERIOR MAINTENANCE(x)
(x) times per game, when a malfunction is rolled, this model's owner may ignore the malfunction. This ability functions even if this model is killed.

SURVIVALIST
If this model spends all AP on movement it gains the Elusive special ability and has Light Cover until its next activation.

SWARM
This model loses an additional HP from failed AR Saves caused by all template attacks. Swarms do not count for any Gang-Up Bonuses. The number of attacks per assault group this model has is reduced by the number of lost HP on the model.

TECHNOMANCY(x)
This model can cast Kukulkani Rituals. See the Kukulkani Faction Document for more information.

THIS WILL MAKE IT ALL BETTER
This model may spend 1 AP when in base contact with a model to remove all Poison and Numb Counters.

TOUGH AS NAILS
This model does not lose an additional HP for rolling a critical failure on an AR Save.

TOXIC CULT
This model may never have Paralyzing Poison, Poison, Frantic Toxin, or Fear Toxin Counters. This model ignores Toxic Clouds.

TOXIC MIASMA
This model always has Light Cover. Any Living model without the Enviro Filters special ability that begins its activation engaged with this model receives a Poison (16) Counter, and suffers -2 AS to all melee attacks.

TRACKING
Before deployment, this model's owner may choose any 1 enemy model with the Infiltrate Special Ability. That model loses the Infiltrate Special Ability.

TREMOR
This model may spend 1 AP to place a BL(2) Blast Marker in base contact. All models under the template suffer KP(14).

UBER BLOK STOPPER
This model always has Heavy Cover. This model grants Heavy Cover if it is between the target of an attack and the attacker.

UNNATURAL CLIMB
This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword, and only forfeits 2 inches of movement to move between levels.

UPGRADE (x)
(x) is the amount of Upgrades this model may select. Upgrades identified as (U) are Unique and may only be applied to 1 model per force. See this model's Faction Document for more information on Upgrades.

VAULT
Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in charge, this model gains and additional +1 AS and +1 PW to the charge attack.

VIRULENT FUMES
Any Living model moving into base contact, or activating while in base contact with this model immediately suffers an automatic PW: 4 hit.

WALL OF BLADES (x)
During any activation in which this model does not make attacks with (x) it gains Parry and Deflection until the beginning of its next activation.

Weapon Abilities

ADAPTABILITY
Once per activation this attack can copy certain weapon abilities from a model in base contact. This attack retains the copied ability until the end of this model's activation. Weapon abilities that may be copied are: Acid, Bleed, Brutal, Cauterize, ED(x), Fire, Paralyzing Poison, Poison, Reach, Rot, and Stun.

ACID
When this attack hits a model place an Acid Counter on that model. During each Lingering Effects Phase a model with an Acid Counter suffers an automatic PW: 4 hit, removing the Acid Counter on a successful AR Save. A model may only have 1 Acid Counter at any time.

BLEED
When this attack hits a Living model place a Bleed Counter on that model. During the Lingering Effects Phase a model with a Bleed Counter must roll a d20. On a result of 11 or greater, the affected model loses 1 HP. If a 10 or lower is rolled remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

BLIND
When this attack hits a model, place a Blind Counter on that model. Models with a Blind Counter suffer a -2 AS and double all range penalties they suffer. Blind Counters are removed at the end of a model's activation. A model may only have 1 Blind Counter at any time.

BLOOD PATHOGENS
When this attack hits a Living model, place a Blood Pathogens Counter on that model. Models with a Blood Pathogens Counter must roll twice when rolling for Bleed Counters, removing the counter only if both rolls are 10 or lower. Remove the Blood Pathogens Counter when a Bleed Counter is removed.

BURST
All ranged attacks made from this assault group must target the same model. Attacks with Burst may not be aimed.

BRUTAL
The Parry special ability may not be used against this attack.

CAUTERIZE
HP lost by this attack may never be healed.

CHEM COCKTAIL
At the start of this model's activation choose 1 of the following special abilities, this attack gains the chosen ability until the next Lingering Effects Phase: Acid, Blind, Cauterize, Paralyzing Poison, Poison(16), Rot.

COMBUSTION
If this attack hits a model with a Fire Counter this attack gains an additional power multiplier.

CONDUCTION
The model with the highest AR value hit by this attack suffers an additional power multiplier to the attack's PW. In the case of a tie for highest AR, the attacking model decides who suffers the additional multiplier.

CRUSH
During this model's activation, if this attack hits, all further attack rolls made with this attack against the same target automatically succeed, unless a malfunction is rolled. These automatic hits may not be Parried.

DECAPITATE
If this attack critically hits it gains ED(2) for that attack. If it already has ED(x) then (x) is increased by (+1) for that attack.

DETONATE
Once per activation, if this attacks hits and its target passes its AR Save, you may have the target immediately suffer an automatic PW: 4x2 hit. This automatic hit may not be Parried.

EMBERSPARK
If an enemy model is killed by this attack, place 1 Ember model in base contact with the model before it is removed. The Ember may activate this round.

EMPOWER
This attack receives a cumulative +1 power multiplier each time it is used after the first. This additional power multiplier lasts until the end of the Lingering Effects Phase.

ENTANGLE
When this attack hits a model, place an Entangled Counter on that model. While a model has an Entangled Counter it is prone, and may not spend AP on attacks. The model may spend 1 AP during its activation to remove an Entangled Counter. A model may never have more Entangled Counters than their AP stat.

ENTROPIC
This attack's rate of fire is equal to this models current HP.

EXTREME DAMAGE (ED)(x)
(x) represents the amount of HP lost by a failed AR Save caused by this attack.

FEAR TOXIN
When this attack hits a Living model, place a Panic Counter and a Fear Toxin Counter on that model. Panic Counters cannot be removed from a model with a Fear Toxin Counter.

FIRE
When this attack hits a model, place a Fire Counter on that model. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW:7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

FRANTIC TOXIN
When this attack hits a Living model, place a Frantic Counter on that model. When a model with a Frantic Counter activates it makes a PS check at -4. If the test is successful remove the Frantic Counter. Otherwise roll scatter, the affected model immediately spends AP to move directly towards that direction, ignoring Breaking Free. If the affected model comes into base contact with a model it will use all remaining AP to make melee attacks on that model, using a random assault group. Frantic Counters are removed at the end of a model's activation.

GRAB
When this attack hits a model, that model is Grabbed. While Grabbed, all attacks against that model from this model automatically succeed unless a malfunction is rolled. Nether model may spend AP to move. This model may end the effects of Grab at any point during its activation. The enemy model may spend 1 AP to end the effects of Grab. If an effect would force either model to move, the effects of Grab immediately end.

HOBBLE
When this attack reduces an enemy unit to 0 HP you may have that model gain a Hobbled Counter instead of being killed. While a model has a Hobbled Counter it is prone and reduced to 1 AP. If a model with a Hobbled Counter is ever hit by an attack, that model is killed. If a model with a Hobbled Counter is ever healed, remove the Hobbled Counter.

HOOK
When this attack hits a model, place a Hook Counter on that model, and an Anchor Counter on this model. The model with the Anchor Counter may spend AP to cause automatic hits with this attack against the model with the Hook Counter. If a model with a Hook Counter moves, it must move towards the model with the Anchor Counter. A model with a Hooked Counter may spend 1 AP to suffer an automatic hit from this attack, and then remove the Hook Counter. When the Hooked Counter is removed, also remove the Anchor Counter. While a model has an Anchor Counter it may not make ranged attacks against models that do not have the associated Hook Counter.

HORRIBLE DEATH
If a model is killed by this attack, all enemy models within 4 inches receive a Panic Counter.

INDIRECT
This attack may fire at targets out of its line of sight if another friendly model has line of sight to the target. If using this ability, this attack suffers -4 AS.

INGEST
When this attack hits a Living model, place an Pud Counter on the model hit. During the Lingering Effects Phase a model with an Pud Counter makes an AR Save. If the save is failed the affected model automatically loses an HP. On a critical failure place (x) Puds in base contact with the model, where (x) is the model's HP Stat, then that model is removed from play. When a model with an Infection Counter is killed, place a Pud in base contact before it is removed.

KNOCK BACK (KB) (x)
When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly back d20/2 inches from the attacker and is prone. Melee attacks suffer -2 to TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

KNOCK PRONE (KP) (x)
When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is prone. Melee attacks suffer -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

LATCH ON (x)
Attacks from this assault group may only be used against a model if they are hit by all attacks under AG#(x) during 1 attack action. The first time this is done, this model may make 1 free attack with this assault group against the model hit. All attacks made with this assault group against that model automatically hit this activation, and may not be Parried.

LAUNCH SMOKE (x)
Launch Smoke is a Blast Attack. Place the center of a BL(x) Smoke Cloud where this attack hits. A smoke cloud is a terrain piece with the Does Not Block LoS and heavy Cover keywords. In addition, all models with their any part of their base over the terrain piece suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

LIMITED (x)
(x) is how many times per game this attack may be used.

NUMB
When this attack hits a Living model, place a Numb Counter on the model hit. A model with a Numb Counter suffers a -2 AS to all attacks. A model may only have 1 Numb Counter at any time.

PARALYZING POISON
When a Living model is hit by this attack, place a Paralyzing Poison Counter on that model. When a model with Paralyzing Poison Counters activates, it immediately loses 1 AP per Paralyzing Poison Counter, and then all Paralyzing Poison Counters are removed. A model may never have more Paralyzing Poison Counters than its AP stat.

PIERCE
When on a melee attack, if the target is hit and fails its AR Save, this model may make an attack against another model within 1 inch of the targeted model. This attack suffers -2 PW. When on a ranged attack, draw a line from the center of the attacking model's base through the center of the target's base, continuing up to the attack's maximum range. If the target is hit and fails its AR Save, make an attack against the next model in the line. Continue making attacks down the line until an attack misses or a model passes its AR Save. Reduce the PW of the attack by 2 per previous model hit. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming.

PIN
When this attack hits a prone model place a Pinned Counter on that model. While a model has a Pinned Counter it may not stand up, and may not spend AP on assault groups or movement. Ranged attacks against a model with a Pinned Counter do not suffer -2 for the model being prone. Melee attacks against a model with a Pinned Counter hit automatically. The model may spend 1 AP during its activation to remove the Pinned Counter. A model may only have 1 Pinned Counter at any time.

POINT BLANK
This ranged attack may be used against enemy models this model is engaged with. These attacks never gain PW bonuses for charging, ganging-up, or any abilities that modify the PW of melee attacks.

POISON (x)
When this attack hits a Living model place a Poison Counter on that model. During the Lingering Effects Phase a model with a Poison Counter must roll a d20. On a result of (x) or greater the affected model loses 1 HP, otherwise, remove the Poison Counter. HP lost by Poison cannot be healed. A model may never have more Poison Counters than its HP Stat.

PROXIMITY STRIKE(x)
When this attack targets a model place a BL(x) Blast Marker with the center anywhere completely over the target's base. Make attacks against all models, except the attacking model, under the blast marker. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming or charging.

PULL(x)
When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly toward this model until it is in base contact or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

PURGE
This attack may target friendly models. All friendly models hit by this attack may remove any counters on them.

RESTRICTED
A model may only usel assault group containing an attack with Restricted per round.

RICOCHET
If a model targeted by this attack passes its AR Save roll scatter. The first model within 4 inches in the direction of the roll suffers an automatic hit by this attack.

ROT
A model hit by this attack gains a Rot Counter. A model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, a model with a Rot Counter must roll a d20 for each Rot Counter. For each result of a 10 or lower a Rot Counter is removed.

STOMP
This attack may only target prone models.

STUN
A model hit by this attack gains a Stun Counter. At the beginning of that model's next activation, it immediately loses 1 AP, and then the Stun Counter is removed. A model may only have 1 Stun Counter at any time.

SUNDER ARMOR
If a model is hit by this attack give it a Sundered Armor Counter. Models with a Sundered Armor Counter suffer -2 AR. A model may only have 1 Sundered Armor Counter at any time.

TOXIC CLOUD
Place a BL(x) Toxic Cloud where this attack hits. A Toxic Cloud is a Smoke Cloud with the following special rules: Any Living model without the Toxic Cult or Enviro Filters special abilities that enters the cloud or begins their activation in the cloud receives a Poison (16) Counter. They will receive another Poison (16) Counter for every AP they spend while within the cloud. A Smoke Cloud is a terrain piece with the Does Not Block LoS and Heavy Cover keywords. In addition, all models with any part of their base over the terrain piece suffer -4 AS to melee attacks. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a result on 11 or greater.

THROW PUD
This attack may only be used if there is a Pud within 4 inches of this model. This is a BL(1) Blast Attack with the following rules: When this attack is used, remove a Pud within 4 inches of this model. Once the final position of the template has been determined

place the Pud with its base at least partially under the template. If there is no room for the base place it as close to the template as possible. Once placed, 1 model in base contact with the Pud suffers an automatic 4x2 hit.

UNSTABLE
If this attack malfunctions all models in base contact with this model suffer the effects of the malfunction.

VICTIMIZE
When this attack hits a model you may give that model a Panic Counter or remove a Resolve Counter from that model.

WHIPLASH
If the target of this attack passes its AR Save, it gains a Whiplash Counter. At the beginning of that model's next activation, it immediately loses 1 AP per Whiplash Counter, and then any Whiplash Counters are removed.



THE C.O.R.E.

The modern CORE is a strange hybrid between the cold logic that forged it and the fiery madness that infected its code during a costly invasion into the central hive facility. With every repair or rebuild, the corruption in the processors of every robot worsens, furthering the central AI's descent into what can only be called madness. Yet, if anything, the spread of this corruption has made the CORE more dangerous and voracious than ever before as it grows fiercer with its coded violence while losing none of its capacity for logic, split-second statistics, and mapping of tactical probabilities. Combined with the CORE's growing desperation for more organic material to fuel itself the enemies of this horrific mechanical monster will soon learn that the nightmare has only just begun.

SPECIAL RULES

FOLLOW THE CODE
A CORE force may not contain more models without the Gamma Program special ability than those with it.

FOUNDATION IS KEY
For every 250 points in a CORE force it must contain at least 75 points of models with the Menial special ability.

THE CODE CANNOT DIE
All CORE models have the Non-Living special ability.

SHATTERED HUSKS
All Large, Huge, or Gigantic sized CORE models are not immediately removed from play upon being killed. Instead, place a Wreck Counter on that model and leave it in play. A model with a Wreck Counter is a terrain piece with the same size as the model that was killed and the Rough and Heavy Cover keywords.

ENTROPIC BATTERY
All CORE models are treated as having the Living special ability when they are killed or removed from play.

UPGRADE AND ADAPT
Some CORE models can take Upgrades. Before deployment a model with Upgrade(x) may select a number of Upgrades equal to (x), gaining the assault group or benefit listed under that Upgrade. Each Upgrade can only be taken once per model, unless otherwise stated.

SUB-FACTIONS
None

Shield Generator

Description
When this model is deployed give it 3 Shield Counters. A model with a Shield Counter receives +1 AR per counter. Remove 1 Shield Counter each time this model passes an AR Save.

Upgrade

Self-Repair System

Description
The first time this model is killed instead give it a Self-Repair Counter. A model with a Self-Repair Counter cannot be attacked and cannot activate. During the Lingering Effects Phase roll a d20, removing the Self-Repair Counter on a result of a 10 or lower and healing the model to 1 HP.

Upgrade

Broadband Network

Description
When this model is deployed it gains the **Network Deployment** special ability.

Upgrade

Alpha Override

Description
When this model is deployed it gains the **Alpha Program** special ability.

Upgrade

Rending Saw

AG#1	AS	RF	PW	RN	MAL
[1] Rending Saw •Sunder Armor	6	1	4x2	0	20

Description
This upgrade may be chosen multiple times. Each time it is selected increase the number of Rending Saw attacks by [+1].

Upgrade

Rock Drill

AG#1	AS	RF	PW	RN	MAL
[1] Rock Drill •Pierce	6	1	3x3	RE	19

Description
This upgrade may be chosen multiple times. Each time it is selected increase the number of Rock Drill attacks by [+1].

Upgrade

FLAMETHROWER

AG#1	AS	RF	PW	RN	MAL
[1] Flamethrower •Cauterize •Fire	7	1	4x2	SP	17

Description
•None

Upgrade

AUTONOMOUS COMBAT DRONES

Description
When this model is deployed also deploy 3 Autonomous Combat Drones. See the Autonomous Combat Drone Stat Card for more information.

Upgrade

AUTONOMOUS COMBAT DRONE

2 3 10 5 8 1

AG#1	AS	RF	PW	RN	MAL
[1] Combat Claw	2	∞	2	0	-

"It don't LOOK dangerous..."
-Last words, Nicoli, Salt Flats Fixer

Special Abilities
•Gamma Program
•Slave
•Vault

Combat Drone (6)





The Dragyri

Based on the various elements of nature, the Dragyri splinter themselves off into unique sub-factions called "Castes", each caste emulating a way of life in tune with their chosen element. Of these castes two of the most powerful are the Ice Caste and the Air Caste, each bringing their own unique methods to the field of war: The Ice Caste, honor-bound to the use of melee combat, bring heavy hitters and rigid armor to the forefront, while the Air Caste rides the wind, annihilating their foes with a grace and flourish unseen in any other army. Unknown to the other Castes, however, the Fire Caste is readying itself for war, and soon not only their rival castes, but all of Samaria, will bear witness to their ferocity and might.

Special Rules

ONE WITH THE ELEMENTS

A Dragyri Force must align itself with an Elemental Caste. When it does so it gains access to the models listed under their Sub-Faction List. In addition all models with the Psychogenic Invoker or Psychogenic Master special abilities must select Psychogenics from that caste's Psychogenic List.

HONOR BEFORE COMBAT

A Dragyri force may contain up to 3 models with the Slave special ability for each Dragyri Trueborn model included in that force.

SUB-FACTIONS

• ICE CASTE

- •Luck'kit'kaii
- •Spirit Lord of the Ice Caste
- •Ice Elemental
- •Hail-Kin
- •Blizzard
- •Frostbite
- •Death's Device (Ice Caste)
- •Soul Searcher
- •Soul Splitter
- •Guard Slave (Ice Caste)
- •Dah'vid, the Arctic Wind

• AIR CASTE

- •Yovanka
- •Spirit Lord of the Air Caste
- •Greater
- •Storm Elemental
- •Squalls
- •Zephyr
- •Cyclone
- •Death's Device (Air Caste)
- •Whisper
- •Tempest
- •Wail
- •Guard Slave (Ice Caste)
- •Disk Slave

• FIRE CASTE

- •Rath'zhi
- •Spirit Lord of the Fire Caste
- •Greater Fire Elemental
- •Ember
- •Brimstone
- •Inferno
- •Pyre
- •Volcanic Helot
- •Volcanic Phalanx
- •Enforcer of Judgment
- •Artificer of the Alteghran
- •Cinder Slave
- •Razor Slyth
- •Cavewing Slyth

ICE PATCH

AG#1	AS	RF	PW	RN	MAL
[1] Frozen Wasteland •BL(3) •KP(14)	6	1	-	12	18

Description
•None

Ice Psychogenic

OBSCURING FOG

NAME	TN	RF	RN	MAL
[1] Obscuring Fog	14	1	-	-

Description
Center a BL(3) Freezing Cloud over this model. This Freezing Cloud moves with the casting model, always remaining centered over it. A Freezing Cloud is a terrain piece with the Does Not Block LoS and Heavy Cover keywords. In addition, all models with any part of their base over the terrain piece suffer -4 AS to melee attacks. Friendly models and models with the **Enviro Filters** special ability may ignore this cloud. This cloud is removed at the end of this model's next activation.

Ice Psychogenic

FREEZING STRIKE

NAME	TN	RF	RN	MAL
[1] Freezing Strike	14	1	-	-

Description
Until the end of its next activation this model's melee attacks gain +2 PW and the **Cauterize** and **Numb** weapon abilities.

Ice Psychogenic

HAIL STORM

NAME	TN	RF	RN	MAL
[1] Hail Storm	14	1	12	18

Description
Remove up to 6 friendly unengaged Hail Kin within 12 inches from play. Place a BL(3) Blast Marker anywhere completely within range, then place each removed Hail Kin anywhere with their base completely in the template. Any Hail Kin that cannot be placed as killed and removed from play. Once all Hail Kin are placed each enemy model under the template suffers an attack using the following profile for each Hail Kin they are engaged with; these attacks do not gain Gang Up bonuses automatic PW: 6x2 hit.

Malfunction: Caster suffers an automatic PW: 6x2 hit.

AG#1	AS	RF	PW	RN	MAL
[1] Hail Strike	6	-	6x2	0	-

Ice Psychogenic

ICE STORM

AG#1	AS	RF	PW	RN	MAL
[1] Ice Storm •BL(2)	6	1	6	8	18

Description
The BL(2) Blast Marker created by this attack is not immediately removed from play. Until the end of the next Lingering Effects Phase enemy models treat the BL(2) as a terrain piece with the Rough and Does Not Block LoS keywords.

Ice Psychogenic

GLACIAL SPIKE

AG#1	AS	RF	PW	RN	MAL
[1] Glacial Spike •Cauterize •Pierce	6	1	8	12	-

Description
•None

Ice Psychogenic

ICE WALL

NAME	TN	RF	RN	MAL
[1] Ice Wall	14	2	8	20

Description
Place an Ice Wall template anywhere completely within range. Ice Walls are a terrain piece with the Impassable and Blocks Line of Sight keywords. This Ice Wall is removed at the end of the next Lingering Effects Phase.

Ice Psychogenic

CHILL THE BLOOD

NAME	TN	RF	RN	MAL
[1] Chill The Blood	16	2	8	20

Description
Remove any/all Counters from target model.

Malfunction: Target loses 1 HP.

Ice Psychogenic

ARCTIC BLAST

AG#1	AS	RF	PW	RN	MAL
[1] Arctic Blast •Cauterize	*	1	4x2	*	18
[•] Spray	7			SP	
[•] Stream	5			ST	

Description
•None

Ice Psychogenic

LIGHTNING

AG#1	AS	RF	PW	RN	MAL
[1] Lightning •BL(2) •Conduction	6	1	6	8	19

Description
•None

Air Psychogenic

TORNADO

AG#1	AS	RF	PW	RN	MAL
[1] Tornado •BL(1) •KP(10)	6	1	4x2	8	18

Description
The BL(1) Blast Marker created by this attack is not immediately removed from play. During the Lingering Effects Phase roll a d20, removing the template on a roll of 11 or higher. Any model beginning their activation or moving over the template suffer a 4x2 hit and KP(10).

The caster may spend 1 AP to move the template 4 inches in any direction.

Air Psychogenic

GUST

AG#1	AS	RF	PW	RN	MAL
[1] Gust •KP(14)	*	1	-	*	20
[•] Spray	8			SP	
[•] Stream	6			ST	

Description
•None

Air Psychogenic

Storm Forge

NAME	TN	RF	RN	MAL
[1] Storm Forge	14	1	-	-

Description
Remove 1 of each "Thunder", "Lightning", and "Wind" model within 12 inches from play. Place 1 "Greater Storm Elemental" into play within 12 inches of the caster. The Greater Storm Elemental has HP equal to the combined totals of the removed models at the time they were removed. At the end of any Lingering Effects Phase of a round in which the Greater Storm Elemental suffered damage it must make a PS Check. If this check is failed place 1 of each "Thunder", "Lightning" and "Wind model within 4 inches, then the Greater Storm Elemental is removed from play. The remaining models then suffer damage equal to the amount of lost HP on the Greater Storm Elemental, distributed by their owner.

Air Psychogenic

Shifting Crosswinds

NAME	TN	RF	RN	MAL
[1] Crosswinds	16	1	-	20

Description
All friendly models within 6 inches of the caster gain the **Elusive** special ability and have Light Cover until the end of the next Lingering Effects Phase.

Malfunction: Caster suffers an automatic PW: 4 hit.

Air Psychogenic

Screaming Gale

NAME	TN	RF	RN	MAL
[1] Screaming Gale	14	1	-	20

Description
All enemy models within 4 inches of the caster gain a Panic Counter.

Malfunction: Caster is prone.

Air Psychogenic

Spinning Dervish

NAME	TN	RF	RN	MAL
[1] Spinning Dervish	14	1	-	20

Description
Until the end of this activation all the caster's melee attacks gain +2 PW and a range of Arc.

Malfunction: Caster is prone.

Air Psychogenic

Ride the Wind

NAME	TN	RF	RN	MAL
[1] Ride The Wind	14	-	-	20

Description
Caster immediately gains the **Vault** special ability and +1 MV until the end of their activation.

Malfunction: Caster is prone.

Air Psychogenic

Mend the Winds

NAME	TN	RF	RN	MAL
[1] Mend The Winds	14	1	8	20

Description
When this psychogenic is cast select 1 of the following effects:

- Heal 1 damage from 1 "Thunder", "Lightning", "Wind" or "Greater Storm Elemental" within range
- Place 1 previously killed "Thunder", "Lightning" or "Wind" model into play anywhere within 8 inches of the caster. The returned model is healed to 1 HP.

Malfunction: Caster suffers an automatic PW: 4 hit.

Air Psychogenic



The Forsaken

Viewing themselves as the last bastion of organized society in a world populated by heretics and monsters, the Forsaken strive to defend their holy city of New Ashkelon. Led by the enigmatic Prevailer Council their troops and followers fight with a zealous resolve, clinging to the belief that their God has chosen them to combat the monsters and madmen of the wasteland and reclaim it for His holy glory. This belief is only heightened by the presence of the Saints: powerful individuals claiming to be of holy origin and who command whole legions and armies under their beck and call. Whether truly on a holy crusade from God or merely an army of fanatics, the followers of the Forsaken have readied themselves for war, and march forth willing to lay down their lives for their beliefs.

Special Rules

HOLY CRUSADE
A Forsaken force may align itself with a Saint. If it does so it gains access to the models listed under that Saint's Sub-Faction.

FOR THE RIGHT PRICE
A Forsaken force may include models with the Bounty Hunter special ability.

SUB-FACTIONS

- **SAINT MARK**
  - Saint Mark
  - Shade
  - Junker
  - Reaver
  - Hephzibah
- **SAINT JOHN**
  - Saint John
  - Haniel
  - Faithful
  - Banger
  - Deathstryke
- **SAINT MARY**
  - Saint Mary
  - Clergy Ann
  - Flense
  - Contradiction
  - Judah
- **SAINT LUKE**
  - Saint Luke
  - Arsenal
  - Stinger
  - Sister of Wrath
  - Marionette



Followers of the Heretic

There is one man who is regarded to have fallen beyond all others. A man, once elevated to the height of Sainthood, now caste down as the most treasonous of heretics. This man is Johann, the Scorpion Saint, and may his name be forever cursed.

This force represents the forces of Saint Johann before he was routed from Forsaken society and into the ranks of the devilish Skarrd. During this time the full machinations of his unholy grafting had just begun to take shape- these are the predecessors to the horror his Cult of Metamorphosis would come to unleash.

Special Rules

BLASPHEMOUS ORIGINS
This force counts as Forsaken for scenario and mission purposes.

BIRTH OF METAMORPHOSIS
Some models in the Followers of the Heretic force have access to the Grafting special ability. The available Grafts which may be selected are as follows:

- +1 to MV Stat
- +1 AS to melee attacks
- Enviro Filters special ability
- (U)+1 to AR Stat and the Tough as Nails special ability
- 1 AS to ranged attacks
- (U)Berserk special ability
- (U)Morphine Injector special ability
- Strider special ability

SCIONS OF METAMORPHOSIS
Some models have a unique version only available to the Followers of the Heretic. Those models are included in the list below.

- Quietus
- Dominique
- Dexus
- Grafter
- Sister of Charity
- Worm Shepard

LEGION OF THE SCORPION SAINT
These models may be included in a Followers of the Heretic force:

- Saint Johann
- Bane
- Bane Leader
- Coil
- Coil Leader
- Warwind
- Firestorm
- Firestorm Leader
- Ravage
- Ravage Leader
- Strike
- Strike Leader
- Weaponsmith
- Drillhead

SUB-FACTIONS
None

The Outcast

For centuries the humans of Samaria have been little more than tribal scavengers, living by raiding one another among the crumbling ruins. That age is passing as the Forsaken coordinate their efforts, driving out bandits and bringing civilization to the wastelands. Many resist the change however, unwilling to trade their independence for the oppression offered by the Prevailers. Religious dogma drives the Forsaken to vehement loathing of these godless Outcasts and whole villages have been slaughtered in retaliation against bandits or to seize valuable resources. The very name "Outcast" has come to be synonymous with heresy, crime, and a hatred of progress among the people of New Ashkelon. For those living in the wastes, however, it means freedom, as precious as clean water – and like so many things on Samaria – worth dying for.

Special Rules

FOR THE RIGHT PRICE
An Outcast force may include models with the Bounty Hunter special ability.

SUB-FACTIONS

- **SLAVERS OF CHAINS BARROW**

Force Special Rules

Under No Man: Forces of this sub-faction cannot include Brutes, Brute Anchors, Brute Pushers, Hoj, or Mongo

Tyrants of Chains Barrow: Each force must include The Warden, a Slavemaster, or a Coffersman.

We Have Our Ways: Enemy models lose the Never Panic special ability.





The Kukulkani

Millennia ago the Kukulkani encountered humanity, and from the chosen few of those devoted to them they have crafted a warrior caste to serve them for eternity, thus were born the Kukulkani. Now the Kukulkani have returned to Samaria to cut a bloody path through all who stand before them, seeking out old grudges and launching a new crusade to wipe the planet clean of life. Powered by ancient entropic technologies and mystical rituals the Kukulkani grow more powerful with each life quelled by their hands. Woe to their enemies, for every sacrifice only adds fuel to the growing might of Kukulkan!

Special Rules

OBEY THY MASTERS
Every Kukulkani force must include either a Supreme War Captain or a War Priest.

SLAVES FOR THE REAPING
One model with the Technomancy(x) ability may begin the game with Bio-Energy Counters equal to (x).

THE CONQUEST
During each Preparation Phase 1 Supreme War Captain or War Priest may force 1 model within 8 inches to activate. That model may squadlink. During this activation the activating models may spend 1 AP on movement, and then their activation ends. This does not interfere with their normal activation that round.

TECHNOMANCY
At the start of the Preparation Phase, any model(s) with the Technomancy(x) special ability can spend a number of Bio-Energy Counters to cast Kukulkani Rituals. To use a Ritual, models with Technomancy(x) must discard enough Bio-Energy Counters to meet the Ritual's associated Bio-Energy Cost. Multiple models may discard Bio-Energy Counters to pay this cost. See each Ritual for description on its effects.

Each Ritual may only be cast once per round, and a model can only be affected by each Ritual once per game.

SUB-FACTIONS
None.

QUAKE BENEATH OUR SHADOW!

AG#1	AS	RF	PW	RN	MAL
[1] Earthquake •BL(x) •Hobble •KP(10)	6	1	2x2	20	-

Description
If 1 Bio-Energy Counter is spent for this ritual it gains BL(1). If 2 Bio-Energy Counters are spent for this ritual it gains BL(2).

Bio-Energy Cost: 1-2

Kukulkani Ritual

DEATH IS NOT THE END

Description
When this ritual is cast select 1 model on the battlefield. That model gains the **Fortitude** special ability.

Bio-Energy Cost: 3

Kukulkani Ritual

FUEL THE RITUAL ENGINE

Description
This ritual may target models with the **Ritual Engine** special ability.

When this ritual is cast select 1 model with the **Ritual Engine** special ability and place 1 Skull Counter on that model.

Bio-Energy Cost: 1

Kukulkani Ritual

KUKULKANS LAST LAUGH

Description
When this ritual is cast select a Model Name. All models with that Model Name gain the **Goes Out With a Bang** special ability.

Bio-Energy Cost: 1

Kukulkani Ritual

GRAVITIC BLESSING

Description
When this ritual is cast select a Model Name. All models with that Model Name gain the **Gravitics** and **Vault** special abilities.

Bio-Energy Cost: 2

Kukulkani Ritual

FLAME OF THE THREE SUNGODS

AG#1	AS	RF	PW	RN	MAL
[1] Sunfire •BL(x) •Cauterize •Fire	6	1	4x2	20	-

Description
If 2 Bio-Energy Counter are spent for this ritual it gains BL(1). If 3 Bio-Energy Counters are spent for this ritual it gains BL(2).

Bio-Energy Cost: 2-3

Kukulkani Ritual

Binding of New Wounds

Description
When this ritual is cast select a Model Name. All models with that Model Name gain the **Regeneration** special ability.

Bio-Energy Cost: 3

Kukulkani Ritual

Flame of the Three Sungods

AG#1	AS	RF	PW	RN	MAL
[1] Sunfire •BL(x) •Cauterize •Fire	6	1	4x2	20	-

Description
If 2 Bio-Energy Counter are spent for this ritual it gains BL(1). If 3 Bio-Energy Counters are spent for this ritual it gains BL(2).

Bio-Energy Cost: 2-3

Kukulkani Ritual





SKARRD

The Forsaken clergy have long spoken of "devils wearing the skin of men" and nowhere are this truer than in the ruined laboratories and outposts of the Great Expanse. From the degenerate tribes of the wasteland come the Skarrd, an army of cannibalistic madmen fueled by rage and death. Of these tribes come the sinister adherents of the Toxic Cult, merciless proctors of poisons and venom; the Blood Cult, zealous murders dedicated to bathing the sands in red; and the wicked experiments of the Fallen Saint Johann and his Cult of Metamorphosis.

SPECIAL RULES

FOLLOW THE CULT

A Skarrd Force may align itself with a Cult. If it does so it gains access to the models listed under their Sub-Faction, and any model with the Psychogenic Invoker or Psychogenic Master special abilities gains the Blood Cult, Toxic Cult, or Cult of Metamorphosis special abilities, depending on the cult chosen. In addition, those models may only cast psychogenics from the chosen cult's Psychogenic List.

SUB-FACTIONS

TOXIC CULT

- Father Curwen
- Toxic Mistress
- Kaustic
- Hoodoo
- Chitin
- Leisa
- Toxic Abomination

BLOOD CULT

- Father Mayhem
- Blood Mistress
- Blood Reign
- Red
- Keepsake
- Puppet
- Blood Abomination

CULT OF METMORPHOSIS

- Father Johann
- Quietus
- Dexus
- Dominique
- Fallen Angel
- Grafter's Apprentice
- Thrall
- Juggernaut
- Nightmare Juggernaut

Bone Wrack

AG#1	AS	RF	PW	RN	MAL
[1] Bone Wrack	8	1	PS-2	8	19

Description
Target loses 1 HP and gains a Wrack Counter. A model with a Wrack Counter has -1 MV. A model may only have 1 Wrack Counter at any time.

Malfunction: Caster suffers an automatic PW: 4 hit and gains a Wrack Counter.

Unaligned Psychogenic

Cataclysmic Aneurysm

AG#1	AS	RF	PW	RN	MAL
[1] Aneurysm	6	1	PS-2	8	19

Description
Target loses 1 HP. If the target is killed by this attack place a BL(2) Blast Marker with the center anywhere completely over the target's base. All enemy models under the template gain a Panic Counter.

Malfunction: Caster suffers an automatic PW: 4 hit and gains a Panic Counter.

Unaligned Psychogenic

Provoking Ridicule

AG#1	AS	RF	PW	RN	MAL
[1] Ridicule	8	1	PS-4	8	19

Description
During its next activation the target model must spend all AP to make melee attacks on the caster. If unable, it must spend all AP to move towards the caster. The target may not engage other enemy models during this move and its melee attacks gain +2 PW during this activation.If the caster is killed before the target's next activation this effect is ignored.

Malfunction: Caster suffers an automatic PW: 4 and is prone.

Unaligned Psychogenic

Friendly Animosity

AG#1	AS	RF	PW	RN	MAL
[1] Animosity	6	1	-	8	19

Description
Target gains an Animosity Counter. When a model with an Animosity Counter activates it must make a PS Check at -2. If this test is successful remove the Animosity Counter, otherwise, the opposing player gains control of this model for this activation, then the Animosity Counter is removed. That model may attack friendly models this activation. If squadlinking, this model's activation is completed before any other models in that squadlink.

Malfunction: Caster suffers an automatic PW: 4 hit and gains an Animosity Counter.

Unaligned Psychogenic

Rooted Fear

AG#1	AS	RF	PW	RN	MAL
[1] Fear	8	1	PS-4	8	19

Description
During the target's next activation it suffers -2 AS and -1 MV.

Malfunction: Caster suffers an automatic PW: 4 and is prone.

Unaligned Psychogenic

Angers Enthusiasm

NAME	TN	RF	RN	MAL
Angers Enthusiasm	16	1	-	19

Description
All friendly models that begin their activation within 6 inches of the caster gain +2 PW to melee attacks until the end of their activation.

Malfunction: Caster's activation immediately ends.

Unaligned Psychogenic

Well of Blood

NAME	TN	RF	RN	MAL
[1] Well of Blood	16	1	-	20

Description
Target 1 Blood Counter on the battlefield. Until the end of the next Lingering Effects Phase all models with the **Blood Cult** special ability gain the **Regeneration** special ability while they are within 8 inches of this counter.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Blood Psychogenic

Vampiric Touch

AG#1	AS	RF	PW	RN	MAL
[1] Transfusion	10	1	-	0	20

Description
When this attack hits a living model that model loses 1 HP and the caster may heal 1 HP.

Malfunction: Target heals 1 HP and the caster loses 1 HP.

Blood Psychogenic

Infection

AG#1	AS	RF	PW	RN	MAL
[1] Blood Corruption •Bleed •Blood Pathogens	8	1	-	8	19

Description
•None

Blood Psychogenic

Incite Bloodlust

NAME	TN	RF	RN	MAL
[1] Bloodlust	16	2	-	19

Description
When this psychogenic is cast select 1 of the following effects:

•Remove 1 Blood Counter within 8 inches of the caster from the battlefield. Target friendly model within 8 inches of the caster gains a Berserk Counter until the end of its next activation. The caster may not be the target of this effect.

•Remove 1 Blood Counter within 8 inches of the caster from the battlefield. Place a BL(2) Blast Marker anywhere completely within 8 inches of the caster. All friendly living models under the template gain the **Blood Cult** special ability.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Blood Psychogenic

Blood Rush

NAME	TN	RF	RN	MAL
[1] Blood Rush	14	2	8	20

Description
Target living model gains 1 additional AP during its next activation. A model may only be targeted by **Blood Rush** once per round.

Malfunction: Caster loses 1 AP.

Blood Psychogenic

Blood Feast

NAME	TN	RF	RN	MAL
[1] Feast	14	1	-	20

Description
Until the end of the Lingering Effects Phase all models with the **Blood Cult** special ability treat all Blood Counters on the battlefield as being within 8 inches.

Malfunction: Caster loses 1 HP.

Blood Psychogenic

TAINTED BLOOD

NAME	TN	RF	RN	MAL
[1] Tainted Blood	16	-	8	19

Description
Place a BL(2) Blast Marker anywhere completely within range. All friendly living models under the template gain the **Toxic Cult** special ability and the **Poison(16)** weapon ability to all melee attacks.

Malfunction: Center a BL(2) Blast Marker over the caster. All models under the template suffer an automatic PW: 4 hit.

Toxic Psychogenic

POISONS CALLING

NAME	TN	RF	RN	MAL
[1] Poisons Calling	16	2	-	19

Description
When this psychogenic is cast, select 1 of the following effects:

•Until the end of the next Lingering Effects Phase, all friendly models with the **Toxic Cult** special ability that begin their activation within 6 inches of the caster gain +2 AS to melee attacks against models with a Poison(x) Counter.

•Until the end of the next Lingering Effects Phase, all enemy models within 8 inches of the caster may receive Poison(x) Counters, even if a special ability or effect would normally prevent this.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Toxic Psychogenic

CORRUPTION

NAME	TN	RF	RN	MAL
[1] Corruption	16	1	8	20

Description
Target 1 model with the **Toxic Cult** special ability within range. When that model next activates place a BL(2) Blast Marker with the center anywhere completely over that model's base. All enemy models under the template gain a Poison(16) Counter.

Malfunction: Caster's activation immediately ends.

Toxic Psychogenic

THE UNCLEANS STIGMA

AG#1	AS	RF	PW	RN	MAL
[1] Spread Toxin •BL(2)	8	1	-	8	19

Description
The PW of this attack is equal to the total number of Poison(x) Counters on models under the template.

Malfunction: Center a BL(2) Blast Marker over the caster. All models under the template suffer an automatic PW: 4 hit

Toxic Psychogenic

TOXIC CLOUD

AG#1	AS	RF	PW	RN	MAL
[1] Miasma •BL(2) •Toxic Cloud	8	1	2x2	8	19

Description
•None

Toxic Psychogenic

POLLUTIONS PERSISTENCE

AG#1	AS	RF	PW	RN	MAL
[1] Contamination	8	1	-	8	18

Description
Target model gains a Pollutant Counter. While a model has a Pollutant Counter it may not remove Poison(x) Counters.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Toxic Psychogenic

Telekenetic Shrapnel

AG#1	AS	RF	PW	RN	MAL
[1] Telekenetic Burst	*	1	*	8	19
[•] Small •BL(1)	6		6x2		
[•] Medium •BL(2)	4		4x2		
[•] Large •BL(3)	3		2		

Description
•None

Metamorphosis Psychogenic

Machines Promise

NAME	TN	RF	RN	MAL
[1] Machines Promise	16	1	8	-

Description
Target 1 friendly model with the **Cult of Metamorphosis** special ability. Until the end of the next Lingering Effects Phase if that model's attacks malfunction they are instead treated as rolling a critical success.

Metamorphosis Psychogenic

Energize

NAME	TN	RF	RN	MAL
[1] Energize	14	2	8	20

Description
Target model gains 1 additional AP during its next activation. A model may only be targeted by Energize once per round.

Malfunction: Caster loses 1 AP.

Metamorphosis Psychogenic

Possess Machine

AG#1	AS	RF	PW	RN	MAL
[1]Possession	8	1	-	8	20

Description
If this attack hits give the target a Possession Counter.

Malfunction: Casters suffers an automatic hit with PW equal to the highest PW on any of its attacks.

Metamorphosis Psychogenic

Master of Metal

AG#2	AS	RF	PW	RN	MAL
[1]Magnetism	8	1	-	*	20
[•] Pull •Pull(12)				8	
[•] Push KB(12)				0	

Description
•None

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Metamorphosis Psychogenic

Machines Lie

AG#1	AS	RF	PW	RN	MAL
[1] Corrupt Machine •BL(2)	8	1	-	8	20

Description
Until the end of the next Lingering Effects Phase all models hit by this attack lower the MAL Value of all attacks by 2. If an attack had a MAL Value of "-" it becomes MAL: 19.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Metamorphosis Psychogenic



THE BROOD

In the murky swamps of the south the Brood Mere has spent centuries watching the development of her children. Now they find themselves at war, drawn into a conflict she has long planned but could never prepare for: The Creator Gods have returned, and they have come to bring death to her offspring. Already the Forked-Tongue River is choked with the corpses of her children and the Creator Gods a like, and yet it there seems to be no end to the waves of invaders pouring in from the north. Ever planning, however, the Brood Mere readies her children to cross into the Greenbelt in force- to strike against the heart of the adversaries that would destroy them.

She has seen the face of her gods and with her children she has renounced them. The Creator Gods seek only their death, and so they shall return the threat in kind.

SPECIAL RULES

GUIDENCE OF THE BROOD MERE
All Brood models have the Never Panic special ability.

BROODSPAWN
When building a Force you may select a Broodspawn. When a Broodspawn is selected only the models listed in that Broodspawn's Forcelist may be chosen, but they gain the benefits listed under that Broodspawn.

BIO-GENS
Some Brood models can take Bio-Gens. Before deployment a model with Bio-Gen(x) may select a number of Bio-Gens equal to (x), gaining the assault group or benefit listed under that Bio-Gen. Each Bio-Gen can only be taken once per model, unless otherwise stated.

SUB-FACTIONS

• BROODSPAWN GUILE

•Helexa (Must be included in force)
•Scion •Lashers •Alpha Broodling •Broodling
•Gazelle •Red Hot •POD •Pud Swarm
•Pud Thrower •Ratchet •Broodhound
•Alpha Pud •Mucous Bloatlings

• All models gain the Elusive special ability.

•Before deployment, select 1 Model Name. All models with that Model Name gain +1 MV, the Infiltrate special ability, or the Backstab special ability.

•BROODSPAWN ERRADICATE

•Mean Jellybean (Must be included in force)
•Mandible
•Sawblades
•Alpha Broodling
•Broodling
•Broodhound
•Grist
•Numbskull
•Pud Thrower
•Ratchet
•Alpha Pud
•Mucous Bloatlings

•All models gain the Furious Charge special ability to the first charge attack made each round.

•Before deployment, select 1 Model Name. All models with that Model Name gain +1 AR, the Stun weapon ability to all melee attacks, or the Brutal weapon ability to all melee attacks.

•BROODSPAWN TERRORIZE

•Murtros (Must be included in force)
•Grist
•POD
•Plight
•Bloat
•Broodhound
•Howler
•Ratchet
•Alpha Broodling
•Broodling Pud Swarm
•Pud Thrower
•Alpha Pud

•All models gain the Ferocious Assault special ability.

•Before deployment, select 1 of the following:

- Select 1 Model Name. All models with that Model Name gain the Victimize weapon ability to all melee attacks.

-1 Large-size or smaller model gains the Assassinate special ability.

GOO

AG#1	AS	RF	PW	RN	MAL
[1] Goo Blast •BL(3) •Indirect	6	1	-	12	19

Description
Place the center of a BL(3) Goo Pit where this attack hits. A Goo Pit is a terrain piece with the Does Not Block LoS and Rough keywords. In addition, all non-Brood models that begin their activation within or move over this terrain piece suffer an automatic PW: 2 hit. During each Lingering Effects Phase roll a d20, removing the Goo Pit on a result on 11 or greater.

Bio-Gen

PARASITIC LEECH

AG#1	AS	RF	PW	RN	MAL
[1] Leech	8	1	6x2	12	-

Description
This attack can only be used if this model does not have a Parasite Counter.
On a failed AR Save, instead of losing HP the target gains a Leech Counter and this model gains a Parasite Counter. While a model has a Leech Counter it suffers -2 AR and +2 DF. While a model has a Parasite Counter it gains +2 AR and -2 DF. A model with a Leech Counter may spend 1 AP and suffer an automatic PW: 4x2 hit to remove the Leech Counter. When the Leech Counter is removed also remove the Parasite Counter. If either model is killed or removed from the battlefield remove both the Leech Counter and the Parasite Counter.

Bio-Gen

ACID GLAND

AG#1	AS	RF	PW	RN	MAL
[1] Acid Spray •Acid •Cauterize	8	1	3x2	SP	19

Description
•None

Bio-Gen

ADRENALINE INJECTOR

NAME	TN	RF	RN	MAL
[1] Adrenaline Dart	16	2	-	-

Description
1 model within 8 inches of this model gains 1 additional AP during its next activation. A model may only be affected by Adrenaline once per round.

Bio-Gen

LASHER TENDRIL

AG#1	AS	RF	PW	RN	MAL
[1] Lasher Hook •Pull (12)	8	1	-	8	-

Description
•None

Bio-Gen

TOXIC VAPORS

Description
Description: This model gains the **Blok Stopper** special ability. Enemy models engaged with this model suffer -2 AS.

Bio-Gen

SYMBIOTIC EMPLANTATION

AG#1	AS	RF	PW	RN	MAL
[1] Symbiote	7	1	6x2	8	-

Description

On a failed AR Save, instead of losing HP, the target gains a Symbiote Counter. When a model with a Symbiote Counter activates it must make a PS Check at -2. If this test is successful remove the Symbiote Counter, otherwise, the opposing player gains control of this model for this activation. That model may attack friendly models this activation. If squadlinking, this models activation is completed before any other models in that squadlink. A model with a Symbiote Counter may spend 1 AP and suffer an automatic PW: 4x2 hit to remove a Symbiote Counter. A model may only have 1 Symbiote Counter at any time.

Bio-Gen

PHOSPHORUS LARVA

AG#1	AS	RF	PW	RN	MAL
[1] Larva Barrage •BL(2) •Blind •Indirect	6	1	2x2	12	19

Description

•None

Bio-Gen





Extreme Tournament 2013

This is the official Dark Age tournament format used at events sponsored by or adjudicated by Cool Mini or Not, Dark Age Games, or The Legion.

Force List Composition

•Each force used in a Dark Age Extreme tournament must have an accompanying forcelist, which must be fully typed out or legibly hand written at time of entry.

•Forces may not contain more points than the set Point Level.

•All models in a force must have had their rules published for at least 30 days at time of tournament.

•All models in a force must be represented by the appropriate Dark Age miniature. Proxies may not be used. Conversions for models are acceptable, but must be readily recognizable as the model in question, and must be composed primarily of Dark Age model components. Any infraction of the above rules will result in the offending model being removed from the player's force with no substitutions allowed. If this further makes any other model in the force illegal, they will also be removed.

Tournament Format

•The number of rounds in any Extreme Tournament is dependent on the number of players:

- 4-8 Players: 3 Rounds
- 9-24 Players: 4 Rounds
- 25-36 Players 5 Rounds

•A Time Limit for each round is in place, depending on the Point Level of the event:

•500 Points: 60 Minutes
•750 Points: 75 Minutes
•1000 Points: 90 Minutes

•Each game is scored based on each player's ability to meet particular Mission Objectives.

•Each round will potentially earn the player up to 4 Tournament Points (TPs).

•Pairing for each round will be determined randomly or by matching like-Tournament Point scores together, at the Tournament Coordinator's discretion.

•The player with the most Tournament Points at the end of the event is declared the winner.

Round Set-Up

•Before the tournament begins, each player must create a deck of 12 Secondary Objective Cards (included below)

•At the beginning of each round the Tournament Coordinator will choose a mission from amongst the Primary Objectives (included below); all games that round will be played by the rules listed for that mission.

•Players will then have an opposing roll of 1d20, the player rolling the lowest becoming Player A and the player that rolled the highest becoming Player B for the Primary Objective's scenario.

•Players will the follow any set-up rules for the Primary Scenario.

•Players will then, in secret, draw two cards from their Secondary Objective Deck. The player may look at these cards at any time, but should keep them hidden from their opponent.

•Once these steps have been completed resume deployment as normal.

Rules

•The Primary Objective will list any rules needed to complete it.

•Each Secondary Objective card lists items to do during Deployment- be sure if a Secondary Objective lists items to do during this time they are noted clearly.

•Each Secondary Objective lists a "Reveal" time- The objective may be revealed any time this trigger is met- note that a Secondary Objective does not have to be revealed the first time its trigger is met.

•Completing the Primary Objective is worth 2 Tournament Points.

•Completing a Secondary Objective is worth 1 Tournament Point.

•Regardless of Scenario, Objective Markers cannot be interacted with until the beginning of the second round.

•Once a Secondary Objective has been drawn, it is discarded from that player's deck for the remainder of the event- even if it was not revealed or completed.

•Each game is composed of eight rounds, to be played until completion or until time is called.



Hidden Agendas

Your forces have come to the battlefield to complete a secret mission. Unfortunately it seems you have run across an enemy scouting party. It's now a rush to complete your mission while dealing with this new threat!

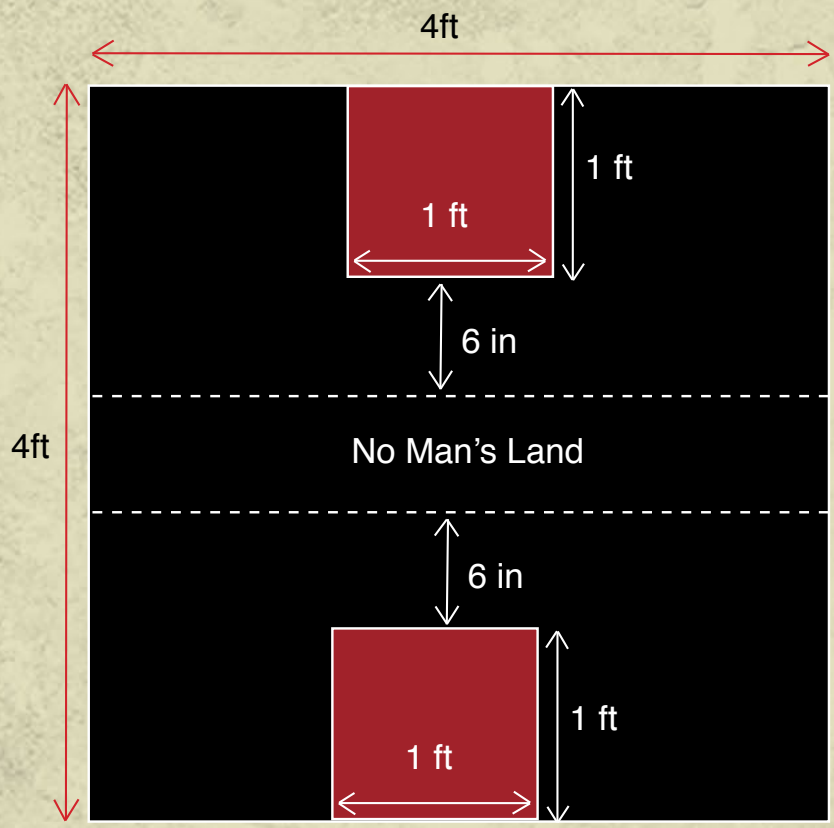
SET-UP

•Each player then takes turns, beginning with Player A, placing 3 additional objective markers each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker.

•Objective Markers are a terrain feature with the "Does Not Block Line of Sight", "Impassable", and "Light Cover" keywords.

RULES

•Secondary Objectives are worth 2 Tournament Points for this scenario.



Destroy Objective vs. Secure Objective

A powerful Kukulkani Relic has been found by a Player A's exploration party, and they mean to capture it for their cause. Unfortunately, Player B has decided that if they cannot control the relic then no one can!

SET-UP

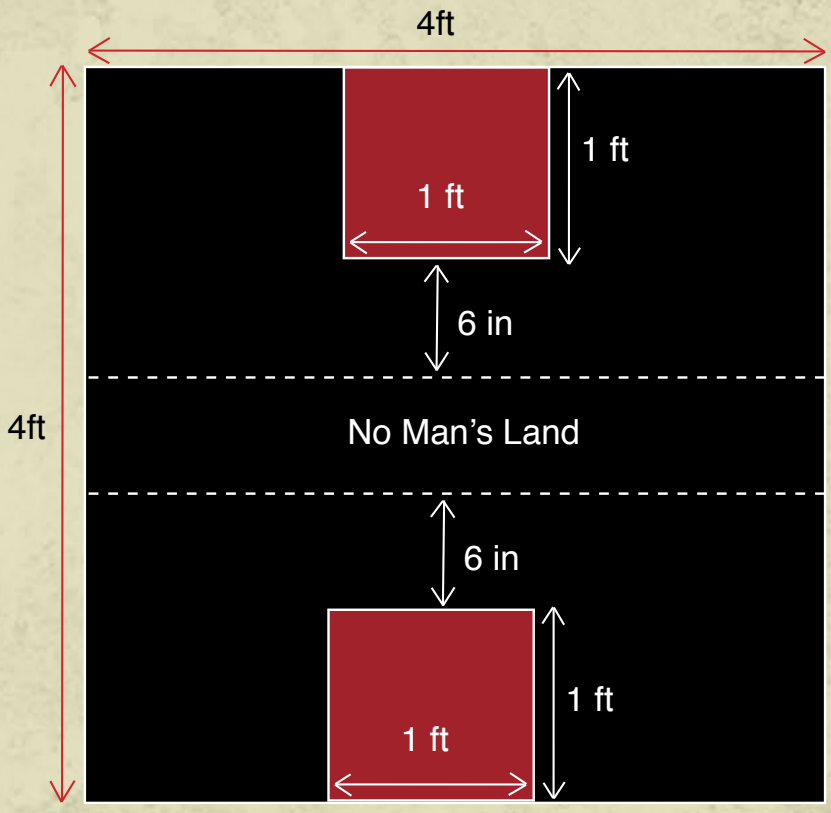
- Place 1 Objective Marker in the center of the table; this is the Kukulkani Relic.
- Each player then takes turns, beginning with Player B, placing 2 additional objective markers each (for a total of 5 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker.
- Objective Markers are a terrain feature with the "Does Not Block Line of Sight", "Impassable", and "Light Cover" keywords.

RULES

- Player A's models may spend 1 AP while in base contact with the Kukulkani Relic to place 1 Capture Counter on the objective.
- Player B's models may spend 1 AP while in Base-to-Base with the Kukulkani Objective to place 1 Bomb Counter on the Objective.
- Each model may spend 1 AP while in Base-to-Base with the Kukulkani Objective to remove an opposing counter.
- At the end of each round the player with the most counters on the Kukulkani Relic gains 1 victory point, then all counters are removed from the Kukulkani Relic.

VICTORY

- A player gains 3 victory points.



Marked for Death

The Kukulkani view life and death as potent energy sources to be harvested and used, and there is no denying their ability to harness this power! Seeking to do the same, both players' forces have met near the site of a field of mysterious Kukulkani Death Totems- It's now a race to see which side can harness their awesome power first!

SET-UP

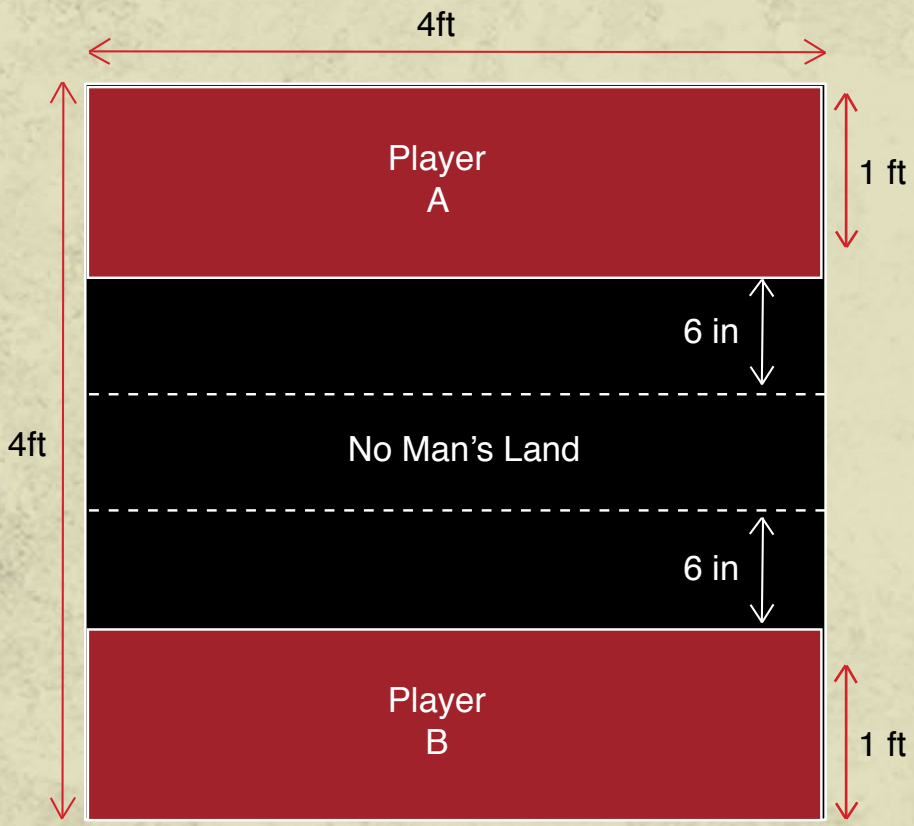
- Beginning with Player A, each player takes turns placing 3 objective markers (for a total of 6 in play) anywhere within No Man's Land, as long as it is not placed within 4 inches of another objective marker.
- Objective Markers are a terrain feature with the "Blocks Line of Sight" and "Impassable" keywords.

RULES

- Any model may spend 1 AP while in base contact with an objective marker to become the Chosen of Death.
- Only 1 model may be the Chosen of Death at any time.
- Any model that kills the Chosen of Death becomes the new Chosen of Death.
- If the Chosen of Death is killed by any other means a model may spend 1 AP while in base contact with an objective marker to become the Chosen of Death.
- At the end of any round in which the Chosen of Death is not in base contact with an objective marker it loses 1 HP. This HP cannot be healed. It will suffer 1 additional wound each turn it does not end in base contact with an objective (ex. It would lose 2 HP after 2 rounds, 3 after 3 rounds, etc).

VICTORY

- You control the Chosen of Death at the end of the game.



Scavenge Skulls

The Kukulkani seem to store vast knowledge and power within the mystical crystal skulls adorning many of their warriors. Following the wake of a bloody battle both players forces have moved onto the battlefield to gather up as many of these sacred artifacts as possible!

SET-UP

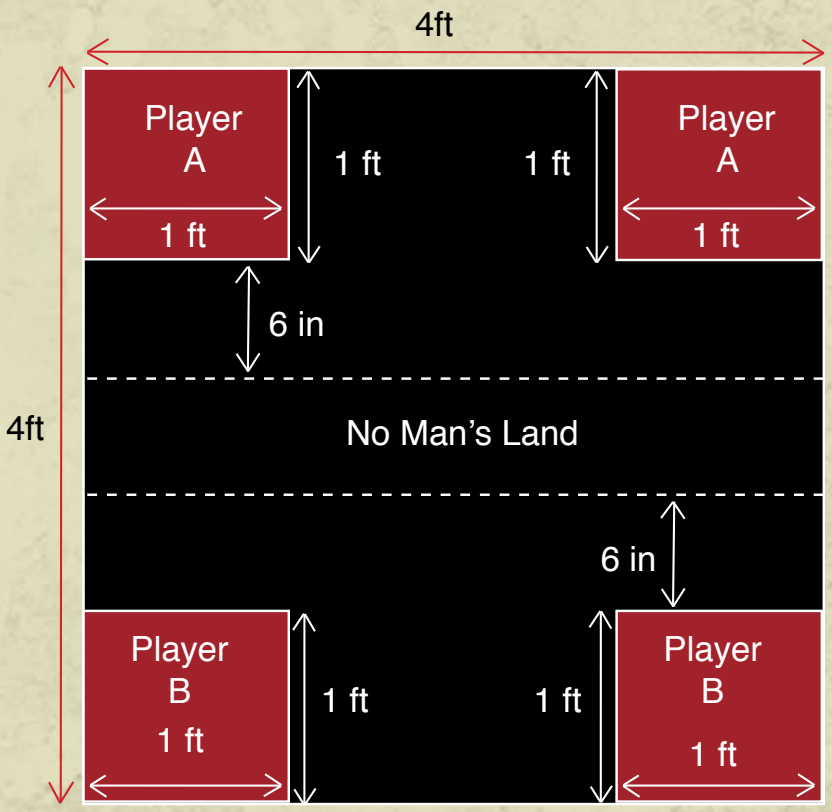
- Place 1 objective marker in the center of the table. Then place 2 additional objective markers 24 inches from each player's table edge and 8 inches from the center objective marker on either side (so that the three form a line).
- Name each of these objective markers 1-3.
- After this, each player takes turns placing 1 additional objective marker each (for a total of 5 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker.
- Objective Markers are a terrain feature with the "Does Not Block Line of Sight" and "Impassable" keywords"

RULES

- Any model may spend 1 AP while in base contact with an objective marker to pick up a numbered Crystal Skull Counter linked to that objective (ex: objective marker 1 gives a Crystal Skull Counter 1, objective marker 2 gives a Crystal Skull Counter 2).
- Crystal Kull Counters are destroyed if the model carrying them is killed
- A model may spend 1 AP while in base contact with a friendly model to give them a carried Crystal Skull Counter.

VICTORY

- A single model possesses a Crystal Skull Counter 1, 2, and 3 at the end of any round.



Killing Floor

The Kukulkani are brutal and bloody in their training, often pitting their most capable fighters against each other in ritual combat. Each player's force has come across such a field and now their bravest and most deadly are compelled to show their might!

SET-UP

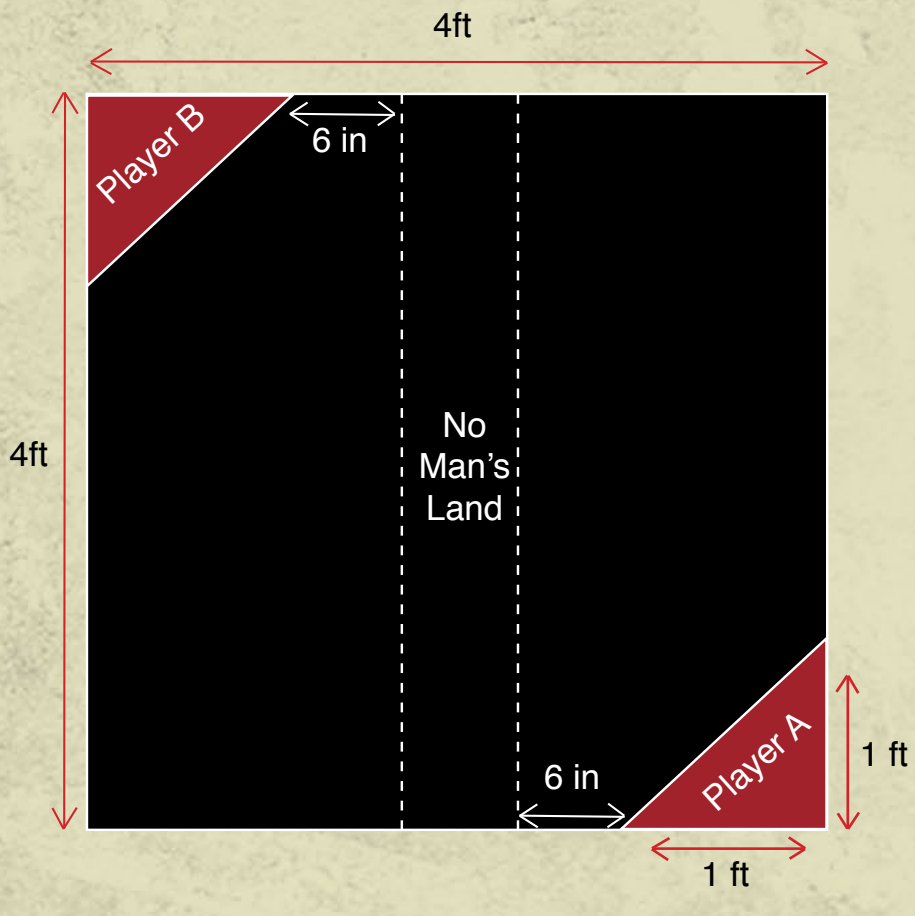
- Place 1 BL(3) Blast Marker in the center of the table. This is the Killing Floor.
- After this, each player takes turns placing 3 additional objective marker each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker or within the BL(3) Blast Marker.
- Objective Markers are a terrain feature with the "Does Not Block Line of Sight", "Impassable", and "Light Cover" keywords.

RULES

- At the end of any round after the first in which a player has a model fully or partially within the Killing Floor while their opponent does not they receive 1 Victory Point.

VICTORY

- A player gains 3 victory points.



Open the Void Road

The kukulkani technologies remain an imposing mystery to the armies of Samaria. Fortunately, it seems your force has come across some form of relay belonging to these alien invaders. Now it is a race between you and the enemy to see who can secure these points first!

SET-UP

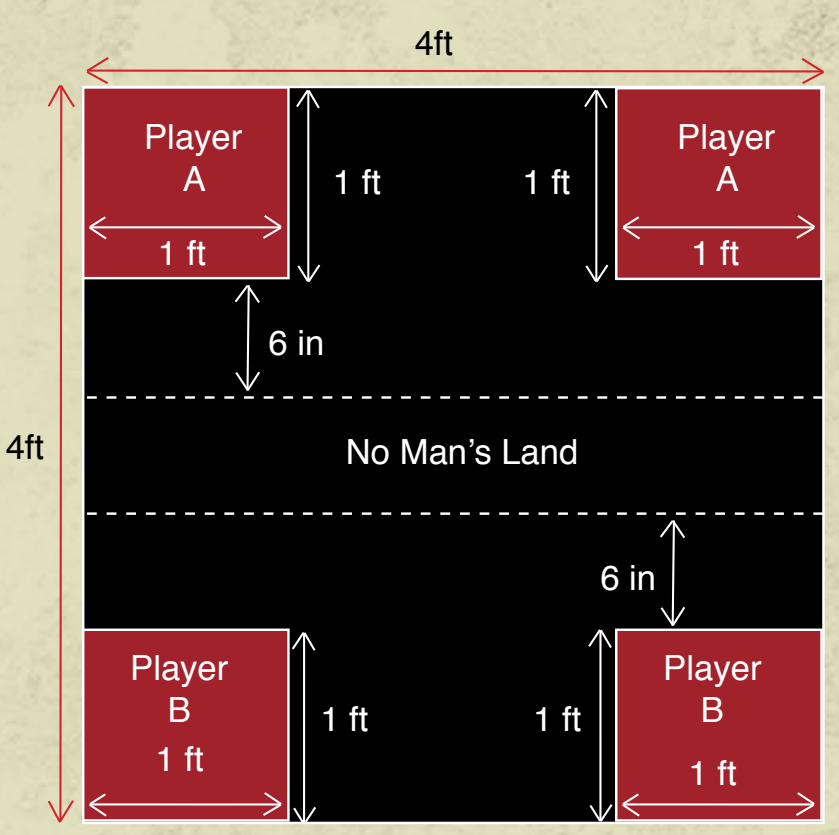
- Place 1 objective marker in each corner of No Man's Land. These are the Kukulkani Relay Markers.
- After this, each player takes turns placing 1 additional objective marker each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker.
- Objective Markers are a terrain feature with the "Blocks Line of Sight" and "Impassable" keywords.

RULES

- At the end of any round in which you have a model in base contact with at least 2 of the Kukulkani Relay Markers these markers you gain 1 victory point.

VICTORY

- Obtain at least 3 victory points and have more victory points at the end of any round than your opponent.



SECONDARY OBJECTIVES

The following cards are for creating your Secondary Objective Deck for use in the Extreme Tournament Format





BURN IT DOWN

DEPLOYMENT
• Select 2 objective markers.

REVEAL
• Beginning of any Preparation Phase.

RULES
• Friendly models may attack the selected objective markers as though they were enemy models.
• These objective markers have the following profiles: •DF: 10 •AR: 18
• Models attacking these objectives do not benefit from Gang-Up.
• If the selected objective marker fails an AR Save, instead of dealing damage, give it a Burning Counter. If an objective has a Burning Counter on it at the end of the Lingering Effects Phase, give it a Ruined Counter.
• Enemy models may spend 1 AP while in base contact with the selected objectives to remove a Burning Counter.

VICTORY
• Both objectives have a Ruined Counter on them at the end of any round.

GRISLY REMINDERS

DEPLOYMENT
• None

REVEAL
• When an enemy model is killed.

RULES
• Whenever an enemy model is killed place a Head Counter in base contact with that model before it is removed.
• Friendly models automatically pick up Head Counters by moving over them.
• Enemy models automatically destroy Head Counters by moving over them.
• A friendly model may spend 1 AP to drop any/all Head Counters.
• If a model carrying Head Counters is killed, the Head Counters are destroyed.
• A model with a Head Counter may spent 1 AP while in base contact with an objective marker to place 1 Head Counter on that marker.

VICTORY
•3 objective markers have Head Counters.

REVENGE

DEPLOYMENT
• None

REVEAL
• When a friendly model would be killed by an enemy.

RULES
• When this objective is revealed, anytime an enemy model kills a friendly model give the enemy model a Revenge Counter.
• A model loses a Revenge Counter after the end of its next activation.

VICTORY
•3 models with Revenge Counters have been killed.

DEAD DROP

DEPLOYMENT
• Choose 3 friendly models and 1 objective marker.

REVEAL
• Start of Round 1.

RULES
• When this objective is revealed give the selected models 1 Package Counter each.
• If a model carrying a Package Counter would be killed place the Package Counter in base contact before it is removed.
• Friendly models may spend 1 AP while in base contact with a Package Counter to pick it up. This action may not be preformed if an enemy model is also in base contact with the counter.
• Beginning on Round 3, a friendly model carrying a Package Counter may spend 1 AP while in base contact with the chosen objective marker to place the counter on that objective.

VICTORY
• 3 Package Counters are on the chosen objective marker.

PATROL

DEPLOYMENT
• Select 1 friendly model.

REVEAL
• When the selected model activates or would be killed.

RULES
• When this objective is revealed give the selected model an Patrol(0) Counter.
• Beginning with the round after this objective was revealed a model with an Patrol(x) Counter may, once per activation, spent 1 AP while in base contact with an objective marker to increase (x) by (+1).
• If a model carrying a Patrol(x) Counter is killed, place the Patrol(x) Counter in base contact before it is removed. (x) is reduced to (0).

VICTORY
• A model possesses a Patrol(2) Counter at the end of any round.

CLEAVE AND QUARTER

DEPLOYMENT
• None

REVEAL
• When an enemy model would be killed.

RULES
• When this scenario is revealed, place 3 Body Part Counters in base contact with the enemy model before it is removed.
• Any model may pick up a Body Part Counter by moving over it.
• If a model carrying a Body Part Counter is killed place the counter in base contact with the model before it is removed.
• A friendly model carrying a Body Part Counter may spend 1 AP while in base contact with an objective marker to place 1 Body Part Counter on that objective marker.

VICTORY
• 3 Body Part Counters are placed on 3 different objective markers.

SCAVENGE SUPPLIES

DEPLOYMENT
• None

REVEAL
• When an enemy model would be killed.

RULES
• Each time an enemy model is killed, place (x) Supply Counters in base contact with that model before it is removed.
• (x) is determined by that model's size.
•Small or Medium: (1) •Large: (2) •Huge: (3) •Gigantic: (4)
• All models (friendly or enemy) automatically picks up Supply Counters by moving over them.
• If a model carrying Supply Counters is killed, place all Supply Counters they were carrying in base contact before they are removed.

VICTORY
•Friendly models possess at least 6 Supply Counters at the end of any round.

BREAK THEIR WILL

DEPLOYMENT
• None

REVEAL
• When a friendly model activates.

RULES
• Select 1 enemy model and give that model a Moral(4) Counter. This counter cannot be removed.
• Each time an enemy model is killed within 6 inches of that model reduce the (x) value of its Moral Couner by (-1).
• If there are no friendly models within 6 inches of the model with the Moral(x) Counter, a model may spend 2 AP to reduce the (x) value of its Moral Counter by (-1).

VICTORY
• The selected model is killed while possessing a Moral(0) Counter.

CALL TO GLORY

DEPLOYMENT
• Select a friendly model.

REVEAL
• When the selected model activates or would be killed.

RULES
• When the selected model activates give it a Glory(0) Counter. If a model carrying a Glory(x) Counter is ever killed, place the Glory(x) Counter in base contact before it is removed.
• When an enemy model is killed within 6 inches of a model with a Glory(x) Counter increase the value of the Glory Counter by (+1), up to a max of (3).
• A model may spend 1 AP to pick up a Glory(x) Counter it is in base contact with.
• A model may spend 1 AP to place a Glory(x) Counter on an objective marker that it is in base contact with.

VICTORY
• A friendly model places a Glory(3) Counter on an objective marker.

CAPTURE PRISONER

DEPLOYMENT
• Select the highest point cost enemy model. If there is a tie then select 1 of those models.

REVEAL
• When the highest point cost enemy model would be killed.

RULES
• When the selected enemy model would be killed, you may instead give that model a Prisoner Counter. While a model has a Prisoner Counter it is prone, reduced to 0 AP, and cannot activate. If this model ever loses HP it is immediately removed from play. If this model is ever healed, remove the Prisoner Counter.
• While in base contact with a model with a Prisoner Counter any model (friendly or enemy) may spend 1 AP. If this is done place the model with the Prisoner Counter in base contact with the model at the end of it's activation.

VICTORY
• The model with the Prisoner Counter is in base contact with an objective marker at the end of any Lingering Effects Phase.

CLAIM TERRITORY

DEPLOYMENT
• None

REVEAL
• Start of any Preparation Phase.

RULES
• Any friendly model may spent 1 AP while in base contact with an objective marker to place a Claim Counter on that marker. An objective marker may only have 1 Claim Counter at any time.
• Any enemy model may spend 1 AP while in base contact with an objective marker to remove a Claim Counter from that marker.

VICTORY
• 3 objective markers have Claim Counters on them at the end of any Lingering Effects Phase.

SPREAD THE WEALTH

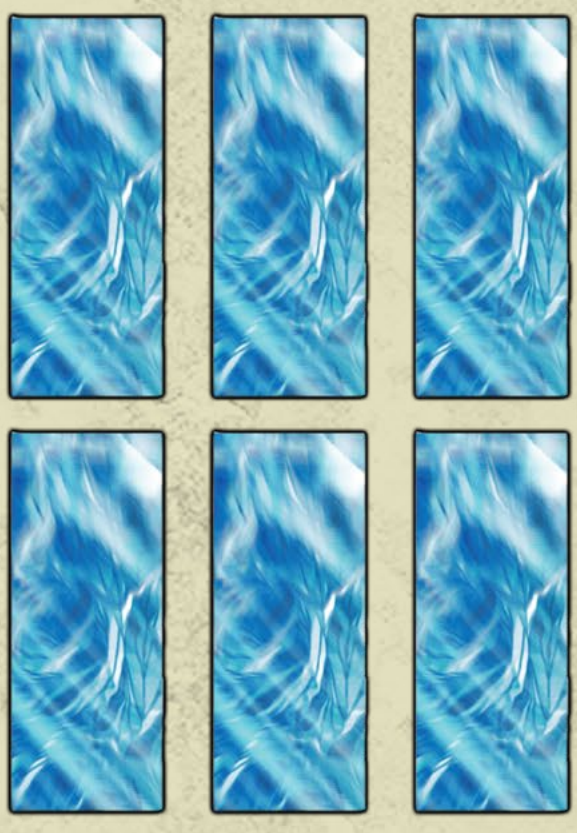
DEPLOYMENT
• Select an enemy model.

REVEAL
• When the selected enemy model would be killed.

RULES
• Before the selected enemy model is killed, place a Trophy(3) Counter in base contact before it is removed.
• Friendly models automatically pick up a Trophy(x) Counter by moving over it.
• A model carrying a Trophy(x) Counter may spend 1 AP while in base contact with a friendly model to reduce the (x) value of the Trophy(x) Counter by (-1). This may only be done once per round.
• If the model carrying the Trophy(x) Counter is kileld, place the counter in base contact before it is removed and increase the (x) value by (+1)

VICTORY
•A friendly model has a Trophy(0) Counter at the end of any round.

ICE WALL

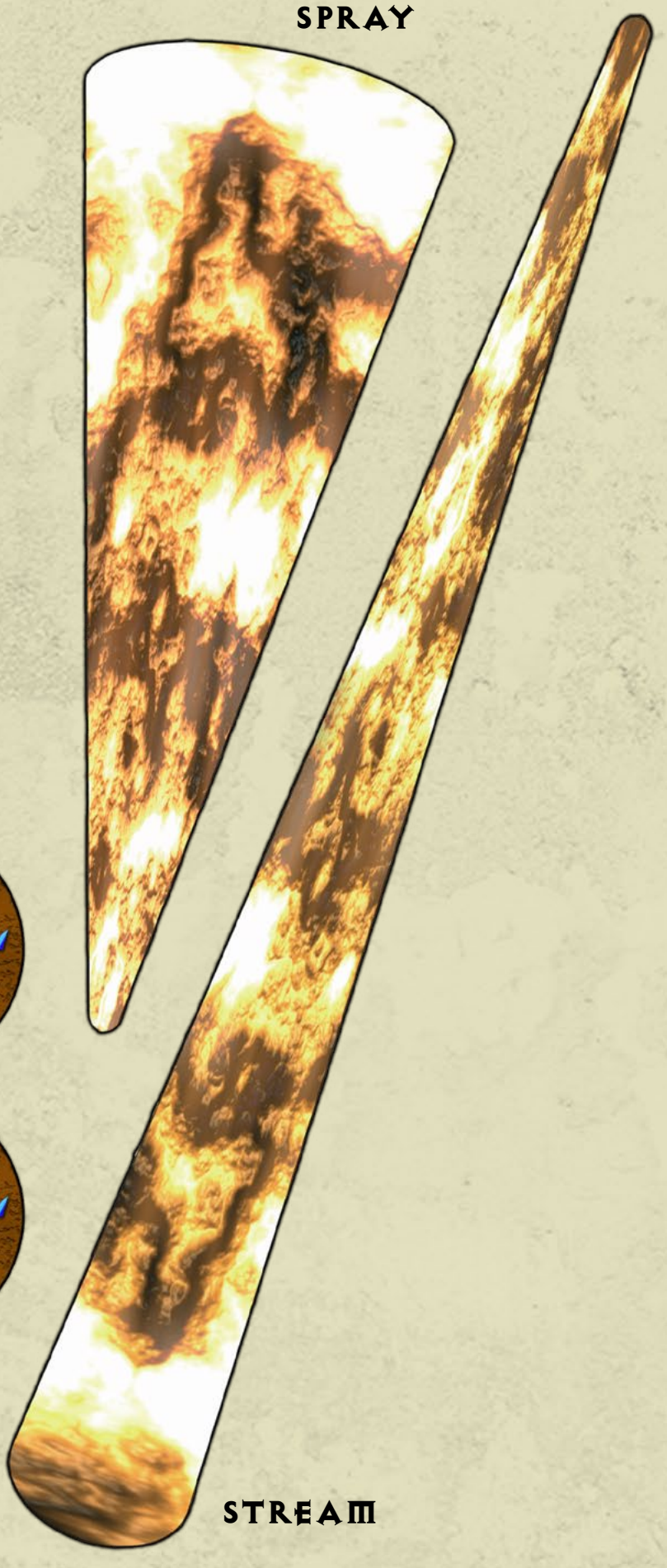


SHARD FIELD



SPRAY

STREAM



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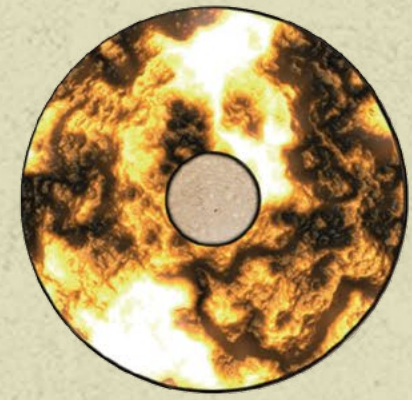
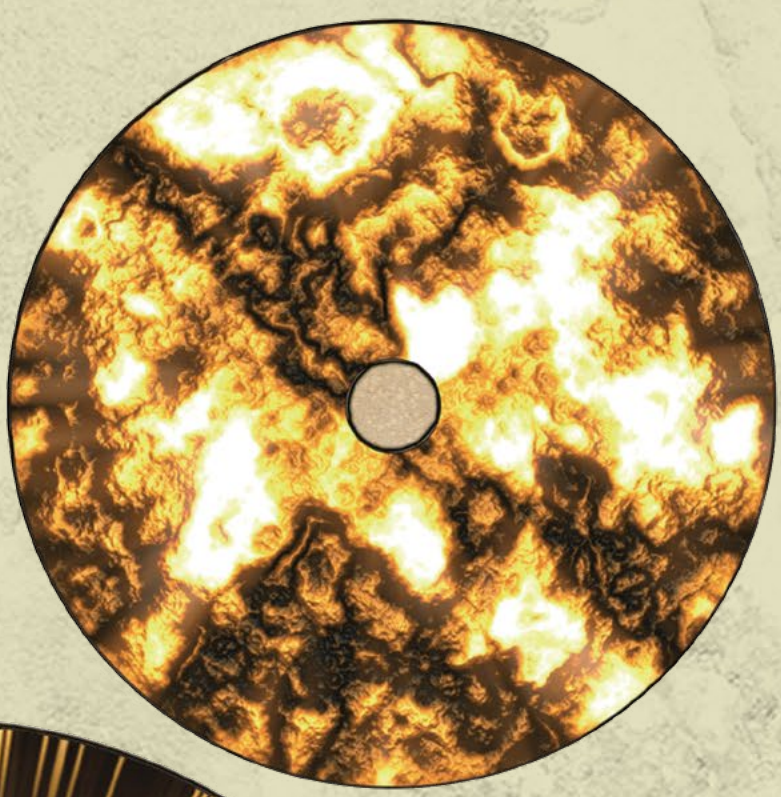


1" BLAST, BL(1)



2" BLAST, BL(2)



3" BLAST, BL(3)

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DARK AGE