Eternal War

A Sci-Fi Miniature Skirmish System, V1.0

Eternal War (EW) has no fluff. It is a set of rules to play 'war' with whatever miniatures you wish. Its function is not to sell metal miniatures. You will already own them, and more than likely will buy more so the industry as a whole will make money. Pick models because you like them, and because they fulfill what you need in any army, and 'fit' with the theme of your army. If you want a back story as to why and where your miniature battle takes place, then by all means select a fluff from a game that already exists and use it, or simply make one yourself it is not that hard, just time consuming. VOR: The Maelstorm (from the defunct FASA corporation) probably makes use one of the best backdrop concepts as to 'why' any force or race might partake in the carnage the players wish to partake in, the idea of the Maelstorm. The fluff is secondary to the importance of rules.

In Eternal War a standard set of rules are used. Optional rules are used if a player or group chooses to introduce the rule. If so then if a local convention, league, or 'tournament' game is played, the gaming event will have a moderator, and therefore, that moderator will have final say as to what optional rules might be used. In a normal game between players where no moderator is present a '**peacemaker**' roll should be used to settle arguments over rules interpretation. The peacemaker is a D20 roll, and the highest roll wins. The player who wins may select the interpretation for a given rule or optional rule that will be used. This interpretation will hold sway for a *single* game session in which the peacemaker was rolled.

After this game session, the players involved should discuss the matter further and declare a democratic vote. The highest vote wins and should solve the matter, at least with that given set of players. Different players involve a new group, and a new possible vote.

Moderators are free to allow players at a given event to vote on the optional rules they might play with. This means each separate game played involving two or more players can vote on any optional rules for their game. An event might have multiple games being played, each with a different set of opponents or group of players involved in that game. Each game is allowed a separate vote, which counts only for that own game. Before each new game, the players in that game should vote. If a *single* player in any given vote, votes 'no' to a given optional rule, then that optional rule cannot be used for that particular game only. A new game means a new vote.

As an option to help a given player or gaming group email questions to the writer of this document at: jhadjison@yahoo.com, or help on any interpretation of a given rule, if you want such help then it will be given.

It is the gaming philosophy of this document that a group of players, not a game company, dictate the tone of the fun a particular group is to have when it comes to home games. Home games represent most games for most players. Therefore, you are the moderator for your home game. For those few tournaments, leagues, and scenario's you might play in, the "Moderator" is the final say for that game, not a game company.

Eternal War is made up of sections. It is easier to update a section rather than update an entire product where concerns such as spacing alone make it a nightmare. Also Eternal War unlike some game rules includes a real index— and if you have memories of old *Whitewolf* products and their lack of a good index you will know how important that is —and some miniature games lack an index which is a crucial element in making these rules a good working tool.

Basic Concepts

In Eternal War a D20 is rolled and is the only die you need to use.

Die rolling Concepts

PERFECT SUCCESS – any *natural* roll of 1 (before any modifications are applied is called a perfect success. The result of this perfect success is given in each individual section.

FUMBLE – any *natural* roll of 20 (before any modifications are applied is called a fumble. The result of this fumble is given in each individual section.

OPPOSED ROLLS – When players are required to roll dice against each other, this is an Opposed Roll. Simply roll the die, apply any modifiers, and compare each player's roll. The highest is the winner for that opposed roll. A Break Away test is an example of an opposed roll.

Table Edge

If, for any reason, a model moves off the edge of the playing area, it is gone and may not re-enter a game.

Measuring

You MAY *premeasure* in this game before, during, or after an action. The reason for this: is it is simple to bypass the need to pre-measure by simply spending one action to fire a shot thereby 'seeing' the range, even if the target model is clearly and visibly far out of range, legally you could do this, therefore it is not needed and premeasuring is allowed.

As an *optional* rule if you feel you do not want to allow premeasuring, then by all means do not allow it, if so then each time a player takes the measuring stick or tape and measures distance the model he activated spends an action to either fire or move, whichever the player stated he was doing, if he did not state intent it is assumed the model spent an action firing a ranged weapon, unless the model does not have one, then the model moved. This means the model *must* spend at least one action doing this. Do not place the measuring tape if you do not wish to perform such an action, such is the nature of not allowing premeasuring.

Line of Sight (LOS)

Line of Sight (LOS) is an important concept. In order to shoot at a target you must be able to see it unless you have a weapon capable of shooting with Indirect Fire, even still you must have a Forward Observer to direct that Indirect Fire (see Indirect Fire). An exception to this is a channeled power that says it does not require LOS. If so the power can be initiated without the need to have LOS on the target location or model.

Generally, if any part of the model can be seen the model is in LOS. Yet, models are assumed to be dynamic. Therefore, if a player determines that a portion of his or her model, such as the wings, weapons, antenna, tentacles, or other portion does not count for LOS, the other player should also agree. Generally speaking, most of the time this is obvious. If there is a dispute, and a moderator is present, allow him or her to decide the matter.

If no moderator is present, then roll a peacemaker between the two players involved in the LOS dispute, the highest roll wins the argument and dictates how the model will be played for LOS purposes. Use common sense and this as a guiding principle: can the piece of the model move, be retracted, lowered, such as a models wingspan or a long spear that might stick out, or a very tall helmet's plumage. If so, then it's reasonable *not* to count this for purposes of determining LOS to that model.

If a model is in **Minimal Presence** (MP) then you should only count from the *waist down* for targeting and LOS purposes, as the model is assumed to be either lying down, crouching, or otherwise presenting the minimum view to an

enemy, and would also limit the LOS of the model crouching behind a wall; if the waist peeks at or over the top then this would be considered the 'head' of the model doing this, not the waist as the model is lying or crouching behind the wall.

Model Profile

A model is the standard piece used for this game. Every model in this game has a stat line or profile that describes everything you need to know about that model. The profiles for each model can be found in the Army List for a given force. All models are either a member of a Squad or an Individual. The term: *unit* refers to either a squad or an individual when this term is used in the rules or a given spell or power description. There are three types of squads: grunt squads, elite squads, support squads. These three types of squads plus Individual models are all *units*. Some support squads are simply single models, but are classified as a 'support squad' and should be treated as such.

Stat Line

The stat line of a model is a break down of the characteristics of that model. A model's stats govern the basic actions that each model can take, and is reflected in a numerical value. The range of a given value will vary depending on the stat in question. See the design section for designing a unit for a given stat and its numerical 'range', and the average score. The highest theoretical value is a 30, and the lowest possible value is a 1.

Close Combat (CC)
The CC stat is a representation of the models abilities in hand to hand fighting, either using its natural weapons (like claws or teeth) or melee weapons (like swords or bayonets).

Ranged Combat (RC)
The RC stat is a representation of the models skills in attacking an enemy at range with projectile or thrown weapons.

Power (PW)
The PW stat is a representation of a model's mental prowess, human (or inhuman) essence, and innate supernatural senses. Models with the special ability Channel use their Power stat to gauge their connection with the supernatural or their inward psionic potential.

Leadership (LD)
The LD stat is a conglomeration courage, shrewdness, mental endurance and perception.

Actions (AC)
The AC stat reflects the model's reflexes, agility and reaction time. It represents the total number of actions that a model can make in a given turn of Activation.

Wounds (WD)
The WD stat tells you how tough the model is and how many wounds it can receive before being taken out of the battle.

Strength (ST)
The ST stat represents the raw physical potential of a person's body and what they can do with it. Strength is the basis for damage in close combat and affect the range of thrown weapons.

Movement (MV)
The MV stat represents how far a model can move in inches per Move action spent.

Armor (AR)
The AR stat represents how well protected a model is from the hazards of life and war. It can be state-of-the-art combat armor, a thick, steely hide or a tough as nails disposition. Whatever the case, a model with a high AR value will be hard to kill.

Size (SZ)

Size does matter! In EW, Size represents the general build and bulk of a person, monster or vehicle. There are 5 different size categories used for models in Eternal War.

Small Models

Small models have significantly less stature than a normal human. Some models are shorter than an average human, these are Small Models and have a Size value of 1.

Medium Models

Medium models are approximately human-sized. The standard rules, as written, assume the models are of Medium Size with no modifications. Medium Models have a Size value of 2.

Large Models

Large models are bigger, but less than twice the size of a normal human. Large models have a Size value of 3.

Huge Models

Huge models are twice again the size of a human or larger. Huge models have a Size value of 4.

Gigantic Models

Giant models are three times the size of a human or larger. Gigantic models have a Size value of 5.

Point Cost (PC)

The PC stat is a measure of the model's value within the context of the game. Higher costs can be the result of intense training, powerful equipment, or the ability to Channel powers.

In addition to the eleven stats, a few other things define your troops. These are:

Special Abilities

Any additional information that is relevant to the context of the game will be listed under the Special Abilities section of the profile. It may describe unique training possessed by the model, or a rare gift it can wield.

Special Rules

Any additional information that is relevant to the context of the game will be listed under the Special Rules section of the profile.

Equipment

Pieces of relevant gear from weapons to religious artifacts are listed underneath the Equipment section of a profile.

Classification

Every model in Eternal War belongs to one of several possible classifications. These classifications are primarily used to determine a models vulnerabilities and advantages. The classifications a model may belong to are:

A.I.s – An artificial intelligent model can be a robot, independent in programming, and controlled by sophisticate artificially intelligent neural networks mostly devoid of any 'humanity'. An artificial intelligent model could also be a cybernetic organism or a Mortal, which has an A.I. rating of 1 or 2 (or AI:1 or AI: 2). Such A.I. are still considered Mortal and all rules that apply to Mortals apply to them.

The level of the AI assigned to any model reflects the degree of enhancement thus the great the number, the less humanity present in the model. All A.I. have a numerical value following their classification. The number tells you how advanced that A.I. is, and how likely it is to suffer malfunction. If a player may add a cybernetic enhancement to a model, the models A.I. rating increases accordingly.

- A.I. are considered to have the *Steadfast* special ability.

- A.I. during times when a Morale test vs. Panic, Fear, or Dread would have been required, make an LD check adding the A.I.s level to the roll as a penalty to the roll. Failure indicates the A.I. has suffered a malfunction and roll on the AMOK below table, adding their level of AI. To the result. Roll once for each model in the unit that has an A.I. rating.

AMOK Table		
Die Roll	Result	Effect
1-6	Recognition Fault	Model must pass a single LD test to perform any attacks against enemy models during its next activation using any actions it has. The A.I.s friend vs. foe program is over-whelmed.
7-12	Buffer Overflow	Model must pass an LD test to perform any action during its next activation. Roll a test for each action. A failed roll results in a wasted action.
13-18	Re-Boot	Model is confused. Model automatically loses *one* action during its next activation.
19-20	System Failure	Critical system failure. Model automatically loses *two* actions during its next activation.

Associated Armament – Equipment too cumbersome to be carried by one man, yet required for the functionality of the squad. Examples of Associated Armament include Mortars and Cannons.

Beasts – Most mounts, trained pets, and pack animals belong to this category. In addition, draconic or reptilian beasts, insects, and other creatures of 'animal' intelligence would fall into this category. Some may have a 'packmind'.

Channelers – When a model has the ability to Channel, it can focus the powers of the mind, the universe, a divine being, dark symmetry, or whatever other source, like a magnifying glass in the sun. It is a truly amazing and dangerous craft, especially since most Channelers can bring them powers to bear on any target that they can physical see, without electronic aid.

Mortal - This category covers the majority of units in Eternal War. White not a true racial type, it simply means that the laws of aging govern the being in question, humans and many aliens normally fall under this category.

Necrorganic – Any creature or being sustain by the powers of necromancy without the ability to self-direct their own actions. Necrorganic units are rotting carcasses that have been animated by some foul means.

- Necrorganic units are considered to have the *Steadfast* special ability.

- Necrorganic units cannot take the following actions: *Aim*, *Jump*, *Dive for Cover*, assume *Minimize Presence*, perform a *Run* action, *Spot*, or go on *Wait*.

Necrorganic models need direction and suffer greatly without the influence of their Necrobiotic Master. If a Necrorganic model ends its movement out of Command Distance, or if its Necrobiotic master is killed (its squad leader), each affected model loses an action until a new master takes control, or they move back into proper Command Distance. A model with Zombie Master can attempt to gain control of a leaderless Squad of Necrorganic models.

The potential new 'master' needs to be within Command Distance, and must pass an LD test to gain control of the unit to become its new master. If the roll fails *one* action is wasted and further the Necrorganic unit will attack the would-be new master on their next activation. The would-be new master can always try again by spending another action to make a new LD test until it runs out of actions for that Turn, and may try again next Activation.

Necrorganic models are less vulnerable to conventional Ballistics. **Ballistic attacks vs. Necrorganic models are reduced by 3 points less damage; Environmental Hazards or Environmentally classified damage is resisted with a bonus of +6 to save vs. such attacks. This means the number needed to roll equal to or less is raised by six (6).**

Necrobiotic – These are creatures defined as any creature or being sustained by the powers of necromancy with the ability to self-direct. They are normally 'evil' by human standards, intelligent, and quite 'alive', though the quality of such life is qualitatively different than a normal Mortal. Necrobiotic models that have Zombie Master are of sufficient power to attempt to command Necrorganic models, and thus become Necrobiotic Masters if they command a Necrorganic unit. Those who start a game already in command of such a unit, are automatically designated Necrobiotic Masters.

Summoned – This category covers all types of beings anchored to this plane by the use powerful spells or technology or sheer will. These are inter-dimensional beings, creatures from another 'plane' of reality.

Supernatural – This category covers all manner of creatures that are created through purely supernatural means and given a semblance of life. Enchanted creatures created through the use of a channeled power would fall into this category also.

Syntamorph – This category covers creatures made of non-organic material such as a base element or energy type, a base metal or mineral—such as rocks, sand, fire, crystals, or other material—plus other substances which are normally not subject to the normal laws of aging as known by a mortal. Such beings are alien, often sentient, and potentially quite intelligent by human standards, and due to their non-organic metabolism resist **Environmental Hazards or Environmentally classified damage with a bonus of +6, raise the number equal to or less that is need to roll by (6).**

Vehicle – This general category encompasses mechanical transports of all types. A vehicle could also potentially be designated an A.I. thus the model would be classified A.I. Vehicle. Some vehicles have one crew; others have multiple crew (normally two members). Some vehicles are capable of airborne flight and thus are classified Flying Vehicles. These Flying Vehicles follow the same rules as Earthbound vehicles except for the addition that they can fly, and any special vehicles rules that apply to them are contained in the section about Flying Models.

Army Structure

The armies of Eternal War are broken down into smaller groups that play different roles on the battlefield and affect what a player can include in their fighting force. The heart of any army, Squads are groups of models that are trained to work as a team. A Squad's training, equipment, and role upon the battlefield are different within each army. Each Squad has a Designation, which determines what a player can choose when building their army. Squads in Eternal War are designated Grunt, Elite, or Support Squads.

- **Grunt Squads**
  Grunt Squads are the basic foot soldiers of any Army a player can include as many Grunt Squads in their Army as the point cost allows. Unless otherwise stated in a Squad's Special Rules, Support Units can only be included in an army by including Grunt Squads. *The ratio is 1 Support Unit per 1 Grunt Squad.*

- **Elite Squads**
  Squads that receive additional training and superior equipment receive the designation of Elite. A player can include as many Elite Squads in their Army as they wish. Elite Squads cannot be used to calculate Support Units in an army.

- **Support Squads**
  Support Squads represent the army's ability to back up their troops with specialized forces, Vehicles, and long-range artillery. Support units are not assigned to an army until it reaches a certain size. To represent this, a player can only include one support unit in their army for every one Grunt Squad selected. There are three types of support squads: Mobile Armor, which is any ground vehicle or mechanical troop that counts as a mobile armor support unit. Air Support, which is any air-based vehicle or unit that counts as an air support unit. Artillery, which is any weapon team, emplacement, or artillery unit that counts as an artillery support unit, and lastly, Advisors and Consultants

which covers special units, agents from other allied armies and forces, mercenaries, freelancers, etc. who do not normally fall under the select army's units.

- **Individuals**

Models designated as Individuals can act independently upon the battlefield. Many Individuals are also designated as Officers. If so they will normally have a special ability, which allows them to command other units. They also could be personalities, specific unique individuals, or they could be grizzled veterans, hideous monsters, men of supernatural power, or other models of note. Certain officers are linked to a particular Squad and can only be included in the game if the referenced Squad is also present in the force of that player.

1. You may only one Officer of a particular type per Squad of the same type if the Officer is 'squad linked'.

2. If an Individual is not attached to the Squad but is within Command Distance of at least ½ of a Squad and their leader, then the Squad may use the Individual's LD value for Morale tests if it is higher than the Squad Leader's and any Individuals attached to the Squad. An Individual with Unit or Division Commander has a Command Distance of 8-inches and an Individual with Force Commander has a Command Distance of 10-inches. If an individual lacks the Commander special ability then it has a Command Distance of only 4-inches unless it has a piece of equipment that extends this distance or a special ability like Telepathic Command.

- **Force Commander**

At the head of a larger force is the Force Commander. Only one Force Commander is applied per force. In order to include a Force Commander at least 3 Individuals need to be included in the force, and at least 6 Squads (either grunt, elite, or support squads count). A force commander can have the Force Commander special ability. If a force commander is taken as an individual but the force is too small to include a force commander, the Force Commander ability possessed by the model functions as the Division Commander ability instead.

Quick Summary
Unlimited Grunt Squads
Unlimited Elite Squads
One Support Unit per one Grunt Squad
One Individual per one Grunt or Elite Squad
One Force Commander per force
(Requires at least 3 Individuals & 6 Squads)

Squad Structure Coherency

Squads are made up of Troopers and Squad Leaders, but some Squads are called Leaderless Squads, which have no Squad Leader. Unlike Individuals, Squads operate as a cohesive team, the various members providing support and encouragement to each other. This is referred to as 'squad cohesion'. If the squad members become too separated the squad no longer functions as an effective unit. Refer to this as a unit with 'broken cohesion'. Check the squad's cohesion when you first activate a unit each turn, before it carries out any orders. The following rules apply:

- When a squad has finished moving all the models in it, the squad must form an imaginary chain. The distance between one model and the next being no greater than two (2) inches. If not then those members outside of squad cohesion are considered to have 'broken cohesion'.

- Some squads are known as Leaderless squads. They have no Squad Leader or no current squad leader (such as a Necrorganic unit that loses its leader). Each turn the leaderless squad is activated the first model the player activates in that squad is the 'leader' for that turn of activation only. Therefore, each turn a new 'leader' could be chosen. This will impact how squad coherency is determined for a leaderless squad. If a squad that starts the

game with a Squad Leader has that leader die during the game, then the unit becomes a Leaderless Squad. Normally they will remain leaderless for the rest of the game unless an Individual with the Commander ability joins the squad to become the new leader for that squad. Necrobiotic models with the Zombie Master special ability can become the leader of a Necrorganic unit if such a unit is without a current squad leader.

- Use the Squad Leader or the first model activated in a Leaderless Squad to determine which models are in squad coherency by using that model as the first model in the imaginary chain.

> For example, a unit has members stretched out, and two are killed in the middle of the squad. When the squad activates, the squad leader is on one side of the board with some members of the squad. A space of more than two inches separates the squad members by the squad leader and three other models in the squad (due to two models in the middle being killed). Therefore all the models on the other side of that two-inch gap not near the squad leader are out of squad coherency and will need to regain coherency. If this would have been a leaderless squad the player could have decided which model to activate first and then establish, by doing so, the models in the squad that fall outside of squad coherency.

- Squads with members currently engaged in close combat do not have to maintain squad cohesion. See the section on Close Combat later. However, once they are free of combat they will have to form up again and regain squad cohesion.

- Squads with **Flyers** maintain squad coherency if each model is within One *Height Band (HB)* from each other vertically, and normal squad coherency horizontally (i.e. 2" from each model unless that squad has a special ability like Symbiotic Link which enhances the normal coherency distance).

Broke Cohesion

If for any reason a model of a squad finds itself *outside of cohesion* with the rest of its unit at the beginning of a turn, it *can* **only** *make Move actions* until it is back within squad cohesion, at which point it may carry out any remaining Actions as normal.

Models Facing and Fire Arc

A model has two facings: front and back. Generally speaking, most models only attack enemies in the front 180-degrees of its base. Mounted models, vehicles, and models with a special ability such as Gunslinger are exceptions to this general rule.

- Mounted Troop models have a 360-degree firing arc.

- Vehicles have their firing arcs listed individually in their unit descriptions.

- Gunslinger ability allows a model to have a 360-degree firing arc.

Deviation

When required to roll for Deviation roll a D20. Use the one's place to indicate the distance deviated. For example, if you roll a 2 then its 2 inches; if you roll a 12 then its also 2 inches. To determine direction of the deviation, notice the direction of the triangle around the number rolled on the D20. This is the direction, and the number tells you distance. Use a D20 that is easy to read.

Turn Sequence

While a real battlefield is a confusing mass of activity, a battle game cannot afford to be. The Eternal War game is divided into turns. Each turn, models from each unit perform legal actions, until all models have activated, and in turn all units in the game have activated thus ending that turn. Use activation markers to indicate which units have gone and which have not.

During a turn, players alternate the activation of one unit at a time. The Turn Sequence is as follows:

- <u>Determine Initiative</u> – Roll D20 for each player, and add the highest Leadership (LD) among his or her surviving models. A player whose models are all panicked takes a –4 penalty to the roll. The player with the highest score wins the initiative and nominates a unit for activation.

- <u>Nominate the First Unit</u> - The player who wins the initiative can for the first nominated unit of that turn (and only that first nominated unit) name a specific unit of an opposing player. For example, if a player won the initiative he or she could nominate his or her own unit, or a specific unit he or she names of an opposing player.

- <u>Players Alternate Activation</u> – Players then alternate activations with each player choosing one of his or her own units to activate. Once the last model in the activate unit finishes its actions, play passes to the opposing player. If an individual capable of Give Orders uses this ability then the player who used his or her individual to do this could get to activate more than one unit in this manner. If one player runs out of units to activate, then the opposing player with remaining Unactivated units can activate each one in succession, one at a time, but only after his or her opponent has no units left to activate. If the game has more than two players the principle works the same with play passing between each player or team after one unit is activated.

- <u>End of Turn</u> – After all units in play have been activated then the turn is over, activation markers are taken up, but Wait markers (and those for Ambush) are left by the units who have them). A new initiative is then rolled and the turn sequence starts again.

- <u>Snooze You Loose Rule</u> – This is a general rule of remembering to count bonuses, penalties, and to make required rolls that are called for when the unit or model activates such as Moral tests that should be made at the appropriate time. If a Turn ends you *should not* go back and add some bonus or penalty to a roll that would have 'made the difference', or to make some 'forgotten' moral test that might have affected how play occurred in the game up till the point you are at currently. Each turn is discrete. If before a turn ends you remember to call for a moral test for a unit that has taken loses then that is appropriate to roll it *before* the turn ends if it can be remembered. If it is not remembered then when the unit activates next turn and makes the required moral test, it should be the one required for that turn, not the one from a previous turn.

  It is the job of each opposing player to watch his or her opponent to make sure they don't get too much distance when they Charge, or that they are spacing their models out correctly, or that an opposing player is making the moral tests he or she is required to make at the appropriate time, such as when one of your models that cause's Fear comes into the appropriate range. If such a Fear test is 'forgotten' by both players it is not appropriate to 'go back' and make the test after the unit that should have made the Fear test has already fought a combat, taken loses and potentially inflicted damage. Snooze You Loose; you should have remembered to call for the Fear test. If you remember some bonus or penalty that should have added to a roll such as Group Attack and the roll is already made, then Snooze You Loose, and the bonus or penalty is lost for that instance in the game. If you '*forget*' to make some moral test or save—and combat was involved so that if the roll were made then it would change an entire unit's set of actions—then such a moral test or save is gone, Snooze You Loose.

  The bottom line is both players should police the other player, and the general lose of perception and mental faculties are part of the game. As you drink liquor or beer, or get tired, or have your smoke break, or simply get bored at times during the game and 'forget' to call your opponent to do something, oh well, you simply forgot, Snooze You Loose. If you failed to catch your opponent who 'missed' something or 'forgot' something then again Snooze You Loose. Those who keep on top of the game, remember to call for things at the right time, and don't forget their bonuses and penalties will be rewarded by having better game play and by not missing opportunities. It is the mark of a good player to help 'remember' such details, bonuses, penalties, and rolls needed, but of course for one reason or another we all have—from time to time—had 'selective memory' or 'diluted perception'. It should also be noted that this is a competitive game, and perhaps part of that game is not reminding an opponent that your unit should make a Fear test vs. his model, that is your opponents job to remember what his or her model can do in the game. Both players should in all fairness try and remember such things, but if not, that is why we have the Snooze You Loose rule in the game, as ultimately it is each players responsibility to remember what your models are capable of, not your opponent, and it is your job to keep an eye on your opponent. So if your opponent says 'you should have made a Fear test for that unit' which he remembers to call you on *after or during* the combat involving that unit, you should look at them and say

'Snooze You Loose; You should have remembered that before I rolled my first to hit roll for that unit when the unit first came into the radius of the fear causing model.'

If you have played miniature games for a while you know this rule is an important one to have in the game. ☺

Actions

In Eternal War most models have 2 Actions (AC) to perform each activation. This means they have two opportunities to do something turning the Turn. There are many types of actions.

- Aim
- Spot
- Move
- Run
- Climb
- Jump
- Wait

- Rally
- Channel
- Break Away
- Concentrate
- Give Orders
- Attack (CC or RC)
- Minimize Presence

- **Character Tests**

- In Eternal War, Character Tests are used to determine the outcome of a model's reactions to the uncertainties of battle. To pass a test, a model's player must roll either equal to or underneath the related stats Value on a d20.

- **Mounted Troop Actions**
- In Eternal War these two troop types are special. When performing actions both the rider and the mount for a Mounted troop, must expend their actions *simultaneously*.

- This accounts for the fact that any Action requires a certain amount of time to perform. For example, if the rider attempts to Spot a Hidden model, both he and his mount must spend an action while the activity is being carried out. A mount would therefore be either moving while his rider was conducting spot checks or the mounts action would be forfeit.

- A mount that is moving while its rider is shooting would also be covered by this rule, as both the rider and the mount are spending an Action in the same period of time. If a Mounted Troop is in Close Combat and the rider makes a Close Combat attack, then the mount may also make an attack, using its own CC stat if it has one, as both Actions take place simultaneously.

- # Available Actions

- **Aim**
  - By aiming, a model can increase its chances of hitting a model. By using an Action to Aim a model can **add +4 to its RC stat, and +2 Damage**. Only ranged weapons capable of **Direct Fire attacks** or **Thrown Weapons** *can* gain a bonus from using the Aim attack. While **Directly Placed Templates**, and **Indirect Fire weapons**—both with LOS or Directly and without LOS or Speculative—*cannot* **use an Aim action to add a bonus to attacks which are made from such weapons.**

    - Instead **Indirect Fire** is a type of attack that uses a fired trajectory is not truly capable of an Aimed shot, hence it is not allowed. Indirect Fire (with LOS: Directly) has its own form of bonus in that it ignores Cover protection and Minimal Presence status of a model, and Indirect (without LOS: Speculative) is only allowed if you have an Forward Observer to see the target, and if so—as described in the Fire Mission section—the Forward

Observer can take an 'aiming shot' (which is *NOT* an Aim action) which is a special type of aiming shot only allowed for Speculative shots. Normally a Speculative shot suffers a –4 RC penalty, and the 'aiming shot' cancels this penalty out, and costs one action to perform but no actual damage is done, and further allows a bonus of +2 to hit. See the Fire Mission section for more details about Forward Observers and Speculative fire attacks.

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- A **Close Combat (CC)** based attack *CANNOT gain* the benefits from an Aim action, it is solely used for RC based attacks. Once Aimed at a target, a model continues to receive the aiming bonus until the aiming model moves, the target model moves, the target model is killed, or the player's Turn ends (who controls the aiming model).
-
- Aiming is not cumulative; you may only Aim once per target. You must fire on the action following an Aim action in order to receive the Aim bonus.

- ## Spot
- In order to act upon a Hidden model you must first be able to see it. In Eternal War you need to spend a Spot Action, and make a Spot Check to see or hit a Hidden model. Minimal Presence, as well as, various Special Abilities (such as the level of Hide, Stalk, or Camouflage) imposes a penalty upon the models Spot check making it harder to detect Hidden models.
-
- In addition, various detection Special Abilities may increase the chances of the spotting model to make a Spot check (such as Keen Eyes). To spot a unit, **a model must have Line of Sight (LOS) to the hidden model, and must make a successful LD test** (after all modifiers are applied). Otherwise the spotting model has failed and the Spot Action is wasted.
-
- **If the check is successful remove the model's Hidden marker. The model is no longer considered hidden and may be targeted as normal**. A Spot check must be made for each member of a Hidden Squad unless a Perfect Success is rolled (see below). If any member of a squad is spotted and targeted by a template weapon or a power that uses a template—such as after successfully spotting one member of the squad and then targeting it—then all models beneath the template are hit regardless of their Hidden status. If the template has a Cluster Effect then it would still apply.
-
- PERFECT SUCCESS – If the spotting model rolls an *unmodified* 1 on the Spot test, and the model the spotting model was attempting to reveal is a member of a Squad, then the spotting model spots all hidden models within the Squad that the hidden model is a member of—remove Hidden markers from all models of that Squad.
-
- FUMBLE – If the spotting model rolls an *unmodified* 20 on the Spot test, the spotting model becomes so absorbed in its effort to spot enemy models, that the model loses all remaining Actions it might have for that Turn.
-
- **Every additional Action spent trying to Spot the same model gives the spotter a +4 to Spot.** Therefore, a model that tries to spot an enemy model and misses on the first action may attempt to do it again at a +4 on the second action, or +8 on the third action, etc.
-
- There is a **–4 penalty** to the LD test if the Hidden model is in **Hard or Soft Cover**. There is also a –4 penalty when trying to Spot a model at a distance of over 12" inches. If a model is in **Minimal Presence** there is a **–2 penalty** to the LD test. These modifiers are cumulative. A model that is *itself* in **Minimal Presence** when trying to make a Spot check suffers a –2 penalty to the Spot check**.**
-
- **A model may make a Spot check (using a Spot Action) and still remain Hidden.**
-
- ## Move
- Movement (MV) shows how far a model can Move in inches in one Action. During the course of its Move Action, it can turn as many times as it wants, and end its Move facing in any direction. It can also turn as it makes an attack in Close Combat. However if a model simply wants to turn around, to fire at, or Spot a model behind it, it must use an Action to do so (this is when model facing comes into play potentially).

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- *A Move that brings a model into base-to-base contact with an enemy model is considered a Charge.* This particular Move is covered in greater detail in the 'Close Combat Section'. Move is also called a 'tactical move'.
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■ **Moving between Friendly Models**

- Models within the same Squad (or an Individual who has joined the Squad because it has become the Squad leader through its use of the Command special ability) *can move through each other*, as long as when they end their Move action as to clear the base of other friendly models, if they cannot then they cannot move through the friendly models. Their bases cannot overlap.
-
- *A Squad member cannot Run through its own squad*, nor can a friendly Individual or member of another friendly squad move through a different friendly squad's models <u>unless</u> there is a clear 1" gap between the models of the squad being passed through. Or a gap large enough for the base of the model passing through the squad to indeed be able to pass through. Otherwise there is not room.

■ **Moving between Enemy Models**

- *Models may not Move (nor Run) through an enemy Squad*, regardless of the size of gaps. Models can, however, move through two separate enemy Squads so long as the gap between the two Squads is at least 4 inches. The same rule applies with enemy models and pieces of terrain.
-
- **Terrain and Movement**
- Terrain affects the Movement of models on the battlefield, in general terms a model can only Move through Terrain so long as its base can fit through the gap. Steps and uneven Terrain will always be open to debate as to how they limit Movement. Players should agree before the game on what effects such features will have. Terrain can be broken down into four headings. They following list gives examples of the kind of Terrain in each category along with the effects it has on a model's Movement.
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- NORMAL – Fields, plains, or quite meadows, and normal solid ground are all considered Normal terrain. Streets and roads are also examples of Normal terrain. In general, any area free of most obstruction that will not impede movement or restrict battle is considered Normal terrain. On Normal terrain, movement is not affected.
-
- LIMITING – Walls, hedges, and fordable rivers are described as Limiting Terrain. **As a general rule so long as the feature is smaller than the model, it may move over or cross it, by expending one Action. A model may *not* Run over Limiting terrain**, instead the model must stop, spend one Move action to cross over it, then if the model has additional actions it can spend further actions to Run once more. Some features might require more than one action to cross or none at all. Obviously, such conditions must be agreed upon before the battle begins. Rules for Climbing should be observed here but most Limiting terrain does not require a Climb roll, simply one action needs to be spent to cross it but some might require a Climb roll, if so it should be determined before the game which pieces require such rolls and which might require more than one action to cross.
-
- ROUGH – Dense foliage, such as forest or jungle, swamps, as well as, heavily broken ground, rubble, ruins, steep slopes, and shallow water are all considered Rough Terrain. **When moving through such Terrain a unit's Movement is halved (½ Move), rounded up to the nearest inch, and the movement of a model cannot be less than 1 inch when moving through Rough terrain.** Rough terrain has no effect on Flyers who are in the air; however they may need to change Height Band in order to pass over high obstacles or terrain features. A model *cannot* Run through Rough terrain.
-
- IMPASSABLE – Impassable terrain includes features such as cliff-faces, ravines and wide rivers. No models may cross these features unless they have Special Abilities or Special Equipment that allows them to do so. Impassable terrain has no effect on Flyers in the air as they can simply fly over the Impassable terrain, however, Flyers may need to change Height bands in order to pass over high obstacles or terrain features.
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- **Flying**
- Flying Models represent death from above. Some models in Eternal War have the ability to defy gravity, be it through turbine jet engines, wings, or the mysterious supernatural. These models are referred to as Flying Models. Flying models come in three types: **Flying Creatures, Flying Vehicles,** and **Flying VTOL Models**. Flying VTOL Models could both be Jump-Jet infantry type models, as well as, Flying Vehicles that are capable of VTOL movement, either way they are both classified as Flying VTOL Models (and not as Flying Vehicles). When the term 'Flying Model' is used without specifying the type of Flying Model then it refers to all three types of Flying Models. While all Flying Models follow similar rules to that of other models and/or Vehicles, which fight on a horizontal battlefield, there are some additions in regards to Flying Models to take in account the new vertical battlefield.

- With the new addition of the vertical battlefield that is available to Flying Models, Eternal War provides additional terms that are used when models are either on their way to, or are in the process of, flight. Flying Models are similar to the other types of models in Warzone with one major difference: in play when the Flying Model is Hovering or Airborne it enters into the vertical battlefield and changes how many aspects of the model functions in the game. Otherwise, when it makes normal Move actions it moves just as it would on the horizontal battlefield, but has additional options such as Ascend or Descend actions to change its altitude, or the fact it clears Rough Terrain and therefore is not affected by it. So being airborne will affect many aspects of the model as detailed below.

  o **Flying Unit Terminology**
- The following terms are used when describing available actions and their effects in respect to Flying Models.

  - **Airborne**: Used to describe a Flying Model that is currently at H-B 2 to H-B 6 above the battlefield.
  - **Hovering**: Used to describe a Flying Model that is currently at H-B 1 above the battlefield.
  - **Earthbound**: Used to describe a Flying Model that is currently on the ground.
  - **Take-Off**: Used to describe a Flying Model that expends 1 action to leave earthbound status.
  - **Landing:** Used to describe a Flying Model that expends 1 action to leave airborne status.
  - **Altitude**: Used to describe a Flying Model's current Airborne Height-Band.
  - **Height-Band**: Used to describe a Flying Model's current position above the battlefield in inches.
  - **Ascend**: Used to describe a Flying Model gaining 1 Height-Band during a movement action.
  - **Descend**: Used to describe a Flying Model dropping 1 Height-Band during a movement action.

  o **Height-Bands**
- Flying movement is governed by Height Bands. Height-Bands are used to approximate the current altitude that the Flying Model is currently traveling at above the battlefield. Since the actual models themselves are still on the table, Height-Bands are a good measure to use when tests regarding LOS come up in the game, or when there is a question as to whether or not a Flying Model can clear a Terrain piece. At any point it is necessary, just measure the current Height-Band from the table at the point that the model is positioned. Height Band zero [H-B 0] represents a model that is Earthbound or at ground level [H-B 0]. Height Band one [H-B 1] represents a model that is Hovering somewhere over the first three inches above the ground level. Each Height Band thereafter represents another additional three inches above the battlefield, and models in those Height Bands are described as being Airborne.

- **Height-Band #   Current Altitude**
- **H-B 0**:   Ground Level (Earthbound)
- **H-B 1**:   Above Ground to 3" above Battlefield (Hovering)
- **H-B 2**:   Over 3" to 6" above Battlefield (Airborne)
- **H-B 3**:   Over 6" to 9" above Battlefield
- **H-B 4:**   Over 9" to 12" above Battlefield
- **H-B 5:**   Over 12" to 15" above Battlefield
- **H-B 6**:   Over 15" to 18" above Battlefield

- To indicate a Flying Models altitude (current Height Band) height place a six-sided die next to the model with its upper face showing the current Height Band of the model. If a model is Earthbound [H-B 0], then it is said to be at on ground level, if so then remove the six-sided die as the model is on the board.

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- **Height Bands for Terrain**
- Players will need to determine what height-band a section of terrain falls into. Measure the vertical distance from the game board to the point at which you wish to know which HB that part of the section of terrain is in. Divide by 3 as each HB is three inches. The result equals the Height Band for that section of terrain for targeting purposes and all models at that vertical distance are treated as if at that Height Band. This means the vertical and horizontal distance is added when calculating range to and from the models on such terrain.
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> - For example, the top of a hill or building is 4" vertically off the table, placing it in Height Band 2. If the terrain includes a mountain or tower with many levels, each level may fall into a different Height Band.

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- All terrain occupies certain Height Bands, and if a Flying Model flies in a Height Band above the highest occupied by the terrain then the Flying Model can ignore the terrain piece altogether for movement purposes. If a piece of terrain is within the same Height Band as a Flying Model then Flying Models who are on such terrain or attempt to move through them may do so without restriction unless a section of that terrain is treated as Limiting or Impassable, in which case, it cannot move through it and must move around that particular section of the terrain (or fly over it).
-
- **If a Flying Vehicle flies into such a Limiting or Impassable section it will cause a collision**—see Flying Models: Movement for more details.
- A Flying Model's movement rate is not reduced when moving through a Rough Terrain section of the battlefield due to the fact it is flying over it. When moving through terrain, such as an Organic Growth piece, the Flying Model can move as if it were Normal Terrain but will still need to maneuver around sections of the piece that are considered Limiting or Impassable, otherwise it can ignore the Organic Growth of such a piece. The same would be true for a Ruins, Rubble, or Rocky terrain piece. A Flying Model would need to maneuver around the various sections of the piece that jut out and function as Limiting or Impassable terrain but could do so at full MV.
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- **Flying Model Profile**
- In the Profile for a Flying Model, the Move Value has a split number. The first number in the split is the Move (MV) value while the Flying Model is either Earthbound [H-B 0] or Hovering [H-B 1], while the second number is to be used when the Flying Model is Airborne [H-B 2 to H-B 6]. If the Flying Model is restricted to a certain Altitude (Height Band), it will be listed in the Special Rules portion of its Profile. A Flying Model cannot gain any more Height-Bands past that which it is limited to.
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> - For example, if a model's MV is shown as: 1/6:3 it would mean the model is limited to a maximum Height Band of 3. The movement of the model when Earthbound [H-B 0] or Hovering [H-B 1] is limited to a MV 1, but when flying at H-B 2 or H-B 3 then it would have MV 6. If the model's MV shown as: 0/6:3 then the model when Earthbound or Hovering would not be able to move until it spent actions to Ascend to H-B 2.

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- **Flying Models: Deployment Cards**
- Flying Models may be deployed upon the battlefield in either Earthbound [H-B 0], Hovering [H-B 1] or Airborne [H-B 2 thru 6] status at any Height Band up to the maximum Height Band that the Flying Model is allowed to go—or Height Band 6 [H-B 6] if none is listed. The choice is up to the Flying Model's player. If the Flying Model is deployed in the Earthbound or Hovering status then its Unit Card may represent it. If it deployed in Airborne status then the model must be placed upon the Battlefield without the benefit of being represented by a Unit Card.
-
- **Flying Models: Aim and Spot Checks**
- While Airborne, a Flying Model (be it a regular model or a Vehicle's Crew) **cannot** benefit from performing Aim actions, and **do not** gain the regular benefits from expending multiple actions when attempting a Spot Check.
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o **Flying Models: Command Distance**

- Flying models either are Individuals or part of a Squad (whether its elite, grunt, or a support Squad). Flying Models that are in Squads are grouped together into what are known as "Wings", with a Wing Leader that acts in the same way as a Squad Leader. If the Wing has a Squad Leader then treat the Squad as any other squad with a leader for purposes of Command Distance. If not then the Wing is treated the same as a Leaderless Squad and the same rules for activating Leaderless Squads would apply for the Wing.

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- Wings must adhere to the same rules for Command Distance with one addition. **A Flying Model that is in a Wing must stay within one Height-Band difference from the current Wing Leader and within horizontal Command Distance** (which is normally 2" from each model in the squad unless the squad's models has Symbiotic Link which increases this distance). Keep in mind that in a Leaderless squad the first model of the Squad activated each Turn acts as the current Squad Leader for that Turn, and next turn a different model could be selected to fulfill this function.

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- **Flying Models: Actions**
- If a Flying Model is also a Mounted Troop or Flying Vehicle then they would follow the rules for models of those types, with regard to spending actions. For example, a multi-crewed Flying Vehicle would follow the rules that other multi-crewed Vehicles follow as far as spending actions is concerned.

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- **Flying Models: Close Combat**
- The ability of a Flying Model to enter Close Combat depends on two factors: *the type of Flying Model it is* and *whether or not the model the Flying Model wishes to Charge, Countercharge, or make a CC attack against occupies the same Height Band*. Models that are not capable of flight, and which are therefore always earthbound will be able to attack Flying Models depending on the Size of the earthbound model, and whether or not they have a Polearm or the Reach special ability, which allows them to extend their ability to make a Close Combat attack.

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- **Flying Creatures** – Flying Creatures may Charge, Countercharge and engage in Close Combat with other earthbound, hovering, or airborne models if that model occupies the same Height Band as the Flying Creature. In addition, a Flying Creature is capable of making a Dive Attack, which is a special type of Charge where the Flying Creature originates the Charge in a Height Band above the model it is attempting to attack (see Flying Models: Dive Attack). Normally, to attack models in Close Combat that are Size 1, 2, or 3—due to the fact they are Earthbound—the Flying Creature must either be Earthbound [H-B 0] or Hovering [H-B 1] in order to engage in Close Combat with these models. When engaging a Size 4 or Size 5 model a Flying Creature can be earthbound, hovering, or airborne at H-B 2 due to the larger nature of such models. If a Size 4 or Size 5 model can only attack a Flying Creature when it is earthbound or hovering then this limitation will be listed in the Special Rules for the Size 4 or Size 5 model. If this is the case the Flying Creature would be restricted to only being able to Charge or Countercharge the Size 4 or Size 5 model when either earthbound or hovering.

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- **Flying VTOL Models** – Flying VTOL Models may Charge, Countercharge and engage in Close Combat with other earthbound, hovering, or airborne models if that model occupies the same Height Band as the Flying Creature. **A Flying VTOL Model *cannot* make a Dive Attack.** Normally, to attack models in Close Combat that are Size 1, 2, or 3—due to the fact they are Earthbound—the Flying VTOL Model either be Earthbound [H-B 0] or Hovering [H-B 1] in order to engage in Close Combat with these models. When engaging a Size 4 or Size 5 model a Flying VTOL Model can be earthbound, hovering, or airborne at H-B 2 due to the larger nature of such models. If a Size 4 or Size 5 model can only attack a Flying VTOL Model when it is earthbound or hovering then this limitation will be listed in the Special Rules for the Size 4 or Size 5 model. If this is the case the Flying VTOL Model would be restricted to only being able to Charge or Countercharge the

Size 4 or Size 5 model when either earthbound or hovering. Flying VTOL Models that engage in Close Combat **while hovering or airborne [H-B 1 to H-B 6] suffer a penalty of –4 CC** due to the fact they are not as agile and must control their flight with greater concentration.

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- **Flying Vehicles** – This type of Flying Model cannot Charge, Countercharge, or make a CC attack, instead the only action a Flying Vehicle can take if Charged or Countercharged by another model is to Break Away. Flying Models always Break Away without a required roll by spending one action, and further the Break Away is always assumed to be an ascending or descending Move, yet if the Flying Vehicle cannot ascend or descend then it may move horizontally to Break Away. The player who controls the Flying Vehicle may choose to ascend or descend when attempting to break away. If a model Charges or Countercharges a Flying Vehicle it causes a **Collision** and both models suffer a **Damage 12 + the Size of the larger model** attack. If the Flying Vehicle and the Charging or Countercharging model both survives then the attacking model can make the Charge or Countercharge attack.
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> - For example, a size 4 Model Charges a Flying Vehicle that is only size 3, therefore both models would take a Damage 16 attack (12 + 4). Either model that fails will take a Wound.

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- **Earthbound Models: CC Attacks vs. Flying Models** – Earthbound models are restricted by their Size as to what Flying Models they can Charge, Countercharge, or make CC attacks against.
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- Earthbound models (including Flying Creatures or Flying VTOL Models who are earthbound) that are Size 1, Size 2, or Size 3 may Charge, Countercharge, or engage in Close Combat against Flying Models who are also earthbound or hovering [either H-B 0 or H-B 1].
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- Earthbound models (including Flying Creatures or Flying VTOL Models who are earthbound) that are Size 4 may Charge, Countercharge, or engage in Close Combat against Flying Models who are also earthbound, hovering, or airborne at Height Band 2 [either H-B 0, H-B 1, or H-B 2]. If a Size 4 model cannot attack an airborne model at Height Band 2 then it will be listed in the Special Rules for that larger model.
  -
- Earthbound models (including Flying Creatures or Flying VTOL Models who are earthbound) that are Size 5 may Charge, Countercharge, or engage in Close Combat against Flying Models who are also earthbound, hovering, or airborne at Height Band 2 or 3 [either H-B 0, H-B 1, H-B 2, H-B 3]. If a Size 5 model cannot attack an airborne model at Height Band 2 and/or Height Band 3 then it will be listed in the Special Rules for that larger model.
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> - An example of Special Rules for a larger size 4 model that has a lower visible profile and is restricted in such a manner listed above might be written like this: "SPECIAL RULES: The model cannot attack Flying Models that are airborne at H-B 2, further Flying Creatures and Flying VTOL Models must descend to earthbound or hovering status in order to Charge, Countercharge, or engage in Close Combat with this model unless the airborne model has a Polearm or the Reach special ability that allows it to extend its reach to effectively make a CC attack."

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- **Polearm / Reach Special Ability** – Some models either carry Polearm's or have the Reach special ability both of which allow the model to extend its ability to make a CC attack without needing to Charge another model. A Polearm will have a value listed with it such as: Polearm 2, this would mean the Polearm would allow the model to extend its ability to reach out and make a CC attack up to 2" from the models base, but the attack is not a Charge and therefore would not be entitled to the Charge bonus. Further this also means the model is not 'engaged' in CC for purposes of Break Away or Firing into Close Combat with ranged weapons.
-
- **The model simply is making a CC attack at an extended reach.** The Reach special Ability functions the same but it is due to the natural ability or structure of the model that allows the extended reach. Therefore, Reach 2 would allow the same thing as Polearm 2. The Reach special ability is a function of the model, and Polearm is a function of the weapon the model uses, this will help you determine if a model should have one or

the other as part of their profile. In addition, to extending the ability to reach out horizontally to make a CC attack, the Polearm or Reach allows the model to extend the models attack vertically as well.

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- Add the [**Size of the model + the Reach or Polearm value + 1**] to arrive at the total extended ability of the model to make a CC attack vertically. This value is given in inches and tells you the maximum number of inches vertically the model can make a CC attack, and if the attack would extend into a certain Height Band. If the attack extends 1" or more into a certain Height Band then the model could attack a model at that Height Band thereby extending the models ability to attack models in other Height Bands.

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- **This formula would apply to earthbound, hovering, or airborne** models as an airborne model could just as easily reach down as well as up vertically to make a CC attack if it has the ability to extend its reach or carries a Polearm. When measuring do so from ground level and a model that is hovering is treated the same as a model that is earthbound as earthbound is actually contained in H-B 1 which is hovering distance, therefore they should be treated the same for such purposes.

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> - For example, a Size 3 model has Reach 2 or Polearm 2 then (3 + 2 + 1 = 6 inches) so that if the model were standing Earthbound or hovering it could attack any model that is also earthbound or hovering or a model that is at H-B 2 since 6 / 3 = 2 and therefore stretch through two different Height Bands above ground level.

-

> - Another example would be, a Size 4 model has Reach 2 or Polearm 2 then (4 + 2 + 1 = 7 inches) so that if the model were standing Earthbound or hovering it could attack any model that is also earthbound or hovering or a model that is at H-B 2 or H-B 3 since 7 / 3 = 2.3 and therefore stretch through three different Height Bands above ground level, even though the last Height Band is only entered into by 1" but as stated above 1" is enough to qualify that model to be able to attack airborne models at that Height Band.

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- **Models at Raised Elevation** – Models who are on raised elevation, standing on terrain are treated as airborne models for purposes of earthbound or Flying Models to engage in Close Combat with them. A Flying model needs to be on the same Height Band as the elevated model to engage in Close Combat. Close Combat is treated the same as if the two models were earthbound—so that normal Close Combat rules would apply. Earthbound models are restricted from attacking models in Close Combat who are standing on raised elevation unless the earthbound model is Size 4, if so then it must be in base-to-base contact with the terrain the target model is standing on, and the target model must be within 1" as measured horizontally of the attacking Size 4 model.
- Size 4 models that are incapable of attacking airborne models that are at H-B 2 would also be restricted from attacking models standing on raised elevation that are at H-B 2. The CC attack is *not* considered a Charge and therefore the rules for Breakaway and Firing into Close Combat do not apply; yet such an attack can be Countercharged due to the fact the Size 4 model is moving within the target models MV distance. A Size 5 model is treated as a Size 4 model except it may attack models standing on raised elevation that are within 2" as measured horizontally of the attacking model.

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- **Flying Models: Dive Attacks**
- Flyer Creature Models may make Dive Attacks on models below them. Flying Vehicles and Flying VTOL Models *may not* make Dive Attacks. **Dive Attacks are Charges** with added advantages for impetus and attacking your target from above. To make a Dive Attack the Flying Creature Model must start the attack from one Height-Band above the target model, and must be within Charge distance of its target as measured horizontally. Use the following procedure:

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- The Flying Creature model making the Dive Attack declares the attack. The Dive Attacking model Descends to the target models height band expending Actions as required and the Flying Creature may use its free Descend Action when performing a Dive Attack. The Dive Attacking model then Charges the target model as normal but *instead* of the normal Charge bonus **the Dive Attacking model gains a +4 CC and +2 DAM bonus**.

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- Models Countercharging a Flying Creature Model that is making a Dive Attack *lose their Countercharge bonus* and *further suffer a penalty of –1 CC and –1 DAM in addition.*

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- If a Flying Creature model makes a Dive Attack—due to the fact that is a Descending action with extra force behind it—then the model *may not* use an action to Ascend during the same Activation the same as the same as any other Flying Model. This means the Flying Creature cannot Break Away from the Close Combat that it initiated on the same turn that it makes a Dive Attack (as a Break Away for a Flying Model is automatically an Ascending action)
-

> - For example, an airborne Flying Creature is on H-B 2 and 5" away horizontally from the model it wishes to Dive Attack who is currently on H-B 0 or earthbound. The airborne Flying Creature who's MV is 6 Descends to H-B 1 for free, and becomes a hovering model. The Flying Creature then moves into base-to-base contact with the target model to Dive Attack it. If the target model were not killed then both models would be engaged in Close Combat, as hovering and earthbound models can engage freely in Close Combat.

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  o **Ascending and Descending**

  - Flying Models (all three types) need to spend one action to Take Off from the ground (earthbound) or Move vertically up or down one Height Band by using an Ascend or Descend action. Once per turn Flying Models (all three types) can vertically descend a single Height Band without expending an action, but must expend one action to descend each additional Height Band in the same turn. Flying Models (all three types) can *either* make Ascending or Descending Move action during the same turn, but not both.

    -
    - When a **Flying Vehicle** model wishes to either gain or drop 1 Height-Band it must expend 1 action towards its movement and devote at least 3" of forward motion to Ascend or Descend. At the end of this 3" of motion forward, the Flying Model is now considered to be at the new Height-Band. The Flying Vehicle is still capable of Descending one Height-Band for free per turn but must still devote at least 3" of forward movement to this free move action.
    -
    - When a **Flying Creatures** or a **Flying VTOL Model** wishes to either gain or drop 1 Height-Band it must simply spend 1 action toward its movement to Ascend or Descend. At the end of the movement the Flying VTOL Models or Flying Creature is now considered to be at the new Height-Band. Flying Creatures and Flying VTOL Models are still capable of Descending one Height-Band for free per turn.
    -
    - When a model is earthbound or hovering each is considered a separate Height Band for Ascending or Descending purposes, yet a model that is hovering could spend its free Descend action to become earthbound but the when it wishes to hover again it would need to spend one action to Take Off.
    -

  o **Landing Zone**

  - When an earthbound Flying Model (all three types) wishes to Take-Off, or a hovering or airborne model wishes to perform a Landing, it must have room to either land or take off. This room is referred to as the Landing Zone. The Landing Zone must be Normal Terrain for a Flying Model to land or take off effectively. This means a Flying Model (all three types) cannot land on Rough Terrain, Impassable Terrain, or Limiting Terrain. There has to be enough clear space in a single line along the Flying Model's forward path to perform the desired action, which means no model or Terrain Piece can be in the way. If a Flying Model lands on a piece of terrain with a raised elevation, then the part of the terrain it lands in must be clear of models, Impassable or Limiting sections of such terrain, and otherwise be considered Normal terrain, such as the roof of a building that is not considered rubble which would be considered Rough Terrain and therefore restrict that section as a suitable Landing Zone. Flying Models (all three types) cannot perform a Landing or Take-Off action unless they have a Landing Zone.

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    - **Flying** Vehicles - The space required for a Landing Zone for a Flying Vehicle model is equal to the unmodified Airborne Move (MV) value of the Flying Vehicle Model—the earthbound or hovering MV is *not* used.
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    - **Flying VTOL Models** and **Flying Creatures** require only enough space to fit their base flat on the board or raised elevated terrain for their Landing Zone.
    -

- o **Flying Models: Movement**
  - **Flying Creatures** and **Flying VTOL Models** that are earthbound use the appropriate Movement rules just as any other earthbound model, therefore they suffer Rough Terrain penalty while Earthbound unless they also had some Terrain Specialist ability that allowed them to move over the specific Rough Terrain they are on standing on without such a penalty, or the model had some Special Rule that allowed normal movement over Rough Terrain while Earthbound.
  - As stated the beginning of the Flying section Flying VTOL Models Jump-jet infantry, and flying vehicles capable of VTOL or vertical take off and landing movement are both classified as Flying VTOL models not as Flying Vehicles.
  - While hovering or airborne Flying Creatures or Flying VTOL Models *may not* assume **Minimal Presence** or **go Prone**, and *may not* perform **Climb** or **Jump** actions.
  - Flying Creatures and Flying VTOL Models like all Flying Models can **automatically Break Away** from Close Combat.
  - A Flying Creature or Flying VTOL Model *can* **Run** while hovering or airborne.
  - Flying Creatures can make Dive Attacks.

  - **Flying Vehicles** follow the movement rules for other Vehicles while earthbound, therefore they ignore Rough Terrain penalties to movement, but also following use the following additional rules:
  - A Flying Vehicle models **must expend at least 1 action to perform a Move action each activation**, and further the model must move at least the full length of its base MV value in inches per activation, or the model will automatically Descend 1 Height-Band at the end of their Activation for that turn. The MV value used depends on if the Flying Vehicle is hovering or airborne. This mandatory Move action can be a Run action instead.
  - Flying Vehicle models that come into **contact with a piece of terrain or another model while hovering or airborne will automatically blow up**, and explode into pieces of organic and/or inorganic debris on the battlefield below. Center the Large Explosion template at the point of the crash, models touched by the template and who are in the same Height Band as the explosion, will suffer an attack causing **Damage 14 + the Size of the crashed model** from the force of the resulting explosion (i.e. a size 4 model would cause 14 + 4 = 18 DAM). **Consider the crashed model *destroyed*; remove it from the battlefield.**
  - A Flying Vehicle **must Move forward when it moves** during its activation. The Flying Vehicle is allowed though to **turn *once*** during its set of actions each turn. It **may only turn up to 120-degrees** when making a turn. If the model only moves with one action, which is the mandatory Move action it must move each activation, then it may turn on this action.
  - A Flying Vehicle model that is currently hovering which **falls below Height-Band 1 without an action available to perform a Landing is destroyed.** Consider the model dead and remove it from the battle.
  - While hovering or airborne Flying Vehicle models *may not* assume **Minimal Presence** or **go Prone**, and *may not* perform **Climb** or **Jump** actions.
  - Flying Vehicles **must Break Away** if Charged or Countercharged but like all Flying Models can **automatically from Break Away** from Close Combat.
  - A Flying Vehicle *may not* perform a **Reverse Move** like other Vehicles can unless the model is earthbound.

- A Flying Vehicle model *can* **Run** while hovering or airborne.

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- **Flying Models: LOS**
  - While earthbound, Flying Models (all three types) follow the same rules for Line of Sight as all other models of its type. When a Flying Model is hovering or airborne, its current Altitude—which Height Band its at— determines all LOS both to and from the Flying Model. Airborne and hovering Flying Models (all three types) are not subject to the rules for Dead Ground.

-

- **Flying Models: Ranged Combat**
  - Flying targets are very difficult to hit with ranged fire. Flight speed, angle of trajectory and wind sheer all play a part in this difficulty. The same cannot be said for ground targets, where the same elements that play havoc in firing at airborne targets are not as prevalent. The rules pertaining to Flying Models of all three types and Ranged Combat are as follows:

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- Any model that is not at the same Altitude (Height-Band) as a Flying Model suffers a penalty to their RC that is *equal to the difference in Height-Bands between the firing model and the target model*. Earthbound models are considered to occupy H-B 1 therefore they would not suffer a penalty when firing at hovering models since hovering models also occupy H-B 1. When calculating Height-Bands of difference with regard to airborne models H-B 0 (earthbound) counts as H-B 1 since models that are earthbound are contained in Height Band 1 since that is where Flying Models are considered hovering. Calculate from the point from which each models base currently occupies, not the top of the model.

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> - For example, a model on that is earthbound would suffer a –2 RC penalty when firing at a model that is currently airborne at H-B 3 [1 – 3 = -2 RC penalty], yet that same earthbound model would suffer no penalty when firing at a model that is hovering since [1 – 1 = 0 or no penalty].

-

- Any model attempting to Fire at an airborne model suffers a penalty to their RC value that is equal to half (½) of the Flying Model's unmodified airborne Move (MV) value (round up) minus one.
- [½ MV (round up) – 1 = RC modifier]

-

> - For example, a Flying Model with an airborne Move of 6 would impose a (6 / 2 = 3 – 1 = 2) penalty of –2 on all models that attempt to Fire at it.
> - While a Flying Model with an airborne Move of 5 would impose a (5 / 2 = 2.5 round up = 3 – 1 = 2) penalty of –2, the same penalty, on all models that attempt to Fire at it.

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- When Flying Models or elevated models standing on terrain fire at a hovering or airborne model use the above formula.

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  - For convenience since most models that fire at a Flying Model will be earthbound then when earthbound model want to make an RC attack against a hovering or airborne model then it would suffer the following penalty based on the formula above. In addition, the model's airborne MV penalty is pre-calculated for convenience. Add both of these RC penalties together to get the total penalty when firing at airborne models.

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> - An earthbound model attacking a Flying Model that is earthbound or hovering = No penalty.
> - An earthbound model attacking a Flying model that is airborne at H-B 2 = -1 RC.
> - An earthbound model attacking a Flying model that is airborne at H-B 3 = -2 RC.
> - An earthbound model attacking a Flying model that is airborne at H-B 4 = -3 RC.
> - An earthbound model attacking a Flying model that is airborne at H-B 5 = -4 RC.
> - An earthbound model attacking a Flying model that is airborne at H-B 6 = -5 RC.

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> - When a Flying Model's airborne MV is 1 or 2 = 0 RC.

- When a Flying Model's airborne MV is 3 or 4 = -1 RC.
- When a Flying Model's airborne MV is 5 or 6 = -2 RC.
- When a Flying Model's airborne MV is 7 or 8 = -3 RC.

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  - **Flying Models: Calculating Range**
    - When calculating the range between a Flying model and an earthbound model or when calculating the range between a Flying model and another Flying model use the following formula: **Measure the horizontal distance and add the Height Band distance that the Flying Model is currently at to arrive at the total Range.** A Flying Model's Altitude (Height Band) affects how range is calculated when another model fires upon a Flying Model or when a Flying Model fires upon an earthbound model. When a Flying model is firing upon another flying model that is on the same Altitude (Height Band) follow the normal rules for Ranged Combat. When a hovering or airborne Flying Model targets, or is targeted by, another hovering or airborne Flying Model than subtract the difference in Height Band distance.

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        - For example, the an earthbound model is 20 inches away from the Flying model and the Flying Model is currently airborne at H-B 3. The earthbound model wishes to target the Flying Model. Since each Height Band is 3" that would mean: 20 inches + 9 inches = 29 inches total range distance from the targeted Flying Model to the firing earthbound model. If the situation were reversed and it was the Flying Model firing at the earthbound model the same formula applies, there fore the range would still be 29 total inches (20 + 9 = 29). If the Flying Model were 20" away from another Flying Model instead and the targeted Flying Model were at H-B 2, and the firing Flying Model were on H-B 3, then the total range would be (20" + 3" = 23") as you subtract the difference in Height-Bands from the firing models.

  - **Flying Models: Elevated Terrain**
    - When a Flying Model is targeting a model that is on elevated terrain, or when a model that is on elevated terrain is targeting a Flying Model then use the following formula: **Measure the horizontal + Take the difference in Height Band from the firing model to the target model and add 3" per Height Band of difference to get the Total Range.** Models that are not capable of flight and that are standing on elevated terrain *are* subject to the rules for Dead Ground when attempting to target earthbound or Flying Models who are hovering or airborne.

    -
      - For example, the target model is 20 inches away from the Flying model, and the Flying model is on Height Band 3 but the target model is only on Height Band 2, therefore the difference is one Height Band. This means you would only add 3" plus the 20" horizontal distance = 23" total range distance. The process is the same if you were calculating the model standing on the raised elevation as the firing model and the Flying Model as the target model.

  - **Flying Models: Dead Ground**
    - Flying Models are not subject to the rules for Dead Ground as stated in the Ranged Combat section for Dead Ground. Instead only models standing on such elevated terrain (who are not capable of flight) are subject to Dead Ground rules). Flying models that are fired upon by elevated models are protected by Dead Ground rules if the earthbound, hovering, or airborne Flying model falls within the Dead Ground zone is on the appropriate Height Band to be hidden from LOS. If there is a dispute have the moderator settle it, or roll a peacemaker.

- # Run
  - A model may choose to Run instead of using its normal Move action. Obviously, when a model runs it will reach its destination faster than if it were simply making a tactical move. Models that run increase their MV stat by 1.5 times its normal MV rate. Therefore, a model with 3 MV would move 4.5 inches when he makes a Run action. *If a model chooses to Run, the only other Actions it may take during that activation are additional Run or Move related actions. All other actions are forbidden for the turn the model uses a Run action.*

- This means a model *cannot* make a ranged attack then decide to Run into some nearby cover. A model can legally perform the following Move related actions: **Move**, **Breakaway**, **Climb**, **Jump**, use a **Move related special ability** (such as Trample, Tunnel, or Leap), **stand from Prone or Minimal Presence**, or **assume Minimal Presence**, and lastly make a **Charge** action. A model may *not* Run while it is performing a **Crawl** move.

- When a model performs a **Tunnel** move action that model *may not* Run while doing so, instead a model could Run then Tunnel or Tunnel up to the surface then Run but a model could not Run while tunneling beneath the surface.

- When a model performs a **Trample** move action just like a charge this action moves a model into base-to-base, and like a Charge a model *may not* Run while performing a Trample action but could Run before or after performing a Trample action if that model has actions left.

- When a model performs a **Leap** move action the model may not Run. Instead, the model Leaps the distance stated in the Leap special abilities description. A model could Run before or after performing a Trample action if that model has actions left.

- When a model makes a **Charge** the charge is simply a move action that brings a model into base-to-base, a model *may not* Run into base-to-base with an enemy model.

- **No model can Run while Hidden. No model can Run up or down Terrain** (hills, stairs, etc.) **or over Limiting Terrain** (walls, rocks, shrubs), **or over Rough Terrain** (such as forest, swamp, jungle, or rocky terrain).

Climb

- There are many occasions when models on a table might want to climb up or down near vertical terrain features. The following rules allow models to attempt to climb terrain features taller than the model in question such as cliffs, walls, and even large trees. All creatures of a basically humanoid character may attempt to climb, though exceptions do exist. If players can't agree on whether or not a creature would be able to Climb, simply roll a *peacemaker* or have the moderator decide.

- When a model wishes to climb a piece of terrain he must spend 1 Action and can Move its MV value – 1" up the side of the terrain. Climbing models must spend all available Actions to climb, and can do nothing else, until they reach a flat surface they can stand on.

- Close Combat, Shooting, Running, etc. are impossible while Climbing. Climbing models cannot perform any other action other than Climb until they reach the ground or the top of whatever it is they are climbing. No exceptions. Climbing models must make a Climbing roll once per turn (not once per action) to see if they lose grip and fall. A climbing roll is made whether or not the model is climbing up or down.

- **A Climbing roll is simply a D20 roll. on a result of 16 + (or 16-20) the model fails and falls.** See the Falling Section to calculate damage. Any damage is calculated from the highest point the climbing model started his climb during the current turn. Models with the Climb Special Ability are treated differently; see the Climb Special Ability for more details.

Jump

- Not all terrain is flat. Gaps in bridges, deep pits, cliffs, and rushing water serve to divide the battlefield and make regular movement across it impossible. When confronted by one of these hazards, a model can attempt to make it across by performing a Jump action. If a model comes across a gap in the terrain that is up to

½ the MV in inches, then that gap must be jumped. If the gap is more than this value, it may be crossed with a running jump.

-

- A model can jump across a gap that is up to ½ of its MV value in inches at the cost of 1 Action. If the model is Running, then it can jump a gap that is equal to its full unmodified MV value in inches for the cost of one Action but that model must roll to see if it has fallen. Gaps that are larger than a models unmodified movement (MV) cannot be jumped over.

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- When making a Running jump, roll a D20. On a roll of 1-18, the model made the jump. If the result of the die is 19-20 then the model has not cleared the gap and has fallen.

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- **Jumping Down**

- A model can jump down from a height equal to or les than ½ their size without fear of damage. They can jump safely from this height for the use of one Action. **Models that elect to jump from a height greater than ½ their size must make an LD test to see if it has the nerve to jump.** If this test is passed, for the cost of one Action, the model can be placed up to its MV value in inches from the point directly below the model jumped. The player who controls the jumping model places the model as to the exact place it lands—but *not* in base-to-base if it is attempting to jump on top of a target model.

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  - *Necrorganic and A.I. models do not make LD tests to jump down from any height.*

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  - o **Falling**

- If a model falls from an elevated piece of terrain they are likely to be injured by the fall. The greater the height of the fall, the greater the risk of injury; models might fall while at attempting to Climb a wall of a building or be pushed off a ledge by an attack or Channeled power. Equally they might decide to jump from a cliff to escape an enemy or to fall on an unsuspecting foe. If a model falls on another model then both the model that fell and the model that was struck have to make an armor roll to see if they have been hurt from the fall.

  -

- Model' who fall from a height (as opposed to jumping from one) must be placed at the base of the terrain they have fallen from. They do not gain the benefit of being placed like a jumping model does. Models who have either jumped or fallen more than half their size (SZ) will be knocked off their feet and are considered Prone. The model must spend an Action to stand up before any farther actions can be taken.

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- Whether jumping or falling the model may take Damage from the fall at hand. A model will start to take damage from a fall that is over ½ his Size in inches. Thus, a Size 3 model will start to take damage from a fall of more than 1 ½ inches. To calculate the damage a model may take from a fall, use the following system. The **Base Damage for a fall is 7**. This damage is modified by the following rules.

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  1. For every additional 1" of falling distance (rounded down) the damage is +1 point of damage.

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  2. For every additional 2" of falling distance (rounded down) there is a damage modifier of (x1).

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  - For example, a size 3 model falls down a chasm, the victim of an unfortunate failed jump. The distance of the fall is 8". This means that the fall inflicts DAM 7 + 6 (8 − 1 ½ = 6 ½ rounded down to 6) with a modifier of x3 (6 inches divided by 2 = 3). So the model now makes a save verses a DAM 13 (x3) attack.

  -

  - Models who are the targets of a falling model may escape damage if they pass a modified LD check. Take the LD score of the target model and subtract the size of the falling model. This is the total the model must roll under to avoid damage. Success in this roll indicates they are tipped off to the impending impact and stepped aside at the last second. If they fail this roll, they take damage equal to the damage suffered by the falling model. Models on Wait may automatically avoid such impacts without the need for an LD roll, but their Wait status will be lost. Models who have Ambush simply would give up one of their Wait markers.

- **Break Away**

- If a model wants to break away from Close Combat with an enemy model, it must spend an Action to do so. If the opposing player wants to prevent this, both players roll a D20 and **add their model's Strength (ST)**. If the model trying to Move away gets the higher score, it may Move as normal up to its MV score. If it doesn't then the model is locked in place still in Close Combat, and the Action is wasted. When a model Breaks Away, and therefore gets to Move, this movement *may not* be a Charge or any other Move related action since it costs one action to Break Away, yet once a model does so he may then spend another action to then Charge, Trample, Tunnel, etc. as normal.

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- The model can attempt to Break Away again on its next available Action if the player controlling the model wishes to. **Huge (SZ 4) models get a +3 bonus**, and **Gigantic (SZ 5) models get a +4 bonus**, when trying to Break Away. Lastly, a model with Close Combat Training can **add its level of Close Combat Training** as a bonus to its roll to Break Away.

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> - For example, a SZ 4 model with Close Combat Training: 2, and a Strength of 7 attempts to Break Away from a SZ 2 model with no Close Combat Training skill, and only a Strength of 4. The Size 4 model gets a 7 on the roll, but adds +3 due to Size, adds 7 for its Strength, and 2 for its Close Combat Training for a total of 19. The Size 2 model rolls an 18 and adds its strength of 4 for a total of 22. Therefore, the Size 4 model fails to Break Away as the Size 2 model rolled a higher modified score. The Size 4 model can attempt again on its next available action to Break Away if the player controlling the model wishes to. If a tie score is rolled, the model attempting to Break Away fails to do so, the model must roll higher than the other model (s).

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- If a model is in Close Combat with **several models and trying to Break Away**, each of the models your model is fighting gets to roll a D20 and add its Strength (ST), size bonus, and any levels of Close Combat Training just as the first model did. You must the highest score rolled by the various figures, therefore roll once for the model attempting to Break Away and one die per model attempting to prevent the attempt, all such dice rolled at the same time.

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- All three types of **Flying Models** wishing to Break Away from Close Combat simple needs to spend one Action, and do not need to make a Break Away roll. **Flying Vehicles** must attempt to Break Away. The Flying Model will Ascend one Height-Band straight up when it spends that one action. Unless the model is already air-borne in which case it could either Ascend or Descend one Height-Band. A player can choose to ascend or descend. If it cannot Ascend or Descend then it may move horizontally. After it has successfully broken away from Close Combat it can spend further actions to move horizontally or change altitude and move into another.

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- ## Minimal Presence

- When a Model assumes Minimal Presence, it's considered close to the ground or some other obstruction, presenting less of a target, such as the model is crouching beside a wall. Models that have assumed Minimal Presence have an **MP Marker** placed by them. It costs one Action to assume Minimal Presence. A model that is Prone can spend one action to assume Minimal Presence. While Minimized, the model's front facing is **reduced from 180-degrees to 90-degrees. Models attempting to target a model that has assumed Minimal Presence suffer a penalty of –2 RC**. The model that has assumed Minimal Presence suffers a penalty of **–2 CC while minimized**.

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- Certain models can fight while Prone or in Minimal Presence while engaged in Close Combat, therefore these models will have written in their Special Rules listed with the model that they do not suffer the –2 CC penalty, instead they can fight normally in close combat while minimized.

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- **A model that has assumed Minimal Presence can Crawl at ½ its MV value** (minimum of 1-inch movement) as a Move action and remain in Minimal Presence. **A model may *not* Run while performing a Crawl**. Even models that can fight while minimized suffer the movement penalty when crawling.

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- A model must minimize its presence if it wants to crawl under an obstruction that is ½ the models SZ value in inches. A model cannot crawl under any obstruction that is ¼ the SZ value in inches of the model.

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- If the obstacle is equal to or less than the first column than the model *must* minimize to crawl under it. If the obstacle is equal to or less than the second column the model *cannot* minimize to crawl under it.

	Must Minimize to Crawl under Obstacle	Cannot Crawl Obstacle
S	½"	¼"
S	1"	½"
S	1 ½"	¾"
	Must Minimize to Crawl under Obstacle	Cannot Crawl Obstacle
S	2"	1"
S	2 ½"	1 ¼"

> - For example, A model that is SZ 2 must minimize its presence to move (crawl) under an obstruction that is 1" tall but cannot be ½" or less in height than the model.

Prone

- When a model is Prone, its considered to be knocked over and helpless (cannot perform any actions, cannot make CC or RC attacks, etc.). Prone models are placed on their side and models attack a prone model **gain a +4 CC and +4 RC bonus** when doing so. Prone models must spend their next available Action to stand up (which counts as a Move action). Alternatively, a model that is Prone may spend a Move action to assume Minimal Presence instead of standing up. Some models may be able to fight Prone, if so then they will have this listed under the Special Rules for that particular model. The model, unlike other models, would not be helpless and would be able to make both Close Combat or Ranged Combat attacks, make Spot actions, use a Channeled power, etc. just as if they were standing upright and not prone. They still must spend an action to stand like any other model unless, additionally, the special rules say they do not.

Wait

- The Wait Action is an exception to the normal rules and Turn Sequence. When a model is on Wait, it is doing noting except watching and Waiting, ready to react to the enemy activity. A model that still has Actions left in its turn may expend all remaining Actions to go 'on Wait'. Place a Wait marker beside the model to indicate this. **This marker remains until the model is next activated.** By placing a model on wait, it is now able to react to your opponent's models out-of-turn. The player may have the model expend the Wait marker at anytime by declaring that it is interrupting the current Action to perform one of the following Actions:

- **Receiving a Charge While on Wait**
- If the model expending a Wait counter is the target of a Charge, it may expend the Wait counter to defend itself by Countercharging or by Standing Fast.

- **Countercharge**
- Once your opponent declares a Charge on a model in your Unit (or one of your Individuals that is not currently a member of a unit) then any Waiting model in that Unit may declare a Countercharge. Charging and Countercharging meet half way between their starting positions at the limit of the slower model's Movement. If it was Charged by a model that activated in its rear arc it does not see the Charge and cannot Countercharge. In this case, if it survives the initial Charge it must use its Wait counter to turn around and make a normal melee attack versus the model that charged it in order to defend itself.
-
- When a Charging model is Counter-charged, the initiative could go in either model's favor. In the event of a Countercharge, both players roll a D20 and add their mode's LD score. The model with the highest total gets to make its attack, if it is still alive. Normal charging bonuses to CC and DAM apply to both models in combat resulting from a Countercharge. If both models are still alive following the Countercharge, normal Close Combat rules apply.
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- **If the model declaring the Counter-charge is NOT the target of the declared Charge**, but is interceding to defend a nearby friendly model then the countercharging model must first an LD test to attempt to Countercharge. If the model fails the LD test the model does nothing, the original Charge occurs as stated and the Wait counter is removed.
-
- Move the two models to the closest intersecting point between them (halfway point or if the target model has a slower Movement (MV) than needed to meet halfway, have them meet at a point that is the maximum total Move distance from where the Countercharging model started.
- The two models roll a D20 adding their LD stat. Re-roll any ties. The player that gets the highest roll get to attack first. If the second model survives the attack it may then commence its own attack Action.
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- Some Special Abilities such as Ram, Brace, First Strike are all exceptions to this normal Charge / Countercharge initiative just explained and the details of each are given in the individual descriptions of the Special Abilities.
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- **Standfast**
- If the Model decides it does not wish to Countercharge it may Stand Fast. To Stand Fast means that the model is aware of the coming Charge, but chooses to hold his ground. If a model Charges from the Rear facing of the model it charges then the model charged cannot Stand Fast as it is not aware of the Charge. The Sense Presence Special Ability would be an exception to this as a model with this Special Ability knows where all models on the board are at all times, so unless a model has this Special Ability.
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  - If a model can Stand Fast then both models make an LD test (as described with a normal Countercharge) and the winner gets the first strike. The difference is that a model Standing Fast does not get a Charge bonus (as described in Charge of the Close Combat section of these rules). If a model is not on Wait it cannot Stand Fast.
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- **Charge**
- If an enemy model comes within Movement range (MV) of a model on Wait (be it a simple movement, charging a nearby model, or performing a Trample attack), the model on wait may attempt to react and Charge the model. To execute this, the model on Wait must first **make a successful Leadership (LD) test**. If it fails the LD test the Wait marker is removed and the model does nothing (it was too indecisive to react). If it passes the test, one of the following occurs:
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- If the model the Waiting model wishes to Charge is performing a simple Movement Action, the change the action to a Charge/Countercharge situation and follow the instructions listed under the Countercharge section above.
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- If the model the Waiting model wishes to Charge is Charging another model, switch the moving figure's Charge to target the model on Wait that has made its LD test and follow the instructions listed above under Countercharge above.

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- If the model the Waiting model wishes to Charge is performing a Trample Action, the model on Wait may Charge the Trampling model on its sides only (from the front, the Waiting model may only Dive for Cover as described below). The Trample Action still occurs as per the description in the Trample Special Ability. If the Waiting model executes its Charge and kills the Trampling model, the Trampling model is not removed from play until after the full effects of the Trample Action are resolved.
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- **Firing from Wait**
- A model can expend a Wait marker to fire at a nearby unit by **rolling an LD test**. If successful, the model may roll to attack as per the normal ranged combat rules. If the LD test fails, the Wait marker is removed and the action is wasted. **The firing model gains no bonus from an Aim action *before* the model went on Wait. If the model has Ambush it may spend one action to Aim then its second Wait action to fire and gain the full Aim bonus.**
-
- **Dive for Cover**
- A model on Wait that is targeted by ANY template weapon or a power that utilizes a template, may expend a Wait marker to attempt to Dive for Cover. To do so, **a successful LD test must be made**, at which point the model may move up to its MV stat. If the model successfully moves out of the way of the template it has avoided it and is safe. If not and some of the template still touches the model he is struck. If the model fails the LD test then the Wait marker is removed and the model suffers the full effects of the template as if it were not on Wait. Unless otherwise noted **Mounted Troops and Necrorganic classified models may *not* Dive for Cover.**
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Rally

- **Individuals with the Commander special ability**: *Unit Commander*, *Division Commander*, *Force Commander* **may use an action to attempt to Rally *any* unit in Panicked or Broken status within their Command Distance**. The Command Distance for Individuals with Unit Commander and Division Commander is 8-inches and the Command Distance for Individuals with Force Commander is 10-inches. An Individual with the Commander ability may only attempt to Rally a Unit with a lower Leadership stat than its own.
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- To Rally a unit the Individual spends *one* action, and rolls equal to or less than its Leadership (LD) score. If the roll is *successful*, and the unit is not longer in **Panic status**, remove its Panic marker. If the attempt *fails*, the action is wasted, and furthermore the Individual *must* spend additional actions until either the unit successfully rallies or the Individual spends all of its available actions during that turn. *Additional attempts to rally the unit* are made at a cumulative -2 penalty if made during the same turn, therefore the second attempt—if made during the same turn—is at a -2 penalty, and the third attempt made during the same turn is at a -4 penalty, and so on. Once an Individual successfully rallies a unit, it *may not attempt* to rally another unit during the same turn.
-
- If the roll was *successful* and the unit was in **Broken status**, remove one of the Panic markers in order to shift the unit back to Panic status. The Individual *must* then spend *one* action to attempt to Rally the now Panicked unit. The Leadership (LD) test is made with a –2 penalty due to this being the second attempt to rally a unit during the same turn. If the test is successful the unit will no longer be considered in Panic status, remove its Panic marker. If the attempt *fails*, the action is wasted, furthermore the Individual *must* spend additional actions until either the unit successfully rallies or the Individual spends all of its available actions during that turn. If the Individual must make a third attempt to Rally the unit during the same turn then it suffers a –4 penalty, and a fourth attempt suffers a –6 penalty, and so on and so forth. Once an Individual successfully rallies a unit, it *may not attempt* to rally another unit during the same turn.
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  - For example, an Individual with a 14 LD attempts to rally a Broken unit, and rolls a 12 on the first attempt, therefore successfully rallying the unit into Panic status, remove one of its Panic markers. The Individual must then continue to Rally the unit until it successfully rallies the unit out of Panic status, or runs out of

> actions. The second attempt suffers a penalty of –2, therefore the Individual needs a 12 or below and rolls a 13 failing to rally. The action is wasted and a third attempt to rally is made at a penalty of –4, therefore the Individual needs a 10 or below and rolls a 16 failing to rally. The Individual has run out of actions to spend and the unit remains in Panic status, if the third attempt had succeeded the unit would have rallied and its Panic status would have ended, removing its Panic marker.

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- Because the Individual who attempts to Rally must stand up in plain sight and call the troops to rally, the rallying Individual *cannot remain Hidden while performing a Rally action*. The *Individual must have LOS* to the unit that it is attempting to Rally. The **exception** to this is the Telepathic Command ability, which allows an Individual with that ability to Rally a unit without needing LOS, and therefore the unit may also be Hidden while doing so.
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• Give Orders

- An Individual with the Commander ability may spend *one* Action and Give Orders to any friendly, *inactivated* Unit within the Individual model's Command Distance and LOS—unless the Individual has Telepathic Command in which case the unit merely needs to be within LOS. **Giving Orders ends a model's turn**, after which the ordered Unit will activate out of turn. Once activated, all the models in that Unit must take their Actions immediately following that Individual's turn. **An Individual may only Give Orders to one Unit per turn**. A model with this ability can only Give Orders to another Individual model if its Leadership is *higher than* the Individual being ordered. *An Individual can Give Orders and remain Hidden.*
- Some rare Individuals have the ability to Give Orders to two Units per action spent on a Give Orders action, and if so then they are limited to *one* action spent Giving Orders—which allows them to Give Orders to two Units. If this is the case it will be stated in the Special Rules for that model, and might give further restrictions as to which types of units may be given orders in this manner. Unless stated in the models Special Rules assume the commanding model can only Give Orders to *one* unit per turn without exception.
- An Individual model with **Unit Commander** has a Command Distance of 8-inches and can only Give Orders to inactivated units that the Individual is *linked to* by type. An Individual model with **Division Commander** has a Command Distance of 8-inches and can Give Orders to any inactivated friendly unit of the player's force. An Individual model with **Force Commander** has a Command Distance of 10-inches and can only Give Orders to any friendly, *inactivated* squad within LOS of the Individual.

• Channel

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- In Eternal War, some models can use supernatural, or mental, or even potentially magical powers. The type or source of the power does not matter, but all are simply powers that will aid friends and destroy enemies on the field of battle. Each model with the Channel Special Ability will be able to manipulate some type of power. The type of power—and the amount of powers—will be listed in the Special Rules section for that model.
-
- During the channeling model's Activation, it may attempt to use the powers, which have been purchased and assigned to the model. Only models with the Channel ability and a PW value greater than 0 can potentially cast or use channeled powers.
-
- Making a Channel test allows a model to use a power. **A Channel test is a D20 roll using the Power (PW) of the model, and modified by the Level of the power, which is attempting to roll less than or equal to the modified PW score**. If successful, the Power takes effect as listed in its description, and the model spends the amount of Actions listed for that power in the power description. If failed, the model simply spends the listed amount of Actions under the power that the channeling model is attempting to use.
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- CRITICAL SUCCESS – If the player rolls a natural unmodified 1 for the channeling model's Channel test, then the target model does not get a chance to resist the power. This has no effect with powers that do not allow a save.
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- FUMBLE – If the player rolls a natural unmodified 20 for the channeling model's Channel test, then the channeling attempt backfires and targets the channeling model instead (or the point right below channeling model if the power does not target models). If the power causes no damage (non-offensive), it simply consumes the channeling models remaining Actions for that activation.

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- **A model can attempt to channel more than one power during its activation as long as it does not exceed the total number of actions the model is allotted.** If the model attempts to channel a power and fails, and wishes to re-attempt to channel that same power—and has the actions left to do so—then the channeling model can attempt to do so. Once any power is *successfully* cast once during a channeling model's activation then that exact power cannot be successfully cast again.

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> - For example, a model can attempt to unsuccessfully cast the same power over and over, spending the appropriate actions each time, but once the power is cast successfully once then that power cannot be used again till the channeling model activates again on the following turn during a new Activation.

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- **Resisting a Channeled Power**
- Some spells give the target model a chance to resist their effects. This is known as making a Save vs. the power being channeled. The target of the channeled power is able to resist the effects if it is allowed in the power description (i.e. Save: YES). If allowed, then the targeted model would **roll an LD test modified by** *subtracting* **the Level of the power from the LD stat of the targeted model (or unit)**. If the roll is equal to or less than the modified score, then the save is successful and the targeted model (or unit) resists the effects of the power.

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- Other modifiers could apply to reduce the number needed to successfully save against the power. If so then apply these along with the Level of the power as a modifier. Only powers that have a save listed in their profile allow a save. Some powers will say 'Save: LD'. **If so then the Level of the power does not modify the LD test needed to resist the spell, instead the straight LD stat of the target model (or unit) is used**. Other modifiers could apply to reduce the straight LD test, but not the Level of the spell in such a case.

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- Some powers require an **AR (Armor) roll to resist, if so then the power simply causes Damag**e, and the power is considered an attack like any other. If the power uses a template to attack with, then consider it either a Directly Placed Template or a Ranged Template depending on what type of template is listed in the power description.

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- **Channeling [Facing and Targeting Priority]**
- Unless otherwise stated in the model's profile, a model can only Channel a power against models within its Front Facing. Channeling models must obey the standard rules for Targeting Priority.

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- **Pre-Battle Channeled Powers**
- Some Channeled powers can be cast before the battle even begins. Your army may only cast **one pre-battle spell per game**. Only powers which are designated as 'pre-battle' powers in their description can be used before the battle. When channeling a pre-battle spell the channeling model may not use a Concentrate Action. Channeling a pre-battle power results in the channeling model foregoing its first turn once the game begins. Such models cannot then be activated again until the second turn.

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- ## Power Profiles

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  - **Cost**   Powers need to be purchased when building your army before each battle. They have a point cost just like a unit.

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  - **Range**   There are different Ranges when discussing a channeled power, and these ranges affect a power's usefulness on the battlefield. The Rangers are: Self, Touch, Template, Measured/LOS, Summoned, and LOS

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- SELF. The Self range represents the fact the power can only be used internally by the channeling model and cannot be used on any other model, either friend or foe.
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- TOUCH. The Touch range represents the channeling model's ability to both use the power on itself and/or other models that the channeling model is in base-to-base contact with. Touch powers can often be used in CC.
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- TEMPLATE. The Template range is usually accompanied by the type of Template being used for the power, such as Medium Flame Template. Usually any model that falls under the Template is affected by the power and would need to successfully resist or be affected by the powers effect. The level of the channeled power often determines the range of the powers use.
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- MEASURED/LOS. This is a common designation; this method presents the effective range that the power may be used and its LOS requirements. If a measured distance is only given, then the model does not require LOS. The distance is given in inches.
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- SUMMON. The Summon range is for powers, which summon a unit into play. The summoned unit must come into play within 4" of the channeling model.
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- LOS. Line of Sight range is the deadliest range of the Channeler. If the channeled model has LOS of a target anywhere on the board, it may attempt to use the power against that target.
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  - **Level** A powers level is a rating of how difficult it is to channel. Some powers can be channeled at variable levels of potency; this means the channeling model can decide how powerful he or she will make the spell (to a maximum of 10 if not listed). The higher the level of the power the harder it is to channel, but it is also harder for the targeted model to resist.
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  - **Actions** This rating is the number of consecutive cast channeling actions the channeling model must use to channel the power. All channeled power actions required must be used in the same activation; you may not spread out channeling a power over several turns.
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  - **Save** Some powers give the target a chance to resist its effect (s). If so, the appropriate type of save will be listed. See Resisting a Channeled Power above. Any additional modifiers to the save should be listed in the powers description. Typically the Save roll is the LD stat of the targeted model (or unit) minus the level of the power which gives a modified number need to roll less than or equal to in order to resist.
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    - **Effect** This tells you the effect the power will have if successfully channeled.
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- **Summoning Spells**
- Some Channelers are able to use summoning powers. These powers are used to call beings from other realms to fight for the Channeler on the battlefield. A summoning power is Channeled in the same manner as all other powers.
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- **If the power is successfully Channeled**, since the range of a summoned power is Summon, then the summoned unit must be placed within 4" of the Channeling model when it is first called into play. The summoned unit *cannot* be activated in the turn that it was summoned. Instead the second turn after the successful summoning attempt a Summoning marker is placed on the battlefield to mark the spot at which the unit will come into play. This means the model is not on the board and thus cannot be targeted, it is 'materializing' instead.
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- PERFECT SUCCESS – If you roll a natural unmodified 1, the summoned unit may activate immediately after the Channeler is finished with its activation instead of waiting a turn to be activated.

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- FUMBLE – If you roll a natural unmodified 20, the summoned unit come into play out-of-control; roll on the Rampage Table to see what the summoned unit does.
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- **Controlling a Summoned Unit**
-         When a model summons a unit from another plane of existence, it is doing so against that unit's will. It takes a lot of concentration to keep it under control. **The summoner must use one Concentrate action per turn for each of its summoned units** currently on the board to maintain control over them.
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- Each turn, summoned units may not activated until after the channeling model who summoned them has been activated and uses Concentrate actions to control them. Your opponent *may not* nominate your summoned units if they win initiative. A summoner does not require LOS to maintain control of its summoned units. However, if a summoner does not use a Concentrate action to maintain control, the summoned models will rampage immediately after the summoner's Activation ends.
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- Certain conditions may result in the summoner losing control of a summoned unit. It could be that he needs to move into cover from an advancing enemy unit and cannot afford to use the necessary action to control the summoned unit. Or, it might be killed or immobilized by an opponent, such as a Freeze spell from a Silver Lotus Eater. You may intentionally let a summoned unit go out-of-control by not having the summoner use the required Concentrate action. However, an uncontrolled unit may turn on its summoner's army. Only the Channeler that summoned the model may use Concentrate actions to control it.
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- If for any reasons the summoner does not use a Concentrate action to control a summoned unit, that unit becomes uncontrolled and is said to be *Rampaging*. Place a Rampage marker by the uncontrolled unit.
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- Use the Rampage Table to determine the behavior of a rampaging unit. If a summoned unit has not yet taken its activation for the turn when it becomes uncontrolled, it is automatically activated (according to the results on the table) after the currently active unit finishes its activation. At the beginning of each turn thereafter, a new roll is made on the Rampage Table for each rampaging unit. Rampaging units are activated before initiative is determined for the turn.
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- Once a summoned model is released from control, whether by circumstance or choosing, the summoner will not be able to regain control of the model unless a 1 is rolled on the Rampage Table. In the turn sequence channeling models who summoned a unit must be activated before the unit (s) they summoned.
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R	• Rampage Table
• 1	• Summoner may regain control of the unit if it uses a Concentrate action. The rampaging unit does not activate until after the summoner's Activation. If the summoner uses a Concentrate action during its activation to regain control of this unit, the summoned unit may be activated under control later during the owning players turn. If it does not use a Concentrate action to regain control, make a new Rampage roll and apply the results immediately, ignoring another result of 1. If the summoner is dead, apply the result for 2-5. •
• 2	• The unit is Activated immediately and uses all its available actions to attack the closest enemy model. •
• 6	• The unit is activated immediately and uses all its available actions to attack the closest model. The opposing player of the unit getting attacked gets to control the rampaging unit. If the enemy and friendly models are the same distance away, making an opposed roll; the player with the higher result gets to control the unit this turn. •
• 1	• The unit is activated immediately and uses all its available actions to move at its full value in a random direction. Roll a deviation roll to determine the direction the summoned unit runs. If it comes into base-to-base contact with any model, it counts as charging. •
•	• The unit is activated immediately and uses all its available actions to attack the closest model in its summoner's army. Your

1	•	opponent gets to control the unit this turn.
• 2	•	The unit is activated immediately and uses all its available actions to attack the summoner. Your opponent gets to control the unit this turn. If the summoner is dead, apply the result for 16-19.

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- ## Concentrate
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- A model that uses an Action to **Concentrate may add +2 to its PW rating**, thus giving any channeled power it attempts to channel in that turn a greater chance of success. This represents the fact that the model is focusing all its mental or spiritual ability on the task at hand. Concentrating is not cumulative; you may only Concentrate once per spell.
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Close Combat (Attack)

- To attack enemy models in Close Combat (CC), the models must be in base-to-base contact. Once in base-to-base contact the models are thought to be fighting hand-to-hand.

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- **Models engaged in Close Combat (CC) *may not* make a Ranged Combat attack using a weapon with a range category greater than CC.** The following weapon types cannot be used in close combat to make a Ranged Combat attack: *Sidearms, Machine Pistols, Sub-Machine Guns, Shot Pistols, Shotguns, Automatic Shotguns, Rifles (Assault Rifles and Sniper Rifles), Light Machine Guns, Heavy Machine Guns, Mounted Machine Guns, Autocannons, Mounted Autocannons, Cannons, Launched Weapons (Thrown Weapons, UBGL, Grenade Launchers), Mortars, Rocket Launchers), Symmetry Accelerators,* and *Special Weapons* or any other weapon with a range other than CC.

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- **Once in Close Combat, models may only use Actions to make melee (CC) attacks**. This means all weapons are limited to their CC score as listed for that weapon while engaged in Close Combat. Some weapons have a dash ("-") found under the CC range category, such as on *Flamethrowers* and some *Special Weapons*, which means that the weapons cannot be used in CC, and as stated above are restricted from making an RC based attack while engaged in CC, therefore, if the model has no other weapon capable of CC then that model cannot make a Close Combat attack. In such a case the model can only attempt to Break Away.

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- **Channeled powers cannot be used in CC, except for a very few exceptions which are stated so in the powers description.** A model that is stuck in CC is capable of taking no other type of action.

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- Melee (CC) attacks are resolved by a series of die rolls, first you determine whether your model's attack was a hit by rolling against its CC stat (once any modifiers are applied). **If the result is equal to or less than the modified CC stat then the blow connects**. Your opponent then rolls an Armor save to see if he or she can prevent the blow from causing a wound or wounds to the model. All rules regarding Melee (CC) attacks are listed below. There are many modifiers that could reduce or raise the chances of your model successfully making a to hit roll in CC.

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- For example, a model has a Sidearm, a weapon capable of being used in CC but also at other ranges to make an RC attack. Once the model with the Sidearm charges another model, or is charged by an opponent itself then the model with the Sidearm cannot make any further RC attacks until the Close Combat ends. Once free of Close Combat the model would again be able to make RC attacks with the Sidearm.

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- **Pre-Calculated Weapon Modifiers –** Each model has a base CC and base RC stat. Weapons that do not have dashes ("-") under a particular range category or under the CC category means that the weapon is capable of being used for that category. Further it means the weapon might have weapon modifiers for that particular category. If so, listed under each particular category will be the *pre-calculated* or 'modified' base which is simply the base CC or RC of the model *with* any weapon modifiers for that weapon applied to it, giving a new modified base. Use this new modified base for making CC or RC attacks with that particular weapon at a given range category or in CC depending on what type of attack is being made.

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  - For example, a model has a base 8 CC and a base 10 RC. The model has only one weapon, an Assault Rifle, and in CC the weapon has a –4 modifier, and at CR has a –1 modifier, and at MD has a –2 modifier, and at MX has a -3 modifier. Listed then under that weapon you will find the newly modified base CC or RC for that weapon when used by that particular unit—instead of those modifiers or the actual base CC or RC listed in the model profile.
  - In this case you would see: 4 CC, 9 CR, 8 MD, 7 MX. These numbers are the ones you use to then apply any Situational modifiers to. If there are no situational modifiers, then to successfully hit with that weapon you would roll equal to or less than a 4 if making a normal CC attack, yet if you charged with that weapon due to the fact you receive a +1 CC while Charging you would only need to roll a 5 or less in order to successfully hit with that weapon assuming no other situational modifiers applied.

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- **SITUATIONAL MODIFIERS**
- There are various situational modifiers that adjust an attacking model's CC value. These may result from the Action taken (such as Charge), a special ability (such as Close Combat Training, Group Attack, Berserk), or any other number of various modifiers that might apply. Weapon modifiers will not apply, as they are already pre-calculated into the CC listed for each weapon a model might use.
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- The main reason for this is that situational modifiers do not always apply for each attack action in CC, where as, weapon modifiers will apply each and every action and thus they were pre-calculated for convenience (this is something many other game systems overlook).

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- All situational modifiers must be totaled and applied to the model's weapon modified CC to determine the value that must be rolled equal to or under to successfully hit. If the attacking model rolls an unmodified 1 or 20 apply the following special results:

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- PERFECT SUCCESS – **The target of the CC attack does not get to make an Armor save and automatically takes a Wound**. If the attack inflicts multiple damage rolls (i.e. x2 damage such as from Killing Stroke) then only the first required Armor save is automatically failed, and any remaining required Armor saves must still be rolled by the defending model.

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- FUMBLE – **The CC attacking model loses any remaining Actions for his or her turn**. If the model has more than one attack per Action then that model would be allowed to finish off those remaining attacks for that action, but then all further actions for that model during the turn are lost (including any attacks such actions would have given), and the models activation ends.

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- **ENGAGING IN CLOSE COMBAT**
- To make a melee attack, a model must first be in base-to-base contact with an enemy model. These are the ways that a model may enter into base-to-base contact:

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- **CHARGE**
  - **Any Move that brings you into base-to-base contact with a visible enemy model is considered a Charge**. You must state when you intend to "Charge" a model so that the enemy model may announce a Countercharge. However, you must Charge the nearest enemy model unless it is already engaged in Close Combat.
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- **You must charge in the most direct manner.** This means you cannot Charge around a corner, and in order to Charge a model you must have LOS to that model (unless you have an ability such as Sense Presence which allows the model to target models regardless of LOS).

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- **Individuals are an exception to the rule** of attacking the closest enemy model. **They may make an LD test in order to attack a model from a different Squad** (unit) that may be farther away so long as the model is still within charging distance. The individual must still attack the nearest enemy model in whichever squad it is attacking. If the Individual fails the LD test it cannot make the Charge and will have wasted an Action. So the roll is free, unless it is failed.

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- **Once a model Charges another model (or is charged by another model) then both models are engaged in Close Combat.** Further any other models that Charge into base-to-base contact with the original pair of models is also in Close Combat. Plainly put, two or more enemy models in base-to-base contact are considered in Close Combat and are limited to only actions that may be taken while in Close Combat.

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- **When a model Charges another model then the charge attack gains a +1 CC and +1 DAM**. This accounts for the momentum of the charge and rewards the model brave enough to go first. However **there is no bonus awarded to the model that Charges uphill**, which for game purposes is a hill or slope in terrain upward such as a raised level. The Charge bonus counts only for the Charge action (which is the first CC strike) and any attacks a model can be made with that single action would apply. This means a model with Secondary Attack or some other additional attack, which accompanies the initial attack, would also gain the Charge bonus.

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  - For example, a model with Secondary Attack Charges another model. The first attack is made with the Charge bonus. The Secondary Attack is made with the Charge bonus as well; minus the penalty for making a Secondary Attack. If the target model survives, then both models are now engaged in Close Combat and are in base-to-base contact. If the attacking model has another action to spend it could make an attack and a Secondary Attack, but both attacks are now made without the Charge bonus.

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- **CHARGING WITH RANGED WEAPONS**
- Any weapon that has a CC score can be used in CC and can gain the benefit of the Charge bonus or any other charge related bonus such as from the Ferocity special ability.

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- Weapons that are also capable of making a Ranged Combat Attack does not limit them from gaining the Charge and Charge related bonuses, only that when engaged in CC those weapons cannot make RC attacks. If a dash ("-") is given in the CC range category of a weapon then it cannot be used in Close Combat and therefore could not gain a Charge or Charge related bonus.

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- **CHARGING WHILE HIDDEN**
- If a model begins a Charge while Hidden, your opponent cannot declare a Countercharge. The Enemy model is taken totally by surprise. This surprise works in the favor of the attacker, giving the attacking model an additional +1 to its CC and DAM, as well as, the normal Charge bonus.

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- **CHARGING A HIDDEN MODEL**
- You cannot Charge a Hidden model. Instead, if you declare a Charge against a visible model and the Movement happens to bring your model into base-to-base contact with a Hidden model, the Hidden model is considered to have Charged your model, and gets a free attack *action*. If the Hidden model is also on Wait, then it can use its Wait action after it makes a free attack. It also gets an additional +1 to CC and DAM for Charging from Hidden.

-
- **COUNTERCHARGE**
- Any model on Wait can choose to Countercharge an enemy model that is Charging its Squad, or Countercharge a model attempting to make a Move based action past its squad but within its MV distance (such as a model making a Move, Run, Leap, or other move based action). Once your opponent declares a Charge on

a model in your Squad, any Waiting model in that Squad may declare a Countercharge. Charging and Countercharging models meet half way between their starting positions or at the limit of the slower model's Move distance.

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- **When a Charging model is Counter-charged, the initiative could go in either model's favor.** In the event of a Countercharge, both players roll a D20 and add their model's LD score. The model with the highest total gets to make its Close Combat attack first. The losing model then makes its attack, if it is still alive. The normal Charge bonus to CC and DAM apply to both models in combat resulting form a Countercharge.
- If both models are still alive following the Countercharge, normal Close Combat (CC) rules apply. **A model cannot Countercharge a Hidden model that charges them.**
  -
- **CLOSE COMBAT TARGETING PRIORITY**
- Charges can only be declared against the *closest* enemy model within the Charging model's LOS.
-
- **SIZE AND CLOSE COMBAT**
- There is a limit as to how many models can Charge or engage a given model in Close Combat. To determine how many models can attack a single target model, look at the target model's size (SZ), and follow this simple rule: **You may have a combined size (SZ) of four times the size (SZ) of the model being attacked.** If a model has its back to the wall you would simply halve the number of models eligible to fight it. As a general rule, models of equal size to the model they are attacking are limited to four models of equal SZ.
-
- For example, four size 1 models can attack a size 1 model, whereas eight size 1 models can attack a size 2 model; So 4 x 1 = 4 divided by 1 = four size 1 models attacking a size 1 model. 4 x 2 = 8 divided by 1 means 8 size 1 models attacking another size 1 model. Yet, 4 x 2 = 8 divided by 2 means only 4 size 2 models can attack another size 2 models.
-
- **MULTIPLE ATTACKERS**
- When two or more models attack a single target model in Close Combat they gain a considerable advantage. To simulate this, models engaging an enemy that is already in Close Combat with models from their army, get a bonus. For every friendly model engaging the enemy, they get a **+1 to their CC and DAM**. This is called the **Stacking Bonus**. The Size Restrictions for how many models of a given Size can attack a given model come into play and would thus limit the Stacking bonus potentially. Group Attack, a special ability, doubles the normal stacking bonus (see Group Attack). Due to this rule, numbers of models matter and even lots of little cheap troops can potentially take down the ubermodels so don't underestimate the Stacking bonus as a balancing force in the game.
-
- **COVER AND CLOSE COMBAT**
- Cover provides *no modifiers* in Close Combat. However, certain linear obstacles, such as walls and hedges, may prevent models from moving into base-to-base contact. If a model tries to charge a target model and cannot remain flat on the surface on which it intends to charge, or there is not room to fit the base firmly flat into the space around the target model it wishes to get into base-to-base with, then that model cannot Charge that particular model, there is not enough appropriate room. This situation might require a **peacemaker** roll to settle the issue, or a moderator might decide the issue.
-
- If both players are reasonable and it is clearly apparent that there isn't enough room then please don't argue about it, simply say 'I suppose I cannot charge that model any more from that direction'. If a player does not mind the charging model being placed where its base is not firmly flat but more or less might fit into that area, then that player may decide to be nice and allow this, but *does not have to if the opposing player does not truly wish to*.
-
- **MOUNTED TROOPS ATTACKING IN CC**
- The Rider and Mount use their own individual CC characteristics when fighting in Close Combat. When a Mounted Troop type Charges into Close Combat, both the Rider and the Mount gain a Charge bonus for the Charge.

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- In addition to the Charge bonus **the Rider also gets to add the mounts strength (ST) as well as his (or her) own to the damage of the weapon the rider is attacking with**, but the Mounts attack would *not* add the rider's strength. The Rider *only* gains this Mounted Strength bonus for the Charge, and once in Close Combat the Rider does *not* get this bonus again until the next time it charges.
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- **Mounted Troops are attacked in the same way as Foot Troops** (non-mounted models). An opponent may not choose to target the mount or the rider independently as they are considered to be one integral unit. You will notice in the Mounted Troops profile that the stats for Wounds, Move, Armor, and Size are combined as the rider and mount are considered one single model, but the rider and the mount do have their own separate AC total—or number of actions each component of the model is capable of performing.
- As stated in the Actions section, **Mounted troops make their actions *simultaneously* so that a rider and its mount each spend one of their actions at the same time**, then each spends another, and so on till the rider and mount have no more actions. In some cases the rider has more actions than the mount. In this case the rider could continue to spend actions, but since the Mount is the one that moves, the rider is limited to non-move based actions only. If the rider had a ranged weapon it could make an RC attack, or the rider could spend an action to Spot for example.
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- If a Mounted model has the **Close Combat Training** special ability then both the Mount and the rider gain the benefit of this ability as both function as one model for purposes of the game.
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- **DOING DAMAGE IN CLOSE COMBAT**
- Once a target model has been hit in Close Combat, the player of the model must make an Armor roll to see if the attack penetrates the models armor. To do this, subtract the DAM of the attacker's weapon from the target model's Armor (AR) stat. This gives the score you need to roll equal to or less than to avoid taking damage. If the Armor roll is failed then the target model takes a Wound. If the attack was a PERFECT SUCCESS (a roll that is a unmodified natural 1) then the target model automatically fails the Armor roll and thus takes a Wound.
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- - **Melee Weapons** (Single-Handed, Two-Handed, Polearm, and Lances) are Strength based weapons. Each weapon has a formula of ST + Base such as ST + 4, so a model with an ST of 6 would be 6 + 4 = 10 DAM. The Damage you see in the weapon profile is **pre-calculated** to include this formula of ST + Base. To figure out the base damage of a weapon, simply subtract the ST of a model from the damage listed for a given weapon, and this will indicate that base for that particular weapon. If you ever see ST + 4, for example, you then would know to add the model's ST to the base given to find the modified score that is actually used in play.
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- Special Abilities, and even some Special Equipment or Special Rules of a given model might add Situational modifiers to the Close Combat (CC) stat or Damage a model inflicts in Close Combat. **These modifiers are all cumulative unless otherwise stated in their description.**
-
- **FIRING INTO CLOSE COMBAT**
- Models may decide to fire into Close Combat. However, they run the risk of hitting and damaging friendly models engaged in Close Combat. Roll to hit the enemy model as normal with the following adjustments. For each friendly unit in base-to-base contact with the target, subtract one from the RC roll.
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- - For example, a model fires at three models engaged in Close Combat, and has a modified RC 12, which is then adjusted by –2 (minus one for each of the other two models engaged other than the target model), and if the firing model can then roll a 10 or below on the D20 then the model aimed at is hit.
-
- If the attack roll fails, the player may have hit a friendly model already in close combat with the target. The player must then make an RC attack against the closest friendly model in LOS that is engaged with the original target of the attack. This roll is also modified with a +1 for each friendly model in close combat with the target.
-

- In the above example, this means that if the firing model missed the target (failed to roll 10 or less) with the shot, then the firing model would then roll an RC attack upon the closest friendly model engaged in CC with the original target model and roll RC 12 + 2 = 14 (one for each friendly model engaged) against the close such engaged model in LOS to the firing model. If the roll is successful (a roll of 14 or less) then the friendly model is hit and would need to make an Armor roll which is then made by the player controlling that model; normally a friendly model is not expecting to be shot at by his or her allies but 'friendly fire' can happen. Should the friendly model be missed then no further model can be hit by that particular attack, and the attack is considered resolved.

-

- If the target is at least one full SZ larger than the models surrounding (i.e. a SZ 3 model surrounded by SZ 2 models), then it may be targeted without penalties mentioned above though a missed shot would still require a check against a friendly model before being considered resolved. For example, when firing at a Size 3 model surrounded by Size 2 models engaged in CC with the model using the example above, the firing model would simply roll a 12 or less to hit the Size 3 model.

- When firing into Close Combat the following Perfect Success and Fumble results are applied instead of the normal ones listed under the Ranged Combat section:

-

- PERFECT SUCCESS – **If the firing model rolls an unmodified natural 1 while firing into Close Combat, you automatically wound the intended target of the attack.** If the attack has a damage modifier (i.e. x2 damage, such as from a weapon that deals such a damage modifier) then only the first Armor save is failed and causes an automatic Wound, additional required Armor saves are rolled as normal by the original target.

-

- FUMBLE – **If the firing model rolls an unmodified natural 20 while firing into Close Combat, the firing model automatically Wounds the closest friendly model engaged in Close Combat to the firing model**, if the attack deals a damage modifier such as x2, x3, etc. then only the first required Armor roll is automatically failed, the remaining ones are rolled by the friendly model that is hit by the attack.

-

- **Friendly Fire test –** Most models will *not knowingly* fire into Close Combat as 'friendly fire' is unacceptable. **If a model wishes to fire into close combat must first roll an LD test.** This means any model (Grunt, Elite, Individual, Support) must make this check. The roll is free and failing it cost nothing. Yet, a model can spend one action to gain a bonus of +4 to the roll. In addition if the roll is failed then for each additional action spent another roll can be made. These additional rolls will not be made at a bonus unless a separate additional action is spent to gain the +4 bonus to them. The exception to this need to make an LD test is a special ability called **Unscrupulous** which means the model cares little if it inflicts friendly fire or not.

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■ Ranged Combat (Attack)

- The elements of a firefight are varied and with purpose. The steel jacketed bullets from a soldier's assault rifle race back and forth across the battlefield, pinning the enemy in their position or finding their mark. The drawn out and precise manner of a sniper as they view their mark and place a lead kiss on their victims forehead. Machinegun fire chews both the battlefield and combatants apart with equal vigor, while the thunder of rockets, mortar fire, tanks, artillery, and grenades shake the ground. All these elements are a part of Ranged Combat.

- Ranged combat is at best, a game of hand-eye coordination, a skill of placing one's shot in the best location to achieve the best effect. The only problem is bullets and other projectiles don't often go where the eye directs, at least not unless a steady hand and calm grip are used, and during a battle often movement is needed to keep a soldier alive. To walk machinegun fire up a target or lob a grenade into a nearby window often does not require that much skill, yet, it can often be much harder than it looks and those who excel at it are those who excel at ranged combat.

-

- In Eternal War, Ranged Combat occurs between two opposing models *not* in base-to-base contact with each other. The Ranged Combat value (RC) is the statistic used to determine the outcome of Ranged Combat.

-

- Each model that is capable of Ranged Combat will have Range Categories other than CC which have a **pre-calculated** range modifier which modifies the base RC of the model for a given range category. If a dash ("-")

is entered into a particular range category then the weapon will not fire at the given range category; This means if a number is given consider it pre-calculated and it replaces the base RC given in a model's profile when firing at a target in that particular range category.

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> • For example, a model has a model has a base 10 RC, It is firing an Assault Rifle, which in the weapon's profile lists the following numbers 4 CC, 9 CR, 8 MD, and 7 MX. This means when firing at a target between CR and MD the firing model would have an 8 RC when using the Assault Rifle, and though the range modifier is *not* given it can easily be figured out by subtracting the number given for that range category and the base RC in the model's profile.

•

• In this case the modifier for the MD range is –2 (as 10 – 8 = 2 and since the RC for that range is less than the base RC in the model's profile then the modifier is obviously a negative one). Many systems overlook this and include weapon modifiers, but this step adds needless math to the game and eats of game time. Therefore it's all pre-calculated.

•

• Some Weapon Categories, such as Heavy Machine Gun or Light Machine Gun have a ROF greater than 1/1 that varies depending on the range category the weapon is fired in.

•

• An ROF of 1/1 means 1 shot per action. A weapon might have an ROF of 2/1 that means 2 shots per action. A shot equals one attack with that weapon; therefore if a weapon has an ROF of 2/1 then that means the weapon is capable of attacking twice per action at any range category in which it states 2/1 for its ROF. If a weapon has an ROF of ½ then it is capable of being fired once *every second action* the model may do something. The model could Aim and then Fire, or Move and then Fire, etc. as long as the first action is not spent firing the weapon.

•

• Normally the ROF of a weapon is the same as other members of a given Weapon Category, yet if it is different it will be given in the weapon's description. Some weapon categories have ROF that vary from one range category to another. For example, a Light Machine Gun normally has an ROF of 3/1 in the CR range category, and an ROF of 2/1 at the MD range category, but only an ROF Of 1/1 at the MX range category, and cannot be used at all in CC with a dash ("-") listed in that category. This way each range category can have its own ROF for a particular weapon.

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• Lastly, each weapon's range category will have a different range distance, and each particular weapon could have different ranges. These are listed beside the range category and are listed in inches. For example, CR 6 means if that weapon is fired at a target that is 6 inches or less from the firing model then the targeted model is considered to be within the Close Range category and would use the listed RC given for that range category and be able to fire the listed ROF for that range category.

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> • An example, of a weapon profile given for a model with a base CC of 8 and a base RC of 10; Within each range category of the weapon is the pre-calculated range modifier that modifies the base to give a new modified base to be used by that model at that given range band when using the weapon, and the Rate of Fire at that range category show as "(x3)" for example which would mean ROF 3/1. If the ROF is only 1/1 then only an RC will be listed such as the 8 in the MX range category given for the Light Machine Gun given below as an example. This means if you see x3 its ROF 3/1, if you see x2 its ROF 2/1, if you see only a number then its ROF 1/1, and if you see 8 ½ then its ROF ½ and the 8 is the RC for that range category.

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• **Light Machine Gun**
• (*ballistic*)

C	C	M	M	D
5	13	12	8	10

•

- Looking at the Light Machine Gun, we can see that when the model uses the weapon in CC it has a 5 CC, and when firing at a target in CR it has a 13 RC and has 3 shots, when firing at a target between CR and MD it has a 12 RC and has 2 shots, and when firing at a target between MD and MX it has an 8 RC and only 1 shot. This Light Machine Gun inflicts 10-damage no matter if the LMG is used in CC or fired at any of the three range categories. It inflicts ballistic damage that vs. a Necrorganic model would mean the model only takes 7-damage from the attack.

-

- This should be an easy to understand format. It allows different weapons to have a different ROF per range category, a different range distance per weapon or per weapon category, while retaining the same three basic range categories, and the damage remains constant; plus range and CC modifiers are all pre-calculated so that they replace the base CC or RC of a model, skipping a needless math step, and speeding game play.

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- **RANGE CATEGORIES**

- Each weapon capable of Ranged Combat has three range categories: Close Range (CR), Medium Range (MD), and Maximum Range (MX). In the example given above, the Light Machine Gun has a CR 6, MD 12, and MX 24. This means if the firing model targets a model that is up to 6" away then the CR range category is used. If the targeted model is more than 6" but not more than 12" then the MD range category is used, and if the target is more than 12" but not more than 24" then the MX range category is used. Each range category has its own range modifier and ROF that are listed as explained above.

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- **LINE OF SIGHT AND RANGED COMBAT**

- A model wishing to use an action to make a Ranged Combat attack may do so by drawing Line of Sight (LOS) *to the closest enemy model within 360 degrees of the firing models base.* However, a model can only fire upon a target within its front facing (180 degrees). If the closest model is in the firing model's rear facing, then the model must spend an action to turn around and deal with the imminent threat. The following rules are applied:

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- **Hidden models cannot be targeted with a Ranged Combat attack**, the attacking model or another friendly model must first spend actions to successfully Spot the Hidden model and reveal it to make it a valid target.

-

- **Hidden models do *not* block LOS.**

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- **Friendly models *do not* provide Cover but do block LOS for friendly *and* enemy models.**

-

- When a model is in **Minimal Presence** (MP), its front facing and its **firing arc** are reduced from 180 degrees to **90 degrees.**

-

- When determining LOS to or from a Flying model, simply draw line between an imaginary them, diagonally.

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- **TARGETING PRIORITIES**

- Certain restrictions are placed on firing models to make the game more balanced and to reflect the conditions of battle. For example, when firing across the battlefield, it would be unrealistic to hit one particular model in a constantly moving Squad. In addition, it would take a very cool customer that would choose a distant target, rather than shooting at the screaming monstrosity breathing down his neck. Therefore the following rules apply:

-

- When RC attacks are made against an enemy Squad the attack **must target the *nearest* model within that squad** to the firing model. You cannot choose to shoot any other model than the closest model to the firing

model within the Squad that is currently being fired at. You cannot fire at the squad leader or a squad specialist if another model is closer in that Squad.

-
- When RC attacks are made at an Individual that is within 4" of any model in a 'friendly' Squad, the Individual is considered to be a part of that squad for targeting purposes.

-
- If an Individual is within 4" of two or more Squads then count that Individual as part of the *closest* Squad to the firing model. If the Individual has Bodyguards then the Individual and Bodyguards function as one single Squad, and the same targeting priority given above for a single squad would apply.

-
- **The firing model must target the nearest enemy Squad.** Individuals who are not within 4" of a Squad are targeted as a separated Squad (or unit).

-
- Grunt, Elite, and Support Squads are treated the same when referred to as a 'Squad' for targeting priority.

-
- Only models within a squad that are not Hidden and in LOS of the firing model may be targeted otherwise they are automatically ignored.

-
- **A firing model can ignore a model if the model is in hard or soft cover.** In which case the *nearest model not in hard or soft cover* in that Squad must be fired at. If all models in that squad are in hard or soft cover then the nearest such model in that squad must be targeted as normal. **Models who are in Minimal Presence, or without any cover at all (on open ground) must be targeted as normal** (i.e. the nearest model in the targeted Squad).

-
- **A firing model can ignore the normal limitation of needing to fire at the closest enemy Squad if the targeted model is at least two (2) sizes (SZ) larger or more than the firing model.** If so then this larger model may be targeted as a separate Squad, but if the firing model ignores smaller models to redirect his or her fire to a model that is 2 Sizes larger (or more) than the firing model, then the *closest* model of the larger size must be targeted.
  - For example, if the firing model were SZ 2, and decided to target a Size 4 model instead of another unit of size 2 models. Then the firing model could do so without the need for a Tactical Sense roll, yet the closest Size 4 or 5 model to the firing model would then need to be targeted.

-
- A *model* may shift their Targeting Priority for Ranged Combat with an ability called **Tactical Sense**. This allows the unit to target a different Squad other than the nearest Squad. *If a Squad Leader of a squad has this ability—or an Individual attached to the squad that is acting as the Squad Leader—then **all** members of the squad have this ability while the Squad Leader is alive (or attached).* See page the Tactical Sense ability for more details.

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- A Grunt model *cannot* elect to use Tactical Sense if an enemy Squad—that is *not* in Panic or Broken status—is within 12-inches. An Elite or Support model *cannot* elect to use Tactical Sense if an enemy Squad—that is *not* in Panic or Broken status—is within 6-inches.

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- Individuals can elect to use Tactical Sense no matter how close enemy Squads (or Individuals) are. If the Individual is attached to a Squad the other squad members would still be limited in their use of Tactical Sense depending on what type of unit they are—grunt, elite, or support—but the Individual is not.

-
- Models with the Sniper Special ability may ignore these targeting priority rules as specified in the Sniper special ability.

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- **You *may not*, as a general rule, target the game board or a piece of terrain** unless otherwise stated in a model's Special Rules, or in a power or weapon description that specifically states you may do so. This means you *may not* target Speculative Indirect Fire shots at game terrain or the game board.

-

- **FIRING THROUGH FRIENDLY MODELS**
- A model *cannot* fire through enemy troops. However it is possible to fire through friendly troops so long as you have a clear 'channel' or Firing Lane of 1 inch wide between the friendly models bases that might be in front of the firing models base. You can use a ruler or string to determine if you have a clear Firing Lane. Keep in mind most 28mm round bases are 1 inch in diameter so if you can fit a model in between two models then a one inch gap exists.
  -
- **If a one inch gap does not exists then the firing model must spend one action to gain LOS** to the model the player wishes to target as the friendly models are currently blocking LOS. Another solution is to spend one action for the friendly models in the way if they have an action to spend to move. Therefore, **friendly models block LOS unless a clear Firing Lane or channel is established to show the firing model has a clear shot.**
-
- **This one-inch gap potentially works both ways.** An enemy model must target the closest model in a squad they are shooting at, but a sniper does not necessarily need to. Thus if you can fire at an enemy model, then a sniper can potentially fire at an enemy model through those same Firing Lanes so keep that in mind.
-
- **FIRING AT MOUNTED TROOPS**
- Mounted Troops are shot at in the same way as Foot Troops. An opponent may not choose to target the mount or the rider independently as they are considered to be one integral unit.
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- **MOUNTED TROOP FIRING ARC**
  - When a Mounted Troop model fires a ranged attack unlike most models they have a 360-degree firing arc as stated in the Firing Arc section.
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- **FIRING AT FLYING MODELS**
- When attempting to target an airborne Flying Model from another hovering or airborne Flying Model or an earthbound model then the rules for target priorities and ranged combat work the same. You must be able to establish LOS to the Flying Model. Get down to eye level from the perspective of the firing model and see if you can see the Flying Model from that perspective. Think of it as an imaginary line between the two models. If you can then you can target it and fire at it. Some elements of the Flying Model may not count for LOS purposes, as stated in the LOS section. Roll a peacemaker or have a moderator decide if the two players cannot settle the matter, but **LOS needs to be established to target a Flying model.**
- **SIZE MODIFIERS**
- Larger models are naturally easier to target while smaller models prove difficult to target. Of course, like so many things, size is relative. There are five size categories in Eternal War: Size (SZ) 1 thru Size (SZ) 5.
-
- If a model is SZ 1 then models targeting it suffer a –1 RC penalty due to size.
-
  - If a model is SZ 2 then models targeting it suffer no RC penalty due to size.
  -
  - If a model is SZ 3 then models targeting it suffer no RC penalty due to size.
  -
  - If a model is SZ 4 then models targeting it suffer a +1 RC bonus due to size.
  -
  - If a model is SZ 5 then models targeting it suffer a +2 RC bonus due to size.
-
- **FIRE ACTIONS**
- When a model makes a ranged combat attack against another model, it must take an action to Fire. To see if the Fire action is a success, the player of the firing model rolls a D20. If the result is equal to or less than the firing models modified RC score then the Fire action is a success and the target has been hit. If the roll fails then the shot is missed. If an unmodified roll of 1 or 20 is rolled then the result listed below occurs.
-

- For example, if a model has a modified 11 RC after all situational modifiers are added then if the roll of the D20 were 11 or less then the roll would be a success, if not it is a missed shot. Therefore: 8 base + 2 weapon modifier = 10 RC who then fires at a SZ 4 model who is not in cover & gets a +1 RC bonus thus 10 + 1 = 11).

-
- PERFECT SUCCESS – **The target of the RC attack does not get to make an Armor save and automatically takes a Wound**. If the attack inflicts multiple damage rolls (i.e. x2 damage such as from certain weapons) then only the first required Armor save is automatically failed, and any remaining required Armor saves must still be rolled by the defending model.

-
- FUMBLE – **The RC attacking model loses any remaining Actions for his or her turn**. If the model has more than one attack per Action then that model would be allowed to finish off those remaining attacks for that action, but then all further actions for that model during the turn are lost (including any attacks such actions would have given), and the models activation ends.

-
- **DOING DAMAGE**
- 	If the roll to hit is successful then the firing model hits the target, and the target must make an Armor roll to see if the attack penetrates the targeted models armor. To do this, subtract the DAM of the attackers weapon from your figure's Armor stat. The result is the number you need to roll equal to or under to avoid taking damage. If you fail, the model takes a Wound.

-
- For example, if a model has 20 Armor, and takes a DAM 12 attack then the targeted model would need to roll a 8 or less on a D20 to successfully pass the Armor roll (or 'to save' successfully).

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- **TYPES OF FIRE ACTIONS**
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- **Direct Fire** is the default type of Fire in Eternal War, and unless otherwise stated in a weapon's profile, ranged weapons fall under these Direct Fire rules. Direct Fire weapons must be able to establish LOS from the firing model to the target model. This means to draw a direct line between the firing model and the target model. **You may use an Aim action to gain a bonus on a Direct Fire attack.**

-
- **Indirect Fire** weapons fire on a parabolic path, and under some circumstances, may be lobbed over terrain features. **You may *not* use an Aim action to gain a bonus on an Indirect Fire attack (either with or without LOS).** A model may fire an Indirect Fire weapon by one of two ways: With LOS (Directly) and Without LOS (Speculative).

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- **With LOS (Directly)** – The indirect fire weapon may fire over friendly models that are closer than one inch together therefore ignoring the normal rule for firing lanes so long as the firing model can draw LOS to the target model. Resolve your RC shot as normal with one exception: **models hit by the Indirect Fire in this way receive no Cover bonus (from hard or soft cover) nor receive any bonus from being in Minimal Presence (MP).**

-
- **Without LOS (Speculative)** - This occurs when the model firing the indirect fire weapon cannot draw LOS to the target model. In order to fire a Speculative shot with an indirect fire weapon you must have a Forward Observer. The Forward Observer makes it possible for the team or model equipped with an Indirect Fire capable weapon of making Speculative Fire actions against any model within the Forward Observer's LOS. Unlike other models, the Forward Observer can perform this function even if he is not within Command Distance of the unit firing the Indirect Firing weapon. In fact, the model firing the attack does not even need LOS to the Forward Observer.
    -
    1. Instead the Forward Observer simply needs LOS to the target of the Speculative Attack as the Forward Observer acts as the 'eyes' for the firing model, and then communicates with the firing model. **When the model capable of firing an Indirect Fire weapon activates, if a *friendly* Forward Observer has LOS to the potential target model then the Indirect Firing model may fire Speculative Fire shots**

at the intended target model. The friendly Forward Observer can be in the player's own force *or* an another player's force that is considered 'allied'—and thus is also friendly—such a case would only occur in a multiple player game involving two or more players working as a 'team'. Since LOS is required by a Forward Observer, Hidden models *may not* be targeted by Speculative shots, nor can terrain features or the game board, only non-Hidden models may be targeted.

-

2. When making a Speculative Shot the first shot is made at a **–2 RC penalty**, **each subsequent shot is made with a +2 RC bonus**, therefore the second shot would be made with no bonus or penalty as (-2 and + 2 = 0 so that they cancel out), and a third shot made on the same activation by the model or team firing Speculative shots would be made at +2 RC it if were capable of firing a third shot. A fourth shot would be made at a +4 bonus, and so on. The RC penalty or bonus is considered a situational modifier and is *in addition* to any other situational modifiers—such as Cover, Minimal Presence status, etc. Yet, the special ability **Camouflage will *not* count as a situational modifier toward Speculative Fire shots** as stated under the description for Camouflage, nor will any power that grants the equivalent of Camouflage.

-

3. **Thrown Weapons** capable of Indirect Fire (such as hand grenades) do *not* need a Forward Observer, instead they simply may make Speculative Fire attacks without LOS and without the need for a Forward Observer to have LOS, but such Speculative Fire attacks would still suffer the –2 RC penalty listed above, and each subsequent shot is still made with a +2 bonus as with any other weapon capable of making Speculative Shots. Therefore, Thrown Weapons are an exception to the general Forward Observer requirement. Since LOS is not required to make Speculative Fire shots with Indirect Fire capable Thrown Weapons Hidden models *may be targeted* and their Hidden status does not matter for purposes of such Speculative shots, but the Hidden marker is left on the Hidden model if they survive the Speculative Fire shot, since such shots do not reveal Hidden models, and other models who would the fire at such hidden models would not be able to suddenly target them as they are in fact hidden.

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- For example, a Mortar Team activates that is equipped with a mortar. This weapon is capable of firing Indirect Fire; therefore if there was a friendly Forward Observer that has LOS to the intended target but the Mortar Team itself does not, then the Mortar Team *would be* able to make Speculative Fire shots at the intended target model that normally would be out of LOS to the Mortar Team. The Mortar Team has a base 12 RC when firing at a target model that is between MD and MX. The mortar has an ROF of 1/1, and each team member has 2 actions but requires each team member to spend 1 action to fire the mortar, so the mortar can be fired a maximum of twice. There are no other situational modifiers as the target model is not in cover, not MP, and even if the model had Camouflage it would not matter against a Speculative Fire shot. Therefore, the first shot would be made at an RC of 10 since (12 – 2 = 10), and the second shot would be made at an RC of 12 since (12 – 0 = 12).

-

- **Indirect Fire Damage** – Weapons that use Indirect Fire always hit near their intended target, some more directly than others. To represent this, when a shot is taken using Indirect Fire, the template is centered on the designated target. Any model under this template is affected by the attack. If the roll to his is failed, the difference between the number rolled and the number needed to hit is subtracted from the DAM rating of the weapon. The targets are always hit even if the damage is reduced to 0. The target (s) ten make an Armor roll against this reduced damage.

-

- For example, A Grenade Launcher needed a 10 RC to hit, and the roll is a 14 that is a miss normally yet still hits the targets under the template but at a reduced damage. The damage of the Grenade Launcher is normally 12, but the roll was missed by 4 therefore 12 – 4 = DAM 8 is inflicted upon all models under the template.

-

- **This means deviation is not rolled for Indirect Fire weapons** which speeds game play. Indirect Fire weapons are subject to Firing Trajectory rules below which limits their ability to target models.

-

- **Fire Trajectory** – Indirect weapons do not travel along a flat plane. Instead, they travel in a forward arc over intervening terrain. This arc affects the relationship of a Firing model and its target model with the battlefield terrain. This is called the Firing Trajectory. The following rules pertain to the Fire Trajectory:

-
- Units within ½ the height of an obstacle may not be hit by Indirect Fire that pass over that obstacle. This means measure the vertical distance divide by two (2) (round down) and models within that distance horizontally to the obstacle on the other side of the obstacle cannot be targeted with the Indirect Fire weapon. Models within this protected area are said to be in the 'terrain shadow' of the intervening terrain.
-
- A model wishing to fire an Indirect Fire weapon over an obstacle may not be closer to that obstacle than ½ its height. This is the first rule in reverse so that is the firing model that is firing the Indirect Fire weapon is in the terrain shadow of the intervening terrain then the model cannot fire the Indirect Fire weapon and must back up a until it is outside of the terrain shadow.
-
- **Models that have a piece of terrain over them which forms a 'roof' over the target model or over the model that is firing the Indirect Fire weapon then the Indirect Fire weapon cannot fire at the targeted model.** The 'roof' or canopy must be considered 'hard' cover which is a piece of terrain capable of stopping ballistics such as concrete, thick wood, the roof of a building, a very large branch of a tree, etc. Soft cover which would be a canopy of leaves and branches, shrubs, tall grass, etc., which is not necessarily going to stop ballistics does *not* count. Only 'hard' cover counts. This means the Indirect Fire weapon is simply incapable of being fired at such models. Models inside of buildings or bunkers more than likely if they have a roof over their heads would count and could not be targeted, or those under a bridge. Roll a peacemaker if there is a dispute, or have the Moderator decide.
-
- **COVER AND RANGED COMBAT**
- Cover from ranged attacks can be provided by just about anything, even light brush and undergrowth. Most ranged fire in Eternal War is ballistic fire and the degree to which the terrain stops or redirects ballistic attacks, as well, as conceals a target will affect the difficulty in hitting it. Cover is determined along two separate lines: the first is the *type of terrain* a model is standing on, and the second is the *amount of concealment* provided to a model who is behind a piece of cover obscured from view from the perspective of the firing model. These two parameters each have their own rules governing Cover given below.
- The following two main types of cover exist in the game: *Hard Cover* and *Soft Cover*. Only when the target model is in Cover does the firing model receive the penalty listed for the type of cover the target model qualifies for. This means when a model is firing and is itself 'in cover' but is firing at another model that is not 'in cover' then the firing model will not receive a cover penalty. How and when a model qualifies for Hard or Soft Cover is detailed below.
-
- **Hard Cover** – When the term Hard Cover is mentioned it **imposes a –4 RC penalty on the firing model.**
-
- **Soft Cover** – When the term Soft Cover is mentioned it **imposes a –2 RC penalty on the firing model.**
-
- Before each game decide what the specific rules are for a given piece of terrain will be. The following generic types of terrain exist. Any model standing on such terrain will be govern by the Cover rules for that type of terrain:
- **ORGANIC GROWTH**
- These types of terrain are forest, jungle, and swamp pieces or other pieces that are primarily made up of organic underbrush, plants, trees, as well as, natural rock formations, or other 'natural' organic growth—natural as defined by the planet they are on, thus it could easily be what humans consider an 'alien jungle' but is an Organic Growth piece nonetheless. Such pieces might also have rock or crystal formations, but primarily are organic in nature. The Organic Growth piece is Abstract and simply represents a section of the battlefield that is overgrown with plant growth. A base section with a few trees on top could represent an entire section of 'Forest', or a more detailed section of three-dimensional Jungle might also, either way both pieces are governed by these abstract rules.
-
- First, the entire piece is Rough Terrain except where specified otherwise, such as a 'path' where models can move normally through the Organic Growth piece. If so then the moderator or players will determine if such a path (s) might exist and for which pieces. Second, some sections of the piece might be considered Impassable or Limiting Terrain, if so the sections should be specified before the game, or in detailed notes written for a given piece, if this is not done then the moderator should determine the issue or roll a peacemaker.

-
- Thirdly, any model attempting to fire through an Organic Growth terrain piece at a model that is *standing directly on the piece*, or if the firing model is attempting to fire at a model that is not on the piece but is *behind the piece and obscured from view by it*—from the perspective of the firing model then apply the following measuring rule to determine the amount of cover afforded to the target model by the Organic Growth terrain piece. The measuring rule is as follows:
-
- If the firing model must fire through up to 2 inches of Organic Growth then the target model is afforded the protection of *Soft Cover*. If the firing model must fire through more than 2 inches but not more than 4 inches of Organic Growth then the target model is afforded the protection of *Hard Cover*. If the firing model must fire through more than 4 inches of Organic Growth then the target model cannot be fired at as the firing models LOS is blocked.
-
- To sum up this rule: **the first 2 inches of Organic Growth Cover equals Soft Cover, then from 2 to 4 inches of Organic Growth equals Hard Cover, and more than 4 inches of Organic Growth blocks LOS.**
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- **RUINS, RUBBLE, or ROCKY TERRAIN**
- These types of terrain are ruins of old or bombed out buildings, catacombs, tombs, abandoned structures, as well as, piles of rubble or garbage. It also includes rocky terrain, subterranean or underground terrain such as that which is full of stalactites or stalagmites, and other rough and uneven terrain which creatures and vehicles would find difficult to cross. All these types of pieces will have lots of things which will potentially hinder movement through the terrain, and will provide ample cover for a model to duck behind or dive for cover potentially.
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- First, the entire piece is Rough Terrain except where specified otherwise, such as a 'path' where models can move normally through the Ruins, Rubble, or Rocky terrain piece. If so then the moderator or players will determine if such a path (s) might exist and for which pieces. Second, some sections of the piece might be considered Impassable or Limiting Terrain, if so the sections should be specified before the game, or in detailed notes written for a given piece, if this is not done then the moderator should determine the issue or roll a peacemaker.
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- Thirdly, any model attempting to fire at a model that is *standing directly on* a Ruins, Rubble, or Rocky terrain piece will find that **the targeted model is afforded the protection of *Soft Cover*** merely by being on the piece even if the model were otherwise in full and plain view, as the Ruins, Rubble, or Rocky terrain piece is merely an abstract piece representing a portion of the battlefield that is filled with many potential places for a model to duck or hide behind, and the target model is assumed to be dynamic.
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- If a targeted model is *standing directly on* a Ruins, Rubble, or Rocky terrain piece **and** is obscured from view by portions of the terrain itself form the perspective of the firing model so that *half or more than half* **of the targeted model cannot be seen then the targeted model is afforded the protection of *Hard Cover***. Models weapons, wingspan, turret, or other portion that would not count for determining LOS [see Line of Sight section] would also not count for determining what constitutes 'half' of a model. If only less than half of the model is concealed from the perspective of the firing model then the model still is afforded the protection of *Soft Cover* the same as if the model were simply standing on the Ruins, Rubble, or Rocky terrain piece.
- For simplicity sake if the portion of the model that is concealed is of waist height or more but not completely covering the model so as to block LOS then that would justify giving that model *Hard Cover*. If the portion concealing the model is below the waist height of the model then that would justify giving the model *Soft Cover*. If the targeted model is completely covered so that from the perspective of the firing model it cannot be seen at all then the targeted model cannot take the shot and finds that its LOS is blocked when targeting that model.
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- A Ruins, Rubble, or Rocky terrain piece, therefore, has two functions, one is Abstract which affords Soft Cover for a model simply standing on the piece of terrain, and a second function which is governed by the **WYSIWYG** or What-You-See-Is-What-You-Get principle when determining if a model gets Hard Cover or not as it is solely based on the *amount of the targeted model concealed from view from the perspective of the firing model.* Either

way the model will at least get Soft Cover, so that the WYSIWYG function is an added function of the terrain not necessarily afforded to all models standing on the terrain.

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- If there is a dispute as to whether half of a model or more than half is concealed which then would afford Hard Cover bonus to the targeted model then have the moderator settle the issue, or if none is present, roll a peacemaker to decide the issue, don't argue at length over it.
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- To sum up this rule: **if a model is standing on a Ruins, Rubble, or Rocky terrain piece it is afforded Soft Cover. If in addition it is concealed by the terrain piece so that half or more than half of the model is concealed from the perspective of the firing model, then the model is afforded Hard Cover.**
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- **MOUNTAIN or HILL**
- These types of terrain pieces are sloped inclines, which show a marked increase or decrease in elevation. Often they might have levels or 'steps', but often they are sheer and smooth inclines. **A model may not Charge up a hill or incline, but may Charge down a hill or incline** (see the Close Combat and Charge section of the rules).
-
- Often Hills or Mountain pieces might have a portion of them, which drops off and creates what is known as Dead Ground (see below). **A model cannot Run up or down a hill or incline.** Normally a Mountain or Hill piece is *not* considered Rough Terrain, but portions of it might be, and if so, then the moderator or players will determine which sections are and which are not. Additionally, the entire piece *could be* but only if the moderator or players agree they want the piece to be, otherwise assume it is all *Normal Terrain*. Portions of a Mountain or Hill might also be considered Limiting or Impassable terrain and which parts should be determined before the game, and perhaps written into detailed notes for a particular game piece. If not determined before the game, then have the moderator decide during the game, or roll a peacemaker to decide the issue if needed.
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- A Mountain or Hill piece is considered **WYSIWYG** or What-You-See-Is-What-You-Get when determining if a targeted model standing on the piece gains the benefit of either Hard or Soft Cover. Such pieces are treated as if they were portions of the game board, only with a raised elevation potentially and therefore models on them might be in different Height Bands for calculating ranged combat and the range for channeled powers. If a model standing on a Mountain or Hill piece is concealed by a portion of the piece then the model is entitled to either Hard Cover or Soft Cover based on the amount of concealment that the targeted model has from the perspective of the firing model.
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- **If less than half of the model is concealed from view,** which is to say that the terrain only conceals below the waist, or a portion of the legs, or only a single arm and part of a leg, etc. then the model is only partially concealed and is afforded *Soft Cover*.
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- **If half or more than half of the model is concealed from view**, which is to say that the terrain conceals at the waist or above the waste, or conceals half the body vertically such as if the model is being viewed from around a corner then the model is not totally concealed but is afforded *Hard Cover*.
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- **If a model is completely out in the open then it is given no cover protection at all**, as the entire piece is considered WYSIWYG. **If a model is completely concealed then it is out of LOS**, and therefore cannot be targeted.
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- **ROCKY MOUNTAIN or HILL**
- These types of terrain pieces are exactly like a Mountain or Hill piece with one notable difference, they are also rocky and therefore are considered to be ROUGH terrain except on portions of the Rocky Mountain or Hill piece that have a discernable 'path' which is noted to players before the battle. Models that are on the path treat that section as NORMAL terrain, and when on the Rocky Mountain or Hill piece but not on the path, then the terrain piece is considered ROUGH terrain. In addition, portions of the terrain might be considered Limiting or Impassable Terrain, and again if so then they will be stated as such prior to the game. The moderator is free

to decide the matter or a peacemaker can be rolled in case a dispute arises or a particular section of the Rocky Mountain or Hill piece comes into question as to whether that section is or is not Rough, Limiting, or Impassable.

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- The other notable difference is that **any model on a Rocky Mountain or Hill piece is automatically considered to be in *Soft Cover* if standing on any portion of it** just as if standing on a Ruins, Rubble, or Rocky terrain piece. The same rules for Charge or Run apply to a Rocky Mountain or Hill piece that would apply to a normal Mountain or Hill piece.
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- If a targeted model is *standing directly on* a Rocky Mountain or Hill piece **and** is obscured from view by portions of the terrain itself form the perspective of the firing model so that *half or more than half* **of the targeted model cannot be seen then the targeted model is afforded the protection of *Hard Cover*.** Models weapons, wingspan, turret, or other portion that would not count for determining LOS [see Line of Sight section] would also not count for determining what constitutes 'half' of a model. If only less than half of the model is concealed from the perspective of the firing model then the model still is afforded the protection of *Soft Cover* the same as if the model were simply standing on the Rocky Mountain or Hill piece.
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- To sum up this rule: **a Rocky Mountain or Hill piece is simply a Mountain or Hill piece combined with the rules for a Ruins, Rubble, or Rocky Terrain piece.**
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- **Buildings and Structures**
- These types of terrain are normally pieces of terrain capable of stopping most ballistic fire. Terrain pieces such as buildings, walls, ramparts, guard or watchtowers, homes, castles and forts, or any other freestanding structure all would fall into this category. Models on such terrain are considered to be on NORMAL terrain for movement purposes.
- Most such structures might have roofs, and as such if a model is indoors or under the roof, this would protect them from **Indirect Fire** weapons. Buildings and Structures pieces are WYSIWYG for purposes of determining what type of cover a model standing on such a piece would receive. **It takes 1 action to *ascend* or *descend* from one level to the next for a Building or Structure piece if stairs are present or there is an opening between levels.**
- Portions of the Buildings or Structures piece could potentially be classified as Limiting or Impassable terrain, but if so this should be clearly determined as such before the game, and a model can always Climb up a Buildings or Structures in most cases unless a moderator says otherwise or it is determined before the game by the players that it is not possible for a given piece. Roll a peacemaker if no moderator is present and a dispute arises, and if necessary have detailed notes of a given piece. If a model standing on a Building or Structure piece is concealed by a portion of the piece then the model is entitled to either Hard Cover or Soft Cover based on the amount of concealment that the targeted model has from the perspective of the firing model.
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- **If less than half of the model is concealed from view,** which is to say that the terrain only conceals below the waist, or a portion of the legs, or only a single arm and part of a leg, etc. then the model is only partially concealed and is afforded ***Soft Cover***.
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- **If half or more than half of the model is concealed from view**, which is to say that the terrain conceals at the waist or above the waste, or conceals half the body vertically such as if the model is being viewed from around a corner then the model is not totally concealed but is afforded ***Hard Cover***.
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- **If a model is completely out in the open then it is given no cover protection at all**, as the entire piece is considered WYSIWYG. **If a model is completely concealed then it is out of LOS** and therefore cannot be targeted.
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- **FREE STANDING 'HARDENED' TERRAIN**
- This includes many types of terrain pieces from metal boxes and crates, metal fuel tanks, scientific equipment, industrial equipment, large sturdy shipping crates, metal doors that are part of a Building or Structure but even partially conceal a model from the perspective of the firing or shooting model. In addition,

earthen or mineral based walls, mounds, or other structures, or crystalline growth, sandbags, fox-holes and other 'craters' created by explosions, trench pieces, Dragon's Teeth, 'hardened' walls and barricades capable of stopping ballistics.

- **Such terrain is considered Limiting terrain** (by default), and will require at least one and perhaps more than one action to cross. Alternatively it can be considered Impassable terrain, but if so then any model capable of climbing may Climb over such terrain, which of course requires multiple actions to do so. A moderator should settle any disputes, or a peacemaker should be rolled if a dispute arises and no moderator is present.
- **All these types of terrain are considered WYSIWYG** for providing cover to targeted models standing behind them from the perspective of the firing model. If a model is concealed by a portion of the piece then the model is entitled to either Hard Cover or Soft Cover based on the amount of concealment that the targeted model has from the perspective of the firing model.

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- **If less than half of the model is concealed from view,** which is to say that the terrain only conceals below the waist, or a portion of the legs, or only a single arm and part of a leg, etc. then the model is only partially concealed and is afforded *Soft Cover*.

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- **If half or more than half of the model is concealed from view**, which is to say that the terrain conceals at the waist or above the waste, or conceals half the body vertically such as if the model is being viewed from around a corner then the model is not totally concealed but is afforded *Hard Cover*.

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- **If a model is completely out in the open then it is given no cover protection at all**, as the entire piece is considered WYSIWYG. **If a model is completely concealed then it is out of LOS** and therefore cannot be targeted.

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- Rules for what is called Constructed Terrain Pieces: Sandbags, Barbed Wire, Dragon's Teeth, Foxholes, and Trenches are covered in the Field Engineering section.

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- **FREE STANDING 'SOFT' TERRAIN**
- This includes many types of terrain pieces from wooden boxes and crates, piles of linen bags or sacks, or a Wooden Door that is a part of a Building or Structure but even partially conceals a model from the perspective of the firing or shooting model. In addition, free standing Organic Growth pieces not large enough for a model to physically stand on, or of a type so that they are large but there is no physical way for a model to actually stand on such a piece. Chain-link fences, Barbed Wire, wooden fences, billboards, walls or barricades or other pieces of terrain not as capable of stopping ballistics.
- **Such terrain is considered Limiting terrain** (by default), and will require at least one and perhaps more than one action to cross. Alternatively it can be considered Impassable terrain, but if so then any model capable of climbing may Climb over such terrain, which of course requires multiple actions to do so. A moderator should settle any disputes, or a peacemaker should be rolled if a dispute arises and no moderator is present.
- **All these types of terrain are considered WYSIWYG** for providing cover to targeted models standing behind them from the perspective of the firing model. **If the model is even partially concealed from view from the perspective of the firing or shooting model then the targeted model is provided *Soft Cover*.** Partially concealed means any part of the model which normally counts for LOS purposes, therefore, weapons, turrets, wing-spans, etc. would not count. If most but not all of the model is concealed the model still is only afforded Soft Cover protection as the terrain piece is less than capable of stopping ballistics and *will not* afford Hard Cover.
  - If a model is **completely concealed then it is out of LOS** and therefore cannot be targeted. This means a model literally cannot be seen, but if the model can be seen such as through light foliage or a chain link fence so that small parts of the model can be seen or most of it can through a 'filter' of such terrain, then again, the model is only afforded Soft Cover and may be targeted as normal.
  - **If a model is completely out in the open then it is given no cover protection at all**, as the entire piece is considered WYSIWYG.

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- **RIVER, STREAM, or POND**

- These types of terrain pieces are made up primarily of liquid, normally water, and can be either classified as: ROUGH terrain (the default classification) if the body of water is shallow enough to cross but hinders movement. Alternatively, some or all sections of the piece can be considered Limiting or Impassable Terrain if the body of water is deep enough. If it is considered Limiting terrain it may require one, two, or three actions to cross. If the body of water is a Lake of some sort it might require many actions to cross. Yet, most models who cannot swim will find this terrain Impassable, not merely Limiting.

- The exact nature of a given River, Stream, or Pond piece and its various sections should be detailed before the game and written down if necessary. The moderator should determine any specific details about such a piece, and if no moderator is present and a dispute arises among the players involved roll a peacemaker to settle the dispute. Normally a River, Stream, or Pond piece provides no cover to models standing on or behind them. Unless the piece has some tall grass and would thus potentially conceal a model. If a model is even partially concealed by such tall grass from the perspective of the firing model then the target model is afforded *Soft Cover*.

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- **GENERAL COVER PROTECTION**

- Models who are not standing on top of a piece of terrain but instead are behind it from the perspective of the shooting model might be afforded cover protection if the following types of terrain conceal the model. If so then the cover protection is determined by **WYSIWYG** and any rules governing standing on a type of piece do not apply to a model not standing on such a piece, its strictly **WYSIWYG.**

- Models who are standing behind a **River, Stream, or Pond piece** or a **Free Standing 'Soft' terrain** piece from the perspective of the firing or shooting model may only potentially qualify for Soft Cover as described in the description given for each one of these types of terrain (as detailed above). The rules for determining how much possible cover protection to give a model that is standing behind an **Organic Growth** terrain piece is detailed in the section for Organic Growth terrain pieces and is based on how much Organic Growth terrain a firing or shooting model must fire through when targeting a model (as detailed above).

- Models behind a **Ruins, Rocky, or Rubble piece, a Mountain or Hill piece, a Rocky Mountain or Hill piece, a Buildings or Structures piece, or a Free Standing 'Hardened'** terrain piece all qualify for either Hard or Soft Cover depending on the level of concealing provided by these types of terrain sitting in front of the targeted model.

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- **If less than half of the model is concealed from view,** which is to say that the terrain only conceals below the waist, or a portion of the legs, or only a single arm and part of a leg, etc. then the model is only partially concealed and is afforded *Soft Cover*.

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- **If half or more than half of the model is concealed from view**, which is to say that the terrain conceals at the waist or above the waste, or conceals half the body vertically such as if the model is being viewed from around a corner then the model is not totally concealed but is afforded *Hard Cover*.

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- **If a model is completely out in the open then it is given no cover protection at all**, as the entire piece is considered WYSIWYG. **If a model is completely concealed then it is out of LOS** and therefore cannot be targeted.

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- **DEAD GROUND**

- Dead Ground describes the area directly beneath high terrain features where ranged weapons are unable to target a model. When shooting at, or being shot at by a model at a different height band measure the vertical distance between the models. This distance, when measured horizontally from the shooting model or the target model, is the Dead Ground range. **A model cannot draw Line of Sight (LOS) to a target within Dead Ground**, and therefore cannot target the model to fire a ranged attack upon them. In addition, a model cannot target the model for purposes of channeling a power at them.

- **Flying Models that are hovering or Airborne and models firing at hovering or airborne Flying models are NOT subject to the rules for Dead Ground as detailed in this section.** Dead Ground always applies to vertical parts of a terrain piece such as to the walls of a building or structure, free standing walls, cliff facings which are

part of an Organic Growth piece, or a watch tower's walls, or even a tall Free Standing Ruins, Rubble, and Rocky piece, etc.

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- **RANGED COMBAT AND WAIT**
- Models who wish to fire from Wait must make an LD test in order to attempt the Shot. Should a model fails this LD test, it has failed to react in time. The Wait action is expended and the Waiter counter is removed. The Fast Shot special ability adds to this LD test. **The firing model gains no bonus from an Aim action *before* the model went on Wait. If the model has Ambush it may spend one action to Aim then its second Wait action to fire and gain the full Aim bonus.**

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- Sᴛ**ITUATIONAL MODIFIERS**
- There are many situational modifiers to Ranged Combat. Just as Charge or Close Combat related special abilities give bonuses (or penalties) to a CC attack, so to can ranged combat have situational modifiers such as Cover protection, size modifiers, whether a model is in Minimal Presence, whether the firing model is Aiming, or if the target model has a special ability such as Camouflage which modifies the RC of the firing model, plus any other bonuses or penalties applied to the RC score.
- Since Range modifiers are pre-calculated this is never a situational modifier. Likewise for Close Combat, a weapons CC modifier is pre-calculated. The reason for this is already been stated as each and every action fired (or to make a CC attack) would require such range or CC weapon modifiers and it would be a needless math step to include them. That is why the base RC or CC is modified with them and then given in the actual Weapon profile listed with the model. Each range band will have its own RC score listed, and that is the new modified base score for RC based attacks by that particular weapon when a target falls within that range band. In the case of CC based attacks, each weapon has its own modified CC score that is modified off the base CC for that model, and listed in each weapon profile the model carries.

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- **RANGED COMBAT AND DAMAGE**
- When any Fire action succeeds (an RC based attack in other words), it is time to see if the target is damaged. First determine the amount of damage caused by the weapon. Take the listed weapon damage, plus any bonus gained from an Aimed attack, plus any other Damage modifier that might apply to that specific attack to raise or lower the damage, such as in the case of Indirect Attacks where the damage is lowered depending on how much the to-hit roll missed the target number needed to hit. Subtract this amount from the target's AR value. This new modified number is what the target model must base his AR test against. If the roll is less than or equal to the modified number, the armor deflected the shot. If failed, the model takes a Wound. If the damage is *Residual* damage further AR tests will be required until one is passed, and each one results in the model taking a Wound.

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Morale Section

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- Morale tests are made for any situation that challenges the courage and determination of your troops. They decide whether or not your soldiers have the self-discipline to hold their ground in desperate situations and show courage in the face of a terrifying enemy. On the battlefield a soldier fights not only the enemy, they must also face they're own inner fears and demons. Every soldier has a breaking point, be it from watching comrades die, being fired upon by arrows, or being confronted with a truly hideous fiend straight from his worst nightmares. In Eternal War, the process to check a soldier's breaking point is called Morale. Morale comes into play when a model is introduced to some fear factor, be it from taking loses amongst the model's Squad, is targeted by a supernatural power, or another model that causes a degree of fear comes within range. The statistic most important when dealing with Morale is a model's Leadership (LD) value. A Morale test is always made against the highest Leadership of any model in the Squad in question. If your model has a Leadership of 12, you need to roll a 12 or under to make a successful Morale test.

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- **Morale and Models**

- In Eternal War, a model will have to deal with 4 types of fear factors that will test their Morale. These fear factors are: **Panic**, **Broken**, **Fear**, and **Dread**. Each fear factor will affect a model differently but all are resisted the same way. Whenever a model is confronted with one of these fear factors, they must make a Morale test.

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- # Morale Test

- Whenever a fear factor, supernatural power, or special rule requires a model to make a Morale Test, follow these rules:

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- The unit's player rolls a D20. If the result is equal to or less than the Leadership (LD) value of the unit that is required to make the Morale test, then the Morale test succeeds.

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- In the event a Squad must make a Morale test, the **number needed to succeed is determined by the highest LD value in the Squad,** including any Individuals who are attached to the Squad, or if an Individual is not attached to the Squad but is within the Individual's Command Distance of at least *½ of a Squad and their leader*, then the Squad may use the Individual's LD value for Morale tests if it is higher than the Squad Leader's and any Individuals attached to the Squad.

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- An Individual with **Unit or Division Commander has a Command Distance of 8-inches** and an Individual with **Force Commander has a Command Distance of 10-inches.** If an **Individual lacks the Commander special ability** then it has a **Command Distance of only 4-inches** unless it has a piece of equipment that extends this distance or a special ability like Telepathic Command.

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- If the Morale test is failed by rolling above the testing unit's LD value, then that unit is affected by the fear factor (either Panic, Broken, Fear, or Dread), and must adhere to the rules of the relevant fear factor. **If an Individual is attached to a Squad then it too would suffer the effect of the failed test. If this is the case then the Individual will immediately detach from the Squad**, and become a separate unit again—no longer a member of the now Panicked, Feared, or Dread-induced Squad (whichever is the case). If the Individual is immune to the failed Morale tests effect—such as Immune to Panic or Steadfast if a Morale test vs. Panic were failed—then the Individual is not affected like the rest of the Squad and instead will *automatically* detach from the Squad to become a separate unit once more.

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- If a Squad is within the Command Distance of an Individual and uses the Individual's LD for a Morale test, and if that test is failed the Squad would suffer the failed effect but **the Individual who is *not attached* to the Squad would *not* suffer the effect, he simply would fail to hold the Squad together**.

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- **An Individual *may not* attach itself**—using the Unit Commander, Division Commander, or Force Commander ability—**to a Squad that is currently in Panic or Broken status,** instead the Individual may attempt to **Rally** the Squad as per the rules for Rally attempts (see page 26). An Individual *may not* attach itself to a unit that is currently in Fear or Dread status.

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- The term *Unit* is a generic term that refers to both Individuals and Squads, yet when speaking of Squads it refers to all members including Individuals who are part of that Squad currently.

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- For example, an Individual with a 16 LD, the Division Commander special ability, and within Command Distance of at least ½ of a Squad including its leader would grant that Squad his 16 LD vs. a Morale test the squad had to make such as verses Panic. If the roll were a 19 it would fail and the squad would now be considered Panicked. Mark the Squad with a Panic marker. The non-attached Individual who lent his LD to the Moral test vs. Panic *would not* suffer the effects from the failed test. Yet, if an Individual was attached, and therefore, was

considered a member of the Squad and the Morale test were failed then the Individual so attached would suffer the effect unless it were immune to Panic—i.e. Immune to Panic or Steadfast. Whether or not the attached Individual is immune to the effect of the failed Morale test the attached Individual would *immediately detach* to become a separate unit once more, and not be able to reattach itself until that unit successfully rallied.

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  - **Mounted Troops and Morale Tests**
    - Mounted Troops use the characteristics of the rider when taking Morale tests.
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  - **Vehicles and Morale Tests**
    - A Vehicle uses the characteristics of its crew when taking Morale tests.
  - # Panic
    - Certain situations occur on the battlefield that severely tests the mettle of the soldiers in conflict. When fellow comrades are falling all around them and the enemy is attacking with overwhelming numbers eve the bravest soldiers may crack and flee the field.
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  - **Panic: Squads**
    - At the end of any **Squads** activation in which one of your Squads **gets reduced to 50% of their original strength or below, or takes an additional casualty after already being at half-strength or less, your Squad must make a Morale test vs. Panic.** Make this test at the end of the Individual or Squad's activation that caused the damage that resulted in 50% losses to the Squad that is damaged. If it were a terrain effect or other means, which caused a Squad to lose squad strength reducing it to 50% or less, then the Morale test would be rolled once the terrain effect or other means is resolved. After this each additional member of the squad that dies will require a new Morale test once it is reduced to 50% or less in strength.
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  - **Sole Survivor Rule**: Squads that have suffered such heavy casualties that there is only one member left in surviving tend, understandably, to rapidly lose interest in fighting on. A unit consisting only of the last surviving member of a Squad is subject to normal Moral tests, with one addition: Make a Morale test vs. Panic as the Squad is activated each Turn, *before* it carries out any actions at the beginning of its activation. An *Individual* that is still attached to a Squad that dies leaving him the sole Survivor simply reverts back to an Individual ignoring this rule.
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    - For example, a Squad of 7 members (5 soldiers, 1 sergeant, 1 specialist) would make its first Moral test vs. Panic when the fourth member is killed as 50% or more of the Squad would be eliminated at that point. If an Individual is attached to this squad it would instead have 8 members and would make its first Moral test vs. Panic when the fourth member is killed as 50% or more of the Squad would be eliminated at that point. When the squad is reduced to one member it would begin making Moral tests vs. Panic each turn as it's activated due to the Sole Survivor Rule.

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  - **Panic: Individuals**
    - Individuals make Morale test vs. Panic on one of three occasions:
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  1. **When the Individual is reduced to 50% of its original Wound total**. For example, if the Individual started with 3 Wounds then when it is reduced to 1 wound left remaining it would make a Morale test vs. Panic—as 2 wounds would be 75%.
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  2. **When a Squad the Individual is attached to fails a Panic test** the Individual would also suffer the effect of the failed Panic test and *immediately detach* from the Squad becoming a separate Unit once again—making its own Moral tests again, and needing a separate Rally attempt. If the Individual is immune to Panic due to having an ability such as Immunity to Panic, Steadfast, or Hardcase then the Individual would not suffer the failed result of a Panic test along with the Squad it was attached to, it would merely detach from that squad becoming a separate unit once again.
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3. **When the Individual is forced to make a Morale test vs. Panic due to a Channeled power or piece of Equipment that requires the Individual to do so**, in which case, it would make a Morale test vs. Panic as the save against the Channeled power or piece of Equipment.

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- **Panic Test**
- If a unit *passes* the initial Moral test vs. Panic there is **no ill effect** as the unit has been able to muster the resolve to continue the fight. If the unit *fails* this test however, the models in that unit—plus any Individuals attached to the Squad that are not immune to Panic—will be considered **in Panic status**. Mark the unit with a Panic marker. Any Individual's attached to the Squad *immediately detach* regardless of whether they are immune to Panic or not becoming a separate squad once again. If the Individual is not immune to Panic then mark the Individual with its own Panic marker.

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- When a model has a special ability, such as *Immune to Panic*, *Steadfast*, or *Hardcase* it does not need to make Morale tests vs. Panic as it is immune to the results of being in Panic status. *If a unit is Immune to Panic then it is also immune to Broken status as well*; since first a unit must be in Panic status to enter Broken status, but in cases where the unit shifts immediately to Broken status, and the unit is Immune to Panic it's also immune to being in Broken status.
- PERFECT SUCCESS – On the initial Moral test vs. Panic if you roll an unmodified 1 the unit is galvanized and for the units next activation it is *+2 CC, +2 RC, +2 LD,* and *+2 PW.*

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- FUMBLE – On the initial Moral test vs. Panic if you roll an unmodified 20 the unit loses its head so completely that the unit immediately enters Broken status, place another Panic marker beside the unit.

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- **The Effects of Panic Status**
- If a Unit fails a Moral test vs. Panic it **loses any Wait Markers** that it had.

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- Models in Panic status suffer a **–3** to *RC*, *CC*, *LD* while within LOS of any enemy model.

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- Models in Panic status **may not** *Charge*, *Aim*, use a *Channeled* power, go on *Wait*, or assume *Minimal Presence*.

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- Models in Panic status must make an **LD test in order to Move closer to what caused the Panic status**. If the test *passes* the model may spend *one* action moving toward what caused the Panic status. If the test *fails* then *one* action is wasted.

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- **Panic: Squad Rally**
- When a Squad that is in Panic status activates each turn it is allowed **one** *free* **Squad Rally attempt.** A squad that is in Panic status makes another Morale Test vs. Panic but with a –4 penalty imposed due to the disarray of the shaken soldiers. If the test *passes* the squad is no longer considered to be in Panic status, remove its Panic marker. If the test *fails* the squad can make additional Squad Rally attempts for the cost of *one* action per attempt, and with the same penalty of –4 imposed. Each time a Squad Rally attempt is *failed* the Squad simply remains in Panic status. If any of the Squad Rally attempts *pass* then remove the Panic marker as the Squad is no longer in Panic status—if it has additional actions to spend then the Squad's members can spend these actions without being considered in Panic status.

-
- For example, a Squad that is in Panic Status activates and attempts its one free Squad Rally, and has a 12 LD, therefore it will need to roll an 8 or less (12 – 4 = 8). If this attempt fails, the Squad can either perform its actions while under Panic status or spend an action for another Rally attempt. Each additional attempt suffers the same –4 penalty, and costs *one* action, and if the attempt is failed then the action is wasted.

-
- PERFECT SUCCESS – On any Squad Rally attempt if you roll an unmodified 1 on your Morale test vs. Panic the unit is galvanized and any actions the unit has left to spend during its current activation will be made at *+2 CC, +2 RC, +2 LD,* and *+2 PW.* The squad is no longer in Panic status; remove the Squad's Panic marker.

-
- FUMBLE – On any Squad Rally attempt if you roll an unmodified 20 on your Morale Test the unit loses its head so completely that the unit immediately shifts to Broken status, place another Panic marker beside the Squad.
-
- **Panic: Individual Rally**
- When an Individual that is in Panic status activates each turn it is allowed **one *free* Individual Rally attempt.** An Individual that is in Panic status makes another Morale Test vs. Panic but with a –4 penalty imposed due to its shaken state of losing confidence. If the test *passes* the Individual is no longer considered to be in Panic status, remove its Panic marker. If the test *fails* the Individual can make additional Individual Rally attempts for the cost of *one* action per attempt, and with the same penalty of –4 imposed. Each time an Individual Rally attempt is *failed* the Individual simply remains in Panic status. If any of the Individual Rally attempts *pass* then remove the Panic marker as the Individual is no longer in Panic status—if it has additional actions to spend then the Individual can spend these actions without being considered in Panic status.
-
- PERFECT SUCCESS – On any Individual Rally attempt if you roll an unmodified 1 on your Morale test vs. Panic the unit is galvanized and any actions the unit has left to spend during its current activation will be made at *+2 CC, +2 RC, +2 LD,* and *+2 PW.* The Individual is no longer in Panic status; remove the Individual's Panic marker.
-
- FUMBLE – On any Individual Rally attempt if you roll an unmodified 20 on your Morale Test the unit loses its head so completely that the unit immediately shifts to Broken status, place another Panic marker beside the unit.
- **Broken Status**
- If a **Squad** is already in Panic Status, and takes an additional lose of one or more members of the squad then *each* lose of one member will require the squad to make another Moral test vs. Panic. If the test (s) *passes* the unit will simply remain in Panic status, but if any of the tests *fail* then the squad immediately shifts to **Broken Status**, place a another Panic marker beside the Squad.
-
- If an **Individual** is already in Panic Status, and takes another Wound then it will need to make another Moral test vs. Panic. If the test *passes* the unit will simply remain in Panic status, but if the test is *failed* then the Individual shifts to **Broken status**, place another Panic marker beside the Individual.
-
- Models that are immune to Panic status would also be immune to Broken status as normally a model must be in Panic status in order to shift to Broken status, yet sometimes a model may shift directly to Broken status if a Fumble is rolled, in such cases the model would also be immune to being in Broken status. When a model
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- **The Effect of Broken Status**
- If a Unit fails a Moral test vs. Panic and Fumbles, therefore immediately entering Broken status then it **loses any Wait Markers** that it had. A Unit that is already in Panic status would not have any Wait markers.
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- Models in Broken status suffer a **–6** to *RC*, *CC*, *LD* while within LOS of any enemy model.
-
- Models in Broken status **may not** *Charge*, *Aim*, use a *Channeled* power, go on *Wait*, or assume *Minimal Presence*.
-
- Models in Broken status must use *one* action to make a full Run action directly away from whatever Broke them. If the model is not capable of a Run action then it must make a full Move action instead. **Additional actions *not* spent moving directly away from whatever forced the model to enter Broken status, will require an LD test for each action spent doing so**—actions which are spent moving directly away will not require an LD test. If the test *passes* the model may spend *one* action as the player sees fit, as long as, the action can be performed while in Broken status, for example, the model could not Charge or go on Wait. If the test

fails then the model must spend *one* action to Run directly away from whatever caused it to enter Broken status at full speed, and if the model is not capable of a Run action then it must perform a full Move action instead.

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- **Broken: Squad Rally**
-     When a Squad that is in Broken status activates each turn it is allowed **one *free* Squad Rally attempt.** A squad that is in Broken status makes another Morale Test vs. Panic but with a –6 penalty imposed due to the Broken moral of the shaken soldiers. If the test *passes* the squad is no longer considered to be in Broken status, remove one of its Panic markers, as the Squad shifts back to being in Panic status. If the test *fails* the squad can make additional Squad Rally attempts for the cost of *one* action per attempt, and with the same penalty of –6 imposed. Each time a Squad Rally attempt is *failed* the Squad simply remains in Broken status. If any of the Squad Rally attempts *pass* then remove a Panic marker, as the Squad shifts back to being in Panic status—if it has additional actions to spend then the Squad's members can spend these actions to perform a Squad Rally to rally out of Panic status (as detailed above in Panic: Squad Rally), otherwise the squad will end its Turn in Panic status.
-
- For example, a Squad that is in Broken Status activates and attempts its one free Squad Rally, and has a 12 LD, therefore it will need to roll an 6 or less (12 – 6 = 6). If this attempt fails, the Squad can either perform its actions while under Broken status or spend an action for another Rally attempt. Each additional attempt suffers the same –6 penalty, and costs *one* action, and if the attempt is failed then the action is wasted.
-
- PERFECT SUCCESS – On any Squad Rally attempt if you roll an unmodified 1 on your Morale test vs. Panic the unit is galvanized and any actions the unit has left to spend during its current activation will be made at *+2 CC, +2 RC, +2 LD,* and *+2 PW.* The unit is no longer in Broken or Panic status; remove all Panic markers beside the Squad.
-
- FUMBLE – On any Squad Rally attempt if you roll an unmodified 20 on your Morale Test the unit loses its head and flees off the board, remove the entire Squad from the board; the models that flee are considered Victory Point casualties.
- **Broken: Individual Rally**
-     When an Individual that is in Broken status activates each turn it is allowed **one *free* Individual Rally attempt.** An Individual that is in Broken status makes another Morale Test vs. Panic but with a –6 penalty imposed due to its shaken state of losing all confidence. If the test *passes* the Individual is no longer considered to be in Broken status, remove one of its Panic markers, as the Individual shifts back to being in Panic status. If the test *fails* the Individual can make additional Individual Rally attempts for the cost of *one* action per attempt, and with the same penalty of –6 imposed. Each time an Individual Rally attempt is *failed* the Individual simply remains in Broken status. If any of the Individual Rally attempts *pass* then remove a Panic marker, as the Individual shifts back to being in Panic status—if it has additional actions to spend then the Individual can spend these actions to perform an Individual Rally to rally out of Panic status (as detailed above in Panic: Individual Rally), otherwise the Individual will end its Turn in Panic status.
-
- PERFECT SUCCESS – On any Individual Rally attempt if you roll an unmodified 1 on your Morale test vs. Panic the unit is galvanized and any actions the unit has left to spend during its current activation will be made at *+2 CC, +2 RC, +2 LD,* and *+2 PW.* The unit is no longer in Broken or Panic status; remove all Panic markers beside the Individual.
-
- FUMBLE – On any Individual Rally attempt if you roll an unmodified 20 on your Morale Test the unit loses its head and flees off the board, remove the Individual from the board; the model flees and is considered a Victory Point casualty.
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- **Panic and Broken Status: Close and Ranged Combat**
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- A model that is in Panic or Broken status cannot remain engage in Close Combat, and if in Close Combat when a unit shifts to Panic or Broken status then any members engaged in Close Combat must spend actions in order to attempt to Break Away before those models can perform any other action when next activate.

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- Enemy models that are in Close Combat with members of a Unit who attempts to Break Away, then the enemy model would be allowed *one* **free Close Combat (CC) attack** action upon the fleeing model (s).

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- **Panicked or Broken models gain no bonus from Shields**, and **cannot use their Close Combat Training** special ability against models that make Close Combat attacks against them.

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- When *attacking a Panicked or Broken model* an attacking model gains a **+2 RC** to hit with Ranged Combat weapons and a **+2 CC** to hit with Close Combat weapons in addition to any other bonuses the attacking model might already receive.

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- # Fear
-     Some foes are so vicious, depraved, hideous, and/or deadly that they cause trepidation in their enemies. In Eternal War some models, weapons, or channeled powers cause Fear in opposing units. The rules for Fear are as follows:

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- **The Morale Test vs. Fear is made at the moment that the enemy model comes within the Fear causing model's radius of Fear**. Unless otherwise detailed, this is a four (4) inch radius. The model must also have LOS to the Fear causing unit. The entire unit must make the Fear test, not each individual model. A unit that is Immune to Panic is *not* Immune to Fear. Models who are not affected by Fear will have one of these special abilities: *Immune to Fear*, *Steadfast*, or *Hardcase*. These special abilities protect a model from the effect of a failed Morale Test vs. Fear. Units with one of these abilities need not make a Morale test vs. Fear.

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- **If a unit *successfully* passes a Morale test vs. Fear and resists the effects of Fear then the unit may act as normal**. The unit does not need to make another Morale Test vs. Fear to resist that particular source of Fear for the rest of the battle. This means each separate Fear causing source requires a new Morale Test vs. Fear but if passed then the entire unit can ignore that particular source for the rest of the game.

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- **If a unit *fails* a Morale test vs. Fear** place a Fear marker by the unit, it is now in Fear status and will suffer the effects of being in Fear status. If a unit fails a Morale test vs. Fear then it will remain in Fear Status *unable* to make another Morale test vs. Fear until one of the following two events occurs:
    1. The unit moves out of the Fear causing model (or unit's) radius of Fear.
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    2. The Fear causing model (or unit) is killed or destroyed.

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- If either one of these two events occurs, then the next time the unit that is in Fear status activates it will be allowed to make **one *free* Unit Rally attempt**. This new attempt is made at a –1 penalty, and if the rally attempt *succeeds* remove the Fear marker, the unit is no longer in Fear status. If the attempt *fails* the unit remains in Fear status but may spend additional actions to make Unit Rally attempts at a cost of *one* action per attempt. Each subsequent attempt is made with the same –1 penalty, which is *not* cumulative.

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- PERFECT SUCCESS – The unit has not only resisted the effects of the Fear, but has turned its fear into rage. The unit (and any members of the unit) now gains the Hate special ability with the Fear causing unit as the subject of their Hate. This lasts for the rest of the battle or until the Fear causing unit is killed or destroyed.

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- FUMBLE – Fear has overtaken the unit and frozen it in place. It may take no actions until the Fear causing model (or unit) moves away so that the unit in Fear status is out of the Fear radius, or the Fear causing model (or unit) dies or is destroyed.

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- **The Effects of Fear**
- Units that are affected by Fear are affected as a whole; therefore if the unit has more than one member then all members are affected. If the unit had an Individual counted as a member of the Squad, then the Individual would detach when the Morale Test vs. Fear is first failed and become a separate unit once more. Once the Individual is a separate unit again it would make its own separate Morale Tests again. If the Individual were not Immune to Fear, Steadfast, or does not have Hardcase then the Individual would suffer the same effect of the failed Morale Test vs. Fear as the Squad it was attached to. The effects of Fear status are as follows:

- If a Unit fails a Moral test vs. Fear it **loses any Wait Markers** that it had.

- Models in Fear status lose *one* available action each time they activate in Fear status.

- Models in Fear status **may not** *Charge* the model (or unit) that caused the model to be in Fear status.

Dread

- While some enemies have abilities to Cause Fear, others are much worse. Creatures of nightmare and foes of such infamous threat may cause soldiers to both Panic and retreat due to the Fear they experience, therefore a source of Dread is both a source of Panic and Fear. The rules for Dread are as follows:

- Units with the Cause Dread special ability impose an immediate Morale test vs. Dread upon **enemy units that come within double the Dread model's Size (SZ) in inches and LOS**—this is the model's radius of Dread.

- Model who have the *Steadfast* or *Hardcase* ability do *not* need to make a Moral test vs. Dread.

  - **The results of a Morale Test to resist Dread are as follows:**

1. **If the unit *successfully* passes the Morale test vs. Dread, and therefore resists the effects of Dread it may act normally**. Furthermore the unit is not required to make Morale Tests vs. Dread against the Dread-causing model (or unit) again during the battle.

2. **If the unit fails the Morale test vs. Dread then the unit enters both Panic and Fear status**, and suffers the effects of both. Place both a Panic and Fear marker beside the unit. This means the unit's models can potentially enter Broken status.

3. **If a unit is already in Panic status it immediately shifts to Broken status**, place an additional Panic marker next to the unit.

4. **If the unit is already in Fear status**, place an additional Fear marker next to the unit, this would mean the unit with two Fear markers would not only lose any Wait markers it had, and be unable to *Charge* the model (or unit) that is causing Dread, but most importantly that unit would lose *two* actions each time it activates in Fear status with two Fear markers. If the unit only has two available actions, then that unit is literally frozen with fear, and unable to muster the will to move or act coherently.

5. **An Individual attached to the unit would immediately detach** and if it does not have *Steadfast* or *Hardcase*, will also enter both Panic and Fear status—or Broken status if already in Panic status, and if already in Fear status would have another Fear marker placed by it, in effect losing *two* actions when it activates while having two Fear markers beside it.

- PERFECT SUCCESS – Screaming a powerful curse full of caustic expletives, the unit goes red with fury. It gains the Hate special ability against the army of the Dread-causing unit as the subject of its hatred. Furthermore, the next time the unit activates it gains *+2 CC, +2 RC, +2 LD,* and *+2 PW*. Remove *one* Panic and Fear marker from the unit. If the unit was in Broken status it shifts to Panic status, as it still has one Panic marker. If the unit had two Fear marker's, one is removed but it is still in Fear status as it has one Fear marker.

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- FUMBLE – The unit is left a crying mess, broken and unable to muster the mental coherence to even control its bowels. The entire unit immediately enters Broken status, place *two* Panic markers next to the unit—unless the unit is already in Panic status in which case place only one Panic marker. The entire unit also enters Fear status, place *two* Fear markers beside the unit, and the unit will suffer the effect of Fear status but in addition lose one additional available action each time it activates with two Fear markers—for a total of two lost actions; If the unit only has two available actions, then that unit is literally frozen with fear, and unable to muster the will to move or act coherently.
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- **Dread: Unit Rally**
- Units affected by Dread are affected by Panic and Fear simultaneously, and therefore activate as if in both Panic and Fear status when the unit activates next. The unit may perform a Squad (or Individual) Rally to rally itself out of Panic (or Broken status if it has two Panic markers and therefore is in Broken status) according the rules on page 50 and 51 for Squad (or Individual) Rally. If a unit is in Panic (or Broken) status the unit could be rallied by an Individual that has the Commander special ability and that is capable of rallying that particular type of unit.
- If the unit is in Fear status then it can perform a Unit Rally according to the rules on page 52 and 53, and if successful, remove one Fear marker per successful Rally attempt. Keep in mind a unit is allowed one free attempt when it activates, but additional attempts cost one action, therefore in order to remove two Fear markers will cost a minimum of one action, assuming both Rally attempts are successful.
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Vehicles

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- Greatly feared and highly valued, the rumbling approach of enemy armored vehicles is often the last sounds a soldier ever hears, that and the relieved cheering of his opponent's troopers. These types of mobile Support Units can vary from the fast strike crafts that tear up the field with punishing artillery, to the strategic presence of APC's. To the soldiers of Eternal War, mobile Support Unit's reign as the king of Support Unit's and are frequent points of rally on the battlefield. Most mobile Support Unit's consist of either single powerful models or several vehicles that work in tandem. Regardless of its designation, a vehicle is a complex machine and is therefore handled differently than other combatants of Eternal War.
- While Vehicles with both an operator and crewmembers are activate at the same time and can alternate the performing of actions, they are considered a single Unit. **The order in which these actions are performed is up to the vehicle's player. A vehicle with a multi-crew has the combined actions of each crewmember, actions that are taken in any order. All that matters is at the end of the vehicle's turn, the operator and all the crew have taken all available actions.**
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- **Understanding Your Mobile Support Units**
- The vehicle profile is both similar and different than the other types of models within Eternal War. Like every other model in the game, vehicles have stat lines in their profiles. They use the same stat categories as any other model with a few additions. All relevant information for the vehicle will be found in that vehicle's Special Rules portion of its profile. One of the most important pieces of information found in the Special Rules is the vehicle type, which will determine must of what the vehicle can do in the course of battle.
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- **Vehicle Types**
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- **Wheeled** – This type represents any vehicle with four or more wheels and is the most common type of vehicle found in the war-zones of Eternal War. Wheeled vehicles are of varying sizes and shapes depending on their makers.

Turn Radius	Terrain Limitations
A Wheeled Vehicle can either perform a *Forward Move* or *Forward Run* action. When performing a **Forward Move** or **Forward Run** it may turn up to **90-degrees** during its horizontal movement.	May move over Rough terrain at MV –1 in inches. May pass over Limiting terrain as Normal terrain but at MV – 2 in inches as it slows the Wheeled vehicle. Cannot cross Limiting terrain that is more than the model's SZ – 3 in inches vertically (minimum of 1")—Unless the model has Special Rules that allow otherwise.

- **Skimmer** – Unlike traditional vehicle that move about the battlefield on legs, or tracks, or even wheels, skimmers use various methods to allow them to move over terrain without actually touching it. Most skimmers move about through an interaction of air propulsion while others move about on anti-gravity plates that focus magnetic fields into both lift and thrust. Skimmers in general may be quite heavily armed and armored but will not generally ever be able to attain any measurable altitude.

Turn Radius	Terrain Limitations
A Skimmer Vehicle can either perform a *Forward Move* or *Forward Run* action or a *Turn Action*. When performing a **Forward Move** or **Forward Run** it may turn up to **90-degrees** during its horizontal movement. When performing a **Turn Action** it may turn up to **360-degrees** but cannot move horizontally. Simply pick the model up and turn it but do not measure out any horizontal distance.	May move over Rough terrain as if it were Normal terrain. May *not* pass over Limiting terrain—Unless the model has Special Rules that allow otherwise. A Skimmer vehicle may pass over Water at MV + 1 per action as its base movement.

- **Bike** – This type of vehicle moves along the battlefield on two to three wheels and is frequently used to reconnoiter the enemy or make decisive blows against isolated positions Often smaller than the larger Tracked vehicles, Bikes are a very versatile part of an army.

Turn Radius	Terrain Limitations
A Bike Vehicle can either perform a *Forward Move* or *Forward Run* action. When performing a **Forward Move** or **Forward Run** it may turn up to **180-degrees** during its horizontal movement.	May move over Rough terrain at MV –2 in inches. May *not* pass over Limiting terrain—Unless the model has Special Rules that allow otherwise.

- **Tracked** – Plodding along linked tracks, most tanks in the Eternal War game are of this type. Of all the types, tracked vehicles often possess the heaviest armor as their movement design affords them the ability to effectively blend strength with mobility.

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• Turn Radius	• Terrain Limitations
• A Tracked Vehicle can either perform a *Forward Move* or *Forward Run* action or a *Turn Action*. • • When performing a **Forward Move** or **Forward Run** it may turn up to **90-degrees** during its horizontal movement. • • When performing a **Turn Action** it may turn up to 360-degrees but cannot move horizontally. Simply pick the model up and turn it but do not measure out any horizontal distance.	• May move over Rough terrain as if it were Normal terrain. • • May pass over Limiting terrain as Normal terrain but at MV – 3 in inches as it slows the Tracked vehicle. Cannot cross Limiting terrain that is more than the model's SZ – 3 in inches vertically (minimum of 1")—Unless the model has Special Rules that allow otherwise.

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- **Walker** – There are many places on a battlefield that prevent heavily armored vehicles from going, be they tank traps, wide trenches, etc. Though they move about on two or more legs affording them great maneuverability, they are capable of supporting almost as much armament s a treaded tank. For this reason they are a favored choice among some armies.

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• Turn Radius	• Terrain Limitations
• A Walker Vehicle can either perform a *Forward Move* or *Forward Run* action. • • When performing a **Forward Move** or **Forward Run** it may turn up to **180-degrees** during its horizontal movement. •	• May move over Rough terrain as if it were Normal terrain. • • May pass over Limiting terrain or Impassable terrain that is the model's SZ – 3 in inches (minimum of 1") as Normal terrain but at MV – 1 in inches as it slows the Walker vehicle—Unless the model has Special Rules that allow otherwise.

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- **Flying Vehicle** – Vehicles in this category do not hug the ground like Skimmers, but are capable of attaining both great speed, as well as, height. Flying vehicles who have the power to vertically take off and land or VTOL are not classified as Flying Vehicles, but instead are classified as Flying VTOL model's instead. See the Flying section for more rules on Flying Vehicle models.

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• Turn Radius	• Terrain Limitations
• A Flying Vehicle can either perform a *Forward Move* or *Forward Run* action. • • When performing a **Forward Move** or **Forward Run** it may turn up to **120-degrees** during its horizontal movement. Use the 'Visibility Template' as it is a 120-degree template. The Flying vehicle *Must* expend 1 of its action to perform a full Forward Move or Forward Run action each turn. A Flying vehicle *May* only turn up to *Once* during its set of actions when it activates, but the one allowed Turn of 120-degrees or less made during a Forward Move or Forward Run action *can be* used on its mandatory Forward Move or Forward Run action. • • A Flying vehicle *may not* perform a **Reverse Move** unless the Flying Vehicle is earthbound [H-	• May *not* move over Rough terrain unless the model is either Hovering or Airborne, in which case the Flying Vehicle may pass over it as if it were Normal terrain. • • For more about Flying Vehicle movement see page 18-19. Also see Height Bands for Terrain on page 13 for more information about Flying Models and Limiting or Impassable terrain features. • •

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- **Flying VTOL Models** – These models are not true vehicles but can include Vehicles capable of *vertically taking off and landing* and if so they would fall into this category. Jump-Jet Infantry also fall into this category, and any other model that is not capable of natural flight but instead uses a harness or vehicle or other technology to allow VTOL maneuvering while flying. Flying Creatures and models that have access to channeled powers that allow 'flight' are classified as Flying Creatures. Therefore, Flying VTOL Models can be a vehicle model, but does not have to be. If it is a vehicle and crewed then consider it to activate like a Vehicle but it follows its own flying rules as described in the Flying section. See the Flying section for more rules on Flying VTOL models.

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• Turn Radius	• Terrain Limitations
• A Flying VTOL model moves and turns like *any* other non-vehicle model in the game with the restrictions placed on its movement as described on page 18 in the Flying movement section. This means it does *not* need to perform Reverse Move actions like other vehicles, may turn up to **360-degrees** on any Move or Run action it spends, and does not need to move forward when it moves, and it can hover-in-place while vertically hovering or when airborne up to its maximum Height Band allowed.	• May move over Rough terrain but suffers the normal Rough terrain penalty unless the model is either Hovering or Airborne, in which case the Flying Vehicle may pass over it as if it were Normal terrain. • • For more about Flying VTOL Model movement see page 18. Also see Height Bands for Terrain on page 13 for more information about Flying Models and Limiting or Impassable terrain features.

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- ## Vehicles: Wait
- Vehicles are capable of going on Wait, and if it is a *Single-Crewed* vehicle it goes on Wait like any other model by spending one action. If the vehicle is *Multi-Crewed* then each crewmember must spend its own action if the player wishes to place the Vehicle model on Wait. If the Vehicle has **Ambush** then each crewmember must reserve two actions in order to place two Wait markers beside the vehicle, but then they do not need to make the required LD test to use those Wait actions as stated in the Ambush special ability.

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o Vehicles: Morale

- Being on or in a Vehicle does foster a sense of safety, even if it is a false sense. Therefore, Vehicle operators and Crew *do not* need to make Morale tests, and are considered to have the *Steadfast* special ability.

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o Vehicles: Channeling

- The electromagnetic fields of a Vehicle, or the sheer fact that the crew is enclosed within a Vehicle's chassis, makes it impossible for a Channeler to pinpoint individual targets within a Vehicle. Therefore, only Powers that would affect the Vehicle itself can be Channeled against a Vehicle; individual crew cannot be targeted or be effected separately from the vehicle itself.

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Vehicles: General Movement Rules

- The primary role of mobile support vehicles is to be mobile. Vehicles are valued for their ability to cover much greater distances with more firepower than a foot soldier or mounted calvary ever could. These general movement rules apply to all vehicles. Each specific vehicle type has their own particular rules in addition to these general ones.

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- Vehicle models *may* **Run** like any other model. Flying Vehicles who are earthbound *may* **not** Run
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- Vehicles *may not* assume **Minimal Presence, Crawl, Dive-for-Cover, or perform Climb or Jump actions.**
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- Each vehicle **may only *turn once per* Move or Run action**, except a Flying Vehicle that may only turn once during its entire set of actions, but this may be its required full Forward Move or Forward Run action.

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- **Reverse Move** - When they wish to move backward they perform what is called a **Reverse Move**, which allows them to move at ½ their Move (MV) value when moving backwards. Flying Vehicles as noted in the Flying section for Movement cannot Reverse Move unless they are earthbound. The alternative to not performing a Reverse Move is to spend one action to turn (or turn around up to the maximum degree they are allowed) otherwise they are limited to Reverse Move.

- ## Vehicles: General Close Combat Rules
- Vehicles do not usually engage in Close Combat as other models do. The general rules regarding vehicles and close combat are as follows:

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- **Vehicles cannot attempt to attack a Hidden model** until on the vehicle's Crew is able to successfully Spot it. If the path of a vehicle crosses that of a Hidden model it simply moves past the Hidden model who was ale to avoid its movement. Do not move the Hidden model; merely allow the vehicle to pass through it. Movement in this manner will not remove the model's Hidden status.

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- **Vehicles do not need to test to Break Away from Close Combat**; they simply Break Away automatically for the cost of one action. When a **Single-Crewed Vehicle** spends one action to automatically Break Away it is allowed to Move as per the normal Breakaway action, and in addition—due to the fact it is also a Single-Crewed Vehicle—it *may* also make an attack (fire) action using the mounted vehicle weapon system as stated below, therefore the Single-Crewed vehicle can both Break Away and use the benefit it receives from being classified as a *Single-Crewed Vehicle* model. If the model has no mounted vehicle weapon it *cannot* make an attack (fire) action, as the pilot is too busy controlling the vehicle.

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- **Vehicles may not Charge or Countercharge** unless they have a weapon capable of CC. Vehicles do not gain a Charge or Countercharge bonus. Vehicles may not have special abilities that grant them bonuses to Charge or Countercharge, such as *Ferocity*.

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- **Due to the size and power of a vehicle it may ram other models and run them over.** This is a trampling attack and the vehicle will have the *Trample* special ability if it is capable of it, and how much damage it inflicts.

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- ## Vehicles: General Range Combat Rules
- Vehicles are capable of both dealing out and dealing with a great amount of damage. The heaviest weapons are mounted on vehicles, which a force wishes to make mobile. The function of mobile support is the vehicles chief role. Almost every vehicle has at least one mounted weapon upon its chassis. Vehicle models are either *Single-Crewed* or *Multi-Crewed*. As stated they spend there actions are spent in any order.

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- **Single-Crewed Vehicles** – A vehicle with a single crewman performs like any other model spending its actions to Move, Attack, Spot, etc. When making an attack (fire) action using a mounted vehicle weapon system the crewman can fire only *one* such weapon system *per action* if the vehicle is equipped with more than one. If the crewman has its own weapon then it could alternatively use it instead of a mounted weapon system, but only if its an Open chassis vehicle, otherwise the crewman could not. Single-Crewed vehicles may move and fire their weapon as a single action. **If the single-crew elects to fire its weapon without moving then the crewman receives a +3 RC bonus.** This bonus is noted in the model's profile under each weapon profile listed for that unit as "Non-Movement RC" and "Movement RC"

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- **Multi-Crewed Vehicles** – A vehicle with more than one crew, normally a *Driver* or *Pilot* and a *Gunner* spend their actions in any order. The Driver or Pilot is only capable of making Movement-related actions, Spot actions, or going on Wait. The Gunner is only capable of making Aim or Spot actions, Attack actions or going on Wait. Alternatively, if the Gunner has the ability to Give Orders or Rally then it may do so otherwise the Gunner may not take any Movement-related action. When the Gunner makes an Attack action using a mounted vehicle weapon system then the Gunner can only use *one* such weapon system *per action* if the vehicle is

equipped with more than one. If the Gunner has its own weapon then it could alternatively use it instead of a mounted weapon system, but only if the vehicle has an Open chassis, otherwise the Gunner could not.

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  - **Vehicles does not provide Cover** for models concealed behind or beside them, but **a Vehicle does block the LOS** for both enemy, as well as, friendly models. The reason for this is it is basic common training and commonsense to know the vehicles are the main targets on the battlefield. Blasts that hardly scratch of armor of a vehicle would be very lethal to soldiers hiding behind it. For that reason, models may never use vehicles for purposes of cover, yet vehicles are large and of a physical nature and therefore do block LOS to and from those who might have a vehicle blocking their view.

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- ## Chassis Configuration
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- The Chassis of the Vehicle comes in two types: *Open* and *Closed*. The Chassis of the vehicle is its main body.

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Chassis Type	Open	Closed
LOS Facing	360-degrees	360-degrees
Forward Facing	360-degrees	180-degrees
Environmental Hazards and Environmental Damage	Adds 2 levels to the model's effective Survival Training level.	Adds 5 levels to the model's effective Survival Training level.
Chemical and Gas-based Attacks	Model takes the *Standard Effect*	The vehicle and crew inside are *Immune* to Chemical and Gas based attacks.
Ranged Combat attacks	Treat as a single model; *Cannot* target the crew separately.	Treat as a single model; *Cannot* target the crew separately.
Close Combat Strictures	An enemy Close Combat attack action cannot hit the crew. All CC attacks are against the vehicle.	An enemy Close Combat attack action cannot hit the crew. All CC attacks are against the vehicle.
Template attacks	Treat as a single model; Template attacks affect both crew and vehicle as a single model.	Treat as a single model; Template attacks affect both crew and vehicle as a single model.

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- ## Vehicles and Damage
- Some weapons are specifically designed to penetrate the greater degree of armor of most vehicles or models with a similar high degree of armor such as Flying VTOL Models who are not true Flying Vehicles but may perhaps be a vehicle of some type, or a battle-suit, or a mobile weapons platform. These models have the special ability *Impenetrability*. This means they cannot be harmed by certain weapons as described under that abilities description; yet weapons with the *Penetrate* special ability may bypass this special protection that is provided by Impenetrability. Weapons capable of penetrating vehicle armor will have the Penetrate special ability listed in the weapon's profile. Weapons with Penetrate effectively cause 'Anti-Vehicle Damage' while weapons without Penetrate cause 'Anti-Personnel Damage'.
- Some vehicles do not have as much armor against attacks made to their rear facing (i.e. the rear 180-degrees of the model). Such models will have **Vulnerability: Rear Attacks** listed in their Special Rules. It will further give bonus damage to attacks made against the vehicle's rear facing, such as, *Vulnerability: Rear Attacks +3 Damage*. **Weapons with the *Penetrate* special ability will cause the listed value as bonus damage when an attack is made against a vehicle with Vulnerability: Rear Attacks, while using one of these weapons on the vehicles rear facing.**
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- ## Vehicle Safe Wounds

- **Vehicles have what are called 'safe wounds'**, which is a Wound the Vehicle takes without the need to roll on the Vehicle System Failure Chart below. You will see the Wound (WD) rating of a vehicle listed as "2 (0)", "4 (1)", or as "5 (2)", "6 (3)", "3 (1)", etc. and the value to the left is the total Wounds of the vehicle model, while the value in parentheses is the 'safe wounds' which the model can take without consulting the Vehicle System Failure Chart. When a vehicle model suffers a *non-safe* wound roll a D20 to determine the result of the Vehicle System Failure Chart. When a vehicle rolls on the Vehicle System Failure Chart the result lasts for the remainder of the game. If the result on the Vehicle System Failure Chart says the vehicle model is *destroyed* then remove the model from the board and game play.

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> - For example, a vehicle model has 5 (2) Wounds; therefore it has 5 total wounds and 2 safe wounds. The model could take 2 wounds without consulting the Vehicle System Failure Chart. The 3rd wound the model takes roll on the Vehicle System Failure Chart and apply the result to the vehicle model, and again when the 4th wound is suffered, but the 5th wound would render the vehicle Wrecked, and either it will become *inoperable* or *destroyed*.

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- **Wrecked Vehicles**
  - If a vehicle is reduced to Zero (0) Total Wounds roll a D20.

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- **On a result of 15 or less** the vehicle model is rendered *inoperable*, but not completely destroyed, and as such leave the model on the board but place it on its side Prone. It becomes a piece of terrain, which functions like a piece of Free Standing 'Hardened' Terrain. This means the vehicle model is 'dead' or inoperable—but not completely destroyed—and cannot move, fire, or otherwise take any actions. The model's crew, if they survived for some odd reason, are non-combatants and flee the field, therefore it is irrelevant if they survive. The vehicle model itself becomes a piece of terrain and will continue to block LOS like it always had since the start of the game, but now that it is considered a piece of terrain it will now potentially provide Cover, as well as, functioning as Impassable terrain. *It cannot be repaired during the game once it is made inoperable*.

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- **On a result of 16+** the Vehicle model is completely *destroyed.* Center the Large Explosion template at the point of the explosion resulting from the now destroyed vehicle model. Models touched by the template, and who are in the same Height Band as the explosion, will suffer an attack causing **Damage 14 + the Size of the destroyed model** from the force of the resulting explosion (i.e. a size 4 model would cause 14 + 4 = 18 DAM). **Consider the vehicle model *destroyed*; remove it from the battlefield.**

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- **Flying Vehicle models that are rendered *inoperable* immediately crash land if they were currently hovering or airborne**. **Upon being rendered inoperable the Flying Vehicle takes one last *free* Move action moving its full MV straight ahead without turning.** Upon either crashing earthbound into the game board, or if it comes into contact with a piece of terrain or another model, during this last mandatory move action it will automatically blow up and explode into pieces of organic and/or inorganic debris on the battlefield below. Center the Large Explosion template at the point of the crash. Models touched by the template, and who are in the same Height Band as the explosion, will suffer an attack causing **Damage 14 + the Size of the crashed model** from the force of the resulting explosion (i.e. a size 4 model would cause 14 + 4 = 18 DAM). **Consider the crashed model *destroyed*; remove it from the battlefield.**

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- **Vehicle System Failure Chart**
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D20 Roll Result	Result	Effect
1-7	Cosmetic Damage	While it looked and sounded bad, a check of the onboard systems show the vehicle is still 100% functional.

		The model still suffers any wounds dealt by the attack but its performance is not negatively affected.
• 8-9	• Steering Damage	• Before the Vehicle can turn, a D20 must be rolled. On a result greater than 11+ the vehicle continues straight ahead unable to turn. A second wound in this area will make the steerage fail on any roll of 6+, and a third wound will make steering impossible so that the vehicle can only move straight ahead.
• 10-11	• Weapons Damage	• The vehicle's weapons systems are damage. All shots suffer a situational modifier of –3 RC penalty. Subsequent damage in this area reduces the weapons damage a further –3 RC penalty which is cumulative for a total of –6 RC penalty. A third shot to this area and *all* of the model's weapons systems cannot be fired due to a system failure.
• 12-13	• Engine Damage	• Damage to the drive system of the vehicle has reduced the vehicle's MV by 2. A second wound in this area reduces the vehicle's MV another 2 for a total of –4 MV, and a third wound in this area and the vehicle cannot Move, being brought to a complete stop unable to move again.

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• 14-15	• Transmission Damage	• Before the vehicle can move, roll a D20. On a result of 11+ the vehicle fails to move. Vehicles with transmission damage cannot perform a Reverse Move. A second wound in this area that hits the transmission will fail on 6+ on the required d20 roll to move the vehicle model. A third wound in this area that hits the transmission will immobilize the vehicle, it cannot move at all.
• 16-17	• Cascading Failures	• Before the vehicle activates, roll a D20; a result of 11+ indicates the vehicle suffers a sporadic system failure. All members of the crew will be forced to spend their first action resettling failed internal systems. Subsequent hits on this location will add an additional required roll, with each failed roll costing the crew one action.
• 18-19	• Structural Damage	• Part of the armor or chassis of the vehicle has been blown off leaving a vulnerable opening in the vehicle's protection. The vehicle armor rating is reduced by 5 for every hit on this location.
• 20	• Chain Reaction	• The damage has caused ammunition or stored fuel to explode. The vehicle suffers an additional Wound of damage from internal damage. If the vehicle is reduced to zero (0) total wounds remove the vehicle, it is *destroyed*. Center the Large Explosion template on the now destroyed model. Models touched by the template, and who are in the same Height Band as the explosion, will suffer an attack causing **Damage 14 + the Size of the destroyed model** from the force of the resulting explosion (i.e. a size 4 model would cause 14 + 4 = 18 DAM). **Consider the model *destroyed*; remove it from the battlefield.**

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- **Armored Personnel Carriers (APC)**
- Vehicles designed to carry troops are noted as " APC " in the Special Rules portion of their profile. The number that follows this designation represents the number of SZ 2 models that it can carry. A vehicle may carry double the amount of Size 1 models than it can carry Size 2 models. Alternatively, an APC may carry half that amount of Size 3 models.
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- **A model that wishes to board a transport must Move into base contact with the Transport vehicle, and expend 1 action to board.** Once boarded, a model's Turn is ended and it is considered to be part of the vehicle's compliment until it disembarks.
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- **Models may board in any order, and may start the game deployed inside of a Transport.** Should all the models in a squad not make it into the transport that are too may of the capacity of the vehicle then those models are considered left behind. Unless the squad leader is with them they will be considered 'left behind' and out of Command Distance—suffering the penalties associated with being out of command distance—so that they must make full Run or Move actions to 'catch up' with their squad mates in the transport.
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- **Models may disembark the APC when passenger unit activates.** This means while embarked the Transport is activated but the passenger models are not, but can be, and if so then it will be as a separate activation to disembark the Transport. To disembark a model spends 1 action to leave the Transport. They should be placed in base contact with the transport exit point, and are required to spend their remaining actions before anyone in the Transport may take another action. Any friendly or enemy model in base contact with the Transport's exit point will block transporting models from being able to disembark.
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- **When models are embarked on the APC, remove them from the board and place them on a Unit Card to indicate they are 'in the APC'.** All models embarked with the Transport are considered to be one 'unit' model, and attacks would be aimed and first effect the Transport. While embarked a model cannot be harmed, unless the APC is destroyed in which case roll on the 'Surviving a Destroyed Transport chart below:
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• Survival a Destroyed Transport	
• Roll	• Effect
• 1-8	• Survived
• 9-12	• Suffered 1 wound
• 13-16	• Suffered 2 wounds
• 17-20	• Killed regardless of wounds

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- **Models that survive a destroyed Transport may climb out of the wreck.** They should be placed within 3" of the wreck and marked as activated for the Turn. Those survivors who for whatever reason don't exit the wreck

during their next activation must roll again next turn on the Survival chart above, due to the fire and possible explosion present in the burning wreck.

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- **While embarked on the Transport models *may not* go on Wait.** The Transport vehicle itself and its crew on the other hand *may* go on Wait.
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- **No enemy model may board a transport but a friendly or allied model may do so.**
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- ## Deploying your Army
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- **Start the game by either the Moderator or each player setting up terrain.** Either player or team can take turns placing terrain, or they could allow one member to do it, and then the other player, players, or team may 'tweak' the result, until all players are happy. Its up to the players involved or the Moderator how a game board is set up; Roll a D20 and allow the player or team with the highest roll to go first, and thereafter each player or team would take turns placing terrain as decided upon by the players involved.
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- **Once terrain is placed roll a D20 to "Pick Sides".** The player or team with the highest result on the D20 roll is allowed to pick the side he or she wishes to play with in the game.
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- **The player or team that won the roll to pick Sides must then place the first unit (or unit card) upon the board in the player or team's Deployment Zone.** Then each opposing player or team places a unit, alternating back and forth between opposing players or teams until all units (or unit cards) are placed on the board. Alternating means 'You-Go-I-Go', starting with the player or team that won the 'Pick Sides' roll.
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- **Once all units are placed on the board roll Initiative**. This is a D20 roll made by each player—or if it is a multiple player "team" game roll once per team. Each player (or team) may add the highest LD value out of the their force (s) each time Initiative is rolled at the start of each turn, including the first turn. If a Vehicle model is Wrecked and *inoperable*, its LD is not considered for purposes of initiative; neither are models that are removed from the board for any reason, even if they may return to play later in the game, and are still in a player's force. If they are not on the board at the time when initiative is rolled they do not count. Do this in the following manner according to the example below:
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- For example, if there were three players (or teams) each would look and see which of their units has the highest LD. Player (or team) A has a 15, player (or team) B has a 16, and player (or team) C has a 14. The highest LD is 16, and the lowest is 14. Therefore, player C rolls a straight D20 for initiative, player B rolls D20 + 1 (as 15 – 14 = +1 bonus), and player A rolls D20 +2 (as 16 – 14 = +2 bonus) since 15 and 16 are both higher than 14, player A and B are granted a bonus to the roll, while player C simply rolls a straight roll. Each time you roll, you may have to refigure which player gets which bonus based on the models that are still in play on the board.

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- ### Deployment Zones
- Each player has a Deployment Zone. You can place your Units or Unit cards anywhere within 12" of your edge of the table, but not within 3" to the left or right of the edge of the table. Also try and keep a distance of 24" between each opposing player's Deployment Zone. The exact size of each player's deployment zone varies based on the Scenario, the Moderator's wishes, and the table involved. Normally a square or rectangle table is involved but only a portion of the table is used as the 'play area'. Each scenario may have alternative deployment zones drawn up for the scenario.

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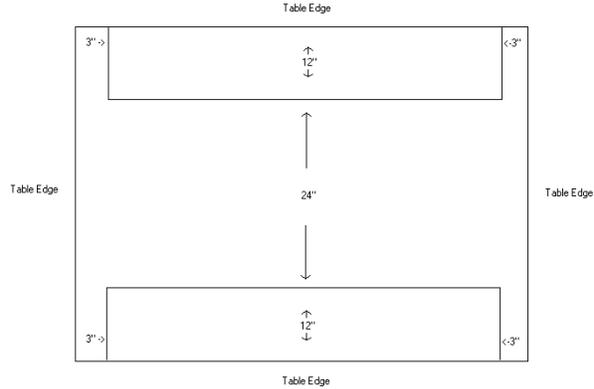
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- **Unit Cards**
- Once the size of your game, the victory conditions, and the deployment areas have been decided, its time to start your game. The Unit Cards represent a Fog of War. They are optional, unless the Moderator makes them mandatory, and if no moderator is present, then all players must agree to there use, but many abilities are tied to the use of the Cards, and if the cards are not used then those functions of the abilities who include such functions simply don't operate in that game. So deciding whether or not to use them can affect the game.

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- The Unit cards eliminate a player's ability to 'see' an opposing player's deployment zone initially. Rather than placing the models of a unit onto the board, place the unit card that represents the unit, or a false card. This is a true double-blind deployment system. Unit cards can be of any size, as long as they have the name of the unit on the back, and a center point in the middle of the card they are legal. The picture or emblem of the player's chosen force should be printed on the front to show that all the unit cards in a given force are allied and to minimize confusion.

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- **You are entitled to one false card for each full 500 points in your force**. A false card simply says 'False Card' on the back side of the Unit card, and represents a false lead (no unit), but counts as activating a unit when the player plays a false card. Instead of activating a real unit the false card functions as a substitute unit card when a player or team is required to activate a unit. With false cards you can attempt to use them in any way you wish, therefore even if you don't have units with Outmaneuver you can 'fake it' and place them as if you did.

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- A Unit card represents the unit named on the back of the card. **The unit while represented by the unit card is considered Hidden** and therefore until the unit card is revealed it cannot be targeted.

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- When a player is required to activate a unit, he nominates a unit, and reveals the card marking where the center point was on the board. He or she then places the unit on the board that the card represented. Place the Individual or lone model in a unit where the center point was on the board. If the unit has a squad leader place this model on that center point, or if it is leaderless squad place one model in that squad which for that turn is the leader of the squad. Perform any actions for that unit; play then alternates to another player or team.

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- **When revealing the card place the unit within 4" of the first model placed** (the squad leader), but be careful not to place a squad member beyond your normal deployment zone range of 12". When revealing a unit card that represents a model with *Stalk* the model may be placed up to 3" from the center point unlike other

units. This includes when being forced to reveal the card, and therefore may allow the player to move out of the way of a deviating template weapon. Models that have the Hide ability, start the game with Hidden status, and therefore you place the models but also place a Hide marker before they perform any actions, and if they do not take an action that breaks their Hide status, they will remain hidden.

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- **An opposing player can force another player to reveal unit cards if one of his or her model's moves within its LD value in inches**. If so then the unit card is automatically revealed and the unit must be placed as described above. This does not reveal units that are Stalk or Hidden, simply means you must remove the unit card and place the units, plus it will remove any false cards within the revealing model's LD range.

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- **Before a unit is revealed and the unit card is removed, the unit card itself cannot be targeted in any way**, but if a ranged template attack or terrain effect deviates into a unit, the unit card or false lead is revealed and the unit is placed as described above. Models in the squad that cannot avoid the template will be affected by it.

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- Certain channeled powers, special abilities, or even a special rule option for a model might allow certain units to reveal unit cards before all of them are placed, after all of them are placed, or stop unit cards from being revealed. For example, Counter Insurgency allows a player to stop up to 2 of his or her unit cards from being forced to reveal units due to the use of another ability, Reconnaissance Training. The details of such abilities or rules are given with each one's description.

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- Once all the cards have been deployed, and play then starts and alternates between players activating their units and revealing unit cards eventually revealing all unit cards, and removing all false leads. Play then proceeds as normal. The main impact though is one of limiting the targeting capacity of opposing players the first turn and in how each player places their forces, just like a real Fog of War.

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- ## Battlefield Engineering
- Each player can purchase the following Battlefield Engineering sections: **Sandbags**, **Barbed Wires**, **Dragon's Teeth**, **Trench**, and **Mines**. Any sections purchased by a player are placed either after all terrain is placed, or at any time during his or her deployment phase when he or she is placing the units or unit cards of his or her force. The player who purchased the Battlefield Engineering section may move up to *one* piece of terrain that is not more than 8-inches in diameter up to 6-inches distance if needed to make room for any or all of his or her Battlefield Engineering sections. Alternatively, a player can instead move up to *two* Free Standing (Hardened or Soft) terrain pieces as long as they are not moved more than 6-inches distance from where they started in order to make room for any or all of his or her Battlefield Engineering sections. A player can place his or her Battlefield Engineering sections any place on the game board *except another player's Deployment zone*.

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  - The player should be reasonable when moving any terrain to place his or her Battlefield Engineering sections, but the idea behind such sections is to place them to either give the player an advantageous spot from which to place his or her troops or place the sections so they impede his or her opponents troops. If there is a dispute over moving terrain roll a peacemaker or have the moderator decide the matter. *After all units or unit cards are placed and once initiative for the first turn is rolled to see who activates the first unit, if a player forgets to place a Battlefield Engineering section, that player may not place such sections—Snooze You Loose.*

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- **Trench Section**

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- SIZE: Each Trench section is **1-inch wide by 4-inches long**. A partial or 'half-section' is **1-inch wide by 2-inches long**. Sections can be linked together to form one larger Trench piece, simply measure out the distance and pay the cost for each section.
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- BENEFIT: The benefit of a Trench section is that **any model standing fully inside the Trench emplacement will be afforded Hard Cover if there is a Trench section between that model and the firing model**. This means the proportion of model within the emplacement that is seen by the firing model is irrelevant; it gets Hard Cover as long as there is Trench section between it and the firing model. Further this means that if you have a rear or side section of the Trench emplacement without a Trench section then anyone firing at that angle could fire at a target inside the emplacement and those inside *would not* gain the benefit of the Trench section unless they were obscured by another aspect of the Trench piece—and therefore, could possibly get soft or even hard cover but the General Cover rules would apply. Crossing over the Trench 'wall' portion of the section is considered Impassable Terrain for Flying Vehicles, Bike Vehicles, and Wheeled Vehicles but only Limiting Terrain for all other vehicles. Non-vehicle model must spend 1 action to cross the 'wall' portion of the Trench section—which means to 'leave' or 'enter' the Trench piece, unless there is a rear or side section without a wall, in which case a model can enter and leave simply by moving normally.
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- COST: Trench sections can be destroyed, but have **AR 26 and 8 Wounds**. **Each Trench section costs 6 points. Each partial section of a Sand Bags piece costs 3 points.** Therefore, a single sided 1" wide by 6" long section of Trench would costs 6 points. A single sided 1" wide by 24" long section of Trench would cost 24 points.

- **Dragon's Teeth Section**

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- SIZE: Each section of Dragon Teeth is **4-inches wide by 4-inches long**, and consists of a row of metal or concrete blocks or other structure that acts as a barrier and will stop all earthbound Vehicles from crossing over the Dragon's Teeth including Walkers and hovering Flying Vehicles. A partial or 'half-section' section of Dragon Teeth is up to 2-inches wide by 2-inches long, and is half the cost.
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- BENEFIT: Treat the Dragon's Teeth as *Impassable Terrain for Vehicles* that try and cross *any portion* of the section. Sections can be linked together to form a larger piece. *Non-Vehicle models treat the Dragon's Teeth as Limiting Terrain*.
- COST: The piece can be destroyed, but has **AR 25, Impenetrability, and 4 Wounds**. A Siege Charge will successfully remove one Dragon's Teeth piece. **Each Dragon's Teeth section costs 6 pts, and each partial section costs 3 pts.**

- **Barbed Wire Section**

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- SIZE: Each section of Barbed Wire is up to **2-inches wide by 6-inches long**. Sections can be linked together to form one larger Barbed Wire piece, simply measure out the distance and pay the cost for each section. A partial or 'half-section' section is up to 2-inches wide by 3-inches long, and is half the cost.
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- BENEFIT: The benefit of a Barbed Wire section is that **any non-Vehicle SZ 3 model or smaller that passes through the Barbed Wire section must stop at the edge of the section, spend 1 action, and then be placed on the opposite side from where he or she attempted to enter before continuing on**. The section acts, as Limiting Terrain except a model must fully end a Move action before spending the required action to cross the barbed wire. A model may not pass through more than 2-inches of Barbed Wire *per action* spent moving if more than one section is placed back to back.
- COST: Barbed Wire sections can be destroyed, but have **AR 25 and 2 Wounds**. Only Siege Charges and CC attacks that are capable of the Penetrate special ability can damage them. **Each Barbed Wire section costs 4 points. Each partial section of a Barbed Wire piece costs 2 points.** Therefore, a 2" wide by 9" long section of Barbed Wire would costs 6 points.

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• **Sand Bag Section**

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  - SIZE: Each section of Sand Bags is **½-inch wide by 4-inches long**. Sections can be linked together to form one larger Sand Bags piece, simply measure out the distance and pay the cost for each section. A partial or 'half-section' section is up to ½-inch wide by 2-inches long, and is half the cost.
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  - BENEFIT: The benefit of a Sand Bags section is that **any model standing fully inside the Sand Bag emplacement will be afforded Hard Cover if there is a Sand Bag section between that model and the firing model**. This means the proportion of model within the emplacement that is seen by the firing model is irrelevant; it gets Hard Cover as long as there is Sandbags between it and the firing model. Further this means that if you have a rear or side section of the emplacement without Sand Bags then anyone firing at that angle could fire at a target inside the emplacement and those inside *would not* gain the benefit of the Sand Bags unless they were obscured by another aspect of the Sand Bag piece—and therefore, could possibly get soft or even hard cover but the General Cover rules would apply. Crossing over the Sand Bag portion of the section is considered Limiting Terrain.
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  - COST: Sand Bag sections can be destroyed, but have **AR 24, Impenetrability, and 3 Wounds**. **Each Sandbag section costs 4 points. Each partial section of a Sand Bags piece costs 2 points.** Therefore, a ½" wide by 6" long section with a partial side section of ½" wide by 2" long of Sandbags, would costs 8 points. A semi-circular Sandbag piece which measures 5" round, placed with another to form a 'circular' sandbag measuring a total of ½" wide by 10" long would cost 10 points, as you are measuring the every inch of length.
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• **Foxhole**

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  - SIZE: A Foxhole piece is circular, and the space inside which models may be placed—the 'inner area' of the foxhole—**can be no larger 3 ½-inches in diameter**, yet the entire piece—including the 'outer area' which forms the 'wall' of the foxhole—can be up to the size of an AOL CD-Rom which is up to 4 ¾-inches in diameter but could be slightly smaller. Foxholes do not come in sections, and each is a discrete piece.
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  - BENEFIT: When a model is fully inside the 'inner area' and **standing he or she is considered in Soft Cover**, and **if the model is in Minimal Presence he or she is considered in Hard Cover**, regardless of the proportion of the model seen by the firing model, therefore the target model in the Foxhole gets the benefit of both MP and Hard Cover potentially. *It costs 1 action to move into or out of a Foxhole*, therefore, to cross over a foxhole two actions would be spent.
  - COST: The Fox Hole piece can be destroyed, but has **AR 26, Impenetrability, and 5 Wounds**. **Each Foxhole piece costs 5 points**.
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• **Land Mine**

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  - SIZE: **1 Mine counter.** The front should read: Mine, and the rear should read the type of Mine. When detonated turn the counter over to reveal the type of Mine it is. In order to purchase Mine counters the player *must have* at least *one* model with the special ability Demolition Specialist in his or her force; if so then he or she places any Mine counters purchased like any other Battlefield Engineering section. The player may place the Mine counters anywhere on the board except another player's deployment zone, nor may the Mine counters be placed closer than 4-inches to an enemy model. It does not require any actions to place these Mines. A Mine Counter *cannot* be destroyed or removed until it is detonated, and that can only occur if a model attempts to pass through the Mine's radius.
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  - BENEFIT: If *any* model, other than the one who set the Mine, either friendly or an enemy model, **beings a Move action within a 3-inch radius of a Mine counter it must pass a Leadership test (LD) or it will set off the Mine**. A Mine counter represents that the actual mine could be anywhere within 3-inches of

where the Mine Counter is placed, so that the counter is merely a proxy or the true location. The real mine could be anywhere in that immediate area. A model with Demolition Training or a model that is in Minimal Presence and Crawling it may add +2 to its LD test. A model that successfully rolls does not set off the Mine. Should a model end its turn within 3-inches of a Mine counter it will have to check again the next time it activates and performs a Move action. Mines come in different types and each type has its own effect. When a Mine is set off it explodes with either a Large or a Small Template, center the template over the model that set the Mine off, as he or she was unlucky and stepped on it. KA-BOOM.

• **Type of Land Mines**

• INFERNO BOMB	• **Small Explosion Template**; *Radiant Residual damage* •	• COST: 7 pts • DAMAGE 11.
• RED MANTA	• **Small Explosion Template**; *Radiant Residual damage*	• COST: 5 pts • DAMAGE 9.
• SPRING MINE	• **Large Explosion Template**; *Concussive damage* •	• COST: 6 pts • DAMAGE 7.
• CLAYMORE	• **Directly placed / LFT Template**, center the small end 1-inch directly over the model that set the mine off, and the player who owns the Mine may rotate the Mine's blast up to 360-degrees as he or she sees fit to maximum the carnage. The model that set off the mine is effected, but so is any other model under the template, yet the template does have a **Cluster Effect: 4**, so there is a limit of how many models can be affected, remember the model that set off the mine counts as one of the four models potentially affected. *Concussive damage* •	• COST: 5 pts • DAMAGE 12
• ANTI-TANK	• **Small Explosion Template**; The explosion only affects the model that sets off the Mine by failing the LD test. The Mine *will only activate and explode when a Vehicle classified model passes over it*. In addition, any Size 4+ model can activate and set off the Mine due to its vehicle-like size. This Mine is considered to have the Penetrate special ability. *Rending & Concussive damage* •	• COST: 6 pts • DAMAGE 16
• NOVA FLARE	• **Large Explosion Template**; The explosion of this Mine blasts magnesium into the air. Failing a save will **reduce** the model's **LOS to 6-inches** for the rest of the Turn, and for one additional Turn the next time the model activates. • *Environmental damage* •	• COST: 6 pts • DAMAGE • ATS 9
• ALBATROSSKY MINE • MINE	• **Small Explosion Template**; The Mine may be placed at any Height Band, as its camouflaged the color of the sky, and floats randomly in the area it is placed. Place a D6 indicating the Height Band. If it is placed at Height Band 1, which is hovering, then any model that is hovering that enters can potentially set off the Mine as normal, but earthbound models may also potentially set off the Mine but gain a +4 bonus to their LD test to avoid doing so due to the fact it is hovering. *Radiant Residual damage* •	• COST: 6 pts • DAMAGE 10
• CYANOGEN CHLORIDE	• **Large Explosion Template**; This is a chocking chemical agent **Gas Attack** that delivers a burst Cyanogen Chloride gas that is similar to chlorine gas. When the Mine detonates it releases a colorless vapor in a tight area causing an **ATS 12** attack to anyone touched by the template. The template	• COST: 10 pts • DAMAGE

	remains on the board for one turn. Anyone touching the template the turn the mine was detonated would need to save vs. the mines initial ATS 12. If a model activates on, or comes into contact with the template during the second turn the template remains on the board then the model will take an **ATS 15** gas attack as the gas has dissipated somewhat and weakened its lethality. The template only affects the Height Band in which it exploded and does not hinder or block LOS. Remove the template at the end of the second turn. *Environmental Damage*		• • ATS 12 • (on first turn) • • ATS 15 • (on second turn)
• CXA	• **Small Explosion Template**; When this Mine detonates it releases Phosgene Oxime Alkylation (CXA) that is a blistering chemical agent. This **Gas Attack** initially attaches to the skin and mucous membrane, quickly finding its way into a model's cells where it disintegrates DNA strands and causes rapid cellular decomposition. Unlike Black Mustard weapons—that causes mutations—CXA is quickly fatal. Models touched by the initial detonation take an **ATS 9** attack. In addition anyone touching the template the turn the mine was detonated would need to save vs. the mines initial ATS 9. If a model activates on, or comes into contact with the template during the second turn the template remains on the board then the model will take an **ATS 12** gas attack as the gas has dissipated somewhat and weakened its lethality. The template only affects the Height Band in which it exploded and does not hinder or block LOS. Remove the template at the end of the second turn. *Environmental Damage*		• COST: 12 pts • DAMAGE • • ATS 9 • (on first turn) • • ATS 12 • (on second turn)

- ## **Terrain Obstacles**
- All terrain can function as a defensive tool. Terrain can be harmed and damaged, at least sections of it can be. A **section that is damage is considered to be 2-inches wide by 2-inches high**, and only weapons who are capable of the Penetrate special ability can harm terrain in this manner. Each type of terrain has an Armor rating (AR), Wounds to destroy the 2" x 2" section, and may take additional damage from certain damage types, if so the damage bonus is listed. A 'to-hit' roll is not required when firing or striking at *stationary* terrain obstacles.
-

• Type of Terrain	• A	• W	• Additional Damage from
• Straw or Thatch	• 1	• 2	• Concussive +3, Radiant +6, Rending +4
• Mud, Dirt, Earthen Structure	• 1	• 2	• Concussive +2, Radiant +2, Rending +4
• Light Woods or Wooden Doors	• 1	• 3	• Concussive +3, Radiant +6
• Treated Timber	• 1	• 3	• Concussive +2, Radiant +4
• Reinforced Timber, Brick	• 2	• 4	• Concussive +1, Radiant +2
• Stone	• 2	• 5	• Concussive +1

• Metal	• 2	• 6	• Radiant +1
• Reinforced Metal	• 2	• 7	• N/A

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• Weapons and Equipment

•   In Eternal War most models are equipped with one or more weapons. Each weapon has its own statistics that makes it different from the others, just like a mode's profile. The weapon profile informs a player as to a weapons capabilities and limitations. An example of a weapon profile is given below:

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• **Game Design Note: Why weapon modifiers in Eternal War are pre-calculated**.
• They are pre-calculated to help cut down the game time spent on hamster math, or math done over and over in the game whose answer never changes similar to a hamster that keeps running in circles. A weapon is assigned to a model, and weapon modifiers are assigned to it for each of its four range categories. These weapon modifiers are not situational modifiers and never change just as the model cannot select a different weapon once assigned. This means you can calculate up a static answer, and why pre-calculating is the correct and proper game design method. You will note that in UWZ and VOID, the designers of those games fail to do this, perhaps because they both love hamster math and want others to enjoy it too. I do not know. I do know that I did not enjoy hamster math and have found most others I have met do not either, therefore Eternal War does *not* operate under this gaming delusion, and you will not find lazy game design here. Also to help cut down on time spend measuring out range only three range bands—instead of the six used on games like UWZ or VOID—is used in Eternal War. Combined with pre-calculated weapon modifiers this will save you noticeable game time as the time does add up and it saves time for all game participants.

•

• **Light Machine Gun**

• (*ballistic*)

• C	• C	• M	• M	• D
• 5	• 13	• 12	• 8	• 10

• Special Rules: None

•

•   The weapon profile has four range bands as listed below:

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•   **Close Combat** (CC) which uses the base CC of the model using that weapon to give a new modified CC score, therefore if the base CC were 8, and you see 5 listed under the CC category that means that weapon actually has a –3 range category modifier for CC. You must be in base-to-base contact with another model to use this range category, unless the weapon is classified a Polearm or the model has the Reach special ability in which case you can extend the model's ability to extend its CC attacks using that weapon. If the model has both a Polearm weapon and the Reach ability then add the values of both to arrive at a new value listed in inches which the model can extend its Close Combat attacking ability with that weapon. When using a Polearm or the Reach ability to extend a model's ability to attack in CC out of base-to-base contact the model may not gain the benefit of a Charge bonus, nor may it gain the benefit of any special ability which functions only on a Charge, such as *Ram* or *Ferocity*.

•   **Close Range** (CR) is the first ranged combat band, which uses the base RC of the model and modified to give a new score. If the base RC was 10, and you read 13 as in the example above that would mean that the actual weapon modifier is +3 when firing the weapon at a target that falls in the CR category of the weapon. In

the case of this weapon, the CR range is used when firing this weapon at a model that is not in base-to-base contact but not more than 6-inches since the weapon is not a Polearm, and more than likely the model wielding will not have the Reach special ability. If either of these were the case, then CR would extend from the end of the extended CC range capable by that model using the weapon and the CR value.

-
- **Medium Range** (MD) is the second ranged combat band, which uses the base RC of the model and modified to give a new score. If the base RC was 10, and you read 12 in the example above that would mean that the actual weapon modifier is +2 when firing the weapon at a target that falls greater than CR range but not more than MD, and therefore falls into the Medium Range of that weapon. In the case of this weapon, the MD range category is used when firing this weapon at a model that is more than 6 inches but not more than 12 inches.

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- **Maximum Range** (MX) is the third and final range combat band, which uses the base RC of the model and modified to give a new score. If the base RC was 10, and you read 8 in the example above that would mean that the actual weapon modifier is -2 when firing the weapon at a target that falls greater than MD range but not more than MX, and therefore falls into the Maximum Range of that weapon. In the case of this weapon, the MX range category is used when firing this weapon at a model that is more than 12 inches but not more than 24 inches.

-
- **Damage** (DAM) is listed after all the range bands, and only a single damage value is given for use in all range bands. In the case of the weapon above the damage is 10. You subtract this number of the Armor (AR) value of the target number to arrive at the number needed to roll equal to or less than on an Armor save. Some weapons might have a damage modifier listed as: 10 (x2) for example, if so then the modifier listed next to the number 10 would be the damage modifier. If x2 were listed, then that would mean the target model rolls two-Armor saves instead of the normal single Armor save. If x3 were listed, then that would mean the target model rolls three-Armor saves, and so on and so forth.

-
- The damage of Melee Weapons, Two-Handed Weapons, Polearms, Lances and some Thrown Weapons all use the model's base Strength (ST) as a modifier in calculating the Damage (DAM) of the weapon. For the most part you do not need to know the formula to generate one of these weapons damage scores. If you do want to know, simply subtract the Strength (ST) of the model using that weapon from the Damage (DAM) listed for the weapon. If the model's ST is 4, and you see 10 listed for the Katana listed with that model as one of its weapons, then obviously the formula would be ST + 6, as the only number added to 6 that will equal 10 is 4. This is how the damage of such weapons is calculated.
  -
  - **Rate of Fire** (ROF) is listed next to the pre-modified CC or RC score listed for each of the four range

categories. It will not say 'ROF' instead it merely lists the CC or RC number and then the rate of fire listed as a modifier similar to a damage modifier, except the modifier means 'number of shots' rather than number of Armor saves. In the weapon listed above only the CR and MD range bands have ROF modifiers listed, and in the CR you see 13 (x3), which means you may fire up to three RC attacks *per action* using that weapon at a model that falls into Close Range. Then in the MD range band you see 12 (x2), which means you may fire up to two RC attacks *per action* using that weapon at a model that falls into Medium Range. In contrast if a model falls into Maximum (MX) range due to the lack of a modifier listed, you'd only get one attack *per action* when firing at models that fall into the MX range band using that weapon. Close Combat weapons *do not* have ROF, instead if a model is capable of more than one CC attack per action it will either have the Secondary Attack special ability, which only allows a model to make more than one CC attack but the second one is made at a –4, or the model will have a Natural Attack ability and therefore not being using a weapon.

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- **Special Rules** – The last thing listed in the weapon profile are any special rules used for that weapon such as the weapons Polearm value, if the weapon can Sweep, if it causes Residual Damage, if the weapon has the Penetrate special ability and therefore causes *Penetrating Damage* which bypasses the benefit of the Impenetrability special ability. Other special rules might include if the weapon is Silenced, if it causes a type of damage but only to certain types of models, such as Rending to Necrorganic only, whether it can mount an optional Load-Out, and if so how many, plus what type of template the weapon might use, and if that template has a Cluster Effect, and lastly any other unique special rules for that weapon would be listed and defined in this section of the weapon profile.

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- **WEAPON CATEGORIES**
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- **Thrown Weapons** includes all manner of weapons that are thrown such as javelins, darts, discs, and hand grenades. A model with a Thrown Weapon can *spend 1 action to make a Ranged Attack* (RC) with the weapon, and therefore Close Combat Training will not reduce the effectiveness of the to-hit roll of Thrown Weapon attacks. *All Thrown Weapons have an ROF of 1/1*, yet some models may be able to throw more than one Thrown Weapon per action (i.e. ROF 2/1), if so this will stated in that model's special rules. Thrown Weapons can be thrown a base distance of 3-inches or 6-inches plus 1-inch for every point of strength the model has. The base distance for each Thrown Weapon will be listed in the weapon profile.
    -
    - *When a model with a Thrown Weapon makes a Charge or Countercharge attack it is allowed to throw the Thrown Weapon **before** the Charge or Countercharge* from the origin of where the model started the Charge or Countercharge. This Thrown Weapon attack is resolved *before* any model involved in the Charge or Countercharge can resolve an attack using another ability that is resolved before the Charge or Countercharge such as Ram or Brace. **Hand Grenades** are an exception and *cannot* be thrown before a Charge or Countercharge like other Thrown Weapons can.
-
- **Special Weapons** which include weapons that do not fall into other categories but might similar, such as Chemical Spraysers, special UBGL's, Demo-Charges, Mines, environmental damage causing weapons, psychically controlled weapons, etc.
-
- **Natural Weapons** are attacks made by creatures with the **Natural Attack** special ability. Some Natural Attacks are capable of the *Penetrate* ability, and therefore are capable of *Penetrating Attacks*.
-
- **Flame-throwers**, which includes Personal Light Flame-throwers (PLF's), Light Flame Throwers (LFT's), Flame Throwers (FT's), and Heavy Flame Throwers (HFT's).
-
- **Ranged Weapons** a wide range of weapons all used for Ranged Combat. Ranged weapons come in seven categories, and each category has different types: **Sidearms**, which include Pistols, Machine Pistols, and Sub Machine Guns. **Flechette Weapons**, which include Shot Pistols, Shotguns, Automatic Shotguns. **Rifles**, which include Assault Rifles, Sniper Rifles, Light Machine Guns. **Heavy Guns**, which includes Heavy Machine Guns, Mounted Machine Guns, Autocannons, Mounted Autocannons (MAC's), and Symmetry Accelerators. **Launched Weapons**, which include Cannons, Under Barrel Grenade Launchers (UBGL's), Grenade Launchers, Mortars, and Rocket Launchers.
-
- **Melee Weapons** a wide range of weapons all used for Close Combat. Melee weapons come in five types: Single-Handed Weapons, Two-Handed Weapons, Polearms, Lances and Bayonets.
-
    1. **Single-Handed Weapon** – Single-Handed Weapons are any weapons that may be held in one hand.
    -
    2. **Two-Handed Weapon** – Two-Handed Weapons are any weapons that are wielded with two hands. Some Two-Handed Weapons are capable of making Sweep attacks, if so they will have this listed under their Special Rules.
    -
    3. **Polearm** – Polearms require two-hands to wield and can extend the models ability to make a Close Combat attack a number of inches equal to the *Polearm rating but cannot add any Charge or Countercharge bonus, nor any ability which may only be used during a Charge or Countercharge, such as Ferocity*—for example, Polearm 2 would mean a model wielding a Polearm with this rating can make a CC attack up to 2-inches away without needing to be in base-to-base with the target model. In addition, models wielding Polearms can attack over friendly models of the same Size (SZ) *if the friendly model is in base-to-base contact with an enemy model and the enemy model is within the*

Polearm wielding model's Polearm value in inches. If the model wielding a Polearm also has the Reach special ability, the level of this ability is added to the Polearm value to give a new longer extended reaching ability to make Close Combat attacks with the Polearm.

4. **Lance** - Lances are long weapons particular suited to making Charge attacks from a mounted source. *When a model Charges into Close Combat with a Lance*, instead of the normal Charge bonus (of +1 CC/ +1 DAM), the *Lance wielding model is afforded +1 CC and +2 DAM*.

5. **Bayonets** – These are Load-Out's that are affixed to a weapon, such as an assault rifle, and are purchased separately but if so then all members of a unit must purchase the Bayonet option selected. Weapons may only purchase one Bayonet Load-Out, and some weapons come with such a Bayonet Load-Out without being optional, if so then the cost of the Bayonet is figured into the cost of the weapon, and the model, therefore, will always be equipped with that affixed Bayonet listed.

- **TYPES OF DAMAGE**
- Each weapon inflicts one of six possible types of damage, some models are Vulnerable to certain types of damage, and take bonus damage from that type, or have a special protection and therefore reduce the damage of that type of damage when harmed by a weapon capable of inflicting such damage. Some weapons inflict multiple types of damage, if so then apply all of these types of damage, and if a model with a type of *Vulnerability* is hit by a weapon which inflicts multiple types of damage, but one of them is the type of damage that triggers the Vulnerability then the model would take bonus damage from the attack. The same is true if the model has a special protection and one of the types of damage listed for that weapon triggers that special protection then it would reduce the damage of that attack. Therefore, even a single type of damage a weapon can inflict if it matches the Special Protection or Vulnerability then reduce or raise the damage as appropriate. The six possible types of damage are:

- **Ballistic Damage** – Weapons which cause damage through projectiles, and which is the most common type of damage in Eternal War, all inflict Ballistic Damage, such as Sidearms, Rifles, and Flechette Weapons. All are covered under this category.

- **Concussive Damage** – Weapons which inflict impacting damage, like a Power Sledgehammer or explosive munitions such as mortars or cannons would inflict Concussive Damage.

- **Environmental Damage** – Weapons which cause environmental damage are sometimes even more lethal to certain creatures than others, and cover a wide variety of things such as: acids, toxins, bio-weapons, radiation, chemical and gas attack weapons. If a weapon is Chemical or Gas Attack based, it will also list this as Open Chassis Vehicles are immune to chemical and gas attack weapons but other forms of environmental damage such as radiation would affect them normally unless they had a special protection of some type. Models with the Survival Training special ability reduce the amount of environmental damage by the stated level of the Survival Training. Environmental Damage has an Attack Strength (or ATS) that represents the number equal to or below that must be rolled to void the effects of the damage.

- For example, a weapon that inflicts Environmental Damage with an ATS 10 means you must roll a 10 or less to avoid the affect of the attack. If a model has Survival Training from one or more sources then add all levels together and add this value to the ATS, such as, if a model has Survival Training 3, and further buys more a piece of equipment that adds two additional levels of Survival Training, then that model would have a combined Survival Training level of 5. If the ATS were 10, then you add 5 for a new ATS of 15, therefore the model now needs to only roll a 15 or less to avoid the affect of the environmental damage, rather than a 10 or below.

- **Radiant Damage** – Weapons that inflict energy-based damage such as microwaves, sonic, photonic, fire, electricity and other weapons that discharge energy even otherworldly such as Symmetry Accelerators. Flamethrowers inflict this type of damage for example.

- **Rending Damage** – Weapons which are serrated, jagged, and inflict wounds that ravage flesh savagely all would cause Rending damage. Most Heavy Guns cause rending damage, but some cause Ballistic damage.
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- **Slashing Damage** – Weapons that cleanly cut, pierce and slash all inflict Slashing Damage, such as razor-sharp claws, swords, machetes, spears, lances, and other similar weapons and natural attacks.
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- **Environmental Hazards** inflict Environmental Damage, for example a radiation hot zone with an ATS 14 isn't too deadly and its affect may be avoided on a roll of 14 or less on a D20. Of course, equipment will provide bonuses upon occasion, so as in the example above you add level of protection together and then add it to the ATS to arrive at the new number that must be rolled equal to or less on a D20 to ignore the affect of the environmental damage.
-
- **SPECIAL RULE FUNCTIONS**
- Some weapons, equipment, channeled powers, natural attacks are capable of special abilities which are a function of the weapon, equipment, channeled power, natural attack and not the actual model itself. You will find these listed in the Special Rules of a Weapon Profile, Equipment or Channeled power description, or listed in the special rules for a model in the case of Natural Attacks where it will also list the type of damage inflicted by the Natural Attack.
-
1. **Residual Damage** – When a weapon, channeled power, or attack is capable of inflicting Residual Damage this means the targeted model must continue to make Armor (AR) saves until the model dies or successfully makes an Armor save.
-
2. **Penetrate** – When a Close Combat weapon, Natural Attack, Channeled power, or any other attack is capable of a *Penetrating Attack*–due to the fact its classified with the Penetrate ability—then the attack bypasses the protection afforded to a model with the Impenetrability special ability. The *Penetrating Attack* no matter the damage inflicted will cause normal damage against the model, ignoring that models Impenetrability.
-
3. **Sweep** – When a Close Combat weapon is capable of making a Sweep Attack, such as some Two-Handed Weapons and Polearms are capable of doing then the weapon will have this listed in its special rules. When making a Sweep Attack a model may strike at multiple targets per Close Combat attack action. The model with the Sweep Attack capable weapon must be in base-to-base contact to initiate a Sweep Attack, and therefore cannot Sweep Attack when performing a Charge or Countercharge since the model does not start the action already in base-to-base. If already in base-to-base with an enemy model make a CC roll, and should this roll hit and score a wound the attack may continue to the next model within 1" of it. Each attack is resolved separately and should the attack fail to either hit or wound, then the Sweep Attack is over. There is a penalty to hit during a Sweep Attack of –1 to the first model, -2 to the second model, -3 to the third model, etc. If a model has a Polearm capable of making a Sweep Attack, or the model has the Reach special ability and a weapon capable of making a Sweep attack then the model *does not* need to be in base-to-base when initiating the Sweep Attack but may not Charge or Countercharge when making a Sweep Attack. If a model has both the Reach special ability and a Polearm, then add the values of each giving a new range with which a model can extend its ability to make a Sweep Attack.
-
- For example, a model with Reach 3 and a weapon with Polearm 2 would have a combined ability to extend its Sweep attack up to 5-inches, and attack models up to that distance starting with the first one at a –1, the second –2, and so on.
-
- **Smoke** – Some weapons do not cause damage, instead they cause a Smoke effect; Smoke effects are marked by an Explosion Template called a Smoke Template. The primary functions of Smoke Template are two-fold. First the level of the smoke is a penalty to Spot checks made against models within LOS but which have smoke intervening between the spotting model and the target model. Secondly, Ranged Combat (RC) shots that pass through the Smoke Template incur a penalty equal to the level of the smoke effect. Levels of smoke stack or

add up with a maximum penalty incurred of –8 to Spot checks and RC attacks for any shot that pass through more than one Smoke Template. *Smoke Templates can deviate* (even those that are capable of Indirect Fire).

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- **Direct Fire** – Models using a weapon with this function must have LOS to target a model and first a shot at it**.**
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- **Indirect Fire** – Weapons with this function are capable of making Indirect Fire attacks both Directly (with LOS) and Speculative Fire shots (without LOS), and are governed by the Ranged Combat rules for Indirect Fire listed on page 39-41. Indirect Fire attacks either with LOS (Directly) or without LOS (Speculative) do not deviate, instead the damage for such attacks are reduced by the number missed on the to-hit roll.
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- **Direct Template** – Direct Templates are 'directly placed' and do not require a to-hit roll. They may be placed in the front firing arc of the firing model with the small end at base of the firing model. The template can be rotated up to 180-degrees, and any models touches by the template will be hit by it and make any required saves.
-
- **Cluster Effect** – The Cluster Effect rating of the weapon defines the maximum number of targets that may be attacked with a single action. So long as the targets are under the template, the shooter may hit up to the Cluster Effect rating worth of models with a single blast starting with the nearest model to the firing model under the template. Some weapons with a cluster effect require to-hit rolls such as Flechette weapons, while others do not.
-
- **Ranged Template** – Ranged Template weapons are placed away from the firing model and follow the rules for either Direct Fire or Indirect Fire depending on how the weapon is classified. Those classified as Indirect do not deviate if the to-hit roll is missed; instead the damage is reduced as described in the Ranged Combat section under Indirect Fire. Ranged Templates classified as **Direct Fire** do not have their damage reduced but instead *can deviate* as described on page 8 if the to-hit roll is missed. **Smoke** is an exception to this as it causes no damage, and thus *can deviate* even if the Smoke Template is capable of Indirect Fire if the to-hit roll is missed.
-
- **Load-Out** – Some weapons have optional Load-Out's or 'options' a player can select and purchase for that weapon. If so then each member of a Squad or unit must purchase the optional Load-Out selected. Some weapons have Load-Out's which are not optional and therefore, the cost of that weapon includes the cost of the Load Out's listed under it. If the weapon can mount optional Load-Out's it will say, for example, "Can mount one optional Load-Out" or "Can mount two optional Load-Out"
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- **TYPES OF DIRECT TEMPLATES**
-         The following Direct Template types are used in Eternal War:
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- **Light Flame Thrower Template** (LFT)
  - Used for Light Flame Throwers, Shotguns.
  - 6-inch long by 3-inch wide at fat end.
-
- **Flame Thrower Template** (FT)
  - Used for Flame Throwers, Void Cannon.
  - 10-inch long by 4-inch wide at fat end.
-
- **Heavy Flame Thrower Template** (HFT)
  - Used for Heavy Flame Throwers.
  - 10-inch long by 5-inch wide at fat end.
-
- **Light Chemical Template** (LCH)
  - Used for Light Chemical Spray weapons.
  - 7-inch long by 3-inch wide at fat end.

- **Chemical Template** (CH)

  - Used for Chemical Spray weapons.
  - 7-inch long by 5-inch wide at fat end.

- **Narrow-Spread Template** (NS)

  - Used for Special Weapons, Abilities, and Channeled Powers.
  - 10-inch long by 2-inch wide at fat end.

- **Double-Spread Template** (DS)

  - Used for Double Spray Weapons, Twin-Shotgun Wielding models.
  - 5 and 6/8-inch long by 4 and 3/8-inch wide at fat end.

- **TYPES OF RANGED TEMPLATES**
- The following Ranged Template types are used in Eternal War.

- **Explosion Template** (EX)

  - Used for Hand Grenades, UBGL, Smoke Templates, Grenade Launchers, Fire Missions, and many other weapons, abilities, and channeled powers. 2-inch radius round Template.

- **Large Explosion Template** (LEX)

  - Used for Some Cannon's, large Mortar's, some Fire Missions, and other abilities, and channeled powers; 3-inch radius round Template.

- **Four Explosion Template** (FEX)

  - Used for some Fire Missions, and Cluster-Impact Weapon-Systems such As some rocket, mortar, or cannon barrages. Four 1 ½-inch blasts which form a single template. Center the template that is numbered over the target model with the number 1 arrow facing the model that fired the template at the target model. Roll deviation, and rotate the template clockwise so the number—and arrow—of the result faces the model that fired the template at the target model. If 1 is the result, then do not rotate the template. If a Forward Observer called the template in as a Fire Mission then consider the Forward observer the 'firing model', and the arrow should face the Forward Observer.

- # Hostile Environments

  - Hostile environments represent another layer of the game which is not always used due to the fact it complicates the game and makes the game take longer to play, yet for veteran players can be challenging and fun to play with. Most of the time player's don't want to bother with 'terrain rules' for Hostile Environments, but sometimes they are forced to by player consensus or by a moderator for a variety of reasons (campaign, league, tournament, scenario, game convention play, etc.). Sometimes a player will actually want to use terrain rules, but keep in mind they add a random element to the game. You might want to add Hostile Environment rules to your scenario or tournament. The rules for Hostile Environments is detailed in another supplement, or moderators are free to make up their own.

  - **Many portions of terrain or the entire board causes Environmental Damage.** A radiation hot zone of the board, for example, marked as such might have an ATS 14, and anyone entering would suffer such damage. *Environmental Damage causing weapons and channeled powers do not 'stack' with Environmental Damage caused by terrain, instead separate 'saves' would be required to ignore each separate instance of Environmental Damage.*

- If Hostile Environment rules are used, each is specific to a type of terrain: **Jungle**, **Desert**, **Arctic**, and **Subterranean**—also used for Moonscapes, Badlands, and other rocky rough terrain. Each turn all players should at the beginning of the turn make a single Hostile Environment check for each separate unit in their force (therefore Individual's attached to a squad do not count while attached). The environment will have a rating numbered 1 to 9 known as its **Environmental Hazard level**. Subtract this number from 20. That is the number the unit must roll *equal to or under* in order to avoid the effect of the Hostile Environment for the turn. **Reduce the level of the Environmental Hazard by the level of Survival Training a unit has**, for example, terrain that is a level 9 Environmental Hazard would normally need a roll of 11 or less to succeed, yet a unit with a total of Survival Training 5 would only need a 16 or less, as the Survival Training levels subtract from the Environmental Hazard levels, therefore reducing the number subtracted from 20. If the Environmental Hazard roll fails for the unit then roll on the Hazard Chart for that type of terrain. Each group of players or moderator is free to make their own Hazard Charts (i.e. Jungle Hazard Chart, etc.)

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  - The moderator (or players) are free to decide the level Environmental Hazard a given game board and its terrain type (s), and perhaps only certain terrain pieces has an Environmental Level, or a different level than the general board itself, again its up to the players and/or moderator. For example, a Jungle board in general might have a Environmental Hazard of level 1, therefore only a 19 or less is needed, yet units entering the actual Organic Growth pieces (the pieces of Jungle itself) will suffer an Environmental Hazard of level 6, therefore needing a 14 or less to avoid rolling on the Jungle Hazard Chart. If a unit is affected consult the chart, and in most cases only that single unit is affected, but this can vary depending on the chart and the result rolled.

  - Normally the general board itself is level 1 or 2 unless the entire board is considered 'deep', 'dense', geologically 'active', or some other intense part of a given type of terrain, in which case the general board would be level 3 or 4. The various terrain pieces would normally be level 5 or 6, unless the moderator feels they are extremely active or potent in which case assign a level of 7 or 8. If an area is generally unsuitable for life, such as a barren moonscape, and lacks much breathable air or has a toxic atmosphere you might assign a level 7 or 8 to the general board itself, and a level 9 or 10 for the various terrain pieces. Assigning levels is up to the moderator or the players, these are simply suggestions.

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- **Darkness** is a type of Hostile Environment. Apply the rules for *Darkness* on top of any other Hostile Environment (or Environmental Hazard) rules that might apply for areas devoid of light such as indoors or underground, and battles that occur at night. *Models* that are within Darkness suffer the following penalties unless the model has *Blind Fighting*, *Night Vision Gear*, or some other means to ignore or reduce the effects of being in Darkness such as firing an assault rifle with *Tracer Rounds*.

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- **The model's Squad Coherency is reduced by 1-inch**

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- **The models' LOS is reduced to 24-inches**. When the model makes a *Ranged Combat* (RC) attack against a targeted model that is **over 6-inches** distance the firing model will suffer a **–1 RC penalty**, if the target is **over 12-inches** distance the firing model will suffer a **–2 RC penalty**, and if the target is **over 18-inches** distance then the firing model suffers a **–3 RC penalty**.

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- Models that make Closer Combat attacks while within *Darkness* suffer a **–1 CC penalty**.

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- Channeling models that target another model that is within *Darkness* suffer a **–1 PW penalty**.

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- Models that attempt a Spot check against another model that is within *Darkness* suffer a **–2 penalty**.

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- **The penalty for *Darkness* is treated as levels of *Smoke***, therefore the effects of both are added together (i.e. stack together) but the penalty imposed upon Spot Checks or as an RC penalty *cannot* exceed –8 since each level of *Smoke* is equivalent to each –1 modifier imposed by *Darkness*—and Smoke has a maximum penalty.

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- If a targeted model is **Illuminated** by a light source then the targeted model may be targeted as normal. Ignore the above listed penalties for Darkness when targeting that model. A model is considered *Illuminated* if it is within the *illumination radius* of a **Large Light Node** (6-inches), **"Sun Burst" Illumination Flare** (5-inch

radius), a **Light Node** (4-inch radius), a **Start Shell Illumination** Grenade (3-inch radius), or a **Muzzle Flash marker** (2-inch radius).

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- **Light Nodes** – Light Nodes are purchased by a player prior to a battle, and placed during terrain set up. Each Light Node costs the player **4 points**, and has an *Illumination* radius of 4-inches. The players involved or the moderator can set a limit on the amount of Light Nodes each player may purchase prior to a battle. Light Nodes have **3 wounds**, an **AR 20** and remain on the board until destroyed.

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- **Large Light Nodes** – Large Light Nodes are purchased by a player prior to a battle, and placed during terrain set up. Each Large Light Node costs the player **6 points**, and has an *Illumination* radius of 6-inches. The players involved or the moderator can set a limit on the amount of Large Light Nodes each player may purchase prior to a battle. Large Light Nodes have **3 wounds**, an **AR 20** and remain on the board until destroyed.

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- If a model fires a weapon that is capable of *Muzzle Flash* then a **Muzzle Flash marker** is placed beside that model. Muzzle Flash markers have an *Illumination* radius of 2-inches, and may not overlap, therefore if a model fires a weapon capable of Muzzle Flash within the Illumination radius of another Muzzle Flash marker already present on the battlefield do not place another Muzzle Flash marker. Remove a Muzzle Flash markers *one* turn after placing it.

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- Weapons that produce *Muzzle Flash* are: **Sidearms** (Pistols, Machine Pistols, Submachine Guns), **Flechette Weapons** (Shot Pistols, Shot Guns, Automatic Shotguns), **Rifles** (Assault Rifles, Sniper Rifle, Light Machine Guns), **Heavy Guns** (Heavy Machine Guns, Mounted Machine Guns, Autocannons, Mounted Autocannons or Chain Guns), **Cannons**, **Launched Weapons** (UBGL's, Grenade Launcher, Mortars, Rocket Launchers), **Flame Throwers**, and some **Special Weapons** designated *Muzzle Flash* capable.

- ## Game Markers
- You can use a few things for the markers need for this game. The best of which is the little glass 'beads' you find at many craft stores. They come in many colors and are very cheap, normally a dollar or two at most for a little bag of them.

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- **Activation** - Use **white** or **'clear'** or pale-yellowish for Activated to show which units have activated in the current Turn.

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- **Wait** - Use **green** for Wait status to show which units or models are on Wait.

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- **Ambush** - Use a **green** for Ambush which is simply a second Wait status marker a model can have placed next to the unit thus reserving *two* actions on Wait.

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- **Wounds** – Use **red** for Wounds, as the red is for the blood spilled.

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- **Panic** – Use **blue** for Panic status if the unit is panicked. Use a light or turquoise blue.

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- **Fear** – Use **purple** for Fear status if the unit is feared. Use a dark or purplish blue.

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- **Minimal Presence** – Use an Opaque **Yellow** marker for units that are in Minimal Presence.

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- **Special Ability** – Use any color you choose that is very distinguishable and different from White/Clear, Green, Red, Blue, or Purple as to not confuse the fact its used for a special ability; **Black**, Opaque **Orange**, or Opaque **Brown** are all good choices, and keep in mind you don't want the marker to blend with the game board itself if possible, the point is to visually see it from a distance. Normally a unit will have only one special ability that the unit can turn on or off by spending an action, such as Stalk or Hide, and to signify that the unit has such an ability '*on*' set a special ability marker next to the unit.

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- Other markers might be needed, such as for Mines, Muzzle Flash, or anything else you feel is needed. You are simply given suggestions with these colors, use what you can obtain and think is appropriate.

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▪ Special Abilities

- Special Abilities are either innate talents possessed by a unit or learned skills that took years of training to master. In each model's profile you will find its Special Abilities. Their definitions are listed alphabetically below.

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o **Ambush (Cost: 4)**

o Some soldiers are able to quickly secret themselves out of harms way, leaving plenty of time to set up a surprise attack. A model with the Ambush Special Ability can reserve *two actions* on Wait and can come off Wait *without* an LD test. Wait counters are placed as normal. Therefore, if the model places two actions on Wait, simply set two Wait markers by the model. The model may use as many actions as it has markers when it is allowed to spend its Wait action.

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o **Aura of Corruption (Level 1-3, ATS 10-15) (Cost: 1 per level + Cost of ATS)**

- Models with this special ability emit an aura that is harmful to Mortal models. The source of the aura could be a number of things: contagion, toxin, radiation, etc. Any model that comes within the radius of the aura must save verse the aura's Environmental Damage ATS (attack strength). The level of the aura determines its radius; a level 1 Aura has a 1-inch radius, and for each level thereafter the Aura's radius increases 1-inch to a maximum of level 3, which would have a 3-inch radius aura. The aura's attack strength or ATS can vary from 10 to 15.

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- **Aura of Darkness (Cost: 5)**
- A veil of unnatural *Darkness* surrounds the model with this ability. The *Darkness* has a **3-inch radius**. All models whose bases are *fully* within that radius are engulfed in the unnatural veil of *Darkness*, and provided with the **Camouflage** special ability, and in addition models making a Close Combat attack against a model protected by the veil suffer a **–2 CC** penalty. Abilities and Equipment that reduce or ignore *Darkness* can reduce or ignore the benefit of this aura (Blind Fighting, Night Vision Gear, MP-17 Night Sight, Tracer Rounds, etc.). Models with this aura are immune to their *own* aura.
- **Aura of Entanglement (Cost: 3)**
- Models with this ability cause the growth of dense thick thorns within a **6-inch radius** surrounding the location of the model with this ability. The model with this ability is unaffected by this power, but any other model that moves through the aura's radius will move through the area as if it were *Rough* terrain of Organic Growth. The aura moves with the model who has this ability, therefore once the model moves away from a location that area is no longer considered rough terrain if the area were not already considered as such. Models with this ability are considered to have the *Terrain Specialist (Jungle)* ability. Models with the Terrain Specialist (Jungle) ability are *immune* to the effect of this aura.

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o **Backstab (Cost: 4)**

- Combat is a confused, bloody melee and soldiers must adapt many skills to survive its rigors. While some are trained with blades or guns, some soldiers are taught to take advantage of an enemies poor positioning by mastering critical strikes to an unprotected flank. Units with this special ability are skilled in attacking enemy units from behind in Close Combat (i.e. from the model's rear facing). When doing so they add **+2 Damage** to their attack. Models attempting to Backstab must be in the Rear facing of the target model at the start of a Turn. They may *not* begin in the target model's front facing and then Move around the back, as such attempts will be anticipated by the target model. Instead the model attempting to Backstab another model must start in the *Rear* arc of the model, and the target model will lose any benefit it might receive from a Shield if present. *The Backstab attack will also bypass any benefit the target model would receive if it has Close Combat Training.*

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- **Beheading (Cost: 5)**
- Models with this ability who kill another model by making a Close Combat attack and deal the last Wound a model has, thus killing the model, then the model is decapitated. The Beheading immediately Causes Fear with a 4-inch radius upon all units with range, and each time a model beheads a model then all unit's in range *must re-check* to see if they are affected by Fear *even if they successfully saved once* vs. the Beheading model. A model may not behead another model that is more than one Size greater than they are—so a Size 2 model can Behead up to a Size 3 model or smaller. In addition, friendly unit's within a 6-inch radius gain the benefit of *Inspiration 2* for the remainder of the Turn, any single unit may only gain this benefit a maximum of *once* per Turn.

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  - o **Berserk (Cost: 6)**
- Berserkers are a terrifying force to behold—blades whirling with reckless abandon, frothing mouths, and eyes wild with a combat-induced blindness. To many, these close combat terrors fight with the kind of reckless fervor that 'civilized' warriors fail to understand. To others, they are madmen to be avoided at all costs and brought down safely from a distance. The visceral carnage of hand-to-hand slaughter incites a unit with this ability, and a model with Berserk can enter into a berserker rage and attack an enemy model with increased ferocity.
- You must state you are going to Berserk *before* you enter Close Combat, and doing so does *not* cost an action. A model once Berserk must remain Berserk until the model that was attacked dies or the berserking model dies. While Berserk the berserking model gains *+4 CC* and *+2 ST* which means add +2 Damage to Strength based Close Combat (CC) weapons (but not ones based on RC), and *while Berserk the berserking model may not gain any benefit from the Close Combat Training ability.*
  - The berserking model must Charge the nearest enemy model in LOS as usual. While Berserk the berserking model is *Steadfast*, but if a model that wishes to go Berserk is a member of a Squad then the entire Squad must go Berserk in order for *any* Berserk models of that unit to be considered *Steadfast* (i.e. Immune to Panic and Fear).

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- **Blessed (Cost: 2)**
- Models with this ability are particularly resistant to the effects of the Channeled powers. They gain a **+2 LD** and **+2 PW** *when making saves vs. Channeled powers that target the model*—but not when Channeling a power itself.

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- **Blind Fighting (Cost: 3)**
- Trained for years to rely on senses other than their eyes, these warriors suffer no penalties for fighting in *Darkness*. They need no light to sense their quarry and may attack as normal. Models with Blind Fighting may can ignore the effects of *Darkness*, both natural and unnatural such as the veil of darkness produced by an *Aura of Darkness* or by a Channeled power. A model with Blind Fighting would still be effected by Smoke Templates as normal as such a model can indeed still see the smoke as normal—suffering its penalty. The rules for *Darkness* are listed on page 75.

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- **Blood Frenzy (Cost: 1)**
- Some soldiers are highly sensitive to the smells of carnage and are psychologically unhinged by the sight of blood and death. These models are often seen as rabid and chaotic death dealers and while they are dangerous opponents, they are difficult for a commander to control. Once the smell of blood and the sight of death stirs them to a frenzy, they acknowledge no leader or command. A unit with this ability reacts violently to the scent of blood.
- **If any model dies within 6-inches of a member of a unit with this ability, then the entire unit will go into a crazed fury unless they make an LD test with a –4 penalty**. If the unit *fails* this test, it will use all of its Actions to reach the nearest enemy unit in LOS, and attempt to destroy it. The unit will move as fast as it can by using Run actions until it is within Charge range, and once in Close Combat the unit will attack the enemy unit until the entire unit is killed or all of the models of the blood frenzied unit are killed. The Blood Frenzy will end once the last member of the targeted enemy unit is dead, though it will start again with the next fresh kill within 6-inches of a unit with this ability. *A unit incited into Blood Frenzy attacks with a +1 CC bonus.*
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- o **Bodyguard (Cost: 2)**
  - Bodyguards are trained to sacrifice their lives for the well being for their charge and will try to intercept attacks aimed at them. Upon deployment, they will take up a protective position just behind their ward, discretely following at a short distance. These models do not activate normally, instead they automatically move with their ward, always just behind him, ready to pounce the instant a threat presents itself.
    - Any attack that targets the ward in their charge will prompt the bodyguard to spring into action. The model will move forward into base contact with their ward, positioning themselves directly between the attacker and their ward. The guard will then become the target of that attack and any subsequent attack that would cross his base, so long as the bodyguard survives. Since the bodyguard is making no attempt to avoid the enemy fire, the subsequent ranged combat shots after the first enjoy a +2 RC bonus as a situational modifier.
    - If their ward is the subject of a Charge, the bodyguard will automatically be allowed to countercharge. If their ward is the subject of an overwhelm, he or she will always be pulled clear of harm. Bodyguards are extremely observant, and as such gain an automatic spot check against a Hidden model attempting to Charge their ward. If the enemy is spotted, the bodyguard will be allowed to Countercharge the Hidden attacker, if the Bodyguard is on Wait.
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- **Brace (Cost: 3)**
  - Units with Polearms that have trained in this tactic are adept at breaking charges and stopping the advance of almost all troops. When a Model with this special ability is *Charged* or the attacking model is using *Leap* to make the attack while the Braced model is on Wait, then the Braced model may use its Wait action to attack *before* the Charging or Leaping model makes its attack—as the braced model's weapon impales the incoming model. The Braced model gets to add the same bonus as if it had been *Charging* (including any other situational modifiers that might apply such as *Ferocity*). If the model impaled by the Braced model's attack survives then it gets to make its Charge or Leap attack.
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- o **Camouflage (Cost: 2)**
  - Some units are adept at blending into their environment, be it from wearing concealing clothing or careful manipulation of surrounding terrain. When enemy forces that attempt to Fire at a model with the Camouflage special the enemy model suffers a **–2 RC** and a **–2 LD** when attempting to make **Spot tests** to spot the Camouflaged model.
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- **Carnivorous Birth (Cost: 30)**
  - A player purchases a model with the Carnivorous Birth ability. The player is purchasing a model that will be 'birthed' in an enemy squad, like a ghastly disease transforming the enemy model into the model that has the Carnivorous Birth ability. When the player who owns the model with Carnivorous Birth is allowed to activate a unit, that player may instead activate the model with the Carnivorous Birth ability. When doing so the player selects an *Unactivated enemy Grunt Squad*, and selects the model farthest away from the Squad leader as the one that is 'infected' and the one which will transform into the Carnivorous Birth model. The model selected, the infected model, dies immediately and is replaced by the model with Carnivorous Birth, which then is allowed to activate as normal at the point that it transforms. *The model selected must be the same Size or smaller than the model with Carnivorous Birth*, therefore a Size 3 model with Carnivorous Birth can transform from a Size 1 to Size 3 model as its infected host but not a model of larger Size. The infected host *cannot be a model that is AI: 3+, Associated Armament, a Syntamorph, or a Vehicle, and the model may not be an Individual* that is currently attached to the Squad that was selected.
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- o **Cause Fear (Level 1-5) (Cost: 1 + 1 per level)**
  - Certain Units cause Fear in others either through appearance, behavior or a vicious reputation. A model with the Cause Fear Special Ability will trigger a Fear response in enemy models. Cause Fear 1 (or level 1) has a 4-inch radius surrounding the model. The effects of Fear are explained in the Morale section on page 52-53. The level of the fear imposes a penalty upon a unit making a Moral test vs. Fear to avoid its effects—i.e. a level 3 Cause Fear would impose a –3 LD penalty to a unit's Moral test.
    - The Fear radius can increase in 2-inch increments per level of the Fear, and has a maximum level of five; therefore, Cause Fear 2 (or level 2) has a 6-inch radius; Cause Fear 3 (or level 3) has an 8-inch radius; Cause Fear 4 (or level 4) has a 10-inch radius; and Cause Fear 5 (or level 5) has a 12-inch radius. Any unit

coming within that radius must make an LD save against the Fear effect with the level of the Cause Fear imposed as a penalty to the Morale test vs. Fear.

- Some units can Cause Fear but *only* by spending one or more actions, if this is the case it will be listed in the unit's Special Rules, yet each time a unit spends the required actions a new Morale test vs. Fear is called for.
- *Units that Cause Fear are Immune to Fear* and therefore cannot enter Fear status from either a source that forces a Morale test vs. Fear, nor a source that forces a Morale test vs. Dread. In the case of Dread, the unit would be immune to the Fear aspect of Dread, but not the Panic aspect unless the unit was also Immune to Panic somehow.

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o Cause Dread (Level 1-3) (Cost: 2 + 2 per level)

- Certain Units are truly depraved, notably ferocious or frighteningly inhuman. These units can Cause Dread in others. Models with the Cause Dread Special Ability trigger a Dread response in enemy models. The Dread radius is equal to double the Size (SZ) of the model that Cause's Dread—i.e. a Size 5 model would have a 10-inch Cause Dread radius. Model's with Indomitable Will do not need to make Morale tests vs. Dread. The level of Cause Dread is imposed as a penalty upon any unit making a Morale test vs. Dread—i.e. a level 3 Cause Dread would impose a –3 penalty to a unit's Morale test vs. Dread. For more information on Dread see the Morale section pages 53-54.

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o Channel (Cost: 1)

- Units with this special ability are capable of using psionic powers, or supernatural powers, or some other means such as 'magic' to Channel powers, which are selected for that model. A model with Channel will also have listed in their special rules exactly the type and amount of powers they may Channel, for example, 'May Channel up to one Zhykee Mystic power'. Channeling is detailed in the Channeling Section of these rules on page 27.

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Channeling Medium (Cost: 5)

- Models with this ability may undergo an intense and complex process of psychic bonding that allows them to act as a conduit or 'medium' for channeling powers. So long as the medium is within LOS of a friendly model that is a capable of channeling powers then the power can use the medium model as the 'source' point from which the Channeler may make the power emanate and unleash the power. In the case of a power with a range, the range can be measured starting at the base of the Channeling Medium rather than the Channeling model itself. Only Channeled powers which require *one action* to Channel may be channeled through a medium due to the imperfect nature of the bond between the Channeling model and the Channeling Medium.

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Chameleon (Cost: 10)

- To be 'seen and yet unseen' as some refer to it is a much feared ability in the armies of Eternal War. The model uses a natural 'mutation' or species trait to blend with his or her surroundings in an astonishing way matching both light and dark shadows, as well as, complex patterns which occur naturally in a given environment. Certain forces have developed advanced technology which allows them to mimic this ability, or use a Channeled power that grants the target of the power the use of this special ability. Models who utilize Chameleon are capable of being virtually undetected when still, and tough to see while in motion. Models with Chameleon are trained to blend and weave with their surroundings. These warriors have been known to cut down soldiers from close range and remain as "ghosts" to those seeking them. Any model with this ability can blend into its surroundings extremely well. Because of this exceptional camouflage, all models trying to shoot them get a –6 penalty to their RC; if a model successfully spots a model with the Chameleon special ability then this penalty is reduced to –2. When attempting to Spot a Chameleon model there is a LD penalty of –8 before any additional modifiers for range and cover are applied. Once Spotted those firing upon the Camouflaged target can see the model more clearly until the beginning of the next turn at which point the penalty resets itself back to –6 RC and will require another Spot test to reduce it back down to –2 RC for the turn. The penalty for Chameleon imposed upon firing models is **not cumulative** with the *Camouflage* special ability, either the model gains the benefit of Chameleon or the benefit of Camouflage, but not both.

Climb (Cost: 2)

- Units with this special ability are experts climbers and can quickly climb vertical terrain and buildings with a greatly reduced chance of falling. These models **can Climb at their normal MV value per Action** spent climbing, and will only fall when making Climbing roll on a result of 20—instead of the normal 16+ result.

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  - o **Close Combat Training (Level 1-4) (Cost: 1 per level)**
- Units extensively trained in the timing and techniques of hand-to-hand combat can make it difficult for an enemy to land a blow in melee. A model with the Close Combat Training special ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to Strike them in Close Combat. For example, a model with Close Combat Training 3 (or level 3) would reduce the CC of the attacking opponent by –3.
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- **Commander (Cost 1, 2, or 4)**
  - o A model with the Commander—any type—*may join a Squad* for the cost of *one* action if that Individual is with the Squad's Coherency distance, which is 2-inches unless the Squad has a Symbiotic Link that increases that distance. The player may only do this when the Individual activates and comes within the Squad's Coherency distance. Once the Individual spends one action to join a squad it will for all intent and purposes cease to be a separate unit and be considered a member of the squad in question, and act as the Squad Leader for as long as it remains attached to the squad. Joining a squad and assuming command of it will automatically *Give Orders* to the squad and the squad will activate if it is Unactivated that turn. If the squad does activate then this will end the Individual's turn, the squad *may* now activate out of turn, and the Individual is considered the new Squad Leader. If the squad is already activated it cannot activate in this manner, instead the Individual merely joins the squad as its new Squad Leader, and it may finish any actions it had remaining if the player wishes.
    - o **Unit Commander (Cost: 1)**
- Individuals with the Unit Commander ability have the ability to direct friendly squads of the same type as the Individual. The Individual may only join a squad as its new Squad Leader that it is of the same type as the Individual. The Individual can Rally *any* friendly panicked unit, and can Give Orders to any friendly squad that is of the same type as the Individual, if so then the Individual will say 'squad-linked' giving the type of squad it is linked to in that model's profile. It requires *one* action to Rally or Give Orders, and the Command Distance for doing so is 8-inches for an Individual with the Unit Commander ability—see page 26 for more information on Rally and Give Orders.
  - **Division Commander (Cost: 3)**
- Individuals with the Division Commander ability have the ability to direct *any* friendly squad—without the limitation of that squad needing to be 'squad linked' as with the Unit Commander ability. The Individual can Rally *any* friendly panicked unit, and can Give Orders to *any* friendly squad. It requires *one* action to Rally or Give Orders, and the Command Distance for doing so is 8-inches for an Individual with the Division Commander ability—see page 26 for more information on Rally and Give Orders.
  - **Force Commander (Cost: 4)**
- Individuals with the Force Commander ability have the ability to direct *any* friendly squad—without the limitation of that squad needing to be 'squad linked' as with the Unit Commander ability. The Individual can Rally *any* friendly panicked unit, and can Give Orders to *any* friendly squad. It requires *one* action to Rally or Give Orders, and the Command Distance for doing so is 10-inches for an Individual with the Force Commander ability—see page 26 for more information on Rally and Give Orders. Only one model in a player's force may have the Force Commander ability, if more than one is present, then all but one such model will function as if they had Division Commander, while the one the player selected is the true Force Commander for his or her force—and may use the full extent of its commander ability.
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    - o **Combat Reflexes (Cost: 1)**
- Units with this special ability have an inherent feel for avoiding attacks in battle. A model with Combat Reflexes adds a **+2 bonus** to their attempts to **Dive for Cover**.
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- ### o **Deadshot (Cost: 1)**

  - A model with the Deadshot ability is incredibly skilled with firearms and **may Fire into Close Combat** (CC) without fear of hitting a friendly model and thus **ignores the need to make an LD test** in order to do so. In addition, a missed shot will not threatened friendly models.
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- ### o **Demolition Training (Cost: 15)**

  - The sheer power and destructiveness of most military explosives demand that their placement be done with great care and training. Many an unskilled trooper has discovered the peril in such work. Models with this ability are experts in the field. Their explosive charges can destroy static defensive emplacements, rend troopers, and even destroy advancing armor. Often more importantly, the minefield the demolition experts help place prior to a battle, or the Demo Charges that a model with Demolition Training can place during a battle typically slows enemy advances. The most common type of Demo Charge used is called C9, much like its ancestor C4 but much more potent, and when laid as a Demo Charge it is also called a 'Siege Charge' or 'Satchel Charge' sometimes, but either way it simply refers to a C9 Demo Charge. A Siege Charge (C9 Demo Charge) can remove one Dragon's Teeth that is placed against and detonated. It could also blow holes in walls and destroy key areas to accomplish the mission at hand. Demo Charges are used to clear obstacles and make surgically destroy military targets.

  - A Demo Charge requires either 1 or 2 actions to place (or ATP) depending on if it is merely placed on an object or if it is wrapped around a target. Once placed, mark the spot the Demo Charge is set with a Demo Charge counter. Demo Charge counters cannot be placed within 2-inches of each other.

  - A model can set the Demo Charge with a timer to automatically detonate within D6 turns. Simply set the die to the number of turns you wish when placing and then each turn thereafter countdown from that number to 1. If you place it at 3, for example, then the following turn set the die to the number 2, and the following turn to 1, and then at the beginning of the turn after that it would explode. The other way to detonate the Demo Charge is with a Remote Detonator, and all models with this skill are equipped with one, allowing the model to detonate the Demo Charge remotely. The model does not need LOS to detonate a Demo Charge but does need to be *within 12-inches* of a Demo Charge that the model sets. It costs *no* action to detonate a Demo Charge that has been placed.

  - A model may not detonate a Demo Charge that it did not set but *may disarm* a Demo Charge that is unexploded for the cost of *one* action and a successful LD test. If the test fails then the action is wasted but additional actions may be spent for additional attempts.

  - When passing within 3-inches of a Mine counter a model with Demolition Training gets a +2 bonus to the LD test. Demo-Charges are purchased as a Load-Out for the model with this skill, and once purchased that model can set the type purchased for the remainder of the battle.

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- **C9 Demo Charge**
- **C9   Explosion Template**. This explosive is a military-grade plastique usually detonated by a timer or remote signal. It is a stable compound, making it safe from any detonation besides a planned explosion via the remote detonator or a timer. It comes in what are called 'detcords' and can either be placed against an object directly so that it will suffer a Concussive damage blast when it is detonated, if so then the blast will cause DAM 14 (x3), and for an additional action, this detcord Demo Charge may be wrapped completely around a target, increasing its damage yield to a (x4).   - **ATP 1** to cause **DAM 14 (x3)**, and **ATP 2** to cause **DAM 14 (x4)**.   -

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- ### o **Disguise (Cost: 4)**

  - Some models have the ability to use illusion or to simply blend with the battlefield making them difficult to differentiate from nearby friendly troops. **A model wishing to use this ability must be within 6-inches an enemy model, and the enemy model attempting to target upon the model with Disguise must be 12-inches are farther from the target model**. If both of these conditions are met then the model targeting the model with Disguise must first pass an LD test in order to attack the target model. If the test *fails* then the attacking model will refrain from attacking the disguised model for the remainder of the Turn, and does not waste an action from the failed LD test, instead the attack action can be spent some other way. The disguised

model, for all intent and purposes is a 'friendly' unit to the model that fails the LD test. Each model in a Squad is allowed to make the LD test, and only those who fail will consider the disguised model 'friendly'.

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- ## Dissention (Cost: 4)
-       The mere presence of the model with this ability is enough to sow the seeds of dissention in the enemy and force **any model that Activates within 12-inches** of the model with Dissention to **suffer a –2 LD penalty** on all Leadership-based rolls, including initiative in case that is the highest LD model in the opposing player's force, for the duration of the Turn.

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- ## Dominating Whispers (Cost: 15)
-       The model with this ability can, for the cost of *one* action, force an enemy model within **12-inches** and **LOS** to make an **LD test**. The test will have a penalty-imposed equal to the difference between the LD of the model using the Dominating Whispers ability and the model that is the target of the ability. If the targeted model's LD is equal to or higher than the model's using this power there is no penalty. This power may only be used *once* per Turn.
-       The power itself sends telepathic suggestions toward the target model, and the model failing the LD test will find it succumbs to the suggestions and is immediately converted over to the enemy's side, the side of the player who controls the model with the Dominating Whispers ability. The model becomes is own Leaderless Squad, and if it was not activated the turn it is converted then it may be activated by the new player that controls it as any other unit that player controls, or else the player will need to wait till next turn to active the new single model unit. Only models that are Mortal may be affected by this ability.

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- ## Ectoplasmic Feast (Cost: 4)
-       Model's with this ability can devour the life energy of models that they slay in *Close Combat*. Model's killed in this manner may have their life-force feasted upon by the model with Ectoplasmic Feast which will heal the model up to his starting full Wound amount—if a model has 3 Wounds to start the battle, then it will heal back up to 3 Wounds. It costs *two* actions to perform an Ectoplasmic Feast.

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- ## Enhanced Charge (Level 1-3) (Cost: 1 per level)
-       Models with this skill may add their level in inches to their Movement (MV) during a Charge or Countercharge.

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- ## Espionage (Cost: 5)
-       At the time this skill is employed, the opposing player must announce which unit he or she will activate next. The decision is binding. In order to use Espionage the model spends *one* action to employ the skill, but it may only be used *once* per turn by that model.

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- ## Execution (Cost: 20)
-       If an Individual with this ability Wounds and *kills* a friendly model that is currently suffering from a Morale effect due to Panic or Broke status, or from Fear status, then all friendly units within 12-inches will automatically Rally as if the executing Individual had the Commander ability. Upon successfully killing the friendly model all units within a **12-inch radius** of the executing Individual rally as per the Rally ability on page 26. Remove *one* Panic marker and/or *one* Fear marker from any unit that has one within the 12-inch radius. This would mean that if a unit had more than one, such as being in Broken status, or having two Fear markers due to a failed Dread test then you would remove only one Panic and/or Fear marker leaving that unit in Panic status or Fear status (but in less fear as it lost one Fear marker). Units that merely were in Panic and/or Fear status would automatically rally as you'd remove the Panic and/or Fear marker next to them.
-       The Individual *must* Wound and kill the model he is executing, therefore executing single wound models is best, otherwise the Individual must inflict at least two wounds or more upon models with two or more wounds in order to successfully kill them. Executed models are dead and *cannot* be revived by a model with the Medic skill, but may rise as a Necrorganic model due some necromantic power or ability. Units that rally due to this ability are highly motivated the next time they activate and are at **+1 RC**, **+1 CC**, **+1 ST**, and **+1 MV** for *one* Activation even if they are still in Panic or Fear status. This would mean then that for one activation the Panicked unit would be only *–2 RC*, *-2 CC*,

-3 LD, *+1 ST* and *+1 MV* as the modifiers are combined. An Individual *can* execute friendly models each turn simply to motivate them even if no unit is in Panic, Broken, or Fear status. Some commanders are simply ruthless.

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- o **Fast Shot (Level 1-3) (Cost: 1 per level)**
  - Some Units can line their firearms up for a shot quicker than others. Add the level of this ability to the model's LD value when attempting to fire from Wait.

- **Favor (Level 1-2) (Cost: 1 per level)**
  - Channeling models with this skill may add their level of skill to the bonus they receive from taking an action to Concentrate.

- **Feast (Cost: 4)**
  - A unit with this special ability may feed upon a slain opponent and by doing so regain lost Wounds. Any model with this ability must be in base-to-base contact to employ this ability, unless that model has the Reach special ability in which case it can Feast upon models within its Reach distance. The model feasted upon must be *Dead*, and the model that feasts must spend *one* action to regain 1 lost Wound. The model may Feast for as many actions as it has actions to spend during a Turn if the player wishes. Once a model has been feasted upon remove that model. A model may not gain more wounds than it started the game with, and the model can only feast upon models that have not been 'dead' for more than one turn. This means for the most part the model that Feasts is limited to models it kills or that are very close. Model's that are *AI:3+*, *Associated Armament*, *Necrorganic*, *Syntamorph*, and *Vehicle* models *may not* be feasted upon.
  - If an enemy unit is within **6-inches** of a model feasting then that unit must make an LD test or be forced to move away from the vile display if it fails the LD test. If so then it must spend at least *one* action moving away from the feasting model the next time that enemy unit activates. The unit must make another test for each subsequent action to see if it must continue putting distance between itself and the feasting model for each additional action it has available. Once it passes a test, it can spend actions as normal again.

  - o **Feint (Cost: 2)**
    - Unit's with the Feint ability ignore their opponent's Close Combat Training penalty that they would otherwise suffer when engaging in Close Combat. If the enemy model has a Shield, any penalty imposed by it still counts, and may not be bypassed with the Feint ability.

  - o **Ferocity (Cost: 1)**
    - While some soldiers are possessed of nearly mad frenzy in battle, there are those desperate or resolved soldiers who by nature of their vast experience have accepted their possible death, embraced its inevitability and harnessed it into a dangerous weapon. These warriors are marked on the battlefields of Eternal War by their amazing feast of strength and savage prowess. Units with this special ability are exceptionally ferocious and Charge or Countercharge into Close Combat with great savagery. They receive an additional +1 CC and +1 DAM to the normal Charge or Countercharge bonus the model normally receives.

  - o **First Strike (Cost: 6)**
    - Some duelists are so quick and agile with their melee weapons that they can always get the first shot in. These models are allowed to attack first during Charge or Countercharge situations, yet *Thrown Weapons* can still be thrown *before* the model will get to strike first. If two models have this ability and attack each other, or the model attacked is on Wait and has *Brace*, then both models roll initiative as normal for Charge / Countercharge situations. A model with First Strike may attack *before* a Leaping model makes its attack.

  - o **Forward Observer (Cost: 10)**
    - A model with this ability can act as a Forward Observer for making Speculative attacks with Indirect Fire capable weapons—see page 40 for more details. Forward Observers are models training in painting a target and calling in Fire Missions. In order to call in a Fire Mission, the Forward Observer must have LOS to the target location, and the target location must be within 24-inches. The target location does not need to be an enemy model (but can be),

and therefore, can be a piece of terrain or the game board itself. Simply pick a spot and attempt to call in the Fire Mission, mark the spot with a Fire Mission marker.

- . The model calling in the Fire Mission is normally equipped with a *Comm Link*, and the cost for it is already included in the Forward Observer ability, thus the model with this ability does not need to purchase one as an optional load out. In addition, for a Fire Mission to be called successfully and with the least amount of interference from HQ at least *one* Individual with the Commander ability must also be equipped with a *Comm Link* at the start of the game so that it may authorize the Fire Mission. The player may equip as many Individuals—who have the Commander ability —with a Comm Link, as the player sees fit to do so. When a Forward Observer spend *two* actions, and makes a successful LD test this will call in the Fire Mission. As long as an Individual with the Commander ability and a Comm Link is alive and within the player's force the Forward Observer can call in the Fire Mission without a penalty.

- Assuming there are more than one Forward Observers in a player's force, then when the required LD test is made the Forward Observer is granted a +2 LD bonus *per* Forward Observer that currently has LOS to the target area.

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- If the Individual with the Commander ability and a Comm Link dies the Forward Observer can still try and call in a Fire Mission but getting through the proper channel and convincing HQ that it is priority is difficult, and therefore the required LD test to call in a Fire Mission will be made at a –6 penalty. Any Fire Missions that a force's Forward Observers can call in are listed with each army list. Select one such Fire Mission to call in each time a call for a Fire Mission is attempted, as that is the type that will be delivered.

- If the LD test is successful the Fire Mission it is delayed until *any* Forward Observer model with LOS to the target—in the player's force—is activated in the next turn. This reflects the time required for the ordinance to be delivered on target. If there are no Forward Observers in LOS of the target during the next round, the communication link is considered broken, and the strike aborted. If the Fire Mission is successful and not aborted then it will strike on target without deviating.

- If the LD test fails the Fire Mission is still called in but Deviates as described on page 8, and the number by which the LD test failed is the number by which the Fire Mission's damage is reduced. For example, if the Fire Mission would normally inflict 12 (x2) damage, and the LD test needed a 12 or below to succeed but a 19 as rolled then the roll failed by 19 – 12 = 7, therefore reduce the damage by 7, which would be 12 – 7 = 5 (x2) damage inflicted by any model that is hit by the deviating Fire Mission Template, as the strike did not hit the intended target, and was off its mark.

- A player's force, no matter how many Forward Observer's present, may only call in *one successful* Fire Mission per Turn. This means the player can *attempt* to call in as many Fire missions as he or she has Forward Observers in his or her force, but once successful no more Fire Missions can be called in that Turn, and further attempts are wasted actions.

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  o **Form Fireteam (Cost: 2)**

- Some units are trained to act in pairs on the battlefield, outside of normal Squad formation. These units can split from the Squad to gain a tactical position and provide support for the rest of the Squad. Models with the Form Fireteam special ability are deployed in the regular manner with the rest of their Squad. If more than one model of a Squad has this ability, they may form a Fireteam together, in effect splitting off to form their own separate unit with its own activation.

- Once that Squad is activated, models with this ability may split with the rest of the Squad, or form up into their own separate unit if more than one member of the squad forms a Fireteam. As a separate Squad they form their own Command Distance and if the original Squad Leader is not a member of the new Fireteam then that team becomes a Leaderless Squad. For the remainder of the game the Fireteam is its own unit but if the members of that team wish to form back up with their original Squad members they may do so on any turn in which they activate and come within Command Distance of their former Squad members. The player simply announces he is forming up again into a single Squad—or forming a Fireteam whichever is the case.

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- **Foul Wind (ATS 9 – 15) (Cost: 5 + Cost of ATS)**

- Models with this ability are capable of releasing from their body a Foul Wind *once* per Turn for the cost of *one* action that originates in the model's Front *OR* Rear Facing, as the gout of gas can be released from

the mouth or anally. The *Light Chemical Template* inflicting Environmental Damage ATS 9 to 15 represents the blast. This is a **Gas Attack**.

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  o **Group Attack (Cost: 4)**

- Some Units are trained to fight in concert, blending attacks and retreats to create a near continual assault. By using numbers models with Group Attack overwhelm their opponents. Models with Group Attack are better trained at fighting as a team. When two or more models, with this ability attack a single model in Close Combat they gain even more of an advantage than normal troops. For every friendly model already engaging the enemy, they gain an additional +1 to their CC and DAM, in addition to the regular stacking bonus—see Multiple Attackers on page 33.

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- **Guerilla Training (Cost: 1)**

- Guerilla Fighters are masters of redirection on the battlefield, appearing in one place only to vanish back into the landscape like ghosts. They can frustrate the most powerful army, escaping superior forces only to appear out of nowhere later and attack where the lines are the weakest. *Units with Guerilla Training deploy in the open*. Once all Units have deployed (including those with Outmaneuver), Guerilla Units may be removed from the table at the player's discretion. Once removed, they can be redeployed anywhere in the friendly deployment zone at the start of the second turn, and may activate normally thereafter.

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  o **Gunslinger (Cost: 1)**

- A gunslinger has truly mastered the way of the pistol, able to snap off shots in all directions and choose its targets at will. A model with the Gunslinger ability may choose to Fire at a model that is in its Rear Facing, if that model is within the Gunslinger's LD value in inches. Therefore, **Gunslinger models have a 360-degree firing arc**.

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  o **Hardcase (Cost: 5)**

- Some Units have a severe independent nature. Their personal pride is both help and a hinder as they are seen as troublemakers and a general pain in the rear. Models with the Hardcase Special Ability are considered to have the *Steadfast* special ability but will not become Activated by a friendly model that Gives Orders unless that friendly model has the Hardcase Special Ability as well, as these hooligans only respect one of their own.

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  o **Hate (Cost: 3)**

- Some Units have an intense loathing for someone or a group of people and will go to almost any length to attack the focus of their hatred. A model with the Hate Special Ability will have the subject of their hatred noted in the Special Abilities portion of their Profile. When a model has LOS of the subject of its Hatred and that subject is within range of its weapon, it is compelled to attack it. A model *may ignore* Target Priorities, and receives a bonus of **+2 RC** when making a *Ranged Combat* attack against a model that is the subject of its Hate. If the model with the Hate Special Ability is able to Charge, Countercharge, or attack the subject of their Hate in *Close Combat* then they receive a bonus of **+1 CC** and **+1 Damage** for their Close Combat attack on top of other situational modifiers.

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  o **Hide (Level 1-3) (Cost: 3 + 1 per level)**

- Units with this ability are capable of concealing their presence and evading the senses of the untrained observer. The model's are trained to take advantage of terrain and circumstance to make themselves disappear from enemy view; they seamlessly disappear from the enemies field of vision and prepare to reemerge from their created cover when opportunity best presents itself. When playing Eternal War, players can see every model on the battlefield. Obviously, in a real battle this is not the case. Enemies could be concealed in ditches, rocks, or tall grass sneaking up on, or just Waiting to Ambush the enemy. To simulate this, we use the Hide ability.

  - If your unit has this special ability it can spend *one* Action to Hide, and may Hide anywhere on the table. A Hidden marker is placed beside the model. Now, in order to see the model, your opponent must make a Spot Check as described on page 11 in the Spot section. **The level of the Hide ability imposes a penalty equal to the level upon the enemy model's Spot Check**. A model can still take damage while Hidden, but may *not* be targeted, therefore the only way it could take damage is for a deviating Ranged Template or Fire Mission of

some sort, or if a Direct Template is targeted on a visible (non-hidden) model near the Hidden model, thus the Hidden model can only take damage via a non-direct means. If the Hidden model Fires a ranged Attack, Charges, or Countercharges then the Hidden marker must be removed. If the Hidden model Moves the Hidden marker must also be removed unless the model also has the Infiltrate or Stealth special Ability in which case the Hidden model could move as listed in those special abilities whichever is the case and remain Hidden while doing so. You can remain Hidden while spending an action to go on Wait, Aim, Spot another model, or Concentrate.

- All other actions performed while Hidden will force the model to become visible and its Hidden marker must be removed. **You may *not* go Hidden if the model is in LOS and within 6-inches of an enemy model. Hidden models do *not* block LOS**. Hidden models *may* begin the game Hidden (even after their unit card is revealed). To keep from placing a Hidden marker by each Hidden model in a unit, if the entire unit is Hidden, then one marker should suffice to represent the entire unit, yet once models some (but not all models) within a unit are Hidden, place a Hidden marker by each model that is currently Hidden.

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o **Immune to Fear (Cost: 2)**

- Units with this ability are not affected by fear. A model that is Immune to Fear does not need to make Morale Checks against Fear. In the case of Dread, the unit would be immune to the Fear aspect of Dread, but not the Panic aspect unless the unit was also Immune to Panic somehow.

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o **Immune to Panic (Cost: 4)**

- Some Units are so focused upon their goals, or just don't care about the potential dangers facing them, that they refuse to feel Panic. Models with the Immune to Panic Special Ability do not need to make a Morale Check due to Squad casualties or Individual wounds. In the case of Dread, the unit would be immune to the Panic aspect of Dread, but not the Fear aspect unless the unit was also Immune to Fear somehow.

• **Impenetrability (Cost: 8)**

- The model is immune to Close Combat (CC) attacks made by *any* Weapon or Natural Attack without the Penetrate special ability that are **base damage 10 or less**. Close Combat attacks using Weapons or Natural Attacks that cause **base damage 11 - 12** are powerful enough to penetrate the impenetrable nature of the model without the need for the Penetrate special ability but the damage is reduced vs. a model with Impenetrability by **-6 damage**, thereby, reducing the effectiveness of such attacks greatly. Any Close Combat attack using weapons or Natural Attacks that cause **base damage 13 or higher** are powerful enough to penetrate the impenetrable nature of the model without the need for the Penetrate special ability and further do **normal damage** without any reduction.

- Close Combat Attacks using Weapons or Natural Attacks that have the *Penetrate* ability cause normal damage regardless of how much the base damage value is. Base damage refers to the base damage of the attack without adding *Situational Modifiers* such as a Charge bonus, or bonuses from Ferocity or other special abilities, or any other situational modifiers—if a model has a sword that causes ST + 4 damage, and the model has a 4 ST then it would cause base damage 8, but when the model Charges it would cause 9 damage due to the Charge bonus—which is a situational modifier. This attack would cause no damage to a model with Impenetrability unless the sword had the *Penetrate* ability. Base damage is used to determine if the model is immune to the attack, if the damage is reduced, or if the attack causes normal damage. If the model with Impenetrability can be harmed by the attack, then add situational modifiers to the damage as normal, including any damage reduction in the case of base damage 11 or 12 CC attacks, which would simply be another situational modifier.

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o **Impersonation (Cost: 45)**

- Individuals who possess this skill are masterful combination of commando and assassin. By blending in with the rank and file troopers of other less lethal friendly squads until the time is right, these models can spring upon their target when they least expect it. Many a commander has lost his life when a rather ordinary soldier suddenly sprang on him or her without warning, and whipped out the "combat mojo", killing him or her dead assaulting the officer with the skills of a top assassin. When a model with Impersonation is purchased the deployment card for the model is not placed as normal, instead it is kept in reserve like an Unseen Assailant. At the end of first turn, after all units are placed on the board including any placed with the Outmaneuver or Guerilla Training special abilities (which are placed but then removed to be redeployed at the start of the second turn, but are viable units as they were placed for in turn one initially), then the player would record in which

enemy unit his impersonating Individual is masquerading in. The unit can be either a *Grunt* or *Elite* Squad, and must be clearly marked on the deployment card or a piece of paper placed under the card that cannot be altered once the player decides the unit.

- *If the player forgets to write down the unit at the end of the first turn but later remembers to do so, Snooze You Loose, the Impersonator forgot the battle was today (you wasted the points spent on that Individual, a good memory is rewarded, and the enemy player can feel free to laugh, giggle, or make any smart ass comments he or she wishes).* Once decided the unit the impersonating model is a member of will perform normally under the control of the opposing player who purchased that unit and the Impersonating model performs as any other member of that unit. But at *any* time during the activation of that unit, the player who bought the impersonating model may replace the next model to be activated with the impersonating model, so long as that model is *not* the squad's leader or a squad specialist, and the rest of the squad's activation is interrupted temporarily. The model will immediately detach from their former squad and proceed with their mission as an Individual unit. Once the impersonating model's activation is completed, the squad that contained the impersonating model may continue their activation as normal. The impersonating model, therefore, in actuality was a member of that squad and the opposing player thought he or she was purchasing a normal member but instead was the victim a masquerading enemy soldier amongst his or her troops and wasted any points spent.

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- ## Infectious Confusion (Cost: 5)
- Models with this ability send out subconscious thoughts of hopelessness, confusion, and despair much like a mental dis-*ease* in the soul of victim. When the victim experiences Panic, its effect is magnified. Enemy units that end their turn in Panic status within *12-inches* of a model with this ability must make an *additional Morale test vs. Panic*. If this test is *failed* the unit will immediately shift to Broken status. Enemy units that end their turn in Broken status within *12-inches* of a model with this ability must make an *additional Morale test vs. Panic*. If this test is *failed* the unit will immediately flee the battle in utter confusion. Remove the unit from the board.

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  - ### Infiltrate (Cost: 1)
- To become Hidden on the field of war is a skill, to move while Hidden is a deadly gift. If a model is already Hidden, it may 'infiltrate' instead of taking a normal Move action (and Cannot Run). The unit's Movement (MV) value is reduced by *half* but it remains Hidden while it Moves. The infiltrating model loses its Hidden status if it performs any Action that cannot be performed while Hidden (see Hide on page 85). The Movement penalty for infiltrating is applied before any Movement penalties for terrain. However, a model may never Move less then 1-inch per Infiltrate Action regardless of the penalties or terrain.

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  - ### Insinuative Visions (12)
- The model has the ability to cloud enemy soldier's minds with horrific visions into their subconscious mind telepathically. Models immune to telepathic attack or contact would be immune to the effect of this ability. The visions manifest as a nightmare that is unique to every person's subconscious mind, and become 'reality' to them. Any model that comes within 8-*inches* of a model with this power will be blasted with a constant feeling of déjà vu, realizing their worst fear while they remain in the radius of the model with this ability. Each turn an *enemy* model remains in the radius, as well as, when it immediately enters the radius it will be at a **–2 LD** and **–2 CC penalty**, in addition to not being able to *Countercharge* enemy models. *Friendly* models within the 8-inch radius of a telepathic model with Insinuative Visions also helps reassure allied models granting them a **+2 LD** and **+2 CC bonus**.

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  - ### Inspiration (Level 1-3) (Cost: 2 per level)
- Some Individuals or Officers project such an aura of authority, intimidation, or are so respected in the eyes of their peers and underlings, that they can motivate others and enforce Morale during times of distress and panic. Individuals with this ability may add their level of Inspiration to the effective LD value of all friendly *units* within their Command radius. The LD value given for the level of Inspiration is used for all functions of Leadership such as using a Wait action, saving against a Channeled Power, Initiative, Charge / Countercharge, Dive for Cover, etc. effectively raising the overall Leadership of all models in the units within the inspiring model's Command radius.

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- **Keen Eyes (Cost: 1)**
- Models with this special ability have exceptional skills of observation. Models with this ability gain a **+2 bonus** when making **Spot tests** to spot Hidden models due to some ability such as Hide, Stalk, Lurk, etc. that allows a model to assume Hidden status.

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Killing Stroke (Cost: Damage Cost / 2 round *up)*

- Years of training and drilling exercises have produced a warrior with the ability to transfer his inner strength into a devastating blow of stone shattering might. Regardless of the weapon used, warriors with the Killing Stroke ability are formidable soldiers capable of magnifying any instrument they wield as a death-dealing tool. This special ability simulates a particularly vicious or deadly attack and grants a weapon used by the model in Close Combat with an additional (x1) damage modifier. If a weapon is capable of Ranged Combat, then only when the CC category of the weapon is used to make an attack can the Killing Stroke modifier be applied to damage. This would include a weapon that makes a CC attack but with the Reach ability or with a Polearm, as long as it's a Close Combat attack then it counts. For example, a sword does damage 12 after all situational modifiers are applied, it would now cause 12 (x2) damage. If the weapon already inflicted 12 (x2) damage then it would inflict 12 (x3) instead.

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  ○ **Leap (Cost: 4)**
- Some Models have immense strength in their legs, which allows them to jump incredibly high and far relative to most other models. A model with this ability can spend an action to jump *up to* its Size, in inches, vertically and *up to* 1.5 times it's size horizontally. Leaping models can Leap over *Limiting terrain*. When Leaping over *Rough terrain* the Leaping model does not suffer any movement penalties.
- If the unit lands in Close Combat it counts as a Charge, which *cannot* be Countercharged–but *Braced* units and those with *First Strike* may attack *before* a Leaping model's attack. Leaping models can Leap over other models of *equal or lesser size (SZ)* as long as the leaping model's base clears the model it leaps over. When Leaping the model does *not* need to adhere to the normal targeting priority rule of Charging the nearest enemy model, and may pass through enemy units as well if the leaping model desires. When Leaping a model should leap in one straight direction but can rotate the model if needed up to 360-degrees upon landing, and if the Leap becomes a Charge, then it should face the model it Charged in base-to-base contact.

- **Litany of Madness (Cost: 35)**
- The model with this ability is surrounded by audible incoherent mumbling, deranged laughter, subtle commands to the listener to commit strange debased acts, and to the normal human mind sounds much like gibberish but in fact is a noetic weapon of the most insidious sort. **Enemy** models within *12-inches* of a model with this ability suffer **–2 LD** due to the sounds in their head. No matter of ear protection will keep the model safe from the Litany of Maddess as the sound is audible both in the air surrounding the model and within the inner minds of those within range. The penalty imposed by this ability is in addition to any other induced situational modifiers that reduce the LD of enemy models—such as Wail of the Damned. **Friendly** units within *6-inches* of a babbling model with Litany of Maddess are considered to be **Steadfast** if they are not already so, as the hypnotic sound drowns out thoughts of confusion, and soothingly focuses the model on its task of killing and war.
- **Necrorganic** models that are within 12-inches of a model with this ability that find themselves out of command will not lose one action (standing in confusion) as they normally would, instead they will use that action to move directly toward the model generating the Litany of Maddess in the most direct path possible. The Necrorganic models will continue to pursue the babbling model in this manner until they reach its Command Distance which is either 4-inches unless the model also has the Zombie Master ability in which case the Command Distance is 8-inches. The only actions the pursuing model can take are Move actions.
- Once they enter Command Distance the Necrorganic model will stop, mesmerized by the sound. Now in Command Distance, the pacified model much pass an LD test—a test that must be made for each individual model. Those that *fail* refuse to return to a state of command, and stand there unable to perform any action mesmerized by the sounds of the Litany of Madness. Those that *pass* will now consider the babbling model its new Squad Leader, and if it has any remaining actions left can spend them freely, if not then it will activate along with the babbling model as a single unit upon its next activation.

- If the initial LD test is failed, and the Necrorganic model simply stood there mesmerized, and the following activation it is still within Command Distance it may attempt *one* free LD test to activate. If *passed* then the model may spend its actions freely, and will consider the babbling model its new Squad Leader. If *failed* the model will stand there mesmerized unable to take any action that turn. If the babbling model moves out of command distance then upon activating next the Necrorganic model will again seek to follow the babbling model till it reaches Command Distance again, and restart the process.

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- **Lurk (Cost: 21)**

- Models with this ability to Lurk are specialized stalkers who utilize a *Chameleon* like trait, ability, constantly active Channeled power, or advanced technology combined with superior stealthy skills which effectively make them 'phantoms' of death and childhood nightmares as they can fade in and out of sight as if they were not real. The model effectively has the **Chameleon** ability, as well as, *Stalk (Level 6)*, which means to target a Lurking model it first must be spotted as if it were a level 6 Stalking model. Then once spotted only a blur is seen, and must then be spotted as if the model had Chameleon. If the lurking model is spotted a second time, and thus the RC penalty to fire at the model is reduced to –2, then it would reset itself at the start of the next turn. If spotted the model can spend *one* action to Stalk once more. Needless to say targeting and firing at lurking model is a pain in the butt to most soldiers but one they must deal with, making these extremely hated foes.

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  - **Medic (Level 5-8) (Cost: 1 per level)**

- Units with this ability can heal the wounded or revive fallen comrades. Models that lose their last Wound are marked placed on their side, and knocked Prone. **Medics can attempt to heal any model within 2-inches by rolling *equal to or under* the level of his or her Medic special ability on a D20**. The Medic can only attempt to heal any given model *once* in a turn, and if successful, a Wound marker is removed if the wounded model still had one wound left—and was not 'dead'. **This ability will only work on models considered *Mortal* or a *Beast*.**

- If the wounded model had lost all of its wounds, and was 'dead', and then healed by a Medic. The newly healed Prone model would need to spend *one* action to stand from Prone position, and could then act normally having one Wound restored. If the Medic ability roll is *failed* the 'dead' model cannot be revived and is removed from play.

- The newly revived model, once standing, is like any other wounded model. The following turn the Medic could again attempt to heal the model further if it still had any Wound markers remaining. A Medic has one turn to reach any 'dead' Prone models. This means when you lay a model on its side Prone, considering it dead, then a Medic model has until that 'dead' model's unit activates again the following turn to attempt to revive the model. If the Medic cannot reach the model, or fails the attempt remove such 'dead' models from play, the Medic failed to reach or revive them. Consider them a casualty of war. **A model may *not* use the Medic ability on a pilot or driver within a *Closed Chassis Vehicle*.**

- **Mist of Semai (Cost: 6)**

- Thick chocking swirls of fog surrounds the model with this ability. The fog has a **6-inch radius**. All within that radius, including the model with the Mist of Semai ability are engulfed in the mist and provided with the *Camouflage* special ability.

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- **Natural Attack (Cost: Damage Cost + Cost of Additional Attributes of Attack)**

- Some models maul the enemy with natural weapons such as claws, sharp dagger like teeth, or other naturally lethal means of attack. The Natural Attack and its base damage will be listed in the Special Rules of the model's profile. If the Natural Attack does *penetrating* or *residual* damage this too will be listed, as well as, if the model can make more than one Natural Attack per action without the need for the Secondary Attack ability. If this is the case, then it will list the number of attacks *per action* the model is capable of followed by the damage, and the model will *not* suffer a CC penalty when making additional Natural Attacks beyond the first, as it is not considered a Secondary Attack. For example, a model has CC 10 and Natural Attack (x2) 10 that would mean the model is capable of two natural attacks each of that cause base damage 10. The model would make two CC attacks with a base 10 CC adding situational modifiers if they would apply such as in the case of a Charge. If the Natural Attack is also capable of making a Sweep attack this will be listed in the Special Rules, and might be an optional Natural Attack with its own damage listing so that the model has two separate Natural Attack options.

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- **Necromancy (Level 5-8) (Cost: 1 per level)**
- Models that possess the Necromancy ability can act as a **Medic** for *Necrorganic*, *Necrobiotic*, *Summoned*, and *Supernatural* creatures that are **no larger than Size (SZ) 3** models. In all other ways this is the Medic skill.
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- **Necroplasmic Eruption (Cost: 6 + Cost of ATS)**
- Certain models have the ability to force an eruption from their bodies that takes the form of a fountain of highly corrosive fluids drawn from their own digestive systems. This nauseating and dangerous attack costs *one* action, and sprays any model touched by the template to suffer an Environmental Damage attack. The ATS of the attack varies as listed in the model's profile, which can vary from ATS 5 to 10. Use the Narrow-Spread Template.
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  - o **Outmaneuver (Cost: 3)**
- Units with this skill have the ability to bypass enemy perimeter security and move close to an enemy position undetected. Units with the Outmaneuver special ability are deployed after all other units have been deployed. If more than one player has units with the Outmaneuver special ability then follow the normal sequence after all other Unit Cards have been deployed. The Unit Card for a unit with Outmaneuver can be deployed anywhere on the battlefield, except in an enemy deployment zone or within 12-inches of enemy models. The unit may be placed in LOS of enemy models as long as they are in cover.
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    - o **Parameter Surveillance (Cost: 6)**
- Models with Parameter Surveillance are deployed without the benefit of deployment cards. They are considered *Hidden* models the first turn they activate, but must abide by the conditions of Hidden status to keep the Hidden marker otherwise they will reveal themselves. They do not inherently have the Hide special ability unless the model also has this ability separately by some other means.
- On the first turn, when the model with this ability is deployed, any friendly Unit Cards *within* the model's Command Distance—8-inches for Unit or Division Commander and 10-inches for Force Commander—can be prevented from being revealed by an enemy unit's attempt to *reveal a Unit Card* which normally would automatically occur but due to this ability the revealing unit would need to make a *single* free **Spot test** using the highest LD of the unit in order to successfully reveal the Unit Card. A separate Spot test is rolled for *each* unit card that would have been automatically revealed, but only *one* Spot test per card is made— per separate unit that is attempting to reveal that unit. Keep in mind to apply an situational modifiers for distance or Cover to this Spot test (as described on page 11).
- If the unit attempting to reveal the Unit Card has *Reconnaissance Training* and would already have needed to make a Spot test then the required Spot test is made at a **–4** penalty as a situational modifier.
- If the Spot test is *failed* then the Unit Card is not revealed until another unit is placed near enough to again warrant revealing the Unit Card, or another unit with Reconnaissance Training attempts to reveal the Unit Card, in which case, another Spot test is required to reveal the Unit card. When the unit activates, if its unit card was never revealed, it would then be automatically removed upon its first activation.
- **Para-deploy (Cost: 5)**
- Squads with the Para-deploy special ability are reserved until the controlling player wishes to deploy them. Then, at *any* time during his turn, when the controlling player *may* activate a unit the player may *choose* to instead *deploy* a reserve Para-deploy squad, and activate the Para-deploy squad as he or she would a normal Squad. The controlling player *may not* interrupt an opposing unit's activation with this ability. The controlling player *may not* activate more than *one* unit at a time when he or she *deploys* a reserved Para-deploy squad. The controlling player *can* deploy the Para-deploy unit *after* an opponent activates a unit even though the controlling player has no units remaining on the board to activate. Place the Para-deploy squad using the following rules:
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- To begin, the player must select a **Landing Zone** (LZ) by placing the Explosion Template on the table. The following rules govern the placing of the LZ:
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    1. There must be room for the template to be placed.

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    2. The template can be no closer than no closer than 2-inches from terrain taller than 1-inch in height.

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    3. There can be no visible enemy models within 6-inches of the template.

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- Once the LZ is selected, the first model of the Squad is deployed. First, make roll a Deviation roll (see page 8) to see the actual landing location of the model. Use the center of the template as the center point to plot the landing position.

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    1. Once the model lands roll a **Status Check** to see how well the model lands. This is an LD test for the model. If the test *passes* the model lands correctly and assumes a Minimal Presence (MP) position. If the test *fails* the model is marked Prone, and must spend *one* action to either stand or assume Minimal Presence before any further actions can be taken.

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    2. If the model actually lands on the template then the model successfully hit the Landing Zone dead on and has *two* actions remaining. Those that miss the template have missed the Landing Zone and only have *one* action remaining.

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    3. As each model lands, the model must spend any actions it has to spend before placing the next model in the squad. Any unused actions are wasted. Repeat the process until all models in the squad are placed.

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- Para-deploying models are exempt from breaking Squad Coherency rules during the turn in which they land. After the first turn, they enjoy an increased squad coherency as if they had the *Symbiotic Link (Level 3)* special ability. Para-deploying models enjoy *Immune to Panic* during the turn in which they land. After the first turn, they will check for Panic as normal.

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    o **Predator Gaze (Cost: 6)**

- When a model with this special ability starts in a position that is *out of LOS*, and then moves into *LOS* of a model on Wait status that is within **12-inches**, the Waiting *model* must made an immediate PW test. This test is made before the model may attempt to use a Wait action. If the test is *failed* then the Waiting *model* is frozen in hesitation, and any Wait markers are removed from the model as the models Wait status is lost. The PW test should be made for every Waiting model attempting to react to the model with Predator Gaze.

- The model with Predator Gaze can look instantly to transmit an understanding that volumes of text cannot describe; a gaze with an aura of lethality, of disquieting cunning, and the realization that you are suddenly prey, all delivered at the speed of a reflex. It is a message that triggers a primal instinct for flight, which flies in the face of combat training, and results in a moment of hesitation.

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    o **Predator Senses (Level 1-3) (Cost: 1 per level)**

- Units with this ability have very keen senses and are able to their eyes, nose, and ears to locate potential enemies. Models with *Predator Senses* add **+2 LD** *per level* to any **Spot check** the model must make if the target of the Spot check is within the spotting model's LD in inches. For example, a model with a Predator Senses (Level 2), and a 13 LD would add +4 to Spot checks made against models that are within 13-inches of the spotting model.

- **Raise Undead (Cost: 10)**

- If a model has this ability then any *Close Combat* (CC) attack the model makes that causes another model to lose its last Wound will cause the victim that is killed to rise as the type of Necrorganic model listed. Place the dead model Prone on its side. When the victim is killed by the Close Combat attack, it is infected with a nanomite based swarm that will cause the model to rise turn *after* its death as type of Necrorganic creature listed. When the model rises, remove the dead Prone model, and replace it with the type of Necrorganic model that is listed. The newly risen unit starts Prone and must spend one action to Stand before spending any other actions.

- The Special Rules given in the model's profile who possesses this ability will define which type of Necrorganic model it will be. For example, a model with this ability might say it is Special Rules: May rise as

Blessed Legionnaires. In this case then the type of Necrorganic model that *any* model killed by a CC attack will rise as, will be a Blessed Legionnaire. Place the dead model Prone, and on the following turn replace it with a Prone Blessed Legionnaire. The Blessed Legionnaire will rise with spending one action to Stand and then may spend its remaining actions as normal.

- Only models that are Beasts, Mortal, or AI: 1, AI: 2, or AI: 3 can be raised by the use of this ability. The newly risen Necrorganic creature will follow their attacker as if he or she were their Squad Leader, therefore forming a new Squad. If the Individual who now commands these new Necrorganic creatures attaches to another Squad, through the use of the Commander ability, these Necrorganic models will also do so, and if the Individual detaches from that squad they, again, will also do so as they will seek to remain with the Individual as he or she is their true Squad Leader.

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- **Ram (Cost: 1 + Damage Cost / 2 round *up*)**

- Models with this special ability get a free Ram attack as they Charge or Countercharge into Close Combat. Roll to hit as a normal CC attack, add the Charge or Countercharge bonus, plus any other situational modifiers that might apply. The Ram attack will cause a 'damage' stated in the model's profile. If an enemy model is on Wait, and therefore is either Charging or Countercharging the Ramming model, then the Ram attack will occur before the enemy model's Charge or Countercharge. Resolve only the Ram first, if successful then the enemy model is knocked Prone (see prone page 24). Keep in mind Prone models are easier to hit in CC with attacking models, including the Ramming model gaining a +4 CC bonus to hit a Prone model, and when the Prone model wishes to stand it must spend *one* action to do so. If the enemy model is knocked prone the Ramming model is then free to make its normal Charge or Countercharge upon the now Prone model. The enemy model, due to the fact that it is Prone will not be able to Countercharge and loses all Wait actions that it had in reserve.

- If the Ram attack fails then the normal rules for Charge / Countercharge apply, and the enemy model and the Ramming model would roll initiative as normal to resolve the Charge / Countercharge situation, with the winner attacking first, but since the Ram attack fails the Ramming model will not be making it again until he can again Charge or Countercharge another model. Once engaged in CC the Ram attack cannot be made. If the enemy model was not on Wait and thus is not Countercharging, and the Ram attack fails, then it simply fails and the Ramming model will carry out any normal attack that it has while Charging. Once engaged in CC the Ram attack cannot be made.

- Ramming models always attack first in a Charge / Countercharge situation unless defending against a model that is Braced, has a Thrown Weapon and Countercharging the Ramming model, or some similar special attack which specifically states in that model's Special Rules that it occurs before a Ram attack. If a model is Braced or has a Thrown Weapon (or some other special attack that occurs before a Ram attack), then resolve the Brace or Thrown weapon attack (or special attack) then resolve the Ram attack then resolve any Charge / Countercharge situation in that order. Models with Ranged Combat weapons can always fire their weapon from Wait before a Ram attack by virtue of being able to fire at a model that Moves within their LOS, which the Ramming model qualifies as, therefore resolve such shots before the Ram attack, but if a player fails to announce he or she is 'taking the Wait shot' then Snooze You Loose for the player with the model's on Wait who had shots to take.

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- **Reach (Level 1-3) (Cost: 1 per level)**

- This ability allows the model to extend its ability to make a Close Combat (CC) attack without the need to Charge another model—this is done in the same manner as a Polearm. The distance which a model can extend its ability to make a CC attack is equal to the level of its Reach ability given in inches, therefore, Reach (Level 3) would mean the model could make a CC attack against another model up to 3-inches away. If the model also possess a Polearm, then add the level of the Polearm to the level of the Reach ability to obtain the total distance a model can extend its ability to make a CC attack. The Reach ability can also potentially allow the model to reach into a Height Band above or below its current one. For more information see Polearm / Reach Special ability on page 16 for more details.

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- **Reconnaissance Training (Cost: 4)**

- A model with Reconnaissance Training may deploy normally by using a Unit Card, or in the open by actually placing the model on the battlefield. If deployed in the Open, the model may be placed up to **6-inches** forward of their deployment zone, and then may make an immediate **Spot test** to reveal up to *two* enemy Unit Cards that are within **LOS** and within **36-inches** of the recon model. If the Spot test is successful, the Unit Card is revealed and the models for that unit must be placed on the table.

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- **Regenerate (Level 5-10) (Cost: 1 per level)**
   - Units with this ability can quickly repair their own body through biological or technical means. A model with the Regenerate special ability can attempt to regain *one* lost Wound by successfully rolling *equal to or under* the level of their Regenerate ability. If a model with this ability is allowed one *free* roll at the beginning of its activation. If the roll *passes* then the model regains one Wound, if the roll *fails* then the model fails to regain a Wound. If the model wishes to attempt additional Regenerate rolls it may do so at a cost of *one* action per roll regardless of whether the roll is successful or not. Each time the roll is successful it would regain one Wound, and each time it fails the model fails to re-gain a wound. A model can never regain more Wounds than is listed in its profile as its maximum number allowed. A model cannot regain more than *three* Wounds in a turn by the use of this power.

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   - **Resolve (Cost: 1)**
- A model with Resolve may add **+2 LD** making **Moral tests** of a personal nature. This bonus only applies as a situational modifier, for the model that has the ability, and only for Moral tests. This bonus will *not* apply to other LD-related tests such as Dive for Cover, Initiative, using a Wait action, etc. This bonus will only apply for the model that possesses this ability, and will not extend to other members of the Squad the model is attached to unless they also possess the Resolve ability. This means if an Individual attaches to a squad it *cannot* benefit from another squad members Resolve ability, nor can a squad member benefit from that Individual's own personal Resolve ability. Each model with this special ability is discrete.

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   - **Revolting Presence (Cost: 5)**
- Models with this ability are so disgusting that any Mortal model attempting to Charge a creature with this ability must first pass an **LD test** in order to do so. If the test is *passed* the Charge can proceed as normal. If the test is *failed* then *one* action is lost and the Charge is not made as the model lost the courage to do so. If the attacking model wishes to try again it may do so by making another LD test, and each time it is failed another action is lost. Models that are *Immune to Fear* are immune to Revolting Presence and the need to make an LD test.

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- **Screeching Projectile (Cost: 5 + Damage Cost)**
- If a model with this ability scores a Wound on a Size 1 or Size 2 (SZ) model with a Close Combat (CC) attack, that model may opt to forgot the infliction of that Wound in order to instead pick up the stunned model, and throw it as a projectile up to **8-inches** distance inflicting ST + 4 (x2) damage upon the model that is thrown and upon any model that is the target of the thrown model. A Ranged Combat (RC) attack roll is made to hit the target of the thrown model. Thrown models will Deviate (see page 8) if the RC attack misses. If the model thrown survives, it lies Prone, and additionally will be stunned the following Turn capable of taking *no* Actions. The model the turn after this would once again be able to activate as normal, but start the turn in the Prone position.

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- **Secondary Attack (Cost: 4)**
- Some Units are trained to use more than one weapon in Close Combat (CC) or to strike more than once with their single Close Combat weapon. A model has the Secondary Attack special ability gets a Secondary Attack in Close Combat *per* each action used to make a Charge, Countercharge, or Close Combat attack. If the model has two weapons, then it would make *one* attack with each weapon choosing which is the primary and which is the secondary. The secondary weapon's attack suffers a **–4 CC** penalty. If the model has one weapon then it can make *two* attacks with the weapon. The first attack will suffer no penalty but the second attack will suffer a –4 CC penalty, just as if it were the

secondary weapon attack. If a model has more than two weapons, then the player will be free to select which weapons are the primary and which weapons are the secondary. Ho they are grouped and selected by the player will be given the models Special Rules.

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- **Sense Presence (Cost: 5)**
- Units with this special ability are aware of all models on the battlefield (tabletop). They do not see by conventional means and therefore ordinary things do not block their vision. They can essentially 'see through' terrain and they are automatically aware of 'Hidden' models. Do not remove the Hidden marker, instead the model with Sense Presence can ignore the fact the Hidden marker is present and target the model as normal. They cannot shoot through solid terrain, only that they will be aware of a model or unit standing within or behind such terrain and can act accordingly with this knowledge. Hidden models that come into base-to-base contact with a model that has Sense Presence will not get a free CC attack as stated on page 32 (Charging a Hidden Model) as the model will know the Hidden model is there. **Friendly models that are within 4-inches of a model with Sense Presence gain a +4 bonus when they make a Spot test**; the Spotting model may only benefit from this bonus from one model with Sense Presence, if more than one is present, the bonus will not stack.
- For purposes of Los, units with this ability have LOS to all models on the battlefield (tabletop). This means they can target a model with Channeled powers *through* terrain, but cannot shoot through intervening terrain, and Channeled powers which have a trajectory and are 'shot' from the Channeling model like a Fireball cannot be Channeled at models normally out of LOS. Instead Channeled powers which originate next to or on top of the targeted model, mental powers, illusions, and other such powers which do not have a physical existence and do not need to travel from the Channeling model to the target model my target models out of LOS. In addition, a model with Sense Presence would be susceptible to items or powers with effects that require LOS to initiate, if so and the model with Sense Presence comes within the appropriate range, then the model with Sense Presence or the unit such a model is a member of would be subject to any such affect the item or power has as LOS is established.
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    - o **Shadow Walk (Cost: 14)**
    - o The model through means of mental concentration, mystical ability, or technology can enter the shadow realm, and teleport almost anywhere he or she can visually see. A model wishing to attempt a Shadow Walk must announce his or her final destination by marking the new spot. This destination must be **within LOS** of the model's current position. Next the model must spend *two* actions to activate the Shadow Walk, and then make a PW test. The model may Concentrate to increase the chance to successfully Shadow Walk. If the test passes, the model appears in the designated spot. If the test fails the model failed to gather the appropriate concentration to enter the shadow realm, and the actions are wasted.
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    - o **Shambling Horde (Cost: 2)**
- Models with this horrifying ability can opt **to only move at *half* their Move (MV) in inches and *fire a Ranged Combat (RC) attack in the *same single action*** much like a Charge is simply a move and attack. While this tactic would be suicidal for a moral model but this is a perfectly suited task for the shambling dead Necrorganic models that make up the rank and file of some armies in Eternal War such as the Dark Legion. The Shambling Horde model cannot Aim when opting to move and fire in this manner, nor may the model Run, and in fact the RC shot is made with a **–2 RC** penalty due to the fact the shot is taken quite quick disregard.
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- **Sinstress Gaze (Cost: 8)**
- The model has an emotive and persuasive gaze with which to beguile enemy models. *Once* per turn for the cost of *one* action a model with Sinstress Gaze can lower its gaze upon any Moral model within **8-inches** and force that model to make a **PW test** but the model is allowed a bonus of **+4** to the roll as a situational modifier. If the test *passes*, the action is wasted. If the test *fails* the targeted model will join the model using Sinstress Gaze as its new master. The model will be oblivious to all reason, and seek to defend its new master to

the death gaining the *Bodyguard* ability. The player who used this power now controls that model for the remainder of the battle.

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  - o **Sniper (Cost: 5)**

- Units with this ability are trained to carefully pick their targets and go by the ethos; one shot, one kill. If the Sniper spends an action to Aim, in addition to the normal Aim bonus of +4 RC and +2 Damage the Sniper automatically will be successful in using the **Tactical Sense** special ability. No roll is required, but all the limitations for the use of Tactical Sense still apply.

- If the Sniper spends *two* actions to Aim, in addition to the normal bonus, and the fact the Sniper gains *Tactical Sense* as described above the Sniper will be able to target any model in the targeted Squad, so long as that unit is within range and LOS. Snipers gain the **Symbiotic Link (Level 4)** ability, if they already have this ability, add the levels together with a maximum of level 8.

- **Stalk (Level 4-6) (Cost: 5 + 1 per level)**

- Stalking is the ability to move unseen with the speed and ease of normal units. Like models who have Hide, models with the ability to Stalk in essence have both the ability to *Hide* and to use *Stealth*. When a model is stalking it is called Stalk mode and the model is considered to be a Hidden model with the ability to use Stealth.

- This means the model can remain Hidden but move at the models full Move (MV) value, and in addition *may move over Limiting and Rough terrain without a movement penalty, though Impassable terrain will still hinder the model.* The model cannot Run while stalking.

- Stalking models start the game in Stalk mode, and deploy in the *friendly* deployment zone during the placement of units with Outmanuever. Use a unit card to represent the stalking model. When the Unit Card is revealed there are two important differences between placing a model that has the Hide ability and a model that has the Stalk ability. These differences are:

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1. When the unit card is revealed a player may place any stalking models within 3-inches of the center point of the unit card rather than directly on the center point. This may allow the models in that unit to avoid being hit by a deviating template or a template attack that targeted another model, which in turn forced the Unit Card to be revealed. The Stalk models can only be placed in this manner once during the game, when the Unit Card is initially revealed.

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2. When placing the unit after the Unit Card is first revealed the player may elect to make a *surprise attack*. This attack *cannot* be Countercharged, nor can any model react to or interrupt the surprise attack from on Wait status if the stalking model can be placed in base-to-base contact behind and out of the forward facing arc of the targeted model. If the player can place a stalking model in this manner then the attack is considered a Charge, but in addition is granted a situational modifier of **+1 to hit** (for either CC or RC whichever the attack uses) and **+1 Damage**. A model with *Sense Presence* cannot be surprise attacked in this manner.

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- Once the Unit Card is revealed and the stalking models are placed, if they did *not* make a surprise attack then place a Hidden marker beside the model, as the stalking model may begin the game in Stalk mode. If there is more than one model in the unit a single Hidden marker is sufficient to represent the entire unit, until such time as some but not all models in the unit are in Stalk mode, in which case place Hidden markers only by those models that are in Stalk mode. Any models in the unit that made a surprise attack would not qualify as they would not be in Stalk mode.

- The model is now considered merely a unit with both the *Hide* and *Stealth* abilities for the rest of the game, but when Hidden the stalking model is referred to as Stalk mode as described above with the movement benefit listed above. Like Hide, it requires *one* action to re-enter Stalk mode, and the model may enter Stalk mode anywhere on the table. A Hidden marker is placed each time the stalking model re-enters Stalk model. Since the model has Stealth it can move up to its full Move (MV) value and not break its Hidden status, but if the model Fires a ranged attack, Charges, or Countercharges then the Hidden marker must be removed, and the model is no longer considered to be in Stalk mode.

- You can remain in Stalk mode while spending an action to go on Wait, Aim, Spot another model, or Concentrate. All other actions performed while Hidden will force the model to become visible and its Hidden marker must be removed. You may *not* go in Stalk mode if the model is in LOS and within 6-inches of an enemy model. Stalking models like Hidden models do *not* block LOS.

- Now, in order to see the model, your opponent must make a Spot Check as described on page 11 in the Spot section. The level of the Stalk ability imposes a penalty equal to the level upon the enemy model's Spot Check. A

model can still take damage while in Stalk mode, but may *not* be targeted, therefore the only way it could take damage is for a deviating Ranged Template or Fire Mission of some sort, or if a Direct Template is targeted on a visible (non-hidden) model near the stalking model, thus the stalking model can only take damage via a non-direct means while in Stalk mode. Keep in mind that when a model who has Stalk is initially placed after the Unit Card is revealed is allowed the one time ability to be placed up to 3-inches from the center point, and thereby could avoid deviating templates, fire missions, or direct templates that targeted other models but only during the initial placement of the stalking model.

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- **Steadfast (Cost: 6)**

  - Any unit with the *Steadfast* special ability is considered to have both the abilities *Immune to Fear* and *Immune to Panic*, and cannot enter either Panic status or Fear status. Since the unit cannot enter Panic status it cannot enter Broken-status either, and in the case of Dread, the unit will not need to make a Morale test vs. Dread as it cannot be affected by either the Panic or Fear effect that results from a failed test.

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- **Stealth (Cost: 2)**

  - Any units with this special ability are experts at using their surroundings to their advantage, and take Infiltrate to a new level, by moving the unit's *full* Move (MV) value while Hidden called Stealth movement. The unit cannot Run while performing Stealth movement. The model loses its Hidden status if it performs any Action that cannot be performed while Hidden (see Hide on page 85). The Movement penalty for making a Stealth movement is applied before any Movement penalties for terrain. However, a model may never Move less then 1-inch per Infiltrate Action regardless of the penalties or terrain.

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  - **Strategic Insight (Cost: 1)**

    - Some Individuals have such a keen tactical mind for battlefield strategy and the ability to orchestrate their forces that they gain a **+2 LD** bonus when counted for an armies *Initiative* roll for the turn. As long as the model is on the battlefield, the force that includes this model will gain this benefit. The effect of this ability is not cumulative if more than one model with this ability is present in a force. The LD bonus is gained only for when a player rolls Initiative for his force or team, therefore if two or more players are allied, as long as one player has one model with this ability alive in his or her force, then that team would gain a +2 bonus to the roll, and if two or more models were present, the Initiative roll for the team (or player) is still only made with a +2 bonus as the bonus is not cumulative.

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  - **Survival Training (Level 1-5) (Cost: 1 per level)**

    - Units with this special ability have been trained to survive and operate in hostile environmental conditions. They may add their level of ability to the Save verses Environmental Damage that they might be faced with. Also Survival Training can reduce the level of an Environmental Hazard by the level of Survival Training a unit has—see page 71 for more details about Environmental Damage, and page 74 for more details about Environmental Hazards.

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  - **Swarm Assault (Cost: 6)**

    - This is a specialized form of Group Attack that is feared even more. In addition to gaining the benefit of **Group Attack**, when an enemy model is engaged in Close Combat by more creatures with Swarm Assault than his or her Size (SZ) rating, then any hit scored in Close Combat by the swarming attacker will also pull the model **Prone**. No Wound is required, therefore successfully scoring a hit is enough regardless of whether a Wound was inflicted.
    - Once Prone, the victim will be unable to regain its footing and stand up until the number of attackers in base-to-base contact with the Prone model is reduced to the Prone models Size (SZ) rating or less. Models that attack a Prone model receive a **+4 CC** and **+4 RC** bonus to hit that model—see page 24 for more details. Models that are in base contact with a friendly model, as well as, any model with a Strength (ST) of 6 or more cannot be pulled down in by this ability as the model is either too strong or has another model supporting it, but the swarming attacker would still receive the Group Attack bonus.

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- o **Symbiotic Link (Level 3-8) (Cost: 1 per level - 2)**
- Units with this ability enjoy an enhanced ability to communicate and coordinate on the battlefield. This increases the Squad Coherency distance for determining 'broken coherency' equal to the Level of the Symbiotic Link in inches. When a squad has finished moving all the models in it, the squad must form an imaginary chain. The distance between one model and the next being no greater than the level of the Symbiotic Link in inches; if not then those members outside of squad cohesion are considered to have 'broken cohesion'. For example, if the level were four then the distance between each model within the squad would need to be within 4-inches or less.
-

- o **Tactical Sense (Cost: 2)**
- **A model may shift its Targeting Priority when making a Ranged Combat (RC) attack** by the use of this ability. Tactical Sense allows the unit to target a different *Squad* other than the nearest Squad. *If a Squad Leader of a squad has this ability—or an Individual attached to the squad that is acting as the Squad Leader—then **all** members of the squad have this ability while the Squad Leader is alive (or attached).* (See Targeting Priorities on pages 37-38)
- A Grunt model *cannot* elect to use Tactical Sense if an enemy Squad—that is *not* in Panic or Broken status—is within 12-inches. An Elite or Support model *cannot* elect to use Tactical Sense if an enemy Squad—that is *not* in Panic or Broken status—is within 6-inches. Individuals can elect to use Tactical Sense no matter how close enemy Units are.
- When a Unit activates, **before** each model takes its actions make a single *free* LD test for the model using the models own LD value. If passed, the *model* can target a single different Squad other than the nearest Squad, and if *failed* then the model cannot attempt to roll again, and must target the nearest enemy Squad as normal. The model must still abide by all other Targeting Priority rules listed on pages 37-38.
- **Technomancy (Cost: 10)**
- This ability represents that the model has mastery over and use of special nanites that can be made to perform different functions, which allow a model to serve a number of different roles.
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1. For the cost of *one* action the model can release engineered nanites that seek out and chemically break down explosives. Place the Light Flame Thrower template, and any **Mine** counter that touches it will be **neutralized**. Remove *one* Mine counter. Alternatively if a Demo Charge is un-detonated it too could be neutralized in this manner, or any other explosive.
-
2. For the cost of *one* action the model can re-task the microscopic nanites that animate flesh, the model may convert any *three* friendly Necrorganic creatures within 6-inches into a single **Golem of Darkness**. Remove all three models and replace the center one with the Golem. It will be considered a part of the Squad that the Necrorganic models belong too.
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3. For the cost of *one* action the model can disperse particularly powerful nanites designed to repair other nanites so that they can repair damage on *Necrorganic*, *Necrobiotic*, *Summoned*, and *Supernatural* models too large for Necromancy to repair. Models of these types that are Size 4 to Size 6 may be healed as if the model with Technomancy had the **Medic** ability at **Level 6**.
-

- o **Telepathic Command (Cost: 2)**
- This model is capable of using telepathy and can communicate mentally. If the model also has the Commander ability—and therefore can Give Orders—then the commanding model can **Give Orders** to any Unit it may legally command that is **within LOS**, without the need for that unit to also be within the commander's Command Distance as it normally need to be. (See Give Orders on page 26 for more details)
-

o **Teleport (Cost: 40)**

o The model through means of mental concentration, mystical ability, or technology can phase shift spatially any *one* friendly (or allied) Unit that is within *6-inches* and LOS of the model using the Teleport special ability. The destination must be within **24-inches** and **LOS**. Mark the destination with a Teleport counter. All models teleported can be no more than *4-inches* from the Teleport counter when they first teleport, but once there may Move as normal.

o A unit—and any models teleported—may *not* teleport closer than 6-inches **to** *any* enemy model. The unit that is teleported can either be one that is Activated or Un-Activated. If the unit (and any models) that was teleported were on Wait status they remain on Wait status carrying their Wait markers with them.

o The model must spend *three* actions, and pass a PW test. The model can Concentrate to increase its ability to Teleport if it has an action to do so. The unit to be teleported can have no more than twelve models in it. If the model that is using the Teleport ability is *attached* to the unit it is attempting to Teleport—as that model has the Commander special ability—then the model may also teleport itself along with the Unit that it is teleporting. The model using Teleport can also Teleport itself as the target Unit, and along with it, any model's that are considered apart of that unit (in the case of any Bodyguard models).

o If the test *passes*, the Unit appears in the designated spot. If the test *fails* the unit model using this power failed to gather the appropriate concentration to teleport the unit, and the actions are wasted.

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o **Terrain Specialist (Type) (Cost: 1 per terrain type)**

• Units with this Special Ability have been trained to move through all existing terrain. There are five categories of Terrain Specialists: *Jungle*, *Subterranean*, *Amphibious*, *Arctic*, and *Desert*.

• A model with the appropriate category of Terrain specialist suffer **no Move penalty** when moving over that type of terrain, and an Amphibious terrain specialist can move through water that normally would be Impassable, instead consider the water for that model to be Rough Terrain.

• **Jungle** includes Organic Growth terrain pieces such as forest and swamp, as well as, environments classified as Jungle for purposes of Hostile Environment rules.

• **Subterranean** includes Ruins, Rubble, and Rocky terrain pieces, hazardous cave systems, moonscapes, and other areas which are rough with debris.

• **Amphibious** includes undersea, waterscapes, beachheads, and crossing bodies of water.

• **Artic** includes snowy, tundra, and similar landscapes and terrain pieces.

• **Desert** includes barren landscapes and deserts.

o **Trample (Cost: 4 + Damage Cost)**

• A unit with the Trample special ability may Move through or over troops in an attempt to crush them under. The trampling model is attempting to crush the victim rolling right over them, and is nothing more than a devastating Move action. The model may not Run while performing a Trample action, and must move in a straight line trampling only models of at least 1 size (SZ) smaller than the trampling model. The player executing the Trample move **must state when the model performing the Trample move** is about to do so, in order to give defending models the opportunity to Dive for Cover if they are on Wait and to differentiate between a Charge into Close Combat.

• All enemy troops that come into base-to-base contact with a Trampling model must make a successful Armor save or take a wound. The damage of the Trample move will be stated in the Trampling model's special rules. Units on Wait may make a Dive for Cover roll to attempt to get out of the way. Any units that successfully Dive for Cover manage to leap to safety and are placed at the side of the Trampling model's path. Units caught in the path that successfully make their Armor save, are pushed to the side of the Trampling model's path and knocked Prone (see p.24).

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o **Tunnel (Cost: 5)**

• When a model has this special ability it may spend *one* action to submerge itself below ground level (H-B 0. Once underground it *cannot be attacked in any way*, and **may only use Move actions** *but may not Run*. Indicate the position of the tunneling model with a Tunneling marker. At anytime during its turn it may spend *one* action to emerge from he ground. You cannot emerge in base-to-base contact with any model, and you cannot emerge on any elevated terrain that is over ground level (such as a bridge), as it must be the actual ground level itself. Keep in mind that the tunneling model is always considered to be just enough under ground

level so that if the model tunnels through a raised elevation such as a hill the model would climb up or down the hill at the same rate emerging at whatever point it moved to without the need to 'tunnel up' or 'tunnel down' height-bands in case the elevated terrain that is on a different height band than ground level at the point at which the tunneling model surfaces.

- The tunnel created by the tunneling model is assumed to close up behind the model leaving no lasting trace other than churned dirt, yet some tunneling models have the additional ability to create a tunnel behind which will at least last for the duration of a battle, if this is the case it will be listed in the Special Rules for that model and define how many and what sized models may follow. If this is the case then those models could not move faster than the tunneling model as they follow directly behind it, therefore they cannot Run either.

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o **Unscrupulous (Cost: 1)**

- Unscrupulous models could care less about who they harm, and therefore do not need to make a Friendly Fire test. This test requires that a model wishing to fire into Close Combat involving friendly models to make an LD test in order to fire into that Close Combat. The Unscrupulous model simply cares little for other friendly models and hence do not need to make this required LD test. Fire away you evil bastard!!!

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o **Unseen Assailant (Cost: 25)**

- Models with this special ability have an almost supernatural ability to conceal themselves and to blend into their surroundings. Playes buy the model whit this ability as normal but do not deploy it during the normal Deployment phase. The unit is left off the tabletop and does not need to be Activated. The model may then be Activated at any time during the game during the player's turn that owns the Unseen Assailant model. During any one of its turns, the player with the Unseen Assailant may Activate the model and place it anywhere on the tabletop within 1-inch of any terrain feature.

- When placing the unit the player may elect to make a *surprise attack*. This attack *cannot* be Countercharged, nor can any model react to or interrupt the surprise attack from on Wait status if the Unseen Assailant model can be placed in base-to-base contact behind and out of the forward facing arc of the targeted model. If the player can place an Unseen Assailant model in this manner then the attack is considered a Charge, but in addition is granted a situational modifier of **+1 to hit** (for either CC or RC whichever the attack uses) and **+1 Damage**. A model with *Sense Presence cannot* be surprise attacked in this manner.

- Once the model with this special ability has been placed on the tabletop it then behaves as if it had the **Stalk (Level 6)** ability, but otherwise behaves as any other model and can be targeted like any other model for the rest of the game unless it is currently in Stalk mode in which case it would need to be spotted by enemy models as it would be considered Hidden.

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- **Void Taint (Level 1-3, ATS 5-10) (Cost: 1 per level + Cost of ATS)**

- Models with this special ability emit an aura of the mysterious energy known only as 'The Void' which breaks down the molecular structure of things acting as a sort of anti-gluon force, and it goes without saying, that it is harmful to *all* types of models (even Vehicles). Any model that comes within the radius of the aura must save verse the aura's Environmental Damage ATS (attack strength). The level of the aura determines its radius; a level 1 Aura has a 1-inch radius, and for each level thereafter the Aura's radius increases 1-inch to a maximum of level 3, which would have an aura radius of 3-inch. The aura's attack strength or ATS can vary from 5 to 10.

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- **Void Travel (Cost: 60)**

- Models with this ability can open a void portal. In order to open the portal the model spends *two* actions, and makes a PW test. The model may *Concentrate* to increase his or her chances to open the portal. If the test *passes*, the portal opens and the player should place a Portal counter within Command Distance and LOS. Then the player should place a second corresponding Portal counter anywhere within LOS. Once placed the portal will remain open until the model that opened the portal closes it, or an *enemy* model moves to within **1-inch** of the portal, in which case both corresponding portals will collapse automatically—remove both Portal

counters. If the test *fails*, the actions are wasted. A model can only have one pair of corresponding void portals 'open' and operating at a time. If a second pair is opened then the first pair collapses—remove both Portal counters.

- To pass through the Void Gate a friendly (or allied) model simply needs to come in base-to-base contact with the gate. It costs *one* action, and if the model did not complete the previous Move or Run action then the model can complete that Move or Run action as it emerges on the other side. If the model has any actions left to perform it may do so on the other side. A model may *not* Charge through a void portal.

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- ## Wail of the Damned (Cost: 3)
- Models that possess this ability are in such horrific misery that their howling and screaming never cease and can be heard as they approach. If an enemy model is within **12-inches** of a unit that possesses this ability then that model will suffer a **–3 LD** penalty as a situational modifier.

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- ## War Cry (Cost: 6)
- A model with this ability spends *one* action, and makes an LD test he can let loose a War Cry. If the test *passes* then the player selects *one* friendly Unit within **8-inches** of the model that made the War Cry, and that Unit gains the **Enhanced Charge (Level 1)** special ability for *one* Turn, upon that unit's next Activation. If the test *fails* then the action is wasted. A model may only attempt *one* War Cry per Turn. If the unit selected already has Enhanced Charge then add *one* level to that unit's ability. Models with Enhanced Charge (Level 3) may *not* benefit from a War Cry.

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- ## Whispered Revelations (Cost: 5)
- Models with this ability may telepathically force a model within **6-inches** to inflict *one* Wound automatically upon itself for the cost of *one* action if the target model cannot pass an LD test. If the test passes, then the target model musters the will to resist this ability. If the model is a member of a Squad, use that model's LD, not the highest LD in the Squad (such as the Squad Leader or an attached Individual's LD). The model using Whispered Revelations can use this ability as many times in a Turn as it has actions to spend. Models that suffer a wound due to this ability and do not die will Cause Fear (Level 3) to all models considered friendly or allied to that model including their fellow Squad members in case the model is a member of a Squad. The model is disfigured and will retain this Cause Fear ability for the rest of the battle.

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- ## Zombie Master (Cost: 2)

- Models with this special ability may act as a Unit Commander for any friendly Necrorganic Squad. A Zombie Master has a Command Distance of 10-inches when commanding Necrorganic models, and a Zombie Master can also **Give Orders** to any *friendly* Necrorganic unit that is within Command Distance and LOS.

- If an enemy or friendly Necrorganic Squad loses its Necrobiotic Master (its Squad Leader), then a model with Zombie Master that moves into Command Distance can attempt to gain control of a leaderless Squad of Necrorganic models. The potential new 'master' needs to be within Command Distance, and must pass an **LD test** to gain control of the unit to become its new master. If the roll fails *one* action is wasted and further the Necrorganic unit will attack the would-be new master on their next activation. The would-be new master can always try again by spending another action to make a new LD test until it runs out of actions for that Turn, and may try again next Activation.

- # Weapon Load Outs
- Some weapons have Load Outs or options. The number of Load Outs is listed in the weapons profile, and the type of weapon determines which category of Load Out may be mounted on the weapon. Models must have a weapon that can accept a Load Out in order to be equipped with a weapon Load Out. Weapon Load Out's are *optional*. If the player wishes to purchase them for the model, then all models that are equipped with that type of weapon in a Unit must purchase the same weapon load out. If only one or some members of a unit is equipped with a given weapon type then only those models need buy any selected weapon load out which was purchased for that weapon type. The cost is listed in parentheses next to the weapon Load Out.

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• Pistol Load Outs

- **Silencer (3)**

- Allows the Pistol to Fire nearly undetected. If the firing model is Hidden, it *may* make a Fire (RC) attack action, and *still remain Hidden*. Mark the model with a Silenced marker. Remove the Silence marker when the model next activates. Use an Opaque Black marker as a Silence marker if one is not already used for some other purpose.
- If a model that is **8-inches** or less tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+6 bonus** as a situational modifier.
- If a model that is more than 8-inches but not more than **16-inches** tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+4 bonus** as a situational modifier.
- If a model that is more than 16-inches but not more than **24-inches** tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+2 bonus** as a situational modifier. Models who attempt to spot a model with a Silenced marker that are more than 24-inches from the Hidden model gain no situational modifier bonus due to the presence of the Silenced marker next to the Hidden model.
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• **Machine Pistol Load Outs**

- **MP-17 Night Sight (2)**
- Reduces the penalty for firing into Darkness / Smoke by **2**.
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- **Improved Pistol Grip & Hand Guards (1)**
- **+1 CC** when using this weapon in Close Combat.
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• **Sub Machine Gun Load Outs**

- **AZ-13 Phased Retinal Holosight (3)**
- Reduces the penalty for firing into Darkness/Smoke by **3**.
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- **Urban Assault Harness (1)**
- **+1 CC** when using this weapon in Close Combat.
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• **Assault Rifle Load Outs**

- **Affixed Bayonet (Varies)**
- See Bayonet Load Outs
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- **Laser Optic Gun Sight (2)**
- Adds **+1 RC** to a weapon equipped with this Load Out.
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- **Tracer Rounds (2)**
- Reduces the penalty for firing into firing into Darkness/Smoke by **3**. Reduce the Weapon **Damage –1**. Place a Muzzle Flash marker next to the model as it is easier to hit until it next activates. If the model that fired a Tracer Round has a Muzzle Flash marker then **other models that fire upon that model gain a +2 RC bonus** as the Tracer Round firing model is easier to target.
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• **Sniper Rifle Load Outs**

- **Folding Bipod (2)**
- Adds **+1 RC** when the model is in Minimal Presence (MP)
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- **Data Scope (1)**
- Spend *one* action to scope for weakness, and next shot is **+2 Damage**.
-
- **Silencer (6)**

- Allows the Sniper Rifle to Fire nearly undetected. If the firing model is Hidden, it *may* make a Fire (RC) attack action, and *still remain Hidden*. Mark the model with a Silenced marker. Remove the Silence marker when the model next activates. Use an Opaque Black marker as a Silence marker if one is not already used for some other purpose.
- If a model that is **8-inches** or less tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+6 bonus** as a situational modifier.
- If a model that is more than 8-inches but not more than **16-inches** tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+4 bonus** as a situational modifier.
- If a model that is more than 16-inches but not more than **24-inches** tries to Spot a Hidden model marked with a Silence Marker then the spotting model receives a **+2 bonus** as a situational modifier. Models who attempt to spot a model with a Silenced marker that are more than 24-inches from the Hidden model gain no situational modifier bonus due to the presence of the Silenced marker next to the Hidden model.
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• Bayonet Load Outs

- **Bladed Bayonet (2)**
- Add **+1 CC** and **+1 DAM** to the value of the weapon when used in Close Combat.
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- **Saw Tooth Bayonet (2)**
- Add **+2 DAM** to the value of the weapon when used in Close Combat.
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- **Piercing Bayonet (2)**
- Add **+2 CC** to the value of the weapon when used in Close Combat.
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- **Dark Legion Bayonet (3)**
- Adds **+3 DAM** to the value of the weapon when used in Close Combat.
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- **Sectioner Bayonet (6)**
- Adds **+6 DAM** to the value of the weapon when used in Close Combat. The model can have no Load Out mounted on the *weapon* if this Load Out is selected. The model itself may have other Load Outs (but not for the Rifle).
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• Support Munitions Load Out for Grenade Launchers & Under Barrel Grenade Launchers (UBGL)

- **Marker Grenade (2)** A model that fires one of these special grenades can mark a model within a unit. If the targeted model is successfully hit by one of these grenades, then any model may redirect his or her fire easier toward the now 'marked' unit, gaining a **+4 bonus to any Tactical Sense roll** that is made in an attempt to redirect fire to the marked unit. If the marked model dies, the unit that model was a member of is no longer considered 'marked'.
- **Indirect Fire / Marker Grenade counter**
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- **White Phosphorous Grenade (5)**
- This grenade is used to mark targets for subsequent support weapon attacks. Roll to hit with this grenade. If the target is *hit*, by being under the template then it is considered 'marked' and stays that way until it either moves outside of the templates area or the current turn ends as the template is removed at the end of a Turn. If the grenade *misses* then the grenade misfired and is considered ineffectual, do not place the template.
- **Indirect Fire** support weapons receive a **+2 RC** bonus when firing on the *marked* target. In addition, if the indirect firing model is within LOS and range, then it will **automatically succeed at any Tactical Sense rolls** it makes when wishing to shift its targeting priority to target the *marked* model (s).
- **Indirect Fire / Explosion Template**

- **Explosive Grenade (5)**
- This is a standard mortar shell that delivers explosive munitions over the template area. The shell's attack will cause *Concussive* **Damage 8** to all models hit by the template. Follow the normal rules for Indirect Fire damage as detailed on page 41. The template only affects models in the Height Band in which it exploded.
- **Indirect Fire / Explosion Template**
-
- **Havoc Suppression Grenade (5)**
- During combat a trooper is assumed to be constantly in motion, and holding a defensive posture. This grenade inhibits the ability of the model to do that by spreading munitions on the area hit by this grenade inhibiting the ability of models to defend themselves. Roll to hit with the grenade. If the attack *hits* then place a **Suppression marker** on the targeted location. If the attack *misses* roll for **Deviation**, and mark the location that the grenade lands with a Suppression marker. **Any model that is within 3-inches** of that marker is considered suppressed.
- Models suppressed will have their **Armor (AR) reduced by 3** until they Move outside of the 3-inch radius of the marker, step behind intervening terrain, or the current Turn ends as all Suppression markers are removed at the end of each turn. The effect of this grenade is not cumulative with additional Suppression markers.
- **Indirect Fire / Suppression marker with a 3-inch radius range**
-
- **Apex A12 Smoke Grenade (6)**
- Creates a Level 3 cloud of Smoke. Center a Smoke Template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the Smoke Template where the grenade lands. As a Smoke Template, shots fired through it are reduced by **–3 RC**. The smoke grenade remains on the board for the rest of the battle (see Smoke on page 72 for more details).
- **Indirect Fire / Explosion Template**
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- **Shock Grenade (a.k.a. "Flash Bang") (6)**
- Creates a deafening blast of sound with a blinding flash of light to stun opponents. Roll to hit with the grenade. If the roll is a *hit* then center the grenade on the targeted location. Those under the template of this attack will **lose their Wait status**, and in addition suffer a **–2 CC** penalty during the activation in which the grenade was detonated. If the roll is a *miss* then do not place the template, as it was a dud.
- **Indirect Fire / Explosion Template**
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- **Star Shell Illumination Grenade (6)**
- This grenade is a standard illumination flare. Roll to hit with the grenade. If the attack *hits* place an *Illumination marker* on the targeted area. It will illuminate a **3-inches radius** area from the marker until the end of the Turn in which it was fired. If the attack *misses* roll for **Deviation**, and place the Illumination marker on the spot it lands. It should be noted that only models within the 6-inch diameter of the marker is considered illuminated, and therefore can be targeted if within *Darkness* (see page 75 for more details).
- **Indirect Fire / Illumination marker with a 3-inch radius range**
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• Support Munitions Load Out for Mortars

- **Explosive Shell (7)**
- This is a standard mortar shell that delivers explosive munitions over the template area. The shell's attack will cause *Concussive* **Damage 10** to all models hit by the template. Follow the normal rules for Indirect Fire damage as detailed on page 41. The template only affects models in the Height Band in which it exploded.
- **Indirect Fire / Explosion Template**
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- **Smoke Canister (8)**

- Creates a Level 4 cloud of Smoke. Center a Smoke Template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the Smoke Template where the canister lands. As a Smoke Template, shots fired through it are reduced by **–4 RC**. The smoke canister remains on the board for the rest of the battle (see Smoke on page 72 for more details).
- **Indirect Fire / Explosion Template**
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- **"White Star" Phosgene Gas Shell (9)**
- This is a chocking agent chemical weapon Load Out that delivers a burst Phosgene gas that is similar to chlorine gas. This is a Gas Attack hazard with an **ATS 12**. Center the template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the template where the shell lands. The template remains on the board until the model or team that fired the shell activates the following turn at which time the template is removed from play. The template does not hinder or block LOS but any model moving into the area that the template is over will suffer its effect. The template only affects models in the Height Band in which it exploded.
- If the model lives the initial gas attack, and is activated *before* the model that fired it is activated, and therefore would still be under the template, then the model must make one last save verses the Gas Attack hazard with an **ATS 15** as the Phosgene gas has dissipated and become much less lethal.
- **Indirect Fire / Explosion Template**
-
- **"Sun Burst" Illumination Flare (10)**
- This munitions is a larger version of the standard Star Shell illumination grenade. Roll to hit with the flare. If the attack *hits* place an *Illumination marker* on the targeted area. It will illuminate a **5-inches radius** area from the marker until the end of the Turn in which it was fired. If the attack *misses* roll for **Deviation**, and place the Illumination marker on the spot it lands. It should be noted that only models within the 10-inch diameter of the marker is considered illuminated, and therefore can be targeted if within *Darkness* (see page 75 for more details).
- **Indirect Fire / Illumination marker with a 5-inch radius range**
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- **"Pacifier" CN/CS Chemical Smoke Shell (13)**
- This is a blister agent chemical weapon Load Out that delivers a burst chemical smoke similar to CX tear gas. This is both a Gas Attack hazard with an **ATS 12**, and is considered a **Level 2** cloud of obscuring **Smoke**. Center the template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the template where the shell lands. The template remains on the board until the model or team that fired the shell activates the following turn at which time the template is removed from play. The template hinders LOS the same as any Smoke Template, and any model moving into the area that the template is over will suffer its effect. The template only affects models in the Height Band in which it exploded.
- If the model lives the initial gas attack, and is activated *before* the model that fired it is activated, and therefore would still be under the template, then the model must make a **save verses the gas** attack as above **to perform an Action**. Failure does not indicate a Wound. Instead the model wastes *one* action from chocking, nausea, sneezing, and other irritation due to the chemical smoke present.
- **Indirect Fire / Explosion Template**
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- **VX Gas Shell (14)**
- This is a nerve agent chemical weapon Load Out that delivers a burst VX gas that is similar to a pesticide. This is a Gas Attack hazard with an **ATS 10**. Center the template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the template where the shell lands. The template remains on the board until the model or team that fired the shell activates the following turn at which time the template is removed from play. The template does not hinder or block LOS but any model moving into the area that the template is over will suffer its effect. The template only affects models in the Height Band in which it exploded.

- If the model lives the initial gas attack, and is activated *before* the model that fired it is activated, and therefore would still be under the template, then the model must make one last save verses the Gas Attack hazard with an **ATS 12** as the VX gas has dissipated and become much less lethal.
- **Indirect Fire / Explosion Template**
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• Rocket Launcher Load Outs

- **Anti-Personnel Rockets (7)**
- The rocket launcher is equipped with standard anti-personnel (or AP) rockets that fill an area hit with bits of hot shrapnel. The rocket attack inflicts a *Concussive* **Damage 10** attack upon all models hit by the template.
- **Direct Fire / Explosive Template**
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- **Anti-Vehicle Rockets (9)**
- The rocket launcher is equipped with standard anti-vehicle (or AV) rockets. The rocket attack inflicts a *Concussive* **Damage 13 (x2)** attack upon the targeted model that is hit.
- **Direct Fire / One Target Model**

Equipment Load Outs

- These Load Outs are *optional* equipment that may be purchased by a player for the forces in his army. If a Load Out is purchased for a Squad, then every model within that Squad that is viable for the Load Out must be outfitted with the Load Out and the cost of the Load Out applied to the model's Point Cost. The cost is listed in parentheses next to the equipment Load Out. Support units don't have Load Out's; instead they have abilities assigned to them (by design).
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• Grunt Unit Load Outs

- **Extra Ablative Armor (1)**
- Add +1 AR value against *Ballistic* based damage attacks
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- **Grappling Hook & Rope (2)**
- Grants the model the **Climb** special ability.
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- **Filter Mask (1)**
- Grants the model **Survival Training (Level 1)** or adds one level if the model already has this ability.
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- **Hazmat Suit (2)**
- Grants the model **Survival Training (Level 2)** or adds two levels if the model already has this ability.
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- **Squad Comm Link (1)**
- Grants the model a **Symbiotic Link (Level 3)**. If the model already has this ability it *cannot* take this Load Out.
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• Elite Unit Load Outs

- **Rebreather Mask (2)**
- Grants the model **Survival Training (Level 2)** or adds two levels if the model already has this ability.
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- **Environmental Suit (3)**
- Grants the model **Survival Training (Level 3)** or adds three levels if the model already has this ability.
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- **Grappling Hook & Rope (2)**
-                                   Grants the model the **Climb** special ability.
-
- **Squad Comm Link (1)**
-                                   Grants the model a **Symbiotic Link (Level 3)**. If the model already has this ability it *cannot* take this Load Out.
-
- **Night Vision Gear (3)**
-                                   Grants the model the **Blinding Fighting** special ability.
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- **Individual Load Outs**

- **Command Helmet (2)**
-                                   Only models with the Commander ability may take this helmet. The Commander can **Give Orders** to any unit he or she could legally give orders to but can do so *without* the need for the unit to be within Command Distance, *nor* does the Commander model need LOS to the unit as long as that entire unit is equipped with Squad Comm Links.
-                                   Unlike a normal Give Orders action, the Commander model must pass an LD test in order to successfully Give Orders to the unit, and in addition suffers a **–3 LD** penalty due to the static and battlefield noise. If the test passes the Commander can spend *one* action and Give Orders as normal ending its activation. A *failed* test results in a waste of *one* action but as long as the Commander has actions remaining the player may make additional LD tests to Give Orders.
-                                   Lastly, the Commander can grant the **Tactical Sense** ability to a *single* unit. The model with the Command Helmet must possess the Tactical Sense ability in order to grant the ability to other models. The Commander does *not* need LOS to the unit, nor does he or she need to be attached to the unit to grant Tactical Sense to the unit. The only requirement is that all of members of the unit are equipped with Squad Comm Links.
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- **Cardinal's Blessing Auto-Injector (3)**
-                                   This item is taken to prevent the model from fighting for the enemy. If a model with this device is attacked by a Channeled power or affect that dominates or possesses the model causing it to be controlled by an opposing player then the item injects a neural agent that grants the model a **second save verses the Channeled power or effect**. If the second save is *failed* the injection acts as a neural toxin causing Environmental Damage with an ATS 10 due to its side effect. A model equipped with this item cannot be raised as a *necrorganic* or *necrobiotic* model.
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- **Coagulant / Atropine Auto-Injector (4)**
-                                   This item may be used *once* during a battle. It allows an **additional save against any attack that caused the model to suffer its last Wound and die**. If the second save is *successful*, place the model Prone, and it will activate as normal the following turn with *one* Wound remaining. The item could not be used again. If the second save *fails* the model remains dead remove it from play. If the attack caused Environmental Damage then the save would be another save against the attacks ATS damage.
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- # General Equipment Load Outs
-      In a model's profile there is an Equipment section. In this section is listed general equipment that is *optional* Load Outs for a model to take. Only the equipment listed in a model's Equipment section can be purchased for a model that it is listed with, and is considered an *optional* purchase so that if it is purchased the cost of the equipment Load Out should be added to the Point Cost of the model. If a piece of general equipment is purchased for a Squad, then every model within that Squad that is viable for the Load Out must be outfitted with the Load Out, and the cost applied to the model's Point Cost. If the listed general equipment is not purchased, then the model is assumed *not* to have the piece of equipment for that battle. The cost is listed in parentheses next to the general equipment Load Out.

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- **Battle Standard (14)** This standard grants **Immune to Fear** ability. In addition unit is granted a +4 bonus when performing a Squad Rally vs. Panic or Broken status.
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- **Enhanced Sensor Array (3)** The model is equipped with sensor equipment granting the model the equivalent of the special ability **Predator Senses (Level 3)**. This general equipment Load Out can only be mounted on a *Vehicle* model.
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- **Electro-Shield (7)** The Electro-Shield imposes a penalty of **–1 CC** upon enemy models that make close combat attacks against the items user. The Electro-Shield provides no extra protection verses RC based attacks. In addition to functioning like a normal shield the Electro-Shield causes any model struck in Close Combat by a CC attack the model wielding the electro-shield makes against that model to—in addition to normal CC damage inflicted by the attack—to also suffer an **ATS 10** *Environmental (Electrical)* damage attack. A model may *not* also be equipped with a Shield.
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- **Large Electro-Shield (9)** The Electro-Shield imposes a penalty of **–2 CC** upon enemy models that make close combat attacks against the items user. The Electro-Shield provides no extra protection verses RC based attacks. In addition to functioning like a normal shield the Electro-Shield causes any model struck in Close Combat by a CC attack the model wielding the electro-shield makes against that model to—in addition to normal CC damage inflicted by the attack—to also suffer an **ATS 9** *Environmental (Electrical)* damage attack. A model may *not* also be equipped with a Large Shield.
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- **Large Shield (2)** – The Large Shield imposes a penalty of **–2 CC** upon enemy models that make close combat attacks against the items user. The Large Shield provides no extra protection verses RC based attacks.
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- **Remote Detonator (0)** – This item is automatically equipped on all models that has the Demolition Training ability, as the cost of this item is calculated into that special ability already. A model with this item may detonate a Demo Charge the model set without needing LOS as long as the Demo Charge is within 12-inches (see page 81 for more details).
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- **Self-Destruct Mechanism (8)** – Any *Vehicle* or model that has an AI: 4+ may be equipped with this item. If this model suffers its last Wound, it will self-destruct. Place the model Prone on its side and mark with its last wound marker. At the end of the turn center the Explosion Template over the model with the self-destruct mechanism. Any model under the template will suffer a DAM 7x2 attack that deals *Rending, Concussive,* and *Radiant* damage
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- **Shield (1)** – The Shield imposes a penalty of **–1 CC** upon enemy models that make close combat attacks against the items user. The Shield provides no extra protection verses RC based attacks.
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- **Ultrasonic Mine Sweeper (10)** Using a combination of ultrasonic and radiant energy, this general equipment load out can be used to detonate Mines at a safe distance. This weapon can be mounted on any *Vehicle* model in a player's army but only one such mine sweeper can be mounted in a vehicle per 2000 points in the players force as Load Out is a special support item uncommon in most military forces, and along with being expensive to purchase and maintain means this item is rare within any single players force unless the force is of sufficient size. In order to use this item the model equipped with it spends *one* action and place the Light Flame-thrower Template (LFT) down. The player may rotate this template up to 180-degrees in the models front facing before placing it on the board with the small end at the base of the model using the ultrasonic mine sweeper. Roll a D20 for each Mine counter touched by the template. On a roll of 10 or below the Mine is destroyed. The ultrasonic mine sweeper may only be used *once* per Turn by the model due to its considerable re-charge time.
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- **Vehicle Mounted Smoke Launcher (8)** This general equipment Load Out can be mounted on any *Vehicle* model. As a vehicle mounted Grenade Launcher this weapon has a 24-inch range, with no range modifiers due to the range finding equipment on board, and fires the **Apex A12 Smoke Grenade** (see page 101). This grenade

creates a **Level 3** cloud of **Smoke**. Center a Smoke Template on the targeted location if the roll to hit is a success. If the roll to hit is a *miss* then roll for **Deviation**, and center the Smoke Template where the grenade lands. As a Smoke Template, shots fired through it are reduced by **–3 RC**. The smoke grenade remains on the board for the rest of the battle (see Smoke on page 72 for more details). **Indirect Fire / Explosion Template**

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- **Void Gate (0)**

  - A Void Gate is a piece of terrain, which corresponds to other Void Gates. A Void Gate will allow any model that moves into base-to-base contact to move through a spatial rift and pass through to another corresponding Void Gate. The player moving through the Void Gate designates which corresponding Void Gate the model will attempt to pass through to. Roll a D20. On a result of 1 to 15 the model successfully moves to the corresponding Void Gate of the player's choice. On a result of 16+ the model moves to a corresponding Void Gate of an opposing player's or team's choice.

  - To pass through the Void Gate a model simply needs to come in base-to-base contact with the gate. It costs *one* action, and if the model did not complete the previous Move or Run action then the model can complete that Move or Run action as it emerges on the other side. If the model has any actions left to perform it may do so on the other side. Only a Moderator may place a Void Gate on the battlefield, and normally does so for a scenario. This piece of equipment has no associated cost as it *cannot* be purchased, and is only assigned by the moderator.

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- # Scenarios

  - Scenario's are created by the Moderator or a player wishing to do so. There are many on the internet you might find for a number of games or in other game materials you find such as for UWZ, Void, VOR, 40k, etc. or simply write one up yourself, go for it. A scenario has many parameters and the following format should be used to set a uniformity to Eternal War scenarios. Some scenario's are complex and allow more than one force for a player, more than one deployment zone for each player, multiple motives, victory conditions, and set-up rules.

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  - **Motives** – Why are the player's and there forces fighting? List the back story for the 'conflict' or 'battle'.

  - **Number of Players** – The suggested number of players for the scenario.

  - **Points** – This is the suggested total point allowance for each player's force.

  - **Length** – The number of turns that a battle lasts or if the battle is for 'complete destruction' of enemy forces.

  - **Victory Points** – These are the conditions by which player's score points, to determine the winner.

  - **Set-Up Rules** – Provides specific information on deployment zones, type and placing of terrain, etc.

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