

Index	Page	Army Structure	6
Introduction	1	Grunt Squads	6
Basic Concepts	2	Elite Squads	6
Perfect Success	2	Support Squads	6
Fumble	2	Individuals	7
Opposed Rolls	2	Force Commander	7
Table Edge	2	Quick Summary	7
Measuring	2	Squad Structure Coherency	7-8
Line of Sight (LOS)	2	Broken Cohesion	8
Model Profile	3	Models Facing and Fire Arc	8
Profile Traits	3	Deviation	8
Close Combat (CC)	3	Turn Sequence	8-9
Ranged Combat (RC)	3	Actions	10
Power (PW)	3	Character Tests	10
Leadership (LD)	3	Mounted Troop Actions	10
Actions (AC)	3	Available Actions	10
Wounds (WD)	3	Aim	10
Strength (ST)	3	Spot	11
Movement (MV)	3	Move	11-12
Armor (AR)	3	Flying	12
Size (SZ)	4	Flying Unit Terminology	13
Small Models (SZ 1)	4	Height-Bands	13
Medium Models (SZ 2)	4	Height Bands for Terrain	13
Large Models (SZ 3)	4	Flying Model Profile	14
Huge Models (SZ 4)	4	Flying Models: Deployment Cards	14
Gigantic Models (SZ 5)	4	Flying Models: Aim & Spot Checks	14
Enormous Models (SZ 6)	4	Flying Models: Command Distance	14
Special Abilities	4	Flying Models: Actions	14
Special Rules	4	Flying Models: Close Combat	15
Equipment	4	Flying Creatures	15
Classification	4	Flying VTOL Models	15
A.I.s	4-5	Flying Vehicles	15
Associated Armament	5	Earthbound Models: Close Combat	15-16
Beasts	5	Attacks verses Flying Models	
Channelers	5	Polearm / Reach Special Ability	16
Mortal	5	Models at Raised Elevation	16-17
Necroorganic	5	Flying Models: Dive Attacks	17
Necrobiotic	6	Ascending and Descending	17
Summoned	6	Landing Zone	18
Supernatural	6	Flying Models: Movement	18
Syntamorph	6	Flying Creatures	18
Vehicle	6	Flying VTOL Models	18

Flying Vehicles	19	Summoned Spells	29
Flying Models: LOS	19	Perfect Success / Fumble	29
Flying Models: Ranged Combat	19	Controlling a Summoned Unit	29
Flying Models: Calculating Range	20	Concentrate	30
Flying Models: Elevated Terrain	20	Close Combat (Attack)	30
Flying Models: Dead Ground	20	Pre-calculated Weapon Modifiers	31
Run	21	Situational Modifiers	31
Climb	21	Engaging in Close Combat	31
Jump	22	Charge	31
Jumping Down	22	Charging with Ranged Weapons	32
Falling	22	Charging While Hidden	32
Break Away	23	Charging a Hidden Model	32
Minimal Presence	23	Countercharge	32-33
Prone	24	Close Combat Targeting Priority	33
Wait	24	Size and Close Combat	33
Receiving a Charge While on Wait	24	Multiple Attackers	33
Countercharge	24	Cover and Close Combat	33
Standfast	25	Mounted Troops Attacking in CC	33-34
Charge	25	Doing Damage in Close Combat	34
Firing from Wait	25	Melee Weapons	34
Dive for Cover	25	Firing into Close Combat	34-35
Rally	26	Perfect Success	35
Give Orders	26	Fumble	35
Channel	27	Ranged Combat (Attack)	35-36
Perfect Success	27	Ranged Categories	36
Fumble	27	Line of Sight and Ranged Combat	37
Resisting a Channeled Power	27	Targeting Priorities	37-38
Channeling: Facing & Targeting Priority	28	Firing Through Friendly Models	38
Pre-Battle Channeled Powers	28	Firing at Mounted Troops	38
Power Profile	28	Mounted Troop Firing Arc	38
Cost	28	Firing at Flying Models	38
Range	28	Size Modifiers	39
SELF	28	Fire Actions	39
TOUCH	28	Perfect Success	39
TEMPLATE	28	Fumble	39
MEASURED/LOS	28	Doing Damage	39
SUMMON	28	Types of Fire Actions	39
LOS	28	Direct Fire	39
Level	28	Indirect Fire	39-40
Actions	28	With LOS (Directly)	40
Save	28	Without LOS (Speculative)	40
Effect	28	Thrown Weapons	40

Indirect Fire Damage	41	Perfect Success	52
Fire Trajectory	41	Fumble	52
Cover and Ranged Combat	41	Panic and Broken Status:	52
Hard Cover	41	Close Combat & Ranged Combat	
Soft Cover	41	Fear	52-53
Organic Growth	42	Perfect Success	53
Ruins, Rubble, or Rocky Terrain	42-43	Fumble	53
Mountain or Hill	43	The Effects of Fear	53
Rocky Mountain or Hill	44	Dread	53-54
Buildings and Structures	44	Perfect Success	54
Free Standing ‘Hardened Terrain	45	Fumble	54
Free Standing ‘Soft’ Terrain	45	Dread: Unit Rally	54
River, Stream, or Pond	46	Vehicles	54
General Cover Protection	46	Understanding Mobile Support Units	55
Dead Ground	46	Vehicle Types	55
Ranged Combat and Wait	47	Wheeled	55
Situational Modifiers	47	Skimmer	55
Ranged Combat and Damage	47	Bike	55
Morale Section	47	Walker	56
Morale and Models	47	Flying Vehicle	56
Morale Test	48	Flying VTOL Models	57
Mounted Troops and Morale Tests	48	Vehicles: Wait	57
Vehicles and Morale Tests	48	Vehicles: Morale	57
Panic	49	Vehicles: Channeling	57
Panic: Squads	49	Vehicles: General Movement Rules	57
Panic: Individuals	49	Vehicles: General Close Combat Rules	58
Panic Test	49	Vehicles: General Ranged Combat Rules	58
Perfect Success	50	Chassis Configuration	59
Fumble	50	Vehicles and Damage	59
The Effects of Panic Status	50	Vehicles Safe Wounds	59
Panic: Squad Rally	50	Wrecked Vehicles	60
Perfect Success	50	Vehicle System Failure Chart	60
Fumble	50	Armored Personnel Carriers (APC)	61-62
Panic: Individual Rally	50	Survival of a Destroyed Transport	62
Perfect Success	50	Deploying Your Force	62
Fumble	50	Deployment Zones / Unit Cards	63-64
Broken Status	51	Battlefield Engineering	64
The Effect of Broken Status	51	Trench Section	65
Broken: Squad Rally	51	Dragon’s Teeth Section	65
Perfect Success	51	Barbed Wire Section	65
Fumble	51	Sand Bag Section	66
Broken: Individual Rally	52		

Foxhole	66	Special Rule Functions	72
Land Mine (Types of Land Mines)	66-67	Residual Damage	72
Inferno Bomb	67	Penetrate	72
Red Manta	67	Sweep	72
Spring Mine	67	Smoke	72
Claymore	67	Direct Fire	72
Anti-Tank	67	Indirect Fire	72
Nova Flare	67	Direct Template	73
Albatrossky Mine	67	Cluster Effect	73
Cyanogen Chloride	67	Ranged Template	73
CXA	67	Load-Out	73
Terrain Obstacles	68		
Weapons and Equipment	68		
Why pre-calculated weapon modifiers?	68	Types of Direct Templates	73
Weapon Range Bands	68	Light Flame Thrower (LFT)	73
Close Combat (CC)	69	Flame Thrower Template (FT)	73
Close Range (CR)	69	Heavy Flame Thrower Template (HFT)	73
Medium Range (MD)	69	Light Chemical Template (LCH)	73
Maximum Range (MX)	69	Chemical Template (CH)	73
Damage (DAM)	69	Narrow-Spread Template (NS)	73
Rate of Fire (ROF)	69	Double-Spread Template (DS)	73
Special Rules	69	Types of Ranged Templates	74
Weapon Categories	70	Explosion Template (EX)	74
Thrown Weapons	70	Large Explosion Template (LEX)	74
Special Weapons	70	Four Explosion Template (FEX)	74
Natural Weapons	70		74-75
Flame-throwers	70	Hostile Environments	
Ranged Weapons	70	Darkness (Light Nodes / Muzzle Flash)	75
Melee Weapons	70	Game Markers	76
Single-Handed Weapons	70	Activation	76
Two-Handed Weapons	70	Wait	76
Polearms	70	Ambush	76
Lance	71	Wounds	76
Bayonets	71	Panic	76
Types of Damage	71	Fear	76
Ballistic Damage	71	Minimal Presence	76
Concussive Damage	71	Special Ability	76
Environmental Damage	71	Special Abilities	76
Radiant Damage	71	Ambush	76
Rending Damage	71	Aura of Corruption	76
Slashing Damage	71	Aura of Darkness	76
Environmental Hazards	72	Aura of Entanglement	77

Backstab	77	Guerilla Training	84
Beheading	77	Gunslinger	85
Berserk	77	Hardcase	85
Blessed	77	Hate	85
Blind Fighting	77	Hide	85
Blood Frenzy	78	Immune to Fear	85
Bodyguard	78	Immune to Panic	85
Brace	78	Impenetrability	86
Camouflage	78	Impersonation	86
Carnivorous Birth	78	Infectious Confusion	86
Cause Fear	79	Infiltrate	87
Cause Dread	79	Insinuating Visions	87
Channel	79	Inspiration	87
Channeling Medium	79	Keen Eyes	87
Chameleon	79	Killing Stroke	87
Climb	80	Leap	87
Close Combat Training	80	Litany of Madness	88
Commander	80	Lurk	88
Unit Commander	80	Medic	88
Division Commander	80	Mist of Semai	89
Force Commander	80	Natural Attack	89
Combat Reflexes	80	Necromancy	89
Deadshot	80	Necroplasmic Eruption	89
Demolition Training	81	Outmaneuver	89
C9 Demo Charge	81	Parameter Surveillance	89
Disguise	81	Para-deploy	90
Dissent	81	Predator Gaze	90
Dominating Whispers	82	Predator Senses	90
Ectoplasmic Feast	82	Raise Undead	91
Enhanced Charge	82	Ram	91
Espionage	82	Reach	91
Execution	82	Reconnaissance Training	92
Fast Shot	82	Regenerate	92
Favor	82	Resolve	92
Feast	83	Revolting Presence	92
Feint	83	Screaming Projectile	92
Ferocity	83	Secondary Attack	92
First Strike	83	Sense Presence	93
Forward Observer	83-84	Shadow Walk	93
Form Fireteam	84	Shambling Horde	93
Foul Wind	84	Sinstress Gaze	93
Group Attack	84	Sniper	93

Stalk	94	Piercing Bayonet	100
Steadfast	94	Dark Legion Bayonet	100
Stealth	95	Sectioner Bayonet	100
Strategic Insight	95	Grenade Launcher/UBGL Load Outs	100
Survival Training	95	Marker Grenade	100
Swarm Assault	95	White Phosphorous Grenade	100
Symbiotic Link	95	Explosive Grenade	101
Tactical Sense	95	Havoc Suppression Grenade	101
Technomancy	96	Apex A12 Smoke Grenade	101
Telepathic Command	96	Shock Grenade (a.k.a. "Flash Bang")	101
Teleport	96	Star Shell Illumination Grenade	101
Terrain Specialist	96	Mortar Load Outs	101
Trample	97	Explosive Shell	101
Tunnel	97	Smoke Canister	101
Unscrupulous	97	"White Star" Phosgene Gas Shell	102
Unseen Assailant	97	"Sun Burst" Illumination Flare	102
Void Taint	98	"Pacifier" CN/CS Chem/Smoke Shell	102
Void Travel	98	VX Gas Shell	102
Wail of the Damned	98	Rocket Launcher Load Outs	102
War Cry	98	Anti-Personnel Rockets	102
Whispered Revelations	98	Anti-Vehicle Rockets	102
Zombie Master	98		
Weapon Load Outs	99	Equipment Load Outs	103
Pistol Load Outs	99	Grunt Load Outs	103
Silencer	99	Extra Ablative Armor	103
Machine Pistol Load Outs	99	Grappling Hook & Rope	103
MP-17 Night Sight	99	Filter Mask	103
Improved Pistol Grip & Hand Guards	99	Hazmat Suit	103
Sub Machine Gun Load Outs	99	Squad Comm Link	103
AZ-13 Phased Retinal HoloSight	99	Elite Load Outs	103
Urban Assault Harness	99	Rebreather Mask	103
Assault Rifle Load Outs	99	Environmental Suit	103
Affixed Bayonet	99	Squad Comm Link	103
Laser Optic Gun Sight	99	Night Vision Gear	103
Tracer Rounds	99	Individual Load Outs	103
Sniper Rifle Load Outs	100	Command Helmet	103
Folding Bipod	100	Cardinal's Blessing Auto-Injector	104
Data Scope	100	Coagulant / Atropine Auto-Injector	104
Silencer	100	General Equipment Load Outs	104
Bayonet Load Outs	100	Battle Standard	104
Bladed Bayonet	100	Enhanced Sensor Array	104
Saw Tooth Bayonet	100	Electro-Shield	104

Large Electro-Shield	104
Large Shield	104
Remote Detonator	104
Self-Destruct Mechanism	104
Shield	105
Ultrasonic Mine Sweeper	105
Vehicle Mounted Smoke Launcher	105
Void Gate	105
Scenarios	105
Motives	105
Number of Players	105
Points	105
Length	105
Victory Points	105
Set Up Rules	105