

Welcome to First Strike

First Strike is the Modern Day setting for Gangfight - a new type of miniature skirmish game that allows players to play in any sort of setting, with any sort of miniatures. In this book, you will find everything you need to play exciting skirmish battles in First Strike - Gangfight Games' official Modern setting.

The Daromad Urkytz Conflict

War for profit has been a staple of mankind since the first tribes of humans started coming together. Be it money, supplies, people, land, power, or simple revenge, someone always gains something from conflict. This conflict started based around the simplest of these: money.

In the early 1970's oil was discovered in the Eastern part of what is now Uzbekistan. Tensions between the Iron Curtain and the great U.S. of A. were at their peak, and the Vietnam War was stinging the west pretty hard. This placed a good bit of pressure from Mother Russia on the U.S. to keep its nose out of the affairs going on in their territory. America isn't known for taking orders, however.

During this time, Russia started drilling and processing the oil found in their backyard. A small town quickly developed for the workers called Sanoat, consisting of an oil refinery, various steel mills and chemical munitions plants that dotted the surrounding landscape. Sanoat was well cared for by it's communist overlords. Of course, "well cared for" also meant well protected and well armed by a group that unofficially called themselves the Sanoat Security Force (SSF).

During this time the gas shortage crisis of the 70's started to take shape as OPEC placed it's embargo on the U.S. for its support of Israel during the Yom Kippur War. With the discovery of oil behind the Iron Curtain, but not eager for another direct conflict with a major war already ongoing, The U.S. started looking at other ways to get at the black gold hidden in the eastern lands.

Enter the growing field of Para-Military Corporations (PMC's). Since the end of the Korean War and with people coming off their tours of Vietnam and leaving the military, PTSD was still decades away from being diagnosed, many military veterans turned to something they already knew-- mercenary work.

In 1976, an unnamed admiral in the U.S. Navy, with the backing of the Joint Chiefs of Staff, was tasked with finding the most versatile PMC in existence, stateside. Searching through JSOC records, this admiral approached a PMC called the Malibu Serpents Security Corporation (MSSC), which consisted primarily of ex Navy Seals, Green Berets, GSG9, SAS/SBS and a few other "off the books" alphabet soup guys. He tasked them with an ongoing, funded mission to explore, examine, and extrapolate everything about the area around Sanoat. If they were caught, their very existence would be denied.

While the MSSC was working out details with the U.S. government, the Sanoat Security Force (SSF) was amping up their training. Mother Russia had decided that this town would be the perfect place to train specialists to fight in their upcoming war against the Mujahideen in Afghanistan. With the chemical munitions dumps in the area, the young soldiers found themselves the subject of a litany of drug and psychological experiments that turned them into stone cold super killers. What they lacked in experience, they made up for with enhanced speed, strength, and toughness.

By the time the SSF was being utilized against the Mujahideen in the early 80's, they'd already had a few skirmishes (unofficially, and off the books of course) with the MSSC. The long and bloody Afghan conflict

left everyone (except the U.S.) with a sour taste in it's mouth, and for years there were no clear victors in any of the conflicts that were ongoing. Despite what movie star action heroes would have us believe...there was no winners throughout that time.

The world still moved on, however and toward the end of the 80's something big happened. A man named Dr. Kyle Almoth was diving in the Caspian sea where he encountered an underwater cave. The details of exactly what happened are extremely sketchy, but his account was that he was exploring the cave when he saw a purple light ahead of him. Curious to know what it was, he kept going further and further into the cave until his oxygen tank ran out...but somehow, he was able to keep going without air. He got to the end of the cave, which opened up into a forgotten tomb of the ancient Sumerian god of war, Erra. In it, he claims to have found the texts that give the secrets to mystical powers on how to become "titans". He also claimed that this Sumerian god of war spoke to him, and demanded he commit a secret ritual that would release him from his tomb and let him set fire to the world.

Dr. Almoth started a following of fiercely loyal cultists calling themselves the Harbingers of Erra. Everything they did, focused on learning the tenets of battle, tactics of war, and wielding of weaponry (modern and ancient). These cultists actively went out in groups looking for warlords, and violent clashes just to continuously pit themselves against other warriors. Each group was led by a Herald, and everytime they were killed, another would immediately take his place, until the last of the unit was destroyed.

As the Harbingers of Erra learned of the little Industrial village where these munitions were produced and stored, they thought it only fitting to go and take them for themselves. The reputation they'd made for themselves was quite fierce by this time, and the people of Sanoat were concerned. Previously, they'd had the SSF to protect them, however, with most of those forces engaged in Afghanistan they were defenseless.

Enter the Banshee Brigade. Initially an offshoot of the famed 'Night Witches' of Soviet era WW2 aviation forces, the Banshee Brigade was formed in the late 60's as a place for combat-ready women to put their skills to use. By the time the 80's had rolled around, the Banshee Brigade was open to anyone who had the experience and skill to join, but couldn't be a part of the regular military (often this was due to criminal ties, or crimes against the state). Sanoat approached the Banshee Brigade to help prepare for the coming assault, and they happily obliged--for a price. They wanted total access to all munitions factories in the area. The town, feeling abandoned by the U.S.S.R. (who were focus was elsewhere), begrudgingly obliged.

While this was going on, the MSSC caught wind of what was going on, and not wanting to lose their cheddar to some other group of crazies, started to devise a method of counterattack. So, with three paramilitary corps about to converge on one location, the little industrial village of Sanoat was terrified. The steel and iron workers built defenses and hid, but there was little else they could do to stop the coming onslaught.

In February of 1989, two things happened. The Afghan/Russian war came to an end and the Harbingers of Erra attacked the village of Sanoat in what would be the bloodiest battle the region had ever seen (and one of the worst tragedies ever covered up by the U.S.S.R). Within a week, the area was devastated. The once thriving populace, was decimated. With four PMC's meeting in the area very few people were spared. In the end, not one group could claim victory.

They all vowed that the battle, come to be called the Daromad Urkytz Conflict was far from over. The townsfolk of Sanoat determined that they would never be caught in the middle of such a conflict again, and developed their own safety net by way of training themselves in the ways of modern warfare. They learned to use their resources to the best of their ability, developing unique armor and defenses with their natural resources. Those that took up arms called themselves the Sanoat Defenders. The Banshee Brigade took this to mean that they weren't being compensated for their services, and what was once a working relationship, quickly turned to open hostility.

In 1991, when the Iron Curtain fell, the town of Sanoat became a hotspot for conflicting mercenary groups. Knowing that there was no direct defense, and with the area falling under constant border moving between the countries of Uzbekistan, Kyrgyzstan, and Tajikistan it was a free for all. Soon, the town itself was leveled, and the resources themselves remained partially untapped. The Sanoat Defenders continued fighting for their beloved region and the Urkytz people as a point of pride. There would be no reclaiming the space as a place to live until the other threats were eliminated.

Throughout the 90's the five factions continuously attacked one another, trying to gain an edge for their own reasons. Around the world, these PMC's would square off against each other in vicious battles, while recruiting others to their cause. Each organization fighting for what they believed was right, or in some cases just fighting because they wanted to fight.

Things went on like this until 2010. During a particularly hectic battle between the Banshee, the Heralds, and the Sanoat Defenders, a drone strike from a foreign power sent everyone running for cover. Soon the battlefield was overrun with remote controlled drones from sky and land. A new type of warrior had hit the ground, and it wasn't like anything they'd seen before.

An international group of Cyber Warriors calling themselves Zero Point had made their presence known. They gave little explanations, but quite often when one or more of those five groups showed up, they joined the fray too. With all six of these militant squads at each other's throats, only total annihilation would stop any of them.

Malibu Serpents Security Corporation

The MSSC is one of the many American Paramilitary Corps to grace the private armed conflict sector. Their motto is "Hit 'Em Where It Counts; Blind 'Em When You Can; Poison the wells, and Salt the Land". They were started in the mid 1950's (after The Korean War but before PTSD was acknowledged) by an ex Naval Frogman who saw a lot of his brothers that couldn't find their way in regular society anymore.

Every man and woman who joins the MSSC is an ex-military member with a double digit kill count, and a deep rooted battle stress that they can't shake. Their PTSD is so ingrained in their psyche, they literally can't live a "normal" life for more than a month without experiencing severe headaches. As nice as the surrounding area in Malibu is around their headquarters is, it also serves a functional purpose; it's close enough via speedboat to reach Coronado (where the Navy Seals West Coast operatives train).

The structure of these guys are pretty standard old-school military types. They're the kind of people who see Rambo as an archetype to aspire to be. In the field, the most experienced person tends to be their commander, however each unit is more than capable of leading themselves.

Sanoat Security Force

The SSF was an offshoot of mostly Spetznaz trained soldiers, who were simply placed around the Sanoat region. Initially these were young men, trained by the Soviet military in the most brutal fashion (as is the way of Russian military training) that qualified for special operations. They live by the motto, "The Might of the Motherland is Unequivocal" and use this in recruiting new people to their ranks--promising a throwback to the days of the U.S.S.R. when they were feared and respected.

All members of the SSF are chemically altered to be "super-soldiers". Generally, they are stronger, faster, and tougher than most soldiers but the trade-off is that they can't think through heavy situations as easily, without direct commands from a superior officer. They will follow a plan through to the letter, however, as they have no fear of death. They stay headquartered in Moscow, and though they haven't officially been part of the Russian military since 1991, they stand ready to answer the call of the U.S.S.R., should the Iron Curtain ever arise again.

The units are very strictly structured with a leading officer who commands the others on the ground. If the commander is ever killed in battle, the rest of the group will execute the battle plan to the best of their abilities, however they are hindered if changes arise. In the event that they complete their objective after the death of their commander, they revert to a primal state of "Kill everyone who is different." Their loyalty is fiercely to the U.S.S.R, and it alone.

Harbingers of Erra

The finding of the Codex of Erra added a new element of the supernatural to battle. Whether you believe in the old gods or not, the one thing that cannot be denied is that the Harbingers of Erra fight like people possessed by some otherworldly force. Their motto is simply, "All Glory to the Coming of Erra" and they truly believe that the world will see the release of their war god onto its soil one day.

The Harbingers of Erra are different from the other groups, in that they do not consist of traditional "soldiers". Instead, their ranks come from people who have been recruited into their cult, and indoctrinated in the ways of the war god. Through prayer, fasting, and extreme training, they become one with the ways of battle. It's said they lose almost half of all recruits to their bizarre rituals, but because of the deep cultish brainwashing, they simply refer to these losses as sacrifices to their dark god in return for their gifts.

Interestingly, there is always a battle leader on the field for the Harbingers of Erra. If the leader is killed, another of the group immediately takes up the mantle of leader, without question. The nature of the organization also means that they don't have a single "uniform" like the other groups. Instead, they choose to wear the most intimidating styles of Kevlar vests painted with whatever their twisted imaginations can come up with.

Banshee Brigade

Through the darkness you can hear the wailing of death. This has long been the psychological impact left on people who've faced the Banshee Brigade and lived to tell about it. They live by the motto, "From the Shadows, To Your Grave" as they appear where you least expect them, and disappear with only corpses left behind. The only telltale sign that they've been there is the telltale lingering wails of the banshee.

The Banshee started after World War II, as a throwback to the legends of the "Night Witches" who were a group of highly trained female pilots that rained death upon the heads of nazi soldiers when they least

expected them. After World War II ended, many of the women took to training their offspring in the ways of stealth battle, and thus the young men and women formed the Banshee Brigade. This crew was often called in for dangerous scouting missions, strike-first missions, and missions where psychological warfare played a part. Stealth has always been their modus operandi. Though based out of Vladivostok, they are found world wide.

Structurally, the Banshee Brigade are the only group who function without a true leader on the field. They all tend to treat each other as equals on the board, with no real need to define a tier system. Though their loyalties lay only to themselves, they are a vindictive bunch and will not drop a grudge.

The Sanoat Defenders

The very people who lived in Sanoat eventually realized they had to be able to defend themselves. Unfortunately, that realization came too late to save most of their homeland. Mostly metalworkers and engineers by trade, the people who came to call themselves The Sanoat Defenders used their skills to create mechanical exo-skeletons and armor to fight off any invading forces. They live by the motto, "Forged by Fire, Bathed in Steel".

When the region of Sanoat was under constant attack and no one seemed to be able to stop it, and the governments were unwilling or unable to defend it, the people took it upon themselves to look after themselves. With the main town razed, the few people left trained themselves in the use of modern weapons, while integrating them with personally built mech suits. They tend to focus much less on attacking their foe, and instead find ways to survive coming under heavy fire. As the Sanoat region is little more than a crater right now, the Sanoat Defenders based themselves in the mountainous region of South Western Kyrgyzstan.

Though militant combat isn't their forte, The Sanoat Defenders have learned that in order to survive conflict and come out on top, you need a plan. Thus, when on the field, they have an executor of the plan (their leader) and several engineers below that, and below the engineers are the Metal Workers. Their ultimate goal is to stop the other groups from terrorizing them, so they can once again get back to their homeland.

Zero Point

At some point, a group of cyber terrorists decided that they needed what the other groups had. Zero Point is a group of people trying to accrue the chemicals of the SSD, the mystical powers of the Harbingers, the stealth capabilities of the Banshee, the tech of the Sanoat Defenders, and destroy the MSSC. Once they have all that, they can take the Sanoat region for themselves and then have access to the oil underneath. Their motto is, "We are Everywhere and Nowhere" and it rings true. Rarely does anyone find a physical person present in one of their battles.

Zero Point became a force to be reckoned with around the time when autonomous drones were becoming the norm in modern warfare. Mostly consisting of "battle bots" like you'd see on television shows like Robot Wars (but bigger, and with much more lethal weaponry), the group relies on telecommunications to remotely drive their bots. The overarching goal of the organization is to create their own nation...though no one knows what type of rule they hope to impose, as they don't have a headquarters anywhere outside of the online world.

All bots must be led by someone, thus any time Zero Point enters the field, there must be a physical person nearby who is controlling things somehow. If this person is caught, they do have the option to “self-destruct” any or all of their bots, or lock in their current commands.

Unit Profiles

Listed below are the various profiles and costs of the units that can be used in First Strike. The special rules that apply to each unit are included, and can be found listed under the Special Abilities section.

Unit	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Soldier	Regular	4	4	3	4	3	3	3	4	4	39
Scout	Regular	4	3	4	4	3	3	3	3	4	39
Elite	Veteran	4	4	4	4	3	4	3	4	4	53
Operative	Veteran	4	4	4	4	4	4	3	4	4	56
Hero	Hero	4	5	5	5	4	4	4	5	5	79

Faction	Special Ability
Malibu Serpents Security Corporation	Stratagem
Sanoat Security Force	True Grit
Harbingers of Erra	Religiosity
Banshee Brigade	Only the Best
Sanoat Defenders	Ambuscade
Zero Point	Sat-Link

Special Abilities

Each model has access to special abilities that are part of their profile. These special abilities are an intrinsic part of the model, and are mandatory in use. They are listed below in alphabetical order for easy reference.

Ambuscade
<i>Sanoat Defenders Ability</i>
Effect
Models with this ability are extremely adept at staging ambushes for devastating effect. When rolling for the Engagement Condition, treat all even results (2, 4, and 6) as an Ambush. In the case of an Ambush, the Sanoat Defender player is always treated as The Attacker.

Boom! Headshot!!

Scout Class Ability

Effect

Models with this ability are crack shots. When a model with the Boom! Headshot!! Ability rolls any attack with a Ranged Weapon using their Marksmanship (MRK) attribute, they can reroll any natural 1s that are rolled. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Hit.

Hardened

Veteran Class Ability

Effect

Veterans rarely flee from combat. When making Bravery Tests, a Veteran with the Hardened Ability can reroll any dice that do not meet the target number. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Success.

Leader

Hero Class Ability

Effect

Heroes lead veterans and regulars into battle. To do this requires the discipline and knowledge to direct them to achieving victory. Models with the Leader Ability can transfer their Action Points (AP) to Veterans and Regulars within 16". These Action Points (AP) can be used normally.

Only the Best

Banshee Brigade Ability

Effect

The Banshee Brigade is well noted for their membership only consisting of the most elite soldiers on the planet. A model with this ability is an expert at using cover on the battlefield to it's best effect, increasing its effectiveness by one step. With this ability in place, all Soft Cover is treated as Hard Cover. Hard Cover can be treated as Total Cover, but when a model with this ability is treating it as such, they also cannot draw Line of Sight through it (thus, if you can see a model, a model can always see you as well).

Operative

Operative Class Ability

Effect

Special Operatives are elite soldiers, the best of the best. They are recruited to take on only the most dangerous missions and are expected to succeed. Models with the Operative Ability are able to spend 1 Action Point to reroll all of the dice on any single test. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Success.

Religiosity

Harbingers of Erra Ability

Effect

The Harbingers of Erra are at best, religious fanatics, and at worst - raving maniacs. A model with this ability is a vicious opponent, and often will continue to fight, even if they are dead. This ability grants a model that is reduced to 0 Endurance (EN) or less to remain on the battlefield and continue to fight until the End of the Turn. If they are attacked and struck again during that turn, they are removed but do not leave behind an Incapacitation Token.

Sat-Link

Zero Point Ability

Effect

With the help of the most advanced networking software and hardware, controlling drones is simple as relaying the orders from a Network Control Device (NCD). A model with this ability can use their Action Points (AP) to control any Drone within 12" of the model.

Soldier

Soldier Class Ability

Effect

Soldiers are your standard grunts - good with any sort of weapon they can get their hands on. A model with the Soldier Ability can reroll any natural 1s rolled when using their Attack (ATT) Attribute. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Success.

Stratagem

Malibu Serpents Security Corporation Ability

Effect

The Malibu Serpents Security Corporation is well known for their skill and coordination on the battlefield. When a model with this ability declares a Banding Action, they do not have to spend an Action Point (AP) to coordinate it - only an Action Point (AP) when executing the action itself. All models coordinated in this fashion must possess the same rule.

True Grit

Sanoat Security Force Ability

Effect

The resilience of the SSF is legendary. When making a roll to negate Wounds, a model with this ability may reroll any result of 1. This die cannot be re-rolled a second time, and the second result is always the final result. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Success.

Equipment

Each model in First Strike can be equipped with a variety of weapons and armour to benefit them on the field of battle. Each model can be equipped with a single ranged weapon, a secondary weapon, any number of grenades, and a suit of armour. In addition to this, a character can carry one piece of Gear. All models begin play with a Pistol, and a suit of Light Armour. This pistol is replaced if the model decides to equip themselves with a Melee Weapon.

Size

Size plays a big factor in terms of cost for equipment. Small or Medium sized models pay the regular cost for equipment. Large models pay twice (2x) as much for that same item, where models of Huge size pay four times (4x) as much for that equipment. This also includes the price for Gear.

Melee Weapons

Each melee weapon has a profile listed on the following chart. There are four pieces of critical information with each weapon, and they can be found below.

Weapon

This is the name of the weapon. This term must be made apparent on the model and listed on the Party Roster for easy reference.

Cost

This is the point value of the weapon. Remember that this is doubled in the event that the model is Large, and quadrupled if the model purchasing the weapon is Huge.

Damage

This is the effective damage that a weapon inflicts. If a weapon does not have a number indicated, then the weapon uses the model's Damage attribute, plus any bonuses indicated.

Special

These are notes that are important to the use of the weapon. If there is anything in this field, further details can be found in the equipment's description.

Weapon	Cost	Damage	Special
Hand Weapon	5	-	-
Second Hand Weapon	5	-	+1 ATT
Great Weapon	10	+1	-
Polearm	20	+1	Reach

Ranged Weapons

Each ranged weapon has a profile listed on the following chart. There are seven pieces of critical information with each weapon, and they can be found below.

Weapon

This is the name of the weapon. This term must be made apparent on the model and listed on the Party Roster for easy reference.

Cost

This is the point value of the weapon. Remember that this is doubled in the event that the model is Large, and quadrupled if the model purchasing the weapon is Huge. Remember that Large Weapons deal 2 damage per hit, and Huge Weapons deal 4 damage per hit.

Range

This is the effective range of the weapon. If a model that you are targeting is equal or less than this distance, the model is considered within Short Range. If the model is 6" or more past this distance, the model is considered at long range, and incurs a -1 penalty to Marksmanship (MRK) for each 6" increment afterwards.

For example, a submachine gun has an effective range of 16". If a model is being targeted at 16" or less, the model is considered at Point Blank Range and adds +1 die to the attack. If the target is over 16", but under 22", the model is within normal range and no bonus or penalty are applied. If the target is 22" to 28", a submachine gun suffers a -1 penalty to the model's Marksmanship (MRK). If the target is 29" to

32", the model suffers a -2 penalty, and so on and so forth. There is no "maximum" range for ranged attacks.

Rate of Fire

This is the rate in which a weapon fires. This takes the form of a bonus, and this bonus is attached to a model's Marksmanship (MRK) attribute, but it also adds +1 to the target's Defense (DEF) Attribute.

Damage

This is the effective damage that a weapon inflicts Wounds. If a weapon does not have a number indicated, then the weapon uses the model's Damage attribute, plus any bonuses indicated.

Special

These are notes that are important to the use of the weapon. If there is anything in this field, further details can be found in the equipment's description.

Pistols				
Weapon	Cost	Range	RoF	Damage
Pistol	-	8"	2	4
Pistols are one-handed ranged weapons that can easily be concealed and used for close quarters combat. Unlike other ranged weapons, a pistol can be used at a range, or they can be used in melee combat. When a pistol is used in melee combat, it uses the Attack (ATT) attribute instead of Marksmanship (MRK).				

Marksman Rifle				
Weapon	Cost	Range	RoF	Damage
Marksman Rifle	10	24"	2	5
A Marksman Rifle is a lightweight rifle designed for range rather than assault. Though it shares the same characteristics as a sniper rifle, it is far more portable, and is designed to be used on the move. They are often outfitted with optical enhancements, they are used as a more tactical and maneuverable precision weapon.				

Assault Rifle				
Weapon	Cost	Range	RoF	Damage
Assault Rifle	10	16"	3	5
Assault rifles are the standard military issue weapons, designed for ease of use, minimal training, and maximum carnage. The early part of the 20th century saw these guns as simple projectile weapons, and were often used in "spray and pray" situations.				

Sniper Rifle

Weapon	Cost	Range	RoF	Damage
Sniper Rifle	25	24"	1	7
<p>Sniper Rifles are the weapon of choice for those who prefer to kill from a distance while remaining hidden. Sniper rifle scopes are extremely advanced, using optical enhancements, thermal signature detection capability, advanced threat detection systems, and a variety of other options that create an incredibly accurate weapon that guarantees the demise of the target. This weapon can also be used for long range surveillance purposes, ground level support purposes, or destruction of material assets.</p> <p>Sniper Rifles have a unique mechanic. Instead of suffering a -1 penalty for each 6" over the maximum range of the weapon, it instead grants a flat +1 bonus for shooting over that range, but suffers a -1 penalty for each 6" under the indicated range. Thus, a Sniper Rifle firing at a distance of 12" would suffer from a -2 penalty to the shooter's Marksmanship (MRK) attribute.</p>				

Submachine Gun (SMG)

Weapon	Cost	Range	RoF	Damage
SMG	10	8"	5	4
<p>SMG stands for sub-machine gun, which is a fully automatic weapon designed for up close and personal use. Due to its compact and lightweight nature, the SMG is very portable and perfect for close quarters combat. Though most infantry tend to use assault rifles for the extra punch, SMG's are often the weapon of choice for specialized units that perform a lot of "black-op" style missions.</p> <p>Submachine guns cannot be used in Melee Combat like pistols, but are extremely effective at close range.</p>				

Flame Thrower

Weapon	Cost	Range	RoF	Damage
Flame Thrower	15	10"	1	6
<p>A flame thrower is a tank of highly concentrated chemical that is ejected under pressure that covers an area. It is extremely effective at clearing out confined areas, and instilling fear on the battlefield.</p> <p>A Flame Thrower is a Direct Area of Effect weapon, and the rules can be found on pg. 14 of the Core Rules.</p>				

Missile Launcher

Weapon	Cost	Range	RoF	Damage
Missile Launcher	55	36"	1	8

A Missile Launcher is a shoulder-fired anti-tank weapon system that fires rockets equipped with an explosive warhead. Most battlefield Missile Launchers can be carried by an individual soldier. These warheads are affixed to a rocket motor which propels the missile towards the target and they are stabilized in flight with fins. Man-portable missile launchers are usually semi-automatic weapons that carry a cache of a dozen or so miniature warheads.

A Missile Launcher uses Explosive Ammunition which is accompanied by a blast of concussive force. Models hit with Explosive Ammunition are also treated as though they have been struck with a Power Attack - for each success scored against the target prior to negating damage, a model is knocked 1" directly backwards. Once that compulsory movement has been completed, the model is Knocked Down. This effect does not work on Large or Huge Models, and is negated by some Perks, or if the model is equipped with Stabilizers.

Missile Launchers are Indirect Area of Effect Weapons, and their rules can be found on page 14 of the Core Rules.

Shotgun

Weapon	Cost	Range	RoF	Damage
Shotgun	15	12"	1	7

The classic shotgun comes in 10-gauge, 12-gauge, 16-gauge, 20-gauge and 28-gauge variants (though 10, 16, and 28 are more uncommon than 12 and 20, they are by no means rare). The higher the number the smaller the internal diameter of the barrel. They are considered a powerful short range weapon, capable of dealing out massive damage in close quarters, though they lose any real effectiveness at ranges greater than 50 feet.

This weapon shoots in a straight line up to 12", though it can be dodged like a Direct AOE weapon.

Personal Defense Weapon (PDW)

Weapon	Cost	Ammo	Range	RoF	Damage
PDW	10	Rail	12"	4	5

A PDW is defined as a cross between an SMG and an assault rifle. It generally comes with the ability to switch between single shot, three round burst, and fully automatic fire. The range and accuracy of these weapons are higher than that of the SMG, but because of the reduced barrel size, they don't quite reach the level of destructiveness found with a standard assault rifle.

Light Machine Gun (LMG)

Weapon	Cost	Range	RoF	Damage
Light Machine Gun	25	36"	4	6

The Light Machine Gun is a weapon with a high rate of fire and a large magazine, used by soldiers as support weapons, often for laying down suppressive fire. Though they can be used by soldiers in "run 'n gun" scenarios, they are just as often found with a steadying bipod enhancement, to be used from prone positions. Make no mistake however, though these weapons are best suited to being used tactically, they are extremely deadly.

Grenade Launcher

Weapon	Cost	Range	RoF	Damage
Grenade Launcher	20	24"	1	As Grenade

Grenade launchers refer to weapons that fire single shot grenades, or other projectile weapons to varying effect. They are often found as stand-alone weapons, fired over the shoulder (similar to the way a rocket launcher is used), or just as often as an under-mounted attachment to a rifle or shotgun. They can be either a single shot weapon, or repeating.

The specific grenade type must also be purchased to make this weapon effective - and are purchased separately.

Unlike a thrown Grenade, you cannot attempt to dodge the blast from a Grenade Launcher.

Grenade

Weapon	Cost	Ammo	Range	RoF	Damage
Frag Grenade	20	Explosive	6"	0	5
Sticky Grenade	25	Explosive	6"	0	7
Incendiary Grenade	20	Fire	6"	0	5
Smoke Grenade	15	Smoke	6"	0	5

Grenades are generally explosive devices that are either fired from a launcher or thrown after pulling a safety pin. Once the pin is pulled, a striker/lever mechanism ignites a primer, while the lever detaches. The primer then burns down to a firing pin/detonator mechanism, which detonates the main charge.

Frag grenades are the most standard type of grenade, packing an explosive charge. This weapon is an Indirect Area of Effect.

Sticky grenades are coated with a gel that acts as an adhesive - sticking to a target allowing the grenade to deal a direct explosive blast to a model instead of an Indirect Area of Effect.

Frag Grenades and Sticky Grenades use Explosive Ammunition which is accompanied by a blast of concussive force. Models hit with Explosive Ammunition are also treated as though they have been struck with a Power Attack - for each success scored against the target prior to negating damage, a model is knocked 1" directly backwards. Once that compulsory movement has been completed, the model is Knocked Down. This effect does not work on Large or Huge Models, and is negated by some Perks, or if the model is equipped with Stabilizers.

Incendiary Grenades erupt into a pool of flames. This is an Indirect Area of Effect Weapon. Models struck with an Incendiary Grenade will suffer 1 automatic Wound the following round unless they spend an Action Point (AP) to put it out during their turn.

Smoke grenades can conceal an area. This is an Indirect Area of Effect weapon. Smoke Grenades are not offensive weapons. A smoke grenade can be thrown to a particular spot on the battlefield, and an attack roll is made (TN 4). A circle is placed in that spot that is X amount of inches in diameter - X being the amount of successes scored on the attack roll. A model cannot draw line of sight through the smoke until it disappears the following round, unless otherwise stated.

Heavy Machine Gun (HMG)

Weapon	Cost	Range	RoF	Damage
Heavy Machine Gun	50	48"	4	7

Heavy machine guns are a much larger version of the light machine gun. They are either stationary ground mounted, or mounted to vehicles (only large or huge units can carry them). HMG's have incredible destructive capabilities against structures such as buildings or vehicles, and fire large rounds, much bigger than those found in LMG's.

Heavy Machine Guns are ordnance weapons, and can only be transported by models that are of a Large or Huge Size, though they can be used as non-portable turrets. Heavy Machine Guns, being large weapons, cause 2 wounds on a successful hit rather than the 1 wound caused by standard weapons. They are always considered Large in size, though they can be upgraded to be Huge Weapons.

Heavy Missile Launcher

Weapon	Cost	Range	RoF	Damage
Heavy Missile Launcher	110	48"	3	9

Heavy Missile Launchers are those large scale anti-tank weapons that are affixed to vehicles (only large or huge units are capable of carrying them), that fire rockets with their own propulsion and guidance system attached to an explosive warhead. Due to their method of use, heavy missile launchers are most often designed to be automatic weapons that fire a host of missiles at the intended target.

Missile Launchers are Indirect Area of Effect Weapons, and their rules can be found on page 14 of the Core Rules.

A Heavy Missile Launcher uses Explosive Ammunition which is accompanied by a blast of concussive force. Models hit with Explosive Ammunition are also treated as though they have been struck with a Power Attack - for each success scored against the target prior to negating damage, a model is knocked 1" directly backwards. Once that compulsory movement has been completed, the model is Knocked Down. This effect does not work on Large or Huge Models, and is negated by some Perks, or if the model is equipped with Stabilizers.

As these are ordnance weapons, they can only be carried by models of size Large or greater. A Heavy Missile Launcher can be deployed as a non-portable turret. They are always Large in size, though they can always be upgraded to be a Huge Weapon.

Heavy Cannon

Weapon	Cost	Range	RoF	Damage
Heavy Autocannon	50	48"	2	8

Autocannons are, as the name suggests, a fully automatic weapons that fire explosive/armour piercing rounds instead of the regularly used rounds.

An Autocannon uses Explosive Ammunition which is accompanied by a blast of concussive force. Models hit with Explosive Ammunition are also treated as though they have been struck with a Power Attack - for each success scored against the target prior to negating damage, a model is knocked 1" directly backwards. Once that compulsory movement has been completed, the model is Knocked Down. This effect does not work on Large or Huge Models, and is negated by some Perks, or if the model is equipped with Stabilizers.

Autocannons are ordnance weapons, and can only be transported by models that are of a Large or Huge Size, though they can be used as non-portable turrets. Autocannons, being large weapons, cause 2 wounds on a successful hit rather than the 1 wound caused by standard weapons.

Armour

Armour is used to further a model's defense from damage. A model can only wear one suit of armour.

Armour

This is the name of the suit of Armour. This should be visible on the model, though light, medium and heavy armour are pretty ambiguous in terms of appearance. Power Armour is easily distinguishable from other armour types, as it increased the size of the model by one step. SquID Armour increases the size of the model by at least one step, though potentially two.

Cost

This is the point value of the suit of armour. Remember that this is doubled in the event that the model is Large, and quadrupled if the model purchasing the armour is Huge.

Armour Bonus

This is the bonus applied to a model's Armour (ARM) value.

Movement Penalty

This is a penalty applied to a model's Movement (MOV) value.

Defense Penalty

This is a penalty applied to a model's Defense (DEF) value.

Firewall

This is the basic shielding this model has against being hacked by enemy technicians. This is the target number needed by hackers to affect this model.

Slots

This is how many upgrades your armour can accommodate. Upgrades are found later on in this chapter.

Light Armour				
Cost	Bonus	MOV Penalty	DEF Penalty	Slots
-	-	-	-	1
Light armour is the most common armour, and is worn by essentially every soldier in the battlefield. It usually consists of some plating, defensive mesh, and a network powered by a small battery allowing for a single upgrade.				

Medium Armour				
Cost	Bonus	MOV Penalty	DEF Penalty	Slots
15	+1	-1	-	2
Medium armour is worn by most professional soldiers into battle. It is usually a solid chest plate and a helm, and a battery to power a couple of upgrades.				

Heavy Armour				
Cost	Bonus	MOV Penalty	DEF Penalty	Slots
25	+2	-1	-1	3
Heavy armour is some of the most protective armour available, just heavy enough that a soldier can carry it without having it have it's own support system. It consists of multiple plates covering a defensive mesh, and a powerful battery that can support up to three upgrades.				

Upgrades

Upgrades can be purchased and powered off of a model's armour. A suit of armour can accommodate up to as many upgrades as is indicated in the armour's description.

Upgrade Name

This is the name to which the upgrade is referred.

Cost

This is the additional cost associated with the upgrade. The cost of this upgrade is added to the base cost of that suit of armour.

Slots

This is how many slots the upgrade takes up. Most upgrades take one slot, but occasionally they cost more.

Description

This is any additional rules and descriptive effects that the upgrade has associated with it.

Targeting Upgrade			
Cost	+15	Slots	1
This armour is equipped with a smart targeting system that allows for quick aiming action and auto-adjustments for automatic fire.			
Models equipped with a Targeting Upgrade can add +1 to their Marksmanship (MRK) Attribute. This upgrade can be taken up to 3 times, each time it costs an additional slot.			

Stabilizers			
Cost	+5	Slots	1
It is pretty standard gear to have armour that consists of some sort of stabilization system. These are mainly used by marines battling in space.			
A model equipped with Stabilizers cannot be moved or knocked down for any reason. This upgrade cannot be taken more than once.			

Armour Upgrade			
Cost	+10	Slots	2
Reinforced plating is common enough to come by on the battlefield.			
A model equipped with an Armour Upgrade can add +1 to their Armour (ARM) and Endurance (EN) Attributes. This Upgrade can be taken twice.			

Drop Gear

Cost

+30

Slots

2

Equipped with anti-grav tech, this upgrade allows a model to rain down on the battlefield from high altitudes.

A model equipped with an Armour Upgrade can enter anywhere on the battlefield during a player's Active Turn. Dropping into the battlefield costs 1 Action Point (AP).

Mobility Upgrade

Cost

+30

Slots

3

Most armour is bulky and hard to maneuver in, but lightweight materials and powered joints allow for quicker and more fluid movements.

A model equipped with a Mobility Upgrade adds +1 to their Movement (MOV) and Defense (DEF) value. This upgrade can only be taken once.

Comms Upgrade

Cost

+15

Damage Type

2

Enhanced Comms are incredibly important on the battlefield, as it allows faster reaction times and better situational awareness.

A model equipped with a Comms Upgrade adds +1 to their Initiative Value (IV) Attribute. This upgrade can only be taken once.

Size Upgrade

Cost

+20

Damage Type

3

Some armours are designed to be more bulky and powerful, usually to be used as a weapon platform for heavy artillery.

A model equipped with a Size Upgrade increases their size by one category - thus a Medium Sized Model becomes a Large Model and a Large Model becomes a Huge Model.

Gear

All models can purchase gear to augment their role on the battlefield. Gear costs points, and sometimes has some special requirements when using it. The format for listing the gear is listed below.

Gear Name

This is the name to which the piece of equipment is referred.

Cost

This is the cost of the piece of gear.

Description

This is any additional rules and descriptive effects that the gear has associated with it.

Smart Visor	
Cost	15
<p>Visors that are capable of viewing the battlefield in a myriad of spectrums are common among elite soldiers who can't afford to be taken by surprise.</p> <p>A model equipped with a Smart Visor are not affected by Smoke Ammunition, Camouflage or any sort of equipment/ability that gives a model a bonus to their Defense (DEF) or a penalty to Marksmanship (MRK) resulting in compromised vision.</p>	

Medkit	
Cost	25
<p>Medkits allow soldiers with little medical expertise a way to save the lives of fallen comrades. It is essentially an auto-doc that administers a variety of stims and binding agents to get a soldier back up and into the fight.</p> <p>A model equipped with a medkit can apply it to a wounded model and spend an Action Point (AP). The model must make an Endurance (EN) test (TN 6). For each success, 1 Endurance is restored. This can never go above the model's maximum Endurance (EN), nor can it bring an unconscious model back to fighting form (as they do not have any Endurance (EN) left to tests against).</p>	

Vehicles

Though vehicles have a limited role on the battlefields of the future, there are still four different types that are viable for skirmish battles - Personal Vehicles (such as ATVs and Motorcycles), Transport Vehicles, Dropships, and Drones.

Unlike troops, Vehicles do not have their own Initiative Value and thus do not have their own Action Points. They must be represented by an appropriately sized model on the battlefield. Each vehicle has their own profile, and can be upgraded with slots exactly like armour. As expected, vehicles have many more slots than personal armour.

Vehicles are manned, so they can be disembarked as part of a move action by spending an Action Point (AP). In most cases, a vehicle must be targeted, as the pilot is enclosed, though in some circumstances, the vehicle is open topped and the pilot can be targeted separately.

If the pilot dismounts a vehicle, it is represented by a separate model. The vehicle, unless controlled remotely, is stationary unless it is piloted by another model. Flying vehicles must be on the ground before they are disembarked.

When attacking from a vehicle, the pilot's attributes are used. If the vehicle has an "open top", then the pilot and passengers can attack with their own weapons, otherwise a vehicle must be armed with a turret. Ramming with a vehicle is done by using the Attack attribute of the pilot. If a test is required and the profile indicates a "-", then the user's attribute is the default. If the indicated attribute is a "+" or "-" followed by a number, that is the bonus or penalty applied to the attribute of the pilot.

Vehicles cannot be affected by Power Attacks, and can not be knocked down under any circumstances.

Personal Vehicle

Personal Vehicles are large vehicles that can accommodate a single operator. They are the smallest of the vehicles, but have the potential to be the fastest and most maneuverable.

Personal Vehicle									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Slots							3		
<p>Personal Vehicles are All Terrain Vehicles that can accommodate one pilot and one passenger.</p> <p>Large: Personal Vehicles are Large, and must be mounted on a 40mm to 60mm base.</p> <p>ATV: Personal Vehicles can easily pass over Difficult Terrain without penalty.</p> <p>Vehicle: As vehicles do not have limbs or the capacity to reach, Vehicles cannot attack a model in melee that is not in base contact with it.</p>									

Armoured Personnel Carrier (APC)

An Armoured Personnel Carrier (APC) is a huge vehicle designed to move quickly and safely across a battlefield. They are often outfitted with a weapon to keep their passengers safe.

Armoured Personnel Carrier (APC)									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
7	-	-	2	-2	-	8	12	8	100

Slots	6
<p>Armoured Personnel Carriers or “APCs” are huge vehicles designed to move troops across a battlefield safely. An APC can carry one pilot and up to eight medium sized models, or four large sized models. Huge models cannot be transported in an APC.</p> <p>Huge: Personal Vehicles are Huge, and must be mounted on a 75mm base or larger, though due to the unique nature of the model, it can be assumed the edge of the model is the base.</p> <p>Transport: Models can disembark by using a single Action Point (AP) of the Pilot. This Action can immediately place all of the models in base contact with the vehicle.</p> <p>Vehicle: As vehicles do not have limbs or the capacity to reach, Vehicles cannot attack a model in melee that is not in base contact with it.</p>	

Dropship

A dropship is a flying transport that can be used for a rapid airborne assault or to deploy troops across the battlefield safely.

Dropship									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
12	-	-	2	-2	-	7	10	-	125
Slots							4		
<p>Dropships are huge flying vehicles designed to carry troops across the battlefield or to administer rapid assaults from the skies. A dropship can accommodate one pilot and four medium sized troops, or two large troops. A dropship cannot transport huge models.</p> <p>Huge: Dropships are Huge, and must be mounted on a 75mm base or larger.</p> <p>Transport: Models can disembark by using a single Action Point (AP) of the Pilot. This Action can immediately place all of the models in base contact with the vehicle. A flying model must be “grounded” for this to happen.</p> <p>Airborne Vehicle: An airborne cannot execute melee attacks against other models.</p> <p>Flying: Dropships are flying vehicles, and are not affected by any sort of terrain, though they cannot land on impassable or difficult terrain.</p>									

Drones

Drones are large four legged vehicles that are unmanned. They are weapons platforms and capable of massive assaults against the enemy.

Drones									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Slots							3		
<p>Mechs are large quadrupedal tanks that are unmanned. They are weapons platforms that can commit to devastation on the field.</p> <p>Large: Drones are Large, and must be mounted on a 40mm to 60mm base or larger.</p> <p>ATV: All drones can easily pass over Difficult Terrain without penalty.</p> <p>Vehicle: As drones do not have limbs or the capacity to reach, drones cannot attack a model in melee that is not in base contact with it.</p>									

Destroying Vehicles

Once a vehicle is reduced to 0 Endurance (EN), it is disabled and cannot perform any actions. A model that is reduced to less than 0 Endurance (EN), it explodes. To determine the blast radius, roll the Armour (ARM) Attribute (TN 4). For each success, the blast radius from the edge from the edge of the base is increased by 1". Anyone caught in the blast suffers a DAM 8 Explosive hit, and as if the hit was from a Huge Sized Enemy (the wound inflicts 4 Wounds).

Vehicle Upgrades

Vehicles Upgrades work much the same as Armour Upgrades, though unlike armour, Weapons take up a slot. A vehicle can accommodate as many upgrades as they have slots.

Upgrade Name

This is the name to which the upgrade is referred.

Cost

This is the additional cost associated with the upgrade. The cost of this upgrade is added to the base cost of the vehicle.

Slots

This is how many slots the upgrade takes up. Most upgrades take one slot, but occasionally they cost more.

Description

This is any additional rules and descriptive effects that the upgrade has associated with it.

Targeting Upgrade	
Cost	+15
Slots	1
This armour is equipped with a smart targeting system that allows for quick aiming action and	

auto-adjustments for automatic fire.

Vehicles equipped with a Targeting Upgrade can add +1 to their Marksmanship (MRK) Attribute. This upgrade can be taken up to 3 times, each time it costs an additional slot.

Stabilizers

Cost	+5	Slots	1
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It is pretty standard gear to have armour that consists of some sort of stabilization system. These are mainly used by marines battling in space.

A model equipped with Stabilizers cannot be moved or knocked down for any reason. This upgrade cannot be taken more than once.

Armour Upgrade

Cost	+10	Slots	2
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Reinforced plating is common enough to come by on the battlefield.

A vehicle equipped with an Armour Upgrade can add +1 to their Armour (ARM) and Endurance (EN) Attributes. This Upgrade can be taken twice.

Drop Gear

Cost	+30	Slots	2
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Equipped with a vtol or parachute, this upgrade allows a model to rain down on the battlefield from high altitudes.

A vehicle equipped with an Armour Upgrade can enter anywhere on the battlefield during a player's Active Turn. Dropping into the battlefield costs 1 Action Point (AP).

Mobility Upgrade

Cost	+30	Slots	3
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Most vehicles are bulky and hard to maneuver, but lightweight materials allow for quicker and more fluid maneuvers.

A vehicle equipped with a Mobility Upgrade adds +1 to their Movement (MOV) and Defense (DEF) value. This upgrade can only be taken once.

Comms Upgrade

Cost

+15

Damage Type

2

Enhanced Comms are incredibly important on the battlefield, as it allows faster reaction times and better situational awareness.

A vehicle equipped with a Comms Upgrade adds +1 to their Initiative Value (IV) Attribute. This upgrade can only be taken once.

Open Top

Cost

+5

Damage Type

1

This vehicle has an open top, which means that models sitting inside of it can interact outside of the vehicle.

A vehicle equipped with an Open Top Upgrade allows for models to interact outside of the vehicle, but it also means that models can be targeted while being inside of the vehicle.

Scenarios

The following tables detail running a game of First Strike. The rules for setting up a game can be found on page 25, under **Setting up the Game**.

Engagement Conditions Table

Roll	Engagement
1	Escort
2	Ambush
3	Reinforcements
4	Supply Drop
5	Battleground
6	Point Defense

Escort

This scenario has the Defender in control of 4 Civilians. They must be within 6" of a Hero, and they cannot stray more than 6" away from the Hero. If this happens, then the Civilian must spend all of their Action Points (AP) moving within 6" of another Hero Model. If they can't get to a Hero, then they will

instead flee towards the closest table edge. The Civilians start on the back table edge of their deployment zone.

Humans	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Civilian	Regular	4	2	2	3	3	2	2	3	3

Complications Condition: If the Attacker kills all of the Heroes, or wipes out the Civilians, they score 1 Victory Point and roll on the Complications Table immediately. If the Defender successfully transports the Civilians 24" into the middle of the battlefield, they score 1 Victory Point (VP) and immediately roll on the Complications table. If the hero manages to bring the Civilians to the opposite table edge in their enemy's deployment zone - they can remove the Civilians from the table and collect an additional 1 Victory Point (VP).

Ambush

The scenario has the defenders set up in an ambush scenario. Once this Engagement Scenario has been rolled, the attacker immediately takes all of their models off of the table and redeploys them up to 24" on the battlefield.

Complications Condition: Once an Attacking model engages in Melee Combat with a Defending model, the Defender immediately rolls on the Complications Table. If the Attacking Model incapacitates the first Defending model they engage, they score 1 Victory Point (VP). If the Defenders incapacitate their Attackers, they score the 2 Victory Points instead. If the Attackers completely surround the Defenders, at the end of that turn, they score an additional 1 Victory Point (VP).

Reinforcements

This scenario has half of the units of each side deploy, and the second half of the units arriving at the start of the player's second turn. The selection of models is not by point cost but rather by the amount of units in the party. Thus, if a player has 9 units in their party, they select 5 of them to deploy during the first turn. In the case of an odd number of models, the player always rounds up.

Complication Conditions: The first player to move their reserve models over the halfway point on the battlefield rolls on the Complications Table. Scoring this objective grants the player 1 Victory Point (VP).

Supply Drop

This scenario involves the placement of four supply crates onto the board - each player places two. They cannot be within a deployment zone, and they cannot be placed within 8" of one another. To open a crate, one must spend an Action Point (AP) to interact with it.

Complication Conditions: The first player to open half of the crates immediately rolls on the Complications Table. Opening two of the crates is worth 1 Victory Point (VP).

Battleground

This is a simple scenario where both players face off on equal terms. The goal is to engage the enemy.

Complication Conditions: The first player to engage an opposing model in melee combat immediately rolls on the Complications Table. The player to engage an opponent in Melee Combat gains 1 Victory Point (VP).

Point Defense

The set up for this scenario involves the Attacker selecting a point on the battlefield along the centerline. This section is a 12" x 12" section that the Defender needs to keep free of enemy forces.

Complication Conditions: When the defender reaches the point they need to defend, the Defender immediately rolls on the Complications Table. At this point, the Attacker gains 1 Victory Point (VP).

Complication Conditions Table	
Roll	Complication
2	Outbreak!
3	Vicious Storm
4	Bounty Hunt
5	DataStorm
6-8	For Honour!
9	Press the Line
10	Kill The Messenger
11	Assassination
12	Security Breach!

Outbreak!

The smell of blood and the sound of violence attract a band of roaming viral zombies! The player that rolled on the Complications Table rolls 1d6 and halves the result (rounding up), and adds 3 to it (1d3+3). This is how many Viral Zombies appear on each table edge opposite the player deployment zones - distributed evenly. These models are armed only with a hand weapon and light armour. These Zombies act in a third turn where they charge and attack the closest model. If they are unable to charge (the model is further away than 2x their Movement (MOV) attribute), they will move towards that model instead.

In addition to these Viral Zombies, each incapacitated model on the board immediately rises as a Viral Zombie as well, attacking the nearest model.

Special	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Zombie	Regular	3	2	2	3	2	1	3	3	4
Special Abilities:	Walking Plague									
<p>Walking Plague: A virus that animates corpses can be spread through being near it. If a model is incapacitated by another model with this rule, the player must make a Will Power (WP) Test (TN 4). If the roll is passed, the model is incapacitated as per normal. If the roll is failed, the Incapacitation Token is removed and replaced with a fresh Viral Zombie model, armed with the same equipment as the fallen model.</p>										

End Game Conditions: The player that incapacitates the most Zombies rolls on the End Game Conditions Table and is awarded 2 Victory Points (VP) for their effort.

Note

This is a pretty fantastical scenario. If this Complication does not fit the narrative of the game, feel free to ignore this roll and roll again for a different complication.

Vicious Storm

A vicious storm blows across the battlefield! Each player suffers a -1 penalty to all rolls. In addition to this, all ground is treated as Difficult Terrain.

End Game Conditions: The player that did not roll on the Complications Table immediately rolls on the End Game Conditions Table. Completing the End Game Condition is worth twice as many Victory Points (VP) than it is normally is worth.

Bounty Hunt

There is a mark on two models on the battlefield - to the victor go the spoils! Pick out the model within each Party that has the highest value. This model is now a marked target.

End Game Conditions: If this model is incapacitated, the player who dispatched the model first rolls on the End Game Conditions Table and awards themselves 2 Victory Points (VP).

Comms Outage

An EMP has struck, deadening comms equipment and making communication out of Line of Sight completely impossible. Models affected by this cannot attempt to make a Banding Action, nor those with the Leadership ability are able to share their orders.

End Game Conditions: The model that did not roll on the Complications Table immediately rolls on the End Game Conditions Table. Completing the End Game Condition is worth twice as many Victory Points (VP) that it is normally worth.

For Honour!

It is a time for heroes to settle past grudges on the field! Each Hero is a marked target, though only other Heroes can claim the mark.

End Game Conditions: Any Hero model that is incapacitated by another Hero model is worth 1 VP. Once one of the players reaches 2 Victory Points (VP) (or there are no heroes left on the board), the player that reaches 2 Victory Points (VP) first rolls on the End Game Conditions Table.

Press the Line

The enemy has pushed too far into your territory, and you have to get them out! The Attacker must press over the halfway point of the battlefield, and the Defender must keep them out.

End Game Conditions: If the Attacker end the round with all of their models into the Defender's side of the board, they gain 2 Victory Points (VP) and roll on the End Game Conditions Table. If the Defender ends the round without any of the Attacker's models on their side of the board, they gain 2 Victory Points (VP) and roll on the End Game Conditions Table.

Kill the Messenger

There is a messenger among the ranks of the enemy, and they must be stopped. The Defender must choose a single model - this model is now marked and is a target for the Attacker. The model must exit the battlefield via the Attacker's table edge.

End Game Conditions: If the Defender's model exits the battlefield via the Attacker's table edge, the Defender is rewarded 2 Victory Points (VP), and immediately rolls on the End Game Conditions table. If the Attacker kills the designated model before it reaches the table's edge, the Attacker is rewarded 2 Victory Points (VP), and immediately rolls on the End Game Conditions Table.

Assassination

Warlords gaze across the battlefield, knowing that only one can survive. Both of the player's Party Leaders become marked targets.

End Game Conditions: Each player's Party Leader is worth 2 Victory Points (VP). The player who claims the Victory Points also rolls on the End Game Conditions Table immediately.

Security Breach!

A security drone enters the fray! The drone appears on the edge of the table closest to the most models on the battlefield. The drone is automated, and is equipped with an autocannon. This drone acts in a third turn where it charges and attacks the closest model. If it is unable to charge (the model is further away than 2x its Movement (MOV) attribute), it will shoot at that model instead.

NPC	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Security Drone	6	3	3	2	3	3	8	10	10

Weapon	Autocannon (Explosive Ammo; RNG 48"; ROF 2; DAM 7)
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End Game Conditions: The player that inflicts the most wounds on the beast rolls on the End Game Conditions Table and is awarded 2 Victory Points (VP) for their effort.

End Game Conditions Table	
Roll	Engagement
1-2	Route
3-4	Assassination
5-6	Tactical Retreat

Route

The opponent must be defeated. The opponent must have their numbers depleted to $\frac{1}{4}$ their numbers. The first player to do this claims 2 Victory Points (VP) and the game ends at the end of the round.

Assassination

The enemy's leaders must be defeated. Each player's Party Leader becomes marked. The first player to kill the opponent's Party Leader gains 2 Victory Points (VP) and the game immediately ends. If the Party Leader has already been dispatched, the player who still has their Party Leader gains the 2 Victory Points (VP) instead.

Tactical Retreat

The enemy has taken enough of a beating, and it is now time to retreat to regroup. The Attackers must fall back to their Deployment Zone within 1 turn. If more than $\frac{1}{2}$ of their models are in their Deployment Zone, they gain 2 Victory Points (VP) and the game immediately ends. If The Attacker fails to pull their forces back within 1 turn, the Defender is granted 2 Victory Points (VP) and the Game immediately ends.