GANGFIGHT

Core rules

Gangfight:

A New Kind of Miniature Skirmish

The game of Gangfight is a small scale skirmish game involving 28mm scale miniatures. Gangfight recreates fantastic battles between two competing forces - whether they are marauding raiders looking to bolster their numbers or a ruthless PMC looking for their next pay day. Regardless of which setting you choose to play in, the goal is to defeat your opponents and complete the objectives put before you.

Unlike other miniature wargames, Gangfight is a multi-genre gaming experience where you can choose to play in one of the three settings detailed in this book (Chronicle: Fantasy Battles, Aeon: Futuristic Combat, or First Strike: Modern Warfare), or you can combine the settings to make your own. In addition to this, Gangfight produces no miniatures of their own (well, ALMOST no miniatures of their own) - this means you get to customize your force any way you want, using the miniatures you want. Although we have some fantastic partners to whom we promote our players to use, the world really is the limit when it comes to choosing the models you want to represent your force.

Whichever models you decide to use, Gangfight is a strategic game involving a dozen or so miniatures, dice, and a measuring tape - and a great deal of imagination.

Table of
Contents

Table of
Contents

Table of
Contents

Aeon

Table of
Contents

The Game
Summary

A game of Gangfight is typically played where both players have an equal amount of points - this gives the game balance between the two teams. Ideally, models have a cost in which represent their abilities and basic power.

Once the two players have agreed on the size of the game, each player makes a list detailing the members of their band. Each player determines what models they will have in their list, but they cannot exceed the predetermined point value.

The battlefield is then put together. A game of Gangfight uses a great deal of terrain in their battles. The location of the battle does not matter - but should be agreed upon by both parties. Typically a place where high action can take place, consisting of loot, possibly even npcs (such as rogue monsters, or even civilians) - and mayhem.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Rounds, and in each Round, each player has their own Turn. During their Active Turn, each player assigns actions to the troops to activate and play with them, moving them about the table, attacking enemy troops, and accomplishing the scenario objectives.

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game is finished, the players tally their Objective Points and their Victory Points to determine the winner.

Game Terms

There are many terms used in this book that are used regularly enough to need explanation - these are called Game Terms.

Model
A model is a 28mm miniature used to represent one of the members of your band. Although there is no standard base sizes in Gangfight, we suggest the following guidelines listed below.

Threat
The threat radius represents the additional footprint that a Model can interact with in their environment.

Threat is used to determine the distance a Model can consolidate with Fight!, how far their melee weapons are capable of reaching, and how it interacts with opposing Models moving near it.

Party
The group of individual Models that make up your roster.

Action Points (AP)
The resource allocated to each individual Model and to make them perform the various Standard Actions and Special Actions available to them in game. When talking about the Action Points (AP) in the plural, it is referred to as the Action Point Pool.

Standard Action
Actions that can be applied to a single Model that cost one Action Point (AP).

Special Action
Actions that can be applied to a single Model. These Actions typically confer a particular bonus or special effect.

Target Number (TN)
The value you must roll equal to or above to pass a test on a six-sided dice (d6). The target number may never be reduced below 2 as a natural roll of 1 is always a failure.

Dice Pool
The amount of dice used to when making a Test.

What you need to Play Gangfight

You will need the following things to play a game of Gangfight.

- A selection of 28mm scale models to represent your party.
- A Measuring Tape.
- A variety of tokens or polyhedral dice to keep track of Action Points, wounds, and conditions.
- A dozen six-sided dice.
- A variety of terrain pieces. Typically you'll need about six large pieces of terrain and about 10 small piece of terrain.
- A 4' x 4' playing area.
- A pencil and a piece of paper to keep track of your roster.

Basic Rules

These are the basic rules of the game and the foundation in which all of the rules are based upon.

Size and Volume

Each model has a size designation, and each size has a particular volume that must be adhered. There are four different sizes a model can be in the Gangfight game.

Small Models: Models with the small designation are diminutive in size. They have a relatively small threat range, which is only 0.5" around the entire model. They have a volume of 1" x 1". Small Models can be mounted on a base no smaller than 20mm or larger than 25mm.

Medium Models: Models with the medium designation are of a standard size. The majority of models are typically of the medium size. They have a threat range of 1" around the entire model. They have a volume of 1" x 1.5". Medium Models can be mounted on a base no smaller than 20mm or larger than 32mm.

Large Models: Models with the large designation are extremely potent on the battlefield. They have a threat range of 2" around the entire model. They have a volume of 1.5" x 2". Large models also inflict 2 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict. Large Models can be mounted on a base no smaller than 40mm or larger than 60mm.

Huge Models: This is the largest designation that a model can have. They have a threat range of 3" around the entire model. They have a volume of 2" x 3". Huge models also inflict 4 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict. Huge Models can be mounted on a base no smaller than 75mm or larger than 120mm.

A model's volume is used to determine how much room that model takes up on the battlefield. Typically, the volume of a model is eyeballed by the players and agreed upon, though if it does start to be an issue, a measuring tape can be used to accurately show if the model can be seen, and if models are within their threat range.

Model Size Comparison

Model Size	Base Size	Threat
Small Model	20mm - 25mm	0.5"
Medium Model	20mm - 32mm	1"
Large Model	40mm - 60mm	2"
Huge Model	75mm - 120mm	3"

Line of Sight

A model in Gangfight has a 360 degree Line of Sight. They can see all around them, but their vision is blocked by models of equal or greater volume than themselves, and pieces of terrain that are larger than the model. A model that doesn't have Line of Sight to an opponent cannot declare an action against that target.

DIstances and Measuring

Measurements may be taken at any time. When measuring distance in regards to movement, threat range, or any other factor - you must measure from the edge of the model's base.

Threat

Every model generates threat - which is the area in which a model can interact with their environment. When a model is within another model's threat range, the models can interact with one another - such as attack one another in melee, or perform other actions. A model that moves through another model's threat range without stopping, or leaves another model's threat range provoke a Free Strike, which is an attack that can be made without spending AP against the offending model. As with any distance or measurements in Gangfight, you always measure from the edge of the model's base.

Rolling Dice

Gangfight uses six-sided dice (d6). Each model has a set of attributes that have a number assigned to them which typically represents the number of dice you roll when taking actions. Dice that match or beat the assigned Target Number (TN) are considered successes. The more successes a model has, the more skillfully that model completed the task attempted. Target Numbers are typically assigned (through the difficulty of the task), or are compared to an opposing model's profile. There are three types of rolls to be made in Gangfight - Skill Tests, Standard Tests, and Opposed Tests.

Skill Tests

When one attempts a skill test, they are attempting to complete a task that has an assigned difficulty - for example, charging. When this test is done, the appropriate chart is consulted and rolled against. For each die successful, there is typically a bonus associated with that test. Sometimes, only one success is needed to pass. These rolls only affect the model making the test, and do not involve other models.

Standard Tests

These are the most common tests that a model will make during the course of a game. To perform a standard test, a model rolls the applicable attribute's worth of dice, and attempts to match or beat a target number, which is determined by an opposing model. An example of this is combat, where a model rolls their Attack or Ranged attribute against a model's Defense attribute. Each die that is equal or higher than an opponent's assigned attribute is considered a single success.

Opposed Tests

When a model is attempting to overpower another model, an opposed test is needed to determine the result. When an opposed test is declared, both parties roll the indicated attributes against a designated target number (typically another attribute of the opposing model). The winner of the test is the one with the most successes.

Dropping Dice

When making a test, sometimes you may be willing to reduce your Dice Pool to better attempt to succeed. If you have more than one die in your Dice Pool you may drop dice, by removing them from the Dice Pool, to lower the Target Number (TN). For each die dropped, the Target Number (TN) of the task is reduced by 1.

For example: A model with an Attack Value of 5 is attempting to strike another model who has a Defense Value of 7. As they cannot roll equal to or above 7 they must lower the Target Number (TN). They must reduce their Dice Pool by at least one die to lower the Target Number to 6, which will leave them with 4 dice to roll against the new Target Number (TN). If they were to reduce their Dice Pool by another 2 dice this would lower the Target Number (TN) to 4 with 2 dice in their Dice Pool.

Critical Success

When rolling a die, you may achieve a Critical Success. A Critical Success occurs when you roll a natural "6" on a d6. For every Critical Success you may roll an additional die. If that die scores a success, you count it towards your total successes for that test. Critical Success die may also further generate Critical Success.

For example: Martin rolls 3 dice and gets a 3, 4 and 6. Since the Target Number is 4, he scores 2 successes. Because he rolled a natural 6, he rolls an additional die and gets a 6, this will allow him to roll another additional die where he gets a 5. He adds these two additional successes, giving him a total of 4.

Model Profiles

Each type of model in Gangfight has a statistics block known as their Profile. These Profiles are made up of attributes and various pieces of information relating to the particular model it represents.

Example

Humans

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Warrior	Regular	4	3	3	4	3	3	3	3	4	29
Veteran	Veteran	4	3	3	4	3	4	3	4	4	36
Hero	Hero	4	4	4	5	4	4	4	5	5	54

Troop Types

There are three types of troops in the Gangfight game. They are detailed below.

Regular

There are all sorts of fighters in the world, and not all of them are professionally trained. Regular troops are poorly trained and come to the table with One (1) Perk that is selected when purchasing the troop and their equipment.

Veteran

These troops are trained soldiers or fighters that have learned to coordinate their actions and fight as a team. Veteran troops come to the table with Two (2) Perks that are selected when purchasing the troop and their equipment.

Heroes

There are individuals that stand out among others in command and battle prowess. These models are known as heroes. Heroes are the most customizable model within your force, and can be equipped with various weapons, armours, or even spells or other special abilities. Being best trained models in your force, they come to the table with Three (3) Perks that are selected when purchasing the hero and their equipment.

Attributes

Each profile consists of 9 attributes. These are values assigned to traits that a model has to represent their abilities on the battlefield.

Movement (*MOV*)

This value represents how far a model can move on the battlefield in inches. This attribute is used in tests involving running, climbing and jumping.

Attack (*ATT*)

This value represents how well a model performs in close combat with a melee weapon. This attribute is primarily used to generate the Dice Pool for close combat tests against an opposing Model.

Marksmanship (*MRK*)

This value represents a model's hand-eye coordination, particularly when making ranged attacks. This attribute is primarily used to generate the Dice Pool for ranged combat tests against an opposing Model.

Defense (*DEF*)

This value represents a model's ability to defend themselves against being struck by an opposing Model. This attribute is primarily used to generate the Target Number (TN) when and opposing model performs a combat test.

Initiative Value (*IV*)

This value represents how fast your model can act in a combat situation. A model's Initiative Value is primarily used as the base for determining how many Action Points a model allocated to spend turning their turn.

Willpower (*WP*)

This value represents a model's ability to withstand fear and emotional punishment. This value is primarily used to generate the Dice Pool to resist psychological effects, resist fear, and rallying after a particularly devastating assault. It is also commonly used to make and resist certain types of attacks.

Armour (*ARM*)

This value represents a model's ability to withstand physical damage. This attribute is primarily used to generate the Dice Pool to resist damage after an attack. Any unsaved damage is applied to the defending model's Endurance Value.

Endurance (*EN*)

This value is how much punishment a model can withstand before succumbing to an incapacitated state. This attribute is reduced each time a model takes damage. When this attribute reaches 0 or less, the model is considered incapacitated, removed from the table top and replaced with an incapacitation token.

Damage (*DAM*)

This value represents how much damage a model inflicts upon a successful melee attack. This attribute is primarily used to generate the base Target Number (TN) when an opposing model is making an Armour Check.

Assembling your Party

Now that the basics are understood, you can begin building your force. Your Party consists of heroes, veterans and regulars - and potentially powerful creatures or pieces of technology that can help you in the upcoming battle.

For Pickup or Tournament games, it is recommended that you play with 1000 points. This point level will give you enough points to outfit your Party with two to three Heroes, a handful of Models, and a few points left over to purchase special equipment.

There is no set way to assemble a party in Gangfight. You can choose as many heroes, veterans or regulars as you would like, and there are no penalties for mixing and matching units. In a fantasy setting or a sci-fi setting, it is assumed that the party has gotten past their cultural differences and are working together towards a common goal.

For Legacy Play, it is recommended that you begin play with 500 points. This will allow you to purchase a Hero or two and a few basic Models to start you off on your path to glory.

Points

Every Model and piece of equipment in Gangfight has a point value. The more points the model, the more that model brings to the battlefield.

Party Leader

Your party must consist of at least one hero model that is considered your party leader. Models within 12" of your party leader use that model's Willpower (WP) instead of their own when making tests involving Bravery, Fear or Rallying.

Initiative and Deployment

After you have set up the table and built your Party, then you are ready to start the game. The first thing you need to determine is which party goes first. Each side makes an opposed Initiative Value (TN 4) check with their Party Leader (a hero designated as the leader of the party). The player with the most successes decides who deploys first and which side of the table they wish to deploy their party. The player who deploys their Party first, also goes first. Models are deployed 12" on opposing table edges, unless specified differently in the selected scenario. In case of a tie, both players reroll until there is a winner.

The Round

The Round is completed when both players have completed their turns.

The Turn

A turn belongs to each player. During the turn, each player follows the Game Sequence. During an active player's turn, a player can spend their Action Points when they activate a model. Once a model has been activated, they must spend all of their action points, or hold them in reserve to use as interrupts during their opponent's turn.

Interrupts

A model may hold onto as many Action Points as they wish and delay using them until your opponent's turn. This is called an interrupt. When a model declares they are using an Action Point, you may use your Action Point to respond to their use of an Action Point with a series of different counter actions. More can be found in the description of Action Point types below.

Game Sequence

Once both sides have deployed, the game begins. There are two phases that take place in a turn - the Upkeep Phase and the Player Phase.

Upkeep Phase
During this phase, there are a number of steps both players must take. Both players take part in this phase on the first Round. After the first Round, each player performs Upkeep during their own turn.

Calculate your Action Points: You must calculate how many Action Points each model has access to during the player phases. To calculate this, you follow the following formula.

Individual Models: Generate Action Points equal to their Initiative Value (IV).

Miscellaneous checks: There are some rule specific checks that are also made in this phase, such as regeneration.

The Player Phase
After all of the upkeep has been tracked, then comes the player phase. The player phase continues until the active player has Activated each model and used up all of their Action Points, or the player decides that their turn is over. The turn itself revolves around the use of Action Points.

End of Turn
After you've spent all of your Action Points, your turn is over and the opposing player can begin his turn.

Actions and Action Points

Throughout the Player's Turn, they will be required to spend Action Points (AP) so their models can perform Actions. There are two types of Actions - Standard Actions and Special Actions.

Standard Actions

Standard Actions are Actions that can be applied to a single model. Each Standard Action uses up 1 Action Point from the model's pool.

Move
A model can spend a single Action Point to move their movement value in inches across the battlefield.

Charge!
A model can declare a charge against an enemy model. To declare a charge, a model must have Line of Sight on the model. Once the charge has been declared, the controlling player rolls as many dice as their Movement (MV) characteristic. This roll has a difficulty of 2+ on flat terrain, 4+ on light terrain, and 6+ on dense terrain. For each success, a model may add +1" to the distance the model moves towards the enemy in addition to their standard move. Models that successfully reach their target get to strike against them - unless a particular perk or ability contradicts this rule. Charging models that have an enemy model in their threat range may immediately make a Fight! Action for free. For example, if a model has MV 4 and gets 2 successes - the model will move a total of 6".

If a model fails a charge, they still move the entire distance they rolled to cover. For example, as per the example above, the model still moves 6" even if they did not successfully end with an opponent in their Threat range.

Fight!
A model can declare they are going to attack their opponents. They roll attacks against their opponent and resolve any wounds they may have caused. If the model declared a charge! against their target, they may make a free attack. When a model declares this Action, they may must move up to their Threat Range to get in base to base with an enemy model. If they fail to get into base contact with an enemy model, they simply move their Threat Range.

Reload/Fire!
Models armed with ranged weapons may either load their ranged weapon, or fire it by using an Action Point. A model may not fire if they are in close combat, or have not reloaded with a previous Action. It should be noted that some weapons (such modern day and futuristic guns) do not need to be loaded. This is mainly a function of archaic weaponry.

Run
A model can run. When this Action Point is declared, a model declaring the Action move twice their Movement Value. Their activation ends immediately after they complete this action. You cannot run through Difficult Terrain.

Stand Up
Models that have been knocked over must spend an Action Point to stand back up. When this Action Point is spent, a model can stand up if they are knocked over (*see page 18 for more details*).

Special Actions

Special Actions are Actions that can only be applied to a single model. A model declaring a special action must spend a single Action Point (AP) to do it.

Power Attack
An Action Point can be spent for a model to make a Power Attack. Power Attacks are detailed in the Combat section.

Finesse Attack
An Action Point can be spent for a model to make a Finesse Attack. Finesse Attacks are detailed in the Combat section.

Slam!
A large or huge model can attempt to Slam! a same size or larger target, or trample a smaller target. Slam! attacks are detailed in the Combat chapter.

Interact
A model who is given the interact Action Point can perform actions that involve scenery pieces. Mainly this is interacting with objects such as chests, doors or objectives.

Jump/Climb
Models that reach a point in which they can climb a structure, may attempt to do so by making a Movement check. To jump between two raised points, a model may attempt a Movement (MOV) check (TN 4) as well by spending a single Action Point. Each success is equal to 1" of Movement. It should be noted that this is for sheer surfaces - using a ladder or rope is considered simply a Move action.

Banding Actions

Banding Actions are coordinated actions that can be performed by multiple models. To perform a Banding Action, a model must be nominated as the leader of this action. To do this, a model must be chosen and that model must spend an Action Point (AP). Once this is done, that model can nominate up to four other models within 6" to join him in committing to one of the Banding Actions listed below by spending an additional Action Point (AP). Once the Banding Action is complete, the models are no longer connected in any way and count as individuals.

A model can only perform a Banding Action with models of their rank or lower. Thus, a Hero can incorporate other Heroes, Veterans, or Regulars into their actions, where as a Veteran can only include other Veterans and Regulars. Regulars can only include other Regulars when executing a Banding Action.

A model can not be incorporated into a Banding Action if they have already finished their activation, even if they have Action Points (AP) held in reserve for an Interrupt.

With Me!

When this Banding Action is performed, the models involved can either Move or Charge! Models that end in base to base contact with another model can immediately execute a free Fight! Action immediately after the order ends. Once this action is completed, the nominated model's Activation ends.

Bring it Down!

When this Banding Action is performed, the models involves can strike a single model in melee. To coordinate this action, all of the models that are part of this Banding Action must be in melee combat with the same model. The nominated model then makes a single Attack, but adds +1 to their ATT skill and +1 to their DAM for each model involved. Once this action is completed, the nominated model's Activation ends.

On my Mark!

When this Banding Action is performed, the models involved can target a single model with a Ranged Attack. To perform this action, each model involved must have a loaded Ranged Weapon and be within range of their target. The nominating model then makes a single Ranged Attack, but adds +1 to their MRK and +1 to their DAM for each model involved. Once this action is completed, the nominated model's Activation ends.

Action Points

Action Points are generated by each model which is a reflection of their Initiative Value (IV) Attribute. Thus, a model with an Initiative Value (IV) of 3 would generate 3 Action Points.

Interrupts

If you hold onto actions during your turn, you can spend them during your opponent's turn to interrupt that action. These interrupts are specific, and are the only actions that can be attempted on your opponent's turn. Interrupts must be declared before any models are moved, and only a Model that is targeted can declare an Interrupt.

Counter-Charge

If a model declares a charge against a model that still has remaining Action Points, that model may declare a counter-charge. A counter-charge essentially allows that model to charge and resolve their attacks in tandem with the

attacks being made against them. This means that even if a model is incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

To resolve a Counter-Charge, the Charger first moves their full distance. If any models did not reach their target, then the models declaring the Interrupt then charge the models that failed to reach them.

Dodge

A model may attempt to dodge an attack that causes an Area of Effect. To do this, each model must make an IV test, with the Target Number being the amount of Successes that were scored by the attacker using the Area of Effect Attack. Each success is added to your Armour Roll to soak the damage.

Flee!

A model may flee as a reaction to a charge. This means they get to move directly back at their full movement. If models are still caught within the charge, they will still have attacks resolved against them.

Fire!

A model that has a loaded ranged weapon may attempt to fire on a model that is within the range of their weapon. A model may not load a weapon during their opponent's active turn. It needs to be stated that some weapons do not require to be loaded, and this only applies to archaic weapons, and not modern weapons such as guns.

Bulwark

A model may attempt to form a bulwark and defend against their opponent's attacks. This gives the defending model +1 to their defense attribute.

Fight!

A model that is already in close combat can declare a fight! Action. After the active player has resolved his combat, then the non-active player may resolve their own attack. This means that even if a model is incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

The Action Sequence

Actions do have a sequence in terms of how they are executed. When in doubt, the model who declares the action is the one who executes the action first. This is especially important to remember during Interrupts, where both players act - the player who declared the Action rolls first.

Combat

As Gangfight is a combat based game, close combat plays a huge part in the flow of the game. This chapter details the finer elements of combat in the Gangfight game, and how combats are resolved.

Melee Combat

Close combat begins when a model falls within another model's threat range via the result of a Charge! Action, or a Fight! Action. To execute an attack, you must follow the following steps.

1. Check to see if the model you are rolling to attack is within your threat range.

2. If the model you are attacking is within your model's threat range, then you make an Attack Roll. To make an attack roll, you roll your Attack attribute. You roll as many dice as you have in your Attack attribute, with the Target Number being your opponent's Defense attribute. If the Defense attribute of your target is higher than 6, you will need to drop dice from your Attack attribute to reduce the Target Number to at least 6. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.

3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent. you inflict 1 Wound.

4. Your opponent then has to attempt to negate the Wounds. To do this, they roll as many dice as they have in their Armour attribute. The target number is your model's modified Damage attribute. If your modified Damage attribute is higher than 6, your opponent must drop dice from their Armour attribute to reduce the Target Number to at least 6. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.

5. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.

6. Apply the remaining damage to your Endurance attribute, and record the amount left. If the amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Once this has been done with each model that has an opposing model within their threat range, the Fight! Action has been resolved. You are in combat until a model moves out of that model's Threat range, or one of the models is incapacitated.

Ranged Combat

Ranged combat begins when a model falls within another model's Line of Sight and is equipped with a loaded Ranged weapon. To make a ranged attack, a model must have a loaded weapon, and cannot have any models in their Threat range.

1. Check to see if the model you are rolling to attack is within your model's Line of Sight.

2. If the model you are attacking is within the threat range of the weapon, then you make a Marksmanship Roll. To make a Marksmanship roll, you roll your Marksmanship attribute. You roll as many dice as you have in your Marksmanship attribute, with the Target Number being your opponent's Defense attribute. If the Defense attribute of your target is higher than 6, you will need to drop dice from your Attack attribute to reduce the Target Number to at least 6. There are some modifiers that will affect how many dice you can roll. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.

3. If your target is within close combat, you can only roll a maximum of 3 dice to hit with, even if your Marksmanship attribute is higher than 3.

4. If your target is within Short Range (ie. the weapons range or less), you can add +1 die to your Marksmanship for being within Point Blank Range.

5. If your target is within Long Range (ie. 6" or more of your weapon's range) from your model, you must subtract 1 die from your Marksmanship, and you lose an additional die for each additional increment of 6".

6. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent. you inflict 1 Wound on your target.

7. Your opponent then has to attempt to negate the wounds. To do this, they roll as many dice as they have in their Armour attribute. The target number is your model's Damage attribute. If your modified Damage attribute is higher than 6, your opponent must drop dice from their Armour attribute to reduce the Target Number to at least 6. If you are unable to reduce the target number to 6, you can only hit on 6s, though rolls of a natural 6 still count as a Critical Success.

8. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.

9. Apply the remaining damage to your Endurance attribute, and record the amount left. If the amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token.

Once this action has been resolved, the Shoot! Action has been completed.

Area of Effect Attacks

An Area of Effect attack is a special sort of ranged attack that can be implemented by special weapons, abilities, or magic. To determine how an Area of Effect affects the targets in the zone, you need to nominate a target. This target must be in range of your attack. There are two different types of Area of Effect attacks.

Direct Area of Effect
A Direct Area of Effect works as a line to that target. The weapon or ability will have a range, beginning with the user of the Area of Effect, and ending with the target. The player must draw a straight line to the target. The width of the line increases for each success the target using

the ability scores - thus, if a dragon is breathing fire at a target 8" away and scores 3 successes with the roll to hit, the line is 3" in width. Any model caught under that area is potentially hit by the flames! The targets of the attack must then make and Opposed Initiative Value Test. If they gain more successes in the roll than the target scored on their roll to hit, they manage to dodge the attack completely. For each success they get, it reduces the damage of the attack by 1, if they don't completely dodge the attack. If they fail, they are hit, and then must attempt to soak the damage using their Armour.

Indirect Area of Effect
An Indirect Area of Effect works as a blast centered on a target. The weapon or the ability will have a range, and the target must be within that range. The player then rolls to hit with their ability or weapon, and for each success scored increases the radius by 1". Any models with even a portion of their base within this area are potentially hit by the blast. For example, if a grenade is thrown at a target, and the attacker has 3 successes, everyone within 3" of the targeted model is potentially hit. Each model affected by the blast must make an Opposed Initiative Value Test. If they gain more successes in the roll than the target scored on their roll to hit, they manage to dodge the attack completely. For each success they get, it reduces the damage of the attack by 1, if they don't completely dodge the attack. If they fail, they are hit, and then must attempt to soak the damage using their Armour.

Damage

Damage is the result of successes being scored against a model during an Attack, whether it is a Melee Attack or a Ranged Attack. The more successes you score during an attack, the more Damage you will inflict and the more Wounds will be resolved.

For Example, a Human Veteran is battling an Orc Brave. He strikes the Orc, rolling a 3, 5 and another 5. That's two successes. Thus, he inflicts 2 Wounds onto the Orc.

Armour
You use armour to negate wounds. Once you have had Wound inflicted, you use Armour to negate the wounds. Each success you roll against your opponent's Damage is 1 wound that is inflicted.

The Orc, having taken 2 wounds makes an Armour check. His Armour attribute is for, so he rolls 4 dice against the Human Veteran's Damage (DAM) attribute of 4, and scores a 2, 4, 4, and 5 - thus scoring 3 successes - negating both wounds he was caused.

Wounds

When a model scores a successful hit against a target, that model has scored Wounds against that target. If a Wound is not negated by an armour check, the Wound is applied to the model's Endurance (EN) attribute. When you have sustained more wounds than your Endurance (EN) attribute, that model has become Incapacitated and is replace with an Incapacitation Token.

The Orc Brave has scored 4 hits against the Human Veteran he is currently in combat with. The Human Veteran has an Armour attribute of 4, and the Orc Brave is using a Double Handed Weapon, bringing his Damage attribute to 6. The Human Veteran player drops 2 dice, bringing his Target Number down to 4+, and rolls the dice. The dice come up 4, and 5 - negating two of the Wounds he's been caused. He applies those wounds to his Endurance (EN) attribute of 4, and marks off that he has sustained 2 wounds. He can sustain another 2 wounds before becoming Incapacitated.

Incapacitation

When a model suffers more Wounds than they have Endurance (EN), the model becomes Incapacitated. An Incapacitated model is removed from the table and replaced with an Incapacitation token. While incapacitated, a model cannot generate Action Points (AP), and cannot perform any actions. For all intents and purposes, a model is removed from the game unless a condition is applied where the incapacitated state is removed.

A model that sustains any damage once they are Incapacitated are immediately removed, as those models are Dead.

Special Attacks

There are two types of special attacks in Gangfight - Power Attack and Finesse Attacks. To execute either of these, typically an Action is involved per model attempting the strike.

There are some models that execute special attacks as part of their normal attack, such as those with the marauder or skirmisher Perk. In these circumstances, the amount of successful dice not only apply the effect of the Power or Finesse Attack, but also deal additional damage as well - as it is more of a normal attack plus a special attack, rather than simply a special attack.
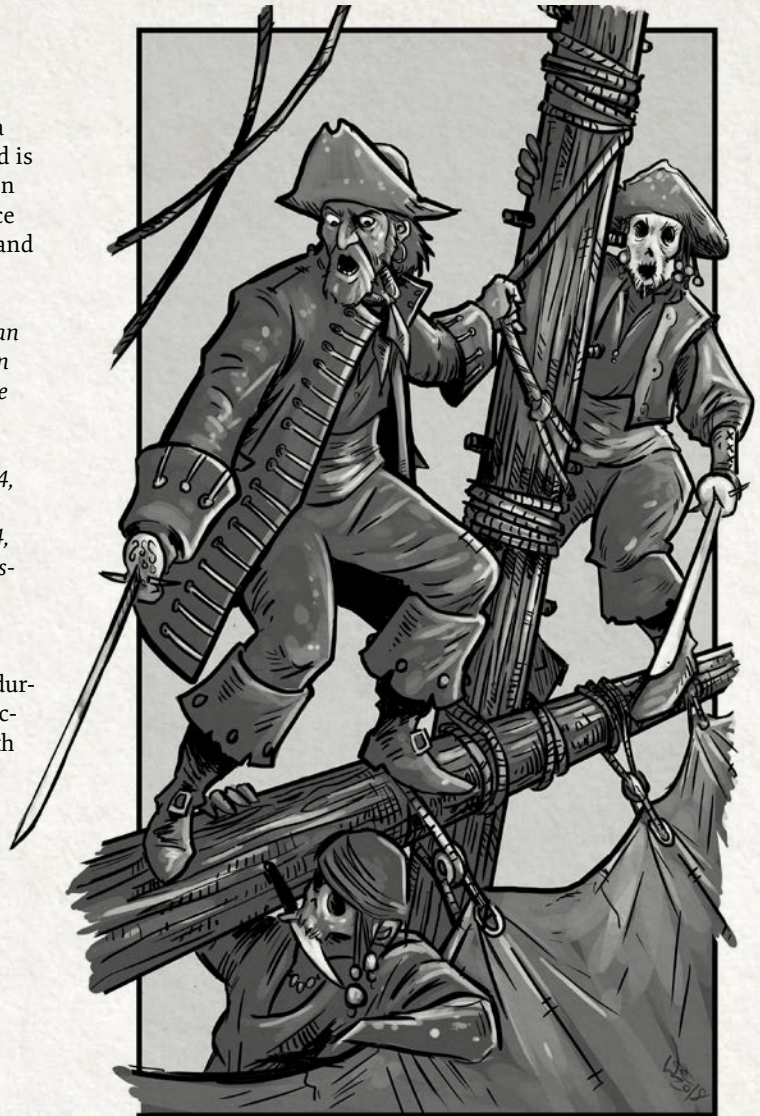
Power Attacks

When a model executes a Power Attack, they are throwing all of their weight behind the blow, attempting to knock an opponent back and down. A Power Attack inflicts less damage, but has the ability to knock back and opponent and put the attacker at a more strategic position. When a Power Attack is declared, the model attacks as normal - though instead of applying all of the successes to damage, instead that is how many inches the model is knocked back. Once the models reaches that distance, they are knocked down.

Finesse Attacks

A Finesse Attack is a way for a model to disengage opponents and put some distance between himself and his foes. A Finesse Attack inflicts less damage, but allows for a model to move out an opponent's threat without the model suffering the effects of a Free-Strike. When a Finesse Attack is declared, the model attacks as normal - though instead of applying all of the successful dice to damage, instead that is how many inches the model may move from his current position. A model that successfully executes a Finesse Attack may not move through another enemy's Threat Range, though can move in any direction through the model whom he executed the successful attack.

Attacking with Two Weapons

A model can fight with two hand weapons - whether it is two axes, two swords, and axe and a sword, a hammer and a sword, or even two pistols. Either way, when a model is attacking with two weapons, they can add +1 ATT value to their dice pool. Thus a model with an ATT 3 using two swords could roll 4 dice for their pool rather than their standard 3. This is only with hand weapons, and no other weapon can be used in this fashion. A model attacking with two weapons cannot carry a shield, or anything else in their off-hand.

Falling

Taking damage from falling is something that most warriors will have to contend with at some point in their career. If a model falls further than their model's height (1" for Small Models, 1.5" for Medium Models, 2" for Large Models, and 3" for Huge Models), that model will suffer 1 Damage 4 Hit for each increment they fall afterwards, rounding up. Thus, if a Large Model falls 6 inches, that model will suffer 3 Damage 4 Hits.

Free Strikes

A Free Strike occurs when a model moves through the threatened area of an enemy model. A Free Strike is a free action. Models making a Free Strike may not drop dice to lower a Target Number, but they always hit on 6s.

Slam!

Large or Huge models may attempt to Slam! models that are of the same size or larger, and trample those that are smaller. These attacks can have two very different effects depending on what type of model it is executed against.

This type of attack against a smaller model than the model executing the attack is called a Trample. To execute a Trample Attack, you must declare it as a special Action. This attack allows the model to execute an attack against all smaller models within the threat range of the attacking model. Models that are being affected by the Trample Attack gain +1 to their Defense, as to help them avoid being struck. When this type of attack is being declared, the model that is performing the Trample can drop dice to lower the Target Number needed to strike his foes, but dice must be dropped for each model that is being struck. For example, if a Knight is attempting to trample three Marksmen, and their Defense is 4 (Defense 3, and then +1 for being trampled), and the Knight has an Attack of 4, he must drop 3 dice to bring all of their Defense down to 3. He will only be rolling 1 dice to attack, but he can roll this 1 die against all 3 opponents. Once he has resolved his attacks, he continues to move the rest of his movement, as if he had charged.

If a Trample Attack is unsuccessful against a model, that model may opt to make a Free Strike against the model that attempted the Trample.

If this type of attack is executed against a model that is the same size or larger, it is considered a Slam! Attack. A Slam! Attack is resolved almost exactly like a Power Attack, though the successes apply to damage as well as knocking the opponent back, and then over. If the model still has movement available to him after making the Slam! Attack, he may follow through with the rest of his movement, should he wish to do so.

Making a Slam! Attack is risky, because should the attack miss, the model who was the target of the attack may make a Free Strike against the attacker.

Size is of great importance to how a Slam! Attack works. If the model is the same size as his target, then no modifiers are needed. If the Attacker is smaller than the target of the attack, then the model has a -1 penalty to their Attack value. In addition to this, the model who is being attacked gains a +1 bonus to their Defense. If the target of this attack is smaller than the attacker, treat this attack as a Trample instead.

Knocked Down

Models that are knocked down are considered Prone. Prone models are always considered to have a Defense Value of 2 (as all rolls of 1 are automatically considered failures). A model that is prone MUST spend an Action Point to stand up before performing any additional actions.

Cover

Models being targeted by ranged attacks can greatly benefit from cover. There are two types of cover - soft cover and hard cover. You can only benefit from cover if you are within 3" of an obstacle that would provide cover to a model.

Soft Cover
Models behind soft cover are still in danger of having projectiles penetrating whatever they are shielding themselves with. Soft cover includes forests, shrubs, and fences. When you are against soft cover (within 3"), you gain +1 to your Defense attribute, and +1 to your Armour attribute.

Hard Cover
Models behind hard cover are much safer from projectiles than those hiding behind soft cover. Hard cover includes rock walls, brick walls, large stones, and the corners of walls and such. When a model is against hard cover (within 3"), that model gains +1 to their Defense attribute, and +2 to their Armour attribute.

For a model to be considered in cover, the obstacle or piece of terrain must at least cover ½ of the model's volume.

Fear and Bravery

On the battlefield, fear is a very real thing and can force a model to act in a very unintended fashion. There are three types of fear - fear caused from witnessing the death of models within 12" of a friendly model, fear caused by large or particularly horrible models, and fear caused from loss of fellow warriors.

When a model sees a hero reduced to an incapacitated state within a single turn, they must immediately make a Bravery test. To make a Bravery test, one must roll their Willpower attribute (TN 3). During the next turn, that model can only generate as many Action Points as successes scored on this test.

When confronted with a particularly terrifying creature, a model must pass a Bravery test with the difficulty indicated in the creature's profile, or they may not declare a Charge! or Fight! Action Point against that particular model. Only one success is necessary to withstand the Fear this creature causes.

Perks

When generating a troop to fight in your party, not only can you purchase their equipment and determine their loadout, but you can also choose perks that differentiate themselves from the various warriors that you will have on the battlefield. Though there are perks that are exclusive to specific campaign settings, the majority of them are generic and can be applied to any setting you and your opponent wants to play in. The list of generic perks and their effects can be found below. It should be noted that perks can only be chosen once - their effects do not stack.

Fast
Core Perk

Effect
You were built for speed. There is no one faster than you. This model's Movement Value (MOV) is increased by 1.

Natural Born Killer
Core Perk

Effect
The thrill of combat comes naturally you to, and you can keep up with the best of them. This model's Attack Attribute (ATT) is increased by 1.

Marksman
Core Perk

Effect
Tracking your target across a busy battlefield is second-nature to you. A model with this perk has their Marksmanship Attribute (MRK) increased by 1.

Lightning Reflexes
Core Perk

Effect
Through intense training and honing your situational awareness, you have become combat ready at a moment's notice. A model with this perk may increase their Initiative Value (IV) by 1.

Stubborn

Core Perk

Effect

Either through bravery or stupidity, you have a distinct knack for holding your ground. A model with this perk may increase their Willpower Attribute (WP) by 1.

True Grit

Core Perk

Effect

Toughness is your trademark. A model with this perk may increase their Endurance Attribute (END) by 1.

Healer

Core Perk

Effect

Either through magic or via medical knowledge, you've learned how to treat the wounded and patch them up well enough that they can enter combat once again. A model with this perk may attempt to revive a model that has been incapacitated. To do this, a model must move into base to base contact with an incapacitated model and make a WP roll (TN 6) - for each success, you can restore 1 Endurance to an incapacitated model. This amount cannot be higher than half of the model's starting EN attribute.

Agile Riposte

Core Perk

Effect

Parry. Strike. Parry. Strike - years of training have been drilled into your head, and as a result, you know the best time to strike. If an attack against you completely misses (ie. no successes), you gain a free strike against your opponent immediately. This cannot be a Power Attack or a Finesse Attack.

Sidestep

Core Perk

Effect

Sometimes the best offense is a great defense. If an attack against a model with this perk completely misses, the model may make a free IV test (TN 4). For each success, this model may freely move their full movement in any direction without provoking a free strike from any opposing enemy models.

Dash

Core Perk

Effect

You are used to moving through difficult terrain, to the point where it matters little what sort of ground you're scrambling across. When a model with this perk is charging or moving across difficult terrain, it may always reduce the Target Number needed by 2.

Hard Target

Core Perk

Effect

You know how to zig-zag across a battlefield, bobbing and weaving to make you a much harder target than one that moves in a straight line. A model with this perk may increase their DEF by 1 against ranged attacks targeted against them.

Artful Dodger

Core Perk

Effect

Dashing across the battlefield while avoiding danger is one of your specialities. A model with this perk may add +1 to their DEF against Free Strikes.

Athletics

Core Perk

Effect

The rigours of adventuring life have served you well. When a model with this perk is attempting to Jump or Climb, they can subtract the Target Number needed by 2.

Counter Strike

Core Perk

Effect

You are always ready to accept a charge. When a model with this perk is charged, you gain a free strike against your opponent. When a model moves into this model's threat range, it gains a free strike against the charging model using their IV instead of their ATT. The target of this attack gains +1 DEF. This attack cannot be a Power Attack or Finesse Attack.

Bull True

Core Perk

Effect

When tested, you stand your ground instead of giving in. If a model with this perk is equipped with a loaded ranged weapon, they can make a free strike against a charging opponent using that weapon without penalty.

Fearless

Core Perk

Effect

Nothing much rattles your cage. A model with this perk is immune to the effects of Fear.

Target Shooter

Core Perk

Effect

You've spent years launching shot after shot into both stationary and moving targets - and now you can apply this skill on the field. If a model with this perk successfully hits a target with a ranged weapon, that model may add +1 die to their next attack with a ranged weapon against that target. This effect is cumulative for the remainder of the turn.

Power Shot
Core Perk

Effect

You know where to hit for maximum impact. A model with this perk can execute a Power Attack against a target with a Ranged Weapon.

Finesse Shot
Core Perk

Effect

You are well versed in shooting on the move. A model with this perk can execute a Finesse Attack against a target with a Ranged Weapon.

Vengeance
Core Perk

Effect

You are a force of nature on the battlefield. A model with this perk may split your Melee dice pool to strike against multiple opponents within their threat range. You may only drop dice after you have split your pool for the attack.

Executioner
Core Perk

Effect

Having learned your trade on the battlefield - where once you've taken out an opponent, there will always be another one waiting for you. If a model with this perk incapacitates a model in Melee Combat, this model may immediately move as many inches as successes you scored in your attack against your opponent - directly towards the nearest foe.

Solid
Core Perk

Effect

You are exceptionally resistant to Power Attacks. A model with this perk can only be knocked back half as far away as one normally would and this model does not go prone afterwards.

Large and In Charge
Core Perk

Effect

You are a massive example of your species. You are one size larger than you normally would be, and you inspire Fear (TN 4).

Setting up the Game

A game of Gangfight is a dynamic experience where the scenario advances in three different stages throughout the game. There are five stages to a game of Gangfight.

A standard Gangfight Table is a 48" x 48" playing space, set up to look like a battlefield. A good table has 7-9 large pieces of terrain on it - such as forests, ruins, buildings, or something similar to that. Each of these large pieces of terrain should also have scatter terrain around it - scatter being things like rocky outcroppings, fences, walls - something that provides cover or is difficult to move over. There should be a piece of this sort of terrain for each 6" to 8" of open terrain.

Deployment and Initiative

The first stage is the Deployment and Initiative Stage. In this stage, both players engage in an opposed Initiative Value (IV) Test (TN 4). The winner of this test gets to decide if they are the Attacker or Defender. The Attacker deploys first, but also gets to act first. The Defender deploys second, but also acts second. The Defender also gets to choose which side of the table they would like to play on. Deployment is 12" from the table edge, with each player setting up opposite one another. One player deploys their entire force, then the other player deploys all of their force. Once this is finished, you're ready to move onto the second stage of the game - The Engagement Stage.

The Engagement Stage

Once The Attacker is about to begin their turn, they roll 1d6 on the Engagement Table located within the appro-

priate Campaign Setting to determine why these two forces are going to battle. Each number indicates a series of objectives that need to be met in this stage. Once the conditions for that scenario are met, the next stage of the game commences.

The Complications Stage

Once the conditions of the Engagement Stage have been met, the Defender rolls 2d6 on the Complications Table located within the appropriate Campaign Setting. The complication is a small objective that pops up that needs to have the conditions met before the third stage of the game commences.

The Conclusion Stage

The last stage of the game is the Conclusion Stage. It is the condition that needs to be met to finish the game. To determine the game winning condition, player that met the condition to start this Stage rolls 1d6 on the Conclusion Table located within the appropriate Campaign Setting. The conclusion has a single objective that needs to be scored for the game to conclude.

The Final Stage

Once the game has finished, each player calculates how many objectives were scored throughout the game. The player who scored the most objectives is declared the winner. In the unlikely event that each player scored the same amount of objectives, the battle was fought to a draw and a new game will have to be played another time to determine who is the actual victor.

— Welcome to —
Chronicle

Chronicle is the fantasy 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 section, you will find everything you need to play exciting skirmish battles in Chronicle – Gangfight Games' official fantasy setting.

A Brief History of Eirn

T he world of Eirn is an old land, which has seen the rise and fall of many great kingdoms throughout the ages. During this time, humans have found their foothold in the parts of the world both old and new, advancing their frontiers as they move into lands claimed by savage creatures and ancient, esoteric, and dangerous magic.

The land of Eirn is one born largely of violence and deceit. Prior to the humans coming to these lands from the east, the continent known as Ahlacrast was ruled by the capricious fey and the mortal races they held in thrall. It wasn't until the arrival of the Erklender people of the east that the elves betrayed their fey heritage, and helped overthrow the iron grip these foul creatures held upon the land. Thousands of years have passed since then, and humanity has flourished in the land, while the elves and dwarven people are now witnessing their twilight years. Humanity is not without rival, though, as the fey have long memories and wreak havoc upon them in the places less travelled, harvesting them like cattle. If that wasn't enough, demons and undead forces arise as the use of magic becomes more prevalent in use by those who were not born of it, leaving stagnant pools of mana festering and seeing demons and undead monstrosities bourne into the physical realm. To combat this, the Church of Terra has declared war on all users of magic, and unfortunately those whom the calling comes naturally - elves in particular. While the humans battle themselves and their allies, the savage race of orcs along the plains of Knurr raid settlements, seeking to reclaim their traditional nomadic hunting grounds. Foul goblins and ghurr raid humanity as well, but for reasons more vile - as slaves or as breeding stock, the treachery of these creatures is a stinking and fetid abyss.

As the conflicts of nations and races reaches a fever pitch, there are few who are brave enough to face the wilds of the land and the evils head on, and those who want nothing more than to watch the world burn.

The Erklend Incursion

There is very little tangible history prior to the first coming of the Erklenders over three thousand years ago. The mercurial yet bloodthirsty fey ruled over the continent with an iron fist. The capital, Tuathe D'Anne, was located within the center of the continent and branched out via vast forests networks in all directions. All people in the

lands paid tribute to these horrid creatures, usually in the form of the flesh and blood of their kin - with special focus on those gifted with magic. As the fey are ravenous thaumnivores, the flesh of those who manifested enough mana to work magic were prized above all. It wasn't until the Erklender people arrived on the western shores of Ahlacrast after a mass exodus from unknown shores. It was said that they hailed from a continent that was blasted by war and were forced to flee or perish.

Unlike the other peoples of Ahlacrast, they would not bend the knee to the Fey Courts. Unwilling to forge pacts with these monsters, the fey courts mustered a warband and set upon them. They were met with an unexpected amount of resistance - the Erklender people were old hands at battle, but also dealing with otherworldly creatures. Armed with weapons forged of cold iron, they forced the fey warriors out of their lands. Thus began the Erklender's colonization of the western coast, and the development of the new Kingdom of Terra - named after their first King, Aidyn Terra the First, leader of the Erklender people.

The Second Age of Men

Close to a century had passed before the Fey Courts menaced the people of Terra once again. Word had travelled throughout Ahlacrast that newcomers to the continent had rebuffed the Fey Courts for their offer of a pact, and then had defeated them in an assault - something which none of the other people of Ahlacrast had been able. The first people to travel to Terra were the Southlunder people, hailing from the many city states to the far south. These people were here long before the arrival of the Erklenders, and their lands consisted of dozens of various city states that traded and fought against one another. Though individually they were some of the best fighters that could be found on the continent, their numbers were small and their armies were incredibly disorganized, with many valuing personal glory on the field more than the success of the battle as a whole. Many found mercenary work within Terra, or even a place in their military, learning how to properly work as a cohesive unit.

The second people to make a pilgrimage to the land of Terra were the dwarven people of Einenhall - a vast dwarven empire to the east, located within the mountain holds of Einen. The Einenfolk were particularly interested in

the artefacts from the old lands that the Erklenders had brought with them across the sea. The dwarves had long been in the thrall of the Fey Courts, and were curious to how the Erklenders had defeated such a terrifying host. They knew of the weakness all fey creatures had to iron, but had never thought to fight against them - as they had long purged those dwarves capable of manipulating mana from their lands. Though they still paid their tithe in dwarven blood, those who were given over to the fey were apostates and heretics, and oftimes simple criminals who had eschewed the laws of their people.

The last people to visit Terra were the elves from the Boccanah-Fiode; a vast forest just to the north of Terra. In the past century, Terra had become a bustling center of activity. Originally it was little more than a muddy burg of refugee Erklenders, but since then it had grown to be a massive city with citizens from all over the continent. When the elven delegation arrived, it was met with great suspicion. The Syldensidhe, as they called themselves, were lesser members of the fey court - essentially fey who had sacrificed their immortal seeming to become mortal. This granted them a much stronger ties to the mortal world, but as a result, could not gain their strength from feeding on mana, and those who possessed it within their flesh and blood. The elves had arrived to inform the Terran people that the Fey Courts had convened and they were coming to collect their tithe, regardless whether or not a pact had been struck. They wished to aid them in battling the fey - as the courts had now forced them into a pact as well - viewing them as more mortal than fey.

Forging alliances, the people of Terra stood alongside a throng of Dwarves, Southlunders, and Elves. When the Fey Host arrived at their walls, they were not only surprised, but quickly defeated. The slaughter did not stop there though - King Asher Terra, the firstborn son of Aidyn Terra and ruler of the people of Erklend had devised a plan to pursue the fleeing Fey back to their Keep at Tuathe D'Anne and silence this menace once and for all. The Elves had given them access to the ancient sylvan paths that networked all forests within the continent, and enabled them to lay siege to the hidden fortress. The Fey had not built their keeps to withstand an assault, as the only ones that could reach them without braving lands would be other factions within the Fey Courts.

This would prove to be their downfall, as humans, elves and dwarves attacked the courts, killing all fey they came across. The battle was fierce, with significant casualties on both sides - namely the Dwarven King, Jalmar Ostrek. This drove the battling dwarves into a frenzy, giving them the determination needed to not let their beloved king's death be in vain. In the end, the Fey were forced to flee from the mortal realm, or move into hiding in the hidden places via the sylvan paths interconnecting all of the vast and ancient forests of Ahlacrast.

The Fall of Einenhall

With the fey no longer being able to enforce their pacts, the remaining kingdoms in Ahlacrast were no longer under their thrall. After the campaign against the Fey, the Dwarves of Einenhall returned to their ancestral homeland, the Spine of Einen that runs through the center of Ahlacrast. Upon their return, they had found that word had reached the dwarven throngs throughout the mountain, and it was known that their King had died. The throngs had been thrown into chaos as each of the clans were vying for power until one dwarven hold had taken power by force. This was a shock to the soldiers who returned back to their homes. Through investigative means, it was discovered that the new Dwarven King was quite mad, and more so, had put rival houses to the sword, and had been using their corpses to stock their larders.

The surviving dwarves that fought against the fey rose against the ruling dwarven houses, bringing their arms to bear against their kin. They were quickly overwhelmed and were forced to flee. With only their old allies to turn to, the remaining dwarves travelled to Terra and informed the Erklenders what had happened in their absence. Horrified by the dwarves' account, the Erklenders sent their army east to accompany the dwarves to Einenhall. When they reached the ancient hold, it was obvious that they wouldn't stand a chance fighting the mad dwarves beneath the earth. Instead, they sealed off all of the entrances to Einenhall, entombing them beneath the earth. The dwarves who survived built holds outside of the main entrance to the ancient dwarven keep, ensuring those who ventured from below would meet with a swift and violent end.

The Rise of Empires

This was three thousand years ago. Since the fall of the Fey Courts, the lands have flourished - Terra has expanded into an Empire, stretching along the entire western coast. The Southlunds have become a major military power, often engaging in border conflicts with Terra. A frontier has been spearheaded into by Terran separatists, forming their own kingdom to the east - known as Elysia. As with three thousand years ago, the north is home to the Galdurfolk, a hardy breed of men that often ravage the south with raids, and sparing no one.

The dwarves that were once of Einenhall now live alongside their human kin, brothers of all but blood. Dwarves and Elves aren't the only creatures that inhabit the world of Eirn. The hardy Warrow wander in nomadic bands across the continent, setting up temporary camps and selling their wares or services to the inhabitants of the villages and towns they visit.

To the east, the vast grasslands are home to the tribal Orcs of Knurr. Though other clans of orcs exist throughout

Ahlacrast, none are as prolific or feared as those belonging to Clan Knurr. Hunter-Gatherers, they chase the beasts of the plains. More recently, they have been pushing back against the Elysian frontiersmen who have slowly been staging an incursion into their traditional lands.

There are also creatures who dwell within the continent that are ally to no civilized race within the lands of Ahlacrast. Goblins are a plague to humanity, but are also notorious slavers and diabolists. Unlike the savage creatures of the deep forest, who raid civilization for food or breeding stock, Goblins capture those who seem capable and put them into the dreaded Goblin Mines. Though very few survive after being captured by goblins, those that do manage to escape are scarred and twisted shades of what they once were.

Within the deep forests of Eirn, dwell the creatures that rarely pose a threat to civilization, but pose a great danger to travellers and isolated communities. The Ghurr are beasts, but stand upright on black, sharpened hooves. They menace the woodlands with savagery, and are well known to kill and eat those that trespass on their lands. Occasionally, an Al-Ghurr is born - which are massive Ghurr who are are also far more fierce and blood-thirsty.

Gnolls are hunched and repulsive creatures, resembling humanoid canines, but tend to be matted and filthy. They are thought to be descendants of the far more noble Lykois, but there is little proof of this outside of the fact that they both have canine features. They live as scavengers, taking what they can scrounge and fashioning it to suit their needs, and taking from those weaker than them.

Lykois are the reputedly noble cousins of Gnolls. These gigantic wolf-like creatures prowl the forests of Ahlacrast, living in harmony with the land and are a vicious foe to those who would disrespect it. Though they are not openly hostile to humans and the other races of Ahlacrast, they are not fast friends either. Lykois are quick to anger, and are unpredictable at best.

Suarime are a tribal, reptilian creatures that dwell within the swamplands across the continent. Powerful, carnivorous and fiercely territorial - the mention of these creatures strikes fear into the heart of frontiersmen who inadvertently stumble into their lands.

Lying behind the veil of Eirn is a non-corporeal realm known simply as The Nether. This realm is also the only place where a natural essence is found that fuels magic - and that essence is commonly known as mana. It is found in all things in The Nether, and the creatures there must consume it to survive. There are three different types of creatures that lurk in the Nether - Demons, Fey, and the Undead.

Demons are spiteful creatures that exist outside of the physical realm. Typically they carve out a small piece of The Nether to resemble their own twisted ideals, and plot against mortals. They are cruel monsters but clever crea-

tures, and when they are encountered, they typically try to manipulate their way out of a situation rather than attempting to fight.

The Fey are made up of a variety of different creatures - the loathsome Nuckelavee, the fickle Sidhe, and the cunning Sluagh, among others. One thing they all have in common is their hatred for the mortal realm, and their unerring desire to consume and hoard mana.

When mana is used to an excess in a particular area without being cleansed properly, it leaves pools of mana that festers and rots. This decaying mana attracts incorporeal spirits, and when given the opportunity, they will possess the body of the recently (or not so recently) dead, and use that vessel to seek out more of the mana they crave. More so, their mere presence corrupts mana, and often produce more undead to their cause.

The lands of Ahlacrast are alive and diverse - and a source of conflict and adventure. Even those with allied causes battle over causes such as territory, religion, or resources. How will you claim glory in these vast and dangerous lands?

The People of Eirn

The ecological and cultural landscape of Ahlacrast is diverse. There are many different peoples and cultures that come into contact with one another, sometimes for better and other times for ill.

Humans

Humans make up the gamut of people living within the confines of Ahlacrast. There are three main groups of humans that inhabit the continent - the Erklender people, who migrated to the continent thousands of years ago; the Southlunder people, a vast group of people inhabiting the south of the continent - who are renown for their military prowess; and the Gaulderfolk, to the north of the continent - who consistently raid the south for their riches and people. Their relations with the other peoples of Ahlacrast is complicated, but largely they ally themselves with any other race outside of goblins and Ghurr.

Elves

The origins of the elves are unclear, even to their own race. It is said that they are the product of a magical experiment involving the Sidhe, a race of fey who volunteered themselves for this experiment to become mortal, no longer needing to feed on the mana provided by the flesh and blood of mortal tributes. This experiment did indeed make the elves mortal, but also caused mana to flow their their own flesh and blood as well, making them easy prey for their Fey brethren.

The elves live in the forests of Ahlacrast, mainly located within Terra and Elysia. After the Fey Courts were defeated, a pact was struck between the Erklenders and the elves to allow them to hold onto their traditional lands, giving the Erklenders dominion over the rest, though giving them logging rights within the forests. The elves are stalwart allies to humanity, especially Erklenders and their Southlunder allies.

Dwarves

After the fall of Einenhall, Dwarves learned to live alongside their Erklender companions. Adapting to life above ground the ground, they will never forget the treachery of their fallen kin, but have learned to move past it, becoming valuable members of Terran society.

Dwarven warriors are a prized commodity among the civilized lands of Ahlacrast. Most adventuring parties and mercenary outfits often accept dwarves with open arms, as they are well known for being stalwart and fearless warriors.

Dwarves not serving actively in the military service are talented craftsmen and skill engineers. They were once newcomers to Terran society, but quickly rose to the top of the economic ladder within their communities.

Warrow

For as long as any race can remember, there have always been the Warrow Markets. The Warrow, a race of diminutive nomadic craftsmen have wandered the lands of Ahlacrast from community to community, hawking their wares and trading their skills for good hard coin.

Warrow caravans are a tight-knit community, consisting of several Warrow families. Most bandits steer clear of these giant caravans, knowing that Warrow will defend them fiercely, and the only thing more terrifying than an incursion of dragons is garnering the wrath of a pack of Warrow defending their kin. Occasionally though, through circumstance, a caravan is destroyed and scattered. A Warrow who loses their warband become a grim quester, intent on revenge. As losing one's caravan is a mark of great shame upon a surviving Warrow, they can no longer serve in another. They are outcast, without a home, and Warrow without a home is fit only to be used as a tool - one made exclusively for vengeance.

Orcs

Humans and orcs have always had a tenuous relationship at best. Since time recorded, orcs and humans have had times of both war and peace. Unlike humans, orcs tend to live in nomadic bands that roam human territories. Travelling in these bands, they often come across human travellers and settlements - which usually has one of two results - trade or war.

Orcs are powerful creatures, standing typically a head taller than a man, and about as twice as thick. They have green skin, wedge-shaped ears, and protruding tusks from their lower lips. Orcish hair is typically thick and black and their foreheads have a noticeable slope that makes their massive square chins jut forward, emphasising their feral appearance. Male orcs are far more bulky than female orcs, though both genders have pronounced calves and forearms.

Goblins

Beneath the mountains of Alacrast dwell the cold and callus goblin race. They are a cruel people who live in their Kingdoms in constant toil, mining precious minerals with the help of slaves taken from the surrounding communities of humans, dwarves, and orcs.

Goblins are short, stocky creatures. Their skin ranges in shades from black to blackish-green, and their skin has the same texture as dried and cracked leather. The face of a goblin is not a thing of beauty. They have overly large, wedge-shaped ears that typically taper to a point. Their nose and chin are prominent, while their eyes are sunken and red and their wide mouth is filled with jagged sharp and yellow teeth.

Goblins live in a feudal monarchy. They all serve a King and royal council, who in turn rule over various guilds who perform certain tasks within a goblin city. Their cities are huge, labyrinthine caverns beneath the great mountains of the world. The most commonly known fact about goblins is that they are slavers. Goblins raid outlying communities of the other races, try to cause as few casualties as possible as they round up the survivors of the initial assault. Once the attack is over, they load all the men into slave carts, and leave the women and children behind. Hopefully, the children will grow, and breed – creating slaves for future generations. The dead who fought against them are collected to be processed for leather, flesh, and bones. The slaves are brought back to the city, where they are put into mines called "Slave Pits". It is here that they are given mining tools and lanterns. Sometime throughout the day, great buckets are lowered into the pits. Veteran slaves will know that they have to put all the minerals they've mined that day into the bucket, along with the slaves who had died overnight. Once the bucket is raised, another bucket is lowered, this time filled with food.

Mortality is not something that goblins easily accept, due to their exceptionally long lives. They can live for hundreds of years – the oldest recorded goblin apparently live well past four centuries. Luckily, goblins breed slowly and most die a violent death long before their natural life would be over.

Gnolls

Roaming in packs throughout Ahlacrast are a savage humanoid canines known as gnolls. Their origins are unknown, though they are thought to be at least partially related to the noble Lykois that hunt within the vast forests. Standing taller than a man, but far bulkier, they are hunched monstrosities covered in short, reddish or yellowish hair. Some would say they resemble bipedal dogs or hyenas, unlike the Lykois who are definitely more wolf-like.

Gnolls are clannish, living in nomad tribes that savage the countryside. They are ruled by a chieftain that designates raid targets and largely keeps the band alive by knowing when to fight and when to flee. They aren't particularly organized or courageous, and aren't generally a threat to the well guarded towns and cities as it only takes a few well placed cavalry charges to make them scurry off in search of easier prey.

Ghurr

Ghurr belongs to a bygone race that used to inhabit the mountainous regions of the world before the dwarves came to their lands and forced them to retreat to the secluded areas where their clans still thrive today, raiding and pillaging secluded outposts of civilization for food and goods.

There are many different sub-species of Ghurr, which makes them easily identifiable to which clan they belong. Regardless of their outward differences, they are still the same race. The basic form of the Ghurr is that of a bipedal hooved animals - with a stooped posture, massive shoulders and lots of hair. The face of the Ghurr is a strange parody of a human and a beast, with a massive rack of curved, straight or antlered horns. These horns are a sign of status, with the Ghurr with the largest set of horns leading the clan. They often decorate their horns with trinkets found on raids, and adorn them with chains, studs, and shods.

Ghurr are incredibly powerful creatures, with large hands that can crack a man's skull with a single strike, and black hooves that can punch through full plate armour. They are formidable on the field of battle, and possess little or no fear of creatures smaller than themselves. The typical Ghurr is seven feet tall, and weighs a considerable three-hundred pounds.

Saurime

The swamps of Ahlacrast are home to some of the most dangerous creatures that stalk the face of the continent. Restricted to the warmest climes of the Southlunds, these reptilian humanoids live in tribes that compete with one another for food, territory, and mates. Occasionally they are pushed out of their lands, forced to find a new home in territory that may not be altogether familiar to them.

Saurime are tall and powerful, with broad crocodilian snouts and long, muscular tails. Their hands and feet terminate in vicious claws, and even though they don't need weapons, they tend to use primitive spears or axes, and shields fashioned from wood. Though they don't need armour, they do sometimes clad themselves in bones of their fallen enemies, or thatched reeds or wooden strips on their shoulders and legs.

Lykoi

Roaming the forests of Ahlacrast are an ancient and savage creatures simply known as Lykoi. Any recorded history, even from the elves and other fey, all point to the Lykoi being the first people of Ahlacrast. At first glance, they resemble impossibly large wolves, though instead of paws, they have hands terminating in vicious claws. Twice the size of a full grown man, they do not need to use weapons - but often carry them regardless, huge ones designed to inflict maximum damage.

Lykois live in packs, much like wolves. They are nomadic, without any form of agriculture or animal husbandry. They live by hunting, camping, and moving on to more fertile grounds. Though they are voracious and carnivorous species, they do not overhunt their quarry - often moving on to allow it to replenish itself before returning to a particularly fertile ground. They are extremely territorial, and have no qualms about hunting two legged animals should the opportunity arise.

Vermyn

No one knows the true origin of the Vermyn race. These vile creatures lurk beneath the ground, often alongside mankind. Sewers, abandoned mines, and forgotten keeps is where these creatures hunt and breed, Though they often hunt humans and their allies, they do not hate them - rather, they need human industry and ingenuity for their continued survival. They resemble bipedal rats, complete with jutting incisors and long, hairless tails.

Vermyn live in a clannish society where each member earns their rank based on either what they can steal, or how well they can fight. This creatives for quite a chaotic scenario, as Vermyn are constantly stealing or killing one another to rise in social status. When encountered, they are typically raiding parties looking to steal as much as they possibly can to return to their clans and reap the rewards.

Ogres

To the far north, there was once a kingdom that was overthrown by barbaric tribes of orcs and humans. These creatures, known as ogres, were thrown into savagery - traveling in bands, attacking and devouring anything they could catch. This trend continues to this day.

Ogres are giants - standing twice as tall as a man and weighing over a ton, they are girthy creatures with a reputation for stupidity and violence. They have broad faces, bulging stomachs and thick digits. Sometimes ogres speak the languages of other races, albeit a bad accent and many mispronounced words. Largely, ogres are feared by the more civilized races and bands of ogres are quickly dealt with by local militias. Occasionally, ogres can be found as paid helpers alongside other races, though many are paid in food to quell their prodigious appetites.

Ahl'Ghurr

Living alongside the Ghurr are hulking beasts of unknown origin. Standing roughly a dozen feet tall, and shaped like a powerful bipedal beast, they stalk the woods alongside their ghurr brethren, taking part in their debauchery and slaughter.

Though thankfully rare, they tend to take up a role of leadership within the herd when they are present. There is much debate among scholars whether these creatures are simply Ghurr that have somehow achieved a massive size, or if they are an entirely different species all together - one thing is certain: the Ahl'Ghurr bring the cunning of a predatory beast and raw animal strength into one horrifying visage.

Trolls

There are few creatures that create a sense of loathing and fear than trolls. Big, strong and incredibly stupid, trolls inhabit out of the way places, and are all too often encountered by travelers.

The average troll stand twice the height of a man at their stooped shoulders, and weigh as much as a fully armoured knight on a barded warhorse. They are a highly mutable race, and very few trolls look alike, but all are easily identified by their long gangly arms, stumpy legs and vicious demeanors. These lumbering creatures have bulbous features, making them almost look comical from a distance. Their skin colour varies, but green, grey, blue, red, and black are all common. They have large, clumsy hands which sometimes are capable of using weapons (scaled to their size, of course). If a weapon is used, often it is a makeshift club or spear. Occasionally, real weapons are stolen from giants or ogres.

All trolls are incredibly stupid. Many have the same sort of demeanor expected of a spoiled toddler, complete with temper tantrums except few toddlers have the physical capacity to tear a full grown man in half with their bare hands. Most trolls with attempt to eat anything, and most troll dens contain items that they have passed in their stool, such as daggers, gems and coins.

The most terrifying ability of the troll by far is not it's freakish strength or monstrous stupidity, but rather its ability to regenerate wounds almost as quickly as receiving them. This ability is slowed by the application of fire, but even this does not nullify the hideous regrowth of tissue. Even trolls that have been subject to wounds that would be considered mortal have recovered within hours. The only way to truly kill a troll is by removing its head completely.

Giant

In the hidden places of the world, giants still roam in small bands, living off of the land and anyone foolish enough to intrude on their domain.

Giants are massive creatures, with the shortest standing nearly a dozen feet, and the tallest standing nearly as high as a two storey inn. Their skin is thick enough to stop a blow from an axe, and their girthy powerful bodies are well known for their tremendous strength. Luckily, giants are almost as stupid as trolls, with very few ambitions aside from filling their stomach and occasionally drinking a barrel of ale or two. When the craving gets too powerful to ignore, often a giant will raid a town to get what he needs before disappearing again into the mountains.

Giants have no problem eating sentients, and often keep the bones as ornaments or use them as tools.

Beasts

Since time immemorial, warriors have always brought trained beasts to battle with them. Though they take many forms, they are all devastating when used to inflict damage on their enemies.

There are two types of beasts - those that are smaller or the same size as typical fighters - dogs, wolves, giant rats; and those that are true monsters on the battlefield - dragons, wyverns, griffons, manticores and even horses. Larger beasts can also be ridden as a mount by more intrepid fighters.

Smaller beasts work well in groups and serve as more an annoyance to enemy fighters than an actual threat. Larger creatures are far more devastating, and can wreak a great deal of havoc on their own.

Demons

Lurking on the other side of the veil are horrific creatures that inhabit The Nether - a dark place that blankets the physical realm and is composed primarily of mana.

The Nether is divided amongst the many kingdoms of the Demonic Houses and the Fey Courts. Each vies for the souls of the dead, and the territory of its neighbours. Each Court and House works tirelessly to foil the machinations of it competitors and push humanity into depravity and bloodshed. The souls and anguish of humans fuels all things in the Nether, they are its currency.

Lesser Demon

Demons are spiteful creatures that exist outside of the physical realm. Typically they carve out a small piece of The Nether to resemble their own twisted ideals, and plot against mortals. They are cruel monsters, and when they are encountered, they typically try to manipulate their way out of a situation rather than attempting to fight. Lesser demons are unable to manifest in a physical form, and thus possess the souls of the living, using them as puppets to execute the twisted desires.

Horror

It is common knowledge among diabolists that demons evolve into a secondary state after having spent a great deal of time as a lesser demonic entity. Demons that are particularly adept at using fear to their advantage evolve into Horrors – revolting creatures with yellowed teeth and savage claws. They are incredibly tough, and are able to withstand a great deal of damage before being banished back to the Nether.

Incubi

Many demons shun combat in favour of corrupting those of the mortal realm. These demons eventually evolve into horribly beautiful creatures known as Incubi. They are sensuous creatures – able to transform themselves into their target's most desirable creature, and many offer favours in exchange for service. When summoned to a battlefield, they are shrieking horrors, bathing their lithe bodies in blood and turning those too weak willed to see what they truly face against their own companions.

Nephilim

There are few creatures more terrifying or awe-inspiring than demons known as Nephilim. It is believed by diabolists that Nephilim are living gods – the most powerful and immortal creatures ever to be encountered. They tower above the battlefield with huge wings and massive weapons, and they reap death and destruction to their foes. Not only are they accomplished warriors but they are also powerful wizards, able to summon demons to their will and blast their enemies with pure mana. There are few things that can banish such a creature back to the Nether, and it will take the entire will of an opposing army to defeat such a creature.

Undead

Like demons and Fey, the Undead are creatures that roam The Nether - though unlike their extradimensional brethren, the undead do not crave territory or power: they only hunger for mana.

The undead do not have the power (for the most part) to manifest physically outside of The Nether. Instead, they harness stagnant mana, using it to corrupt the bodies of the dead, and animate themselves to seek out more mana. Voracious thaumnivores, they hunt down magic users with extreme prejudice, devouring their flesh and the precious mana contained within.

Gaunt

Gaunts are the most common sort of undead. They are simply the reanimated corpses of those who have fallen and been unfortunate enough to do so in a location rife with stagnant mana. They largely are slow and lumbering, and usually screaming nonsense and laughing maniacally while trying to fell as many mortals as possible, to feast on their flesh and blood.

Wight

Folklore often states that when one dies of in a state of longing, unresolved anger or insanity, one may return from the grave as a Wight. A wight is a terrible thing to look upon, with it's shrunken, taut flesh drawn across it's bones, wild unkempt hair and bulging wide eyes void of any colour. They are crazed flesh eaters, and crave the meat of the freshly dead. They are intelligent, and can speak though typically the words spoken make little or no sense, and it is always in a gravelly hiss.

Ghoul

Crazed packs of ghouls are most commonly encountered feasting on the flesh of the deceased. It is a common belief that if a glutton dies, they will rise as a ghoul on the night of the next full moon. Whether this is true or not is a mystery left to scholars. Ghouls resemble walking corpses, though the resemblance to their previous lineage ends there. The ghoul's skin seems to constrict over their bones, giving them a wide-eyed feral appearance. This also results in their gums receding, which elongates their teeth. Ghouls are well known for scratching the flesh off of the tips of their fingers, creating filthy bone claws. These undead do not feed on live flesh, or flesh that belongs to a recently deceased corpse. They prefer to feed on the rotting flesh of corpses dead for at least a few days. This guarantees that those who die at the claws of ghouls will rise as a ghoul shortly afterwards, as they do not eat their own.

Wraith

Wraiths are powerful undead creatures, confined to this plane through powerful emotions of hatred and jealousy. These despicable creatures lurk near the place where they once died, appearing as hazy shrouded creatures usually armed with some sort of weapon. There is no doubt that wraiths possess the inherent intelligence that they once did when they were alive, though they seem unable to speak aside from in screeching shrieks and blood-curdling howls. Though confined to the grounds where they once died, they have free reign over the surrounding area. They feed on the souls of those of whom they kill, and those they

do kill often rise as wraiths themselves. Being incorporeal creatures, wraiths cannot be harmed by anything side from magic, or weapons created from weirward. Though they can be temporarily banished, to destroy a wraith one must find the body of the deceased, salt the remains and burn them. Once this is done, the wraith is permanently destroyed. This is quite a dangerous task, as a wraith knows what the party intends on doing, and often will risk all to stop it.

Vampire

Vampires are powerful undead creatures that stalk the living and feed upon their blood. Unlike most undead, a vampire does not appear as a rotting parody of what it looked like in life. They retain their previous appearance, though the visage becomes flawless. They blend it well with humanity, as not only do they resemble their previous kin but also possess traits that others find attractive, often getting what they want without having to resort to violence. Vampires, though are extremely powerful, beautiful, and immortal have a great many weaknesses that can be exploited and lead to their demise. A vampire feeds on fresh blood. They prefer the blood of sentients, but will not limit themselves to the blood of men if it is necessary. A vampire that has fed on the blood of sentient creatures is stronger, faster and tougher than one who simply feeds on the blood of animals.

Undead Beasts

Alongside the standard forms that undead take, there are many variations - undead animals to huge repulsive creatures that strike fear in all that lay eyes upon them. These creatures, though rare, are usually even more shocking than their sentient brethren, as these undead creatures are rarely silent - screaming for the blood and even the souls of their prey.

Fey

There are few creatures that despise humans and the other races for their encroachment on their lands
more than the dreaded Fey.

The Fey are tall, emaciated and pale - with pearl white skin, ruby lips and onyx hair. Their eyes are
white orbs without an iris or pupil. Most sluagh stand a head over the average human, yet weigh only half as much. Many would agree that the fey possess an unearthly beauty, unmarred by age or time.

All Fey fear iron and steel. As a result, they tend to surround themselves with as many gaunts as they possibly can, to dispatch any would be attackers. All Fey are also accomplished mages, and are not shy about using their powers on those who would do them harm.

Unit Profiles

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

Humans

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Human Warrior	Regular	4	3	3	4	3	3	3	3	4	29
Human Veteran	Veteran	4	3	3	4	3	4	3	4	4	36
Human Hero	Hero	4	4	4	5	4	4	4	5	5	54
Special Abilities:	Tactics										

Elves

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Elven Warrior	Regular	5	4	4	5	4	3	2	2	4	36
Elven Veteran	Veteran	5	4	4	5	4	4	2	3	4	43
Elven Hero	Hero	5	5	5	6	5	4	3	4	5	65
Special Abilities:	Esoteric Knowledge										

Dwarves

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Dwarven Warrior	Regular	3	4	3	4	3	4	4	4	4	47
Dwarven Veteran	Veteran	3	4	3	4	3	5	4	5	4	54
Dwarven Hero	Hero	3	5	4	5	4	5	5	6	5	80
Special Abilities:	Stalwart; Sturdy										

Warrow

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Warrow Warrior	Regular	4	2	5	5	4	4	2	2	3	34
Warrow Veteran	Veteran	4	2	5	5	4	5	2	3	3	41
Warrow Hero	Hero	4	3	6	6	5	5	3	4	4	61
Special Abilities:	Diminutive; Fearless										

Orcs

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Orc Hunter	Regular	5	4	3	3	3	3	3	4	5	36
Orc Brave	Veteran	5	4	3	3	3	4	3	5	5	43
Orc Hero	Hero	5	5	4	4	4	4	4	6	6	63
Special Abilities:	Too Stubborn to Die										

Goblins

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Goblin Warrior	Regular	3	4	3	4	3	3	4	3	4	30
Goblin Slaver	Veteran	3	4	3	4	3	4	4	4	4	37
Goblin Hero	Hero	3	5	4	5	4	4	5	5	5	59
Special Abilities:	Vile Biology; Diminutive; Sturdy										

Gnolls

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Gnoll Clansman	Regular	5	3	3	4	3	2	3	3	5	34
Gnoll Raider	Veteran	5	3	3	4	3	3	3	4	5	41
Gnoll Chieftain	Hero	5	4	4	5	4	3	4	5	6	57
Special Abilities:	Pack Tactics										

Ghurr

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ghurr Herdsman	Regular	5	4	2	3	4	3	3	3	5	35
Ghurr Raider	Veteran	5	4	2	3	4	4	3	4	5	42
Ghurr Longhorn	Hero	5	5	3	4	5	4	4	5	6	62
Special Abilities:	Rage of the True Beast										

Saurime

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Saurime Hunter	Regular	4	3	2	3	3	3	4	4	5	32
Saurime Brave	Veteran	4	3	2	3	3	4	4	5	5	39
Saurime Chieftain	Hero	4	4	3	4	4	4	5	6	6	59
Special Abilities:	Lunge										

Lykoi

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Lykoi Lonewolf	Regular	6	3	3	3	4	3	2	5	5	71
Lykoi Packmaster	Veteran	6	3	3	3	4	4	2	6	5	78
Lykoi Alpha	Hero	6	4	4	4	5	4	3	7	6	98
Special Abilities:	Large; Consummate Hunter										

Vermyn

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Vermyn Scout	Regular	5	3	3	5	4	2	2	2	3	30
Vermyn Warrior	Veteran	5	3	3	5	4	3	2	3	3	41
Vermyn Hero	Hero	5	4	4	6	5	3	3	4	4	53
Special Abilities:	Ambush Tactics										

Ogre

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ogre Warrior	Regular	5	3	2	3	3	3	3	5	6	70
Ogre Mercenary	Veteran	5	3	2	3	3	4	3	6	6	77
Ogre Hero	Hero	5	4	3	4	4	4	4	7	7	95
Special Abilities:	Throwing Weight; Large; Fear (3)										

Fey

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Fey Warrior	Regular	5	4	4	5	4	4	2	2	3	36
Fey Veteran	Veteran	5	4	4	5	4	5	2	3	3	43
Fey Hero	Hero	5	5	5	6	5	5	3	4	4	65
Special Abilities:	Esoteric Knowledge; Weakness (Iron); Mana Resistance										

Ahl'Ghurr

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ahl'Ghurr Warrior	Regular	6	4	2	2	3	3	4	5	6	74
Ahl'Ghurr Warlord	Hero	6	5	3	3	4	4	5	7	7	101
Special Abilities:	Bloodthirsty; Large; Fear (4)										

Trolls

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Troll	Regular	5	3	3	2	2	2	5	8	8	99
Special Abilities:	Regeneration; Large; Fear (4)										

Giants

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Giant	Regular	6	3	1	2	2	2	4	9	8	88
Special Abilities:	Longstrider; Large; Fear (3)										

Beasts

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Small Beast	Regular	6	3	2	4	3	1	3	3	4	41
Large Beast	Regular	7	5	2	4	3	1	5	6	6	95
Special Abilities:	Large (Large Beast Only); Tooth and Claw; Bestial Traits (3)										

Demons

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Lesser Demon	Regular	4	2	1	4	3	3	3	4	4	32
Special Abilities:	Fear (3)										
Horror	Regular	3	3	1	3	3	4	3	6	4	51
Special Abilities:	Large; Fear (4)										
Fiend	Regular	4	4	1	4	3	4	3	6	5	57
Special Abilities:	Scion of Carnage; Fear (3)										
Incubi	Regular	5	3	3	5	5	4	2	3	3	43
Special Abilities:	Battle Dancer; Fear (3)										
Nephilim	Hero	6	6	5	5	4	5	5	8	6	117
Special Abilities:	Esoteric Knowledge; Fly; Large; Fear (5)										

Undead

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Gaunt	Regular	3	2	2	3	2	1	3	3	4	22
Special Abilities:	Walking Plague; Fear (3); Fearless										
Wight	Veteran	4	3	3	4	3	4	3	4	4	36
Wightlord	Hero	4	4	2	5	4	3	4	5	5	51
Special Abilities:	Wightblade; Fear (4); Fearless										
Ghoul	Regular	5	3	2	5	4	3	2	3	3	33
Special Abilities:	Eaters of the Dead; Walking Plague; Fear (3); Fearless										
Wraith	Regular	6	3	2	4	4	3	3	3	4	49
Special Abilities:	Incorporeal; Walking Plague; Fear (4), Fearless										
Vampire	Hero	5	5	3	5	5	4	3	5	5	61
Special Abilities:	Eaters of the Dead; Walking Plague; Fear (3); Fearless										
Lesser Undead Beast	Regular	6	3	1	4	3	1	3	3	4	36
Greater Undead Beast	Regular	7	5	1	3	3	1	5	6	6	94
Special Abilities:	Large (Greater Undead Beast Only); Bestial Traits (3); Walking Plague; Fear (3); Fearless; Tooth and Claw										
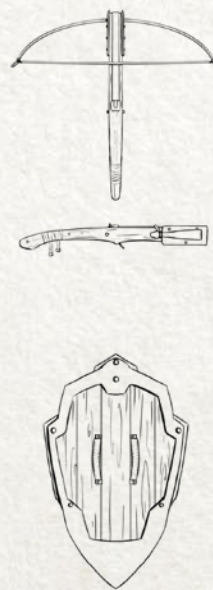
Special Abilities

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.

Ambush Tactics
Racial Ability

Effect

A model with this ability is a master of ambush, appearing where you would least expect them. During deployment, even if they are the Attacker, a model with this ability deploys after their opponent, and can deploy up to 16" instead of 12". This means that this model can deploy second and go first, as opposed to the normal deploying second and acting second.

Battle Dancer
Racial Ability

Effect

A model with this ability moves and fights with inhuman grace. A model with this ability can never be subject to Free Strikes, regardless of the circumstances.

Bestial Traits
Racial Ability

Effect

A model that has this Ability cannot choose Perks. Instead, models with this ability can choose three (3) Bestial Traits instead. These Traits are used to define the model's Special Abilities.

Aggressive
Bestial Trait

Effect

When a model has this ability, they can double their movement when declaring a charge. In addition to this, a model with this special ability adds +1 Damage (DAM) during their next attack.

Alpha Beast
Bestial Trait

Effect

A model with this ability is exceptionally large for their species. The size of the model is increased by one (Thus, a small model becomes a medium sized model, a medium sized model becomes a large model, and a large model becomes a huge model), and the model also gains Fear (4).

Breath Weapon
Bestial Trait

Effect

A model with this trait can breathe a blast of some dangerous element to their foes. This is a Direct AOE effect that uses this model's Ranged Combat attribute, and it has a range of 8". Damage is resolved at the base Damage (DAM) Attribute of the model with this ability. In addition to this, the model adds +1 to their Marksmanship (MRK) Attribute.

Brute
Bestial Trait

Effect

A model with this trait is exceptionally strong. This trait increases the model's Damage (DAM) Attribute by +1.

Fleet
Bestial Trait

Effect

A model with trait is exceptionally quick, being able to traverse the battlefield in a few short bounds. A beast with this trait may add +1 Movement (MOV) to their profile.

Fly
Racial Ability/Bestial Trait

Effect

Some models have wings that can carry them high above the field of battle, only landing for short periods. A model with this ability can move freely over terrain, and has no restrictions on Line of Sight as long as they moved that turn.

Free Movement
Bestial Trait

Effect

Models with this trait are particularly adept at moving past dangerous foes. A model with this trait can move through a zone an enemy threatens without being subject to a Free Strike.

Pack Animal
Bestial Trait

Effect

A model with this bestial trait belong to a pack. Models with this trait who are within 6" of another model with this trait, they both gain +1 to any roll they make.

Tough
Bestial Trait

Effect

A model with this trait is a lot harder to put down. A model with this trait adds +1 Endurance (EN) to their unit profile.

Blood Thirsty
Racial Ability

Effect

A model with this ability is incredibly unpredictable. When this model is activated within 12" of an enemy model, this model must make a Willpower (WP) test (TN 5) or immediately make a free Charge towards the closest enemy model. This test can be voluntarily failed.

Consummate Hunter
Racial Ability

Effect

A model with this ability work best as a team. If a model with this ability is in close combat with a model, and another model attempts to Charge that same model, that model may add +3 to their Movement (MOV) value to complete that Charge.

Diminutive
Racial Ability

Effect

This ability indicates that the model is smaller than most, and counts as a Small Model. This means the model must be mounted on a base that is no larger than 25mm in diameter.

Eaters of the Dead
Racial Ability

Effect

This models eats the dead. A model with this ability may consume an Incapacitated Model by spending an Action Point. Once this is done, the model may make an Endurance test (TN 5). For each success, the model can heal 1 point of Endurance (EN). This can never go above the base amount that the model's original Endurance (EN) value.

Esoteric Knowledge
Racial Ability

Effect

A model with this ability is an accomplished spellcaster. A model with this ability may purchase spells as though they have selected the Mage Perk.

Fear (X)
Racial Ability

Effect

Some creatures are so horrific that they cause veteran soldiers to second guess their actions. A model possessing the Fear ability forces enemy models to make Bravery checks when acting against them. The Target Number (TN) for this Bravery test is in brackets beside the ability where listed.

Fearless
Racial Ability

Effect

There are some creatures that are so brave or stupid that they are numb to the effects of fear. A model with this ability never has to take a Bravery test, regardless of the circumstances.

Huge
Racial Ability

Effect

A model with this ability is incredibly large. A Huge model may not be mounted on a base less than 75mm in diameter, and has a reach of 3". In addition to this, a Huge model inflicts 4 wounds on a successful hit, rather than the 1 Wound that Medium models inflict.

Incorporeal
Racial Ability

Effect

A model with this ability is not subject to the laws of creatures from the material plane. An Incorporeal model is not hindered by terrain of any type (including impassable terrain). In addition to this, a model with this ability can never receive more than 1 wound in an attack, unless they are being targeted by a magical weapon or a spell.

Large
Racial Ability

Effect

A model with this ability takes up more room on the battlefield than a normal sized model. A Large model may not be mounted on a base less than 40mm in diameter and no larger than a 60mm base. This model has a reach of 3", and inflicts 2 wounds on a successful hit, rather than the 1 Wound that Medium models inflict.

Longstrider
Racial Ability

Effect

A model with this ability can pass through any terrain designated as Difficult without penalty. This ability

does not allow the model to pass through impassable terrain, such as houses and rock faces.

Lunge
Racial Ability

Effect ——————————————

When attempting a Charge, a model with this ability scores Criticals on a 5 and a 6, rather than just natural 6s. It is not uncommon for these models to lunge forward at devastating speeds.

Mana Resistance
Racial Ability

Effect ——————————————

A model with this ability are either powerful spellcasters or are devoid of magic completely, and are also resistant to the effects. When resisting the effects of a spell, any models with this ability may add +2 dice to their roll to resist the spell's effects, or +2 to the TN to cast the spell, whichever the player decides.

Mounted
Racial Ability

Effect ——————————————

A model with this ability becomes a single model with a Beast that is at least once size category larger than the rider. When this ability is applied to pair of models, their Attribute Profile becomes one. The Beast's Movement (MOV) and Armour (ARM) value replace the Mounted Model's values, and apply -1 Defense (DEF) to the Rider. The Endurance (EN) value of the Model is either the Rider or the Beast's - whichever one is higher. The Rider becomes the same size as the Beast, and acts as though the model is that particular size. The Bestial Traits the model has are combined with the Perks that the Rider has selected. Under no circumstances can a Rider dismount from the Beast, and here on forward, the Rider and the Beast count as a single model.

Pack Tactics
Racial Ability

Effect ——————————————

Models with this ability work best in groups. Any Hero model with this ability can freely share their Action Points (AP) with another Veteran or Regular models within 6".

Rage of the True Beast
Racial Ability

Effect ——————————————

Attacks from a model with this ability are so brutal that they give pause to even the most ferocious of foes. Models that are incapacitated by an attack from a model with this ability are permanently removed from the table, and are not replaced with an Incapacitated Token.

Regeneration
Racial Ability

Effect ——————————————

Models with this ability can regenerate injury at a phenomenal rate. At the beginning of any activation of a model, the player must make an Endurance Test (TN 4). For each success, the model heals 1 Endurance (EN) worth of damage (up to their original Endurance value). An Incapacitated Model can also make this check with 1 Endurance (EN), but if they fail the roll, the model is removed from the table.

Scion of Carnage
Racial Ability

Effect ——————————————

A model with this ability reaps souls in the same way a farmer reaps wheat. When a model is incapacitated by a model with this ability, it can make a free move and attack if the model's movement ends within their threat range.

Stalwart
Racial Ability

Effect ——————————————

Models with this ability are stout warriors who are able to survive even the most aggressive assault. A model with this ability score criticals when attempting to negate Wounds with their Armour attribute on a natural 5, as well as a natural 6.

Sturdy
Racial Ability

Effect ——————————————

Some creatures are quite adept at carrying heavy loads without having it affect their movement. A model with this ability never suffers a Movement (MOV) penalty from wearing medium or heavy armour.

Tactics
Racial Ability

Effect ——————————————

A Hero model with this ability can issue +1 die to any Veteran or Regular model within 12" of this model during their activation.

Throwing Weight
Racial Ability

Effect ——————————————

A model with this ability is a rather hefty creature. If a model completes a Charge targeting another model, it always counts as a Power Attack in addition to being a Normal Attack.

Too Stubborn to Die
Racial Ability

Effect ——————————————

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.

Tooth and Claw

Racial Ability

Effect ——————————

A model with this ability cannot purchase additional equipment, as they are unable to use it.

Vile Biology

Racial Ability

Effect ——————————

The hardiness of a model with this ability is legendary. When making a roll to negate Wounds, a model with this ability may re-roll any result of 1. This die cannot be re-rolled a second time, and the second result is always the final result.

Walking Plague

Racial Ability

Effect ——————————

The dark magic than animates corpses can be spread through being near such corrupting evil. If a model is incapacitated by a 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 Gaunt model, armed with the same equipment as the fallen model.

Weakness (X)

Racial Ability

Effect ——————————

A model with this ability is extremely vulnerable to a specific type of attack. When a model with this ability is incapacitated by the indicated attack, it does not leave an Incapacitated Token and instead is completely removed from the table.

Wightblade

Racial Ability

Effect ——————————

The blades of wights are imbued with dark magic. Models killed by a model with a Wightblade are removed from the table, and are not replaced by an Incapacitated Token.

Equipment

Each model in Chronicle 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 weapon, a second weapon or a shield (if the main weapon does not require two hands), and a suit of armour. In addition to this, a character can carry one talisman, potion, or charm.

Size

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

For example, Melanie wants her Ogre Hero to wield a Great Weapon, that is also The Black Blade. The cost of the Great Weapon is doubled (20 pts), and then the cost of The Black Blade is doubled (80 pts), meaning to equip her Ogre Hero with The Black Blade, she would pay a total of 100 pts.

Weapons

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

Weapon Name

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. You cannot be ambiguous when displaying a weapon on the battlefield.

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.

Range

This is the effective range of the weapon. If it is marked as N/A, the weapon is a Melee Weapon and the range of this weapon is the model's threat range. 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 Longbow 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 longbow 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 attacked.

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.

Weapon	Cost	Range	Damage	Special
Hand Weapon	-	N/A	-	-
Second Hand Weapon	5	N/A	-	Cannot use a Shield
Great Weapon	10	N/A	+1	Two Handed
Spear	10	N/A	-	Reach
Polearm	20	N/A	+1	Reach
Lance	10	N/A	+2	Mounted Only
Throwing Weapons	5	6"	-	-
Sling	5	8"	3	-
Short bow	5	12"	3	-
Longbow	10	16"	4	-
Crossbow	15	24"	5	Slow to Load
Flintlock Pistol	15	8"	5	Slow to Load
Second Flintlock Pistol	10	8"	5	Slow to Load
Flintlock Rifle	20	16"	6	Slow to Load

Hand Weapon

This is any weapon that is held in one hand, whether it is a club, sword, mace, axe, or hammer. Every model in play is assumed to have a one-handed weapon with them to use in close combat. If you want to equip a model with a second one to use in their off hand, the second point value is applied. Note that you cannot carry a shield if you are equipped with two one-handed weapons.

Great Weapon

This is a weapon that is wielded in two hands. As you can imagine, double handed weapons are great for busting hard to crack, heavily armoured troops. As a result, when using a Double Handed Weapon, a model receives a +1 bonus to their Damage (DAM) Attribute, though they cannot use a shield.

Spear

A spear is a one handed polearm that is a thrusting weapon, and is often used in conjunction with a shield. Using a spear doubles the model's effective threat range. A model wielding a spear can use a shield along with it.

Polearm

A polearm is a double handed weapon, usually consisting of a blade or hammer at the end of a long shaft - such as a halberd or glaive. It is an effective weapon for line infantry, and commonly used among professional soldiers. Using a polearm grants the wielder +1 Damage (DAM) value and also effectively doubles their threat range.

Lance

A lance is essentially a large spear that is used while mounted. It can be used to execute a devastating charge, though if the model is not vanquished within that charge - it must be abandoned for a more conventional weapon such as a sword or axe. A model armed with a lance inflicts +2 Damage (DAM) on the charge while mounted, but it is a one use weapon. It can be taken in addition to a one-handed weapon or a double handed weapon, and can be used in conjunction with a shield.

Thrown Weapon

A model equipped with thrown weapons typically is armed with daggers, hand axes, or spears. They are only effective at extremely short range, but are well suited as an equalizer when charged by enemy forces.

Sling

A sling is a simple leather strap designed to throw stones or bullets at a high velocity. Models armed with a sling do not need to spend an Action Point (AP) to reload their weapon before firing.

Short Bow

This is a compact ranged weapon, sometimes referred to as a self bow. It is most commonly used by hunters and those who need to be mobile while still dangerous from a distance.

Longbow

This is an archer's weapon - a bow as large as a man, and used to deadly effectiveness. It should be noted that longbows are too unwieldy to be used by models smaller than medium sized. It also cannot be used while mounted.

Crossbow

This is a powerful bow mounted on a stock. They pack a huge amount of punch, but they are also difficult to load. A model wishing to reload a crossbow is required to spend 2 Action Points (AP) to do so.

Flintlock Pistol

This is a black powder weapon that is commonly used in pairs. When using two ranged weapons, you attack with them the same way that you would attack with a pair of melee weapons - though you use your Marksmanship Attribute instead of your Attack. Once fired, Flintlock pistols require the expenditure of 2 Action Points (AP) to reload one, or 3 Action Points (AP) to reload both if a model is carrying a pair of them.

Flintlock Rifle

One of the most devastating weapons one can possess - a black powder rifle is the bane of most heavily armoured soldiers. It also takes an extremely long time to reload once it has been fired - requiring the expenditure of 3 Action Points (AP), as the weapon must be cleaned before being fired once again.

Armour

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

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. If a model is armed with a shield, it must be apparent on the model.

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.

Defense Bonus
This is the bonus applied to a model's Defense (DEF) 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.

Light Armour
This is armour that is formed largely of padding. Leather, light chain, and small pieces of metal. It is included in the model's profile and does not need to be purchased separately.

Medium Armour
The common armour among professional soldiers. It is bulky enough to hinder movement, but combined with a shield, it is the best of both worlds in terms of defense and armour.

Heavy Armour
This is the best armour that can be afforded to a warrior. It is typically only worn by savvy veteran warriors and heroes. It restricts movement and affords a model little defense, but what it lacks it makes up for when soaking damage.

Shield
This is a defense item held in a model's off-hand. It is commonly used to enhance the effectiveness of medium armour and offset the Defense penalty of heavy armour.

Armour	Cost	Armour Bonus	Defense Bonus	Movement Penalty	Defense Penalty
Light	-	-	-	-	-
Medium	15	+1	-	-1	-
Heavy	25	+2	-	-1	-1
Shield	10	-	+1	-	-

Talismans, Potions, and Charms

A model may be equipped with a single Talisman, Potion, or Charm - which are minor magical items that often provide a slight bonus or allow a model to perform a certain action. Each of these items has a cost associated with it, and what it does can be found in the item description.

Equipment	Cost	Description
Ring of Defense	35	Gain +1 DEF.
Talisman of Armour Penetration	35	Gain +1 DAM.
Charm of Haste	35	Gain +3 AP. One use only.
Luck Charm	25	Reroll 1s once per round.
Talisman of Preservation	25	Gain +1 ARM until first wound is taken.
Talisman of Endurance	25	Gain +1 EN.
Charm of Survival	25	When incapacitated, make an EN test (TN 3) to heal. One use only.
Hunter's Charm	25	Gain +1 MOV.
Pendant of Bravery	25	Immune to Fear.
Talisman of Magic Resistance	15	Gain +1 Resistance against Spells.
Manabane Trinket	15	Immune to magic for one Round. One use only.
Ring of Free Movement	15	Treat Difficult Terrain like normal terrain.
Fearbringer	15	Cause Fear (3)
Elven Boots	15	Gain +1 MOV through Difficult terrain.
Potion of Healing	10	EN test (TN 4). Each success heals 1 EN. One use only.
Potion of Strength	10	Grants +3 DAM for one round. One use only.
Potion of Speed	10	Doubles MOV for one round. One use only.
Potion of Bravery	10	Automatically pass first failed Fear test. One use only.
Charm of Aegis	10	When incapacitated, remain in play with 1 EN. One use only.
Talisman of Protection	10	Gain +1 ARM for one round. One use only.
Life Rune	10	Heal a single incapacitated model to 1 EN. One use only.
Dragon Oil	10	All attacks count as Magical.

Ring of Defense
This powerful charm grants the wearer mystical protection from attacks. A model equipped with this charm benefits from +1 Defense (DEF).

Talisman of Armour Penetration
This talisman is wrapped around the haft of a weapon to grant it extra power in combat. A model equipped with talisman benefits from +1 Damage (DAM).

Charm of Haste
This charm takes the form of a necklace worn by the bearer. When this charm is activated, a model gains +3 Action Points (AP) for that turn. Afterwards, the magic imbued in this charm is gone and it is just a curious looking necklace.

Luck Charm
Taking the form of a coin or rabbit's foot, this charm imbues luck upon the bearer. A model equipped with this item may reroll 1s on any one test once per round.

Talisman of Preservation
This talisman is known for its ability to keep bearers alive. A model equipped with this talisman gains +1 Armour (ARM) until that model suffers their first wound. After that, the magic held within this talisman is gone.

Talisman of Endurance
A hearty draught from this everfilling vial grants the bearer an incredible constitution. A model equipped with this talisman benefits from +1 to their Endurance (EN) value.

Charm of Survival
This charm has been known to bring the dead back to life. A model equipped with this charm can make an Endurance (EN) test once they've been Incapacitated (TN 3). For each success, the model heals 1 Endurance (EN). This charm can be used only once.

Hunter's Charm

This charm allows a model to move quickly across the battlefield to keep up with their quarry. A model equipped with this charm add +1 Movement (MOV) to their profile.

Pendant of Bravery

Worn by great leaders and valiant heroes. A model equipped with his charm gains the Fearless ability.
Talisman of Magic Resistance
A ring quenched in the blood of the fey, this talisman grants the wearer an innate resistance to magic. A model equipped with this talisman gain the Mana Resistance ability.

Manabane Trinket

This powerful trinket can destroy mana with its mere presence. A model equipped with this trinket is completely immune to the effects of magic for a single Round. After this trinket has been used, it loses all of its power.

Ring of Free Movement

This ring is forged from the wild thickets of the Boccanah Fiode. A model with this item can move freely through Difficult Terrain, treating it as normal terrain.

Fearbringer

This cloak causes an unnatural fear in all who see it. A model that is equipped with this item gain the Fear (3) ability.

Elven Boots

The elves are well known for their ability to swiftly move through the thickest of woods. A model wearing these boots add +1 Movement (MOV) to their profile when crossing Difficult Terrain.

Potion of Healing

This draught has the ability to heal the most dire of injuries. A model that consumes this potion makes an Endurance (EN) test (TN 4). For each success, the model gains 1 Endurance (EN) - though the amount gained can never go above the model's original value. This potion can only be consumed once, then it is depleted.

Potion of Strength

This potion is incredibly potent for a short duration. A model that consumes this potion will gain +3 Damage (DAM) added to their profile for one Round. This potion can only be consumed once per game.

Potion of Speed

This potion grants a fantastic burst of speed when imbibed. A model that consumes this potion can double their Movement (MOV) value for the duration of one Round. This item can be used once per game.

Potion of Bravery

This heady beverage is known for giving one the bravery they need to confront their fears. A model with this potion automatically passes the first Bravery test that they have to make.

Charm of Aegis

This charm has saved the life of more than one plucky adventurer. When a model with this charm is reduced to an Incapacitated state, instead of being replaced with an Incapacitation token, the model remains in play with 1 Endurance (EN).

Talisman of Protection

A quick prayer is all that is needed to activate this talisman. When a model with this talisman activates it, they can add +1 to their Armour (ARM) value for the Round. This item can only be used once per battle.

Life Rune

This rune of bone and ash has been known to bring the dead back to life. When a model uses this item on an Incapacitated model, the model gains 1 Endurance (EN) and is brought back into play. This piece of equipment can only be used once per battle.

Dragon Oil

This oil is smeared on the blade prior to battle, giving it magical properties. A model that is equipped with this item counts as having an enchanted weapon throughout the battle.

Relics

Heroes (and only heroes) can purchase Relics to replace their mundane equipment. It must be noted that the hero must first be equipped with equipment of that type before purchasing a magical variant of it - thus, to carry a magical spear, a mundane spear must be purchased first for 10 points.

A Hero may be equipped with a single Relic. Each Relic has a cost which is added to the cost of the basic item. For example, a Great Weapon may be upgraded to a Magical Great Weapon, but you must first pay the 10 points for that Great Weapon first. A model may carry a second Hand Weapon, and both weapons are considered part of a magical set.

Magic Weapons	Cost	Description
The Black Blade	40	Great Weapon. Add +3 DAM..
Blade of Flashing Silver	40	Hand Weapon. Grants +2 AP that can be used in Melee Combat Only.
Armour of Aegis	40	Heavy Armour. Does not suffer MOV or DEF penalties. +1 ARM.
Vorpal Blade	35	Hand Weapon. Ignores armour. Target of the attack always rolls at their base value.
The Bow of Morning	35	Longbow. Does not need to reload.
The Judge	35	Hand Weapon. Opponent cannot drop dice when rolling to Soak damage.
Blade of Might	30	Hand Weapon. Add +2 DAM..
Elven Chain	30	Medium Armour. Does not suffer MOV or DEF penalties.
Sword of Heroes	30	Hand Weapon. Add +2 to ATT.
Enchanted Shield	30	Shield. Adds +1 ARM.
Vengeance Blade	25	Great Weapon. Grants user the Agile Riposte Perk.
Horde-Piercer	20	Hand Weapon. Grants +1 ATT and +1 DAM for each model engaged with the user.
Wizard's Blade	15	Hand Weapon. Stores a single spell that can be cast as if the user is a wizard.
Valiant Defender	15	Hand Weapon. User can always perform an Interrupt without spending an AP.
Battle Blade	15	Hand Weapon. Add +1 to ATT.
Plate Cleaver	15	Hand Weapon. Add +1 DAM.
Berserker's Blade	15	Great Weapon. Grants the user the Executioner Perk.
Spear of Swiftness	15	Spear. Allows the user to Charge once per turn without spending any AP.
Sword of Flashing Steel	10	Hand Weapon. Grants +1 AP that can be used in Melee Combat Only.
True-Striking Blade	10	Hand Weapon. Reroll 1s on Attacks. Can only reroll once per attack.
Flesh Biter	5	Hand Weapon. Opponent loses 1 die when rolling to Soak damage.
The Executioner	5	Great Weapon. Models removed with this weapon to not place an Incapacitation Token.
Frostbrand	5	Hand Weapon. Models wounded by this weapon also lose 1 AP on their following turn.

The Black Blade

This Great Weapon is made of a black iron, and radiates cold. When this weapon is equipped, the Hero may add +3 to their Damage (DAM) value.

Sword of Flashing Silver

The Blade of Flashing Silver is a Hand Weapon forged of a miraculously light metal that maintains a razor sharp edge. This sword grants +2 Action Points (AP) that can be used in Melee Combat Only.

Armour of Aegis

This is a sturdy suit of full plate. It is etched with ancient runes and imbued with great power. A model wearing this suit of armour suffers no penalty to their Movement (MOV) and Defense (DEF) attributes, and also adds +1 to their Armour (ARM) value.

Vorpal Blade

Snicker-Snack! This Hand Weapon ignores armour. The target of an attack made with a Vorpal Blade rolls their Armour (ARM) at its base value.

The Bow of Morning

This longbow was designed by elves during the first revolt against the fey. A model armed with this weapon does not need to spend an Action Point (AP) to reload the weapon after it has been fired.

The Judge

The weapon is a favourite for those settling scores in combat trials. This Hand Weapon makes it so a bearer's opponent cannot drop dice when rolling to negate Wounds with an Armour (ARM) Roll.

Blade of Might

The blade of might is etched with ancient runes that allows the wielder to strike with legendary force. This Hand Weapon adds +2 to the wielder's Damage (DAM) value.

Elven Chain

This chainmail armour is thin and light, made by some forgotten mages long ago. A model wearing this suit of armour counts as though they are wearing a medium suit of armour, though the wearer suffers none of the penalties associated with wearing medium armour.

Sword of Heroes

This weapon was forged during an age when great heroes protected lands. This Hand Weapon adds +2 to the wielder's Attack (ATT) attribute.

Enchanted Shield

This majestic shield is forged by dwarves in an age long past, This shield functions not only as a defensive item, but as a piece of armour as well, granting the bearer +1 Armour (ARM) as well.

Vengeance Blade

This weapon is imbued with the spirit of a vengeful demon. This Great Weapon grants the bearer the Agile Riposte Perk.

Horde-Piercer

The more one faces down with this blade, the more powerful it becomes. This Hand Weapon grants the wielder +1 to their Attack (ATT) attribute and Damage (DAM) value for each model engaged with the user.

Wizard's Blade

In ancient days, wizards used these as a foci for their spells, and some still retain their power. This Hand Weapon stores a single spell that can be cast as if the user has the Mage perk.

Valiant Defender

This weapon always seems to sense danger and know when to strike. This Hand Weapon allows the bearer to perform an Interrupt without spending an Action Point (AP) once per turn.

Battle Blade

A common enough weapon, it is imbued with some minor magics that allow for better balance and design. This Hand Weapon allows the wielder to add +1 to their Attack (ATT) attribute.

Plate Cleaver
An exceptionally heavy but well forged blade. This Hand Weapon grants the bearer +1 Damage (DAM).

Berserker's Blade
Those wielding these weapons fight as a man looking for death. This Great Weapon grants the user the Executioner Perk.

Spear of Swiftness
These Spears were created long ago to aid scouts when traversing vast swaths of land. Using this Spear allows the user to Charge once per turn without spending any Action Points (AP).

Sword of Flashing Steel
The lesser cousin of the silver blade, the Sword of Flashing Steel is still a formidable weapon. It is a Hand Weapon that grants the bearer +1 Action Point (AP) that can be used in Melee Combat only.

True-Striking Blade
This blade unerringly strikes where your opponent is most vulnerable. This Hand Weapon reroll 1s on Attacks. You can only only reroll a die once, and you must accept the second result.

Flesh Biter
A vicious looking Hand Weapon. When the bearer uses this weapon, their opponent loses 1 die when rolling to negate Wounds with an Armour (ARM) roll.

The Executioner
This massive weapon leaves it's victims mangled beyond recognition. This Great Weapon gives the wielder the ability to negate the opponent's models from placing an Incapacitation Token. Models removed with this weapon do not place an Incapacitation Token, and are completely removed from the game.

Frostbrand
This blade freezes anything it touches. It is Hand Weapon, and when the bearer of this weapon sounds an enemy model, that model loses 1 Action Point (AP) on their following turn.

Magic

Mages and their abilities play a very large part on the battlefield in Chronicle. Magic is usable only by those with the Mage perk, and it needs mana to work.

Mana
The intangible force known as mana is what powers magic in all of its forms. All spells have a mana value, and that is the amount of mana needed to cast that spell. To gain mana, a mage must spend one Action Point (AP) to Draw.

Draw Mana
When a mage spends an Action Point (AP) to Draw Mana, the mage makes a Willpower (WP) Roll (TN 4). For each success, the mage that is drawing the mana gains one point. Mana can be hoarded, and should be kept track with some sort of marker to indicate how much mana that particular mage has at any given time.

Casting Spells
When a mage has enough mana, they can attempt to cast a spell. To cast a spell, a mage must allocate the indicated mana amount. This mana is gone, regardless if the spell is successful or not. Once the mana has been spent, a Willpower check is made, with the difficulty indicated within the spell's description. If the spell is successful, the spell goes off without a hitch, as per the description of the spell. Additional successes are added to the effect of the spell, which is detailed in the spell's description. Casting a spell is a Special Action.

Casting spells within the threat range of an enemy model provokes a Free Strike. A Mage that is wounded while casting a spell immediately fails the spell, and the mana spent to cast it is gone. You cannot cast a spell when wearing any armour heavier than Light Armour, or if you are carrying a shield.

Spells
There are ten spells that every mage can potentially know. All mages can attempt to cast any of these spells if it is found within their arsenal. Each spell description has five components to it. Each spell costs 10 points, and a mage can know up to as many spells as they have Willpower (WP) attribute.

Name
This is the name of the spell.

Cost
This is how much mana the spell costs to cast.

Difficulty
This is the Target Number needed to cast the spell.

Range
This is the effective range of the spell. Unlike a Ranged Attack, a spell cannot be cast further than its maximum range.

Description
This is a description detailing the spells effects.

Counter-Spell

—

Cost: *As per the Spell*
Difficulty: *As per the Spell*
Range: *24 inches*

—

This spell can be cast as an interrupt. It is the only spell that can be cast as an interrupt action. When a spell is cast within 24" of a mage, he can spend an order that is being held in reserve to cast this spell. The caster must have the mana needed to cast the spell. This turns the casting of the spell into an opposed roll, and the mage with the most successes wins the test. If the caster of the Counter-Spell wins the test, then the spell is cancelled and doesn't go off. If the opposing caster wins, he gets the spell off, but must subtract the amount of successes scored by the caster from his own amount of successes.

Heal Wounds

—

Cost: *1 mana*
Difficulty: *4+*
Range: *12 inches*

—

The mage targets a single, friendly model with this spell. This spell will heal 1 Endurance point, +1 per success scored when casting the spell. The effects of this spell are permanent. It cannot be used on incapacitated models, nor can a model have it's Endurance (EN) raised past its base value.

Magic Weapon

—

Cost: *2 mana*
Difficulty: *6+*
Range: *Self*

—

This spell imbues the mage's weapon with magical power. When this spell is cast, the mage's weapon adds +1 Attack (ATT) per success achieved. This weapon stays like this until the

end of the player's turn. Casting this a second time on a weapon does not allow the bonus to Attack (ATT) to stack, though it will not dispel the effects if it is not more powerful than the first casting.

Mana Blast

—

Cost: *1 mana*
Difficulty: *4+*
Range: *8 inches*

—

The mage creates a Direct Area of Effect that is 8" in length. Any models caught under the area of effect of the spell immediately takes a Wound at 3 Damage (DAM). Each additional success scored when casting this spell increases the range by 1 inch.

Mana Leech

—

Cost: *1 mana*
Difficulty: *4+*
Range: *24 inches*

—

This spell can be used to target another Mage within 24". When this spell is cast, the mage attempts to steal any unused mana that the mage has in his reserve. The caster steals 1 mana, and +1 additional mana for each success scored. This spell cannot steal more mana than the targeted mage has in his reserve.

Mana Missile

—

Cost: *1 mana*
Difficulty: *4+*
Range: *24 inches*

—

This is a basic attack spell. The mage chooses a single target, and casts this spell. This spell inflicts 1 Wound, +1 Wound for each additional success at 4 Damage (DAM). This spell can also be altered by spending 1 additional mana to have an elemental effect tied to the attack.

Earth: A mana missile with the elemental effect of earth will knock down the target. If the target suffers any damage from this spell, he is immediately knocked prone.

Fire: If a mana missile is imbued with fire, it will light the model ablaze! If a model is damaged from this spell, the difficulty to cast the spell against the same target is reduced by 1 if the target is targeted again. This effect continues, though the target number to cast the spell against the same target can never fall below 2 (as a die roll of 1 is always considered a failure).

Air: A mana missile with the elemental effect of air will knock a target back. If the target suffers any damage from this spell, he is immediately knocked back 1" for each success scored. If the model strikes another model or obstacle, the model falls down.

Water: A mana missile infused with the elemental effect of water will soak a model through and chill them to the bone. A model who takes any damage from a mana missile imbued with water immediately has a hard time holding a weapon or concentrating. All rolls this model makes the following turn have their target numbers increased by 1.

Mana Nova

—

Cost: *2 mana*
Difficulty: *5+*
Range: *24 inches*

—

This spell allows the mage to create an Indirect Area of Effect centered around one particular target. The mage targets a single point within 24 inches. Every model caught within the Indirect Area of Effect suffers a Wound at 3 Damage (DAM), and the Area of Effect grows 1" per success scored.

Mana Shield

Cost: *3 mana*
Difficulty: *6+*
Range: *Self*

This spell creates a magical barrier that can absorb damage from attacks. To cast this spell, a Willpower (WP) check is made. For each additional success scored, +1 temporary Endurance (EN) is added to the shield. The shield begins in play with 3 Endurance (EN), +1 per each additional success scored. When subtracting Endurance due to Wounds, first subtract it from the mana shield before it damages the mage.

Plane Walk

Cost: *1 mana*
Difficulty: *4+*
Range: *Self*

When this spell is cast, the mage can move anywhere within their Line of Sight within 16". They must be able to draw a direct path to the spot in which the mage wishes to travel. This effect is instantaneous.

Possession

Cost: *2 mana*
Difficulty: *6+*
Range: *24 inches*

This spell allows a mage to take control of another model. To do this, the spell must be cast against a single enemy model. The target gets a Willpower (WP) test, at the same Target Number that the mage casting the spell. If the target is successful, nothing happens. If mage is successful, then he gains control of that model for the duration of the turn. He gains as many Action Points (AP) as the model's Initiative Value (IV), and can spend them on the model to perform orders.

Chronicle Specific Perks

These perks are in addition to the perks found in the Core Rules. They are designed to give the game a lot more of a "fantasy" feel to it. These perks define your model even further, and thus only ONE of these perks may be applied to a single model, with the others being chosen from the Core Gangfight Rules.

Soldier
You have a background in the military or the Militia, and have some experience in the field. A model with this perk gains +1 Attack (ATT), and +1 Endurance (EN).

Archer
You've made a name for yourself by standing guard or scouting in the field. A model with this perk gains +1 Marksmanship (MRK), and +1 Initiative Value (IV).

Marauder
Your job in the field of battle is to cause as much chaos as possible. A marauder is a certain type of training that specializes in direct aggressive assault. A model with this Perk may Charge! for free during their turn instead of spending an order - if an enemy is within double their Movement (MOV) range. If a model with the Marauder Perk fails a charge, they can no longer charge again for free that Turn.

Skirmisher
You have worked with scouting parties and other units that specialize in harassing enemy lines. Troops known as skirmishers are masters of hit and run techniques. Any attack made by a model with this Perk is considered Finesse attacks in addition to being a Standard attacks.

Rider
With this perk, you may ride a Beast (either Large, or normal with the Large Perk - purchased separately), and gain the Mounted Perk Ability. Mounted Troops are special model where the rider and the mount activate together.

Fighter
Your background is that of an undisciplined warrior - you relied on yourself to get the job done, and reaped the glory from those exploits. A model with this Perk gains +1 Attack (ATT) and +1 Initiative Value (IV). A model with this perk cannot be the Party Leader.

Ranger
The wilds are your home, and the road is your constant companion. A model with this perk gains +1 MRK and +1 MOV. Rangers work alone, and cannot be the Party Leader.

Mage
Magic flows through your veins. A model with this Perk gains +1 WP and can purchase as many spells as their WP score.

Spellsword
A model with perk can cast Magic Weapon or Mana Shield as a Standard Action. This model can purchase those two spells. The spells must be purchased separately.

Scenarios

The following details running a game of Chronicle. The rules for setting up a game can be found on page 21, under Setting up the Game.

Engagement Conditions

Roll 1 **Escort**	*Roll 2* **Ambush**	*Roll 3* **Reinforcements**
Roll 4 **Treasure Hunt**	*Roll 5* **Battleground**	*Roll 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.

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Civillian	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 Complica-

tions 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 models of each side deploy, and the second half of the models 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 models in the party. Thus, if a player has 9 models 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.

Complications Condition: 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).

Treasure Hunt

This scenario involves the placement of four treasure chests 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 chest, one must spend an Action Point (AP) to interact with it. The Attacker must place two of the chests on the Defenders side of the board, and the Defender must place two of the chests on the Attackers side of the board, though not in their respective deployment areas.

Complications Condition: The first player to open half of the chests immediately rolls on the Complications Table. Opening two of the chests 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.

Complications Condition: 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.

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

Complication Conditions

Roll 2 **The Dead Walk**	*Roll 3* **Vicious Storm**	*Roll 4* **Bounty Hunt**
Roll 5 **The Winds of Magic**	*Roll 6-8* **For Honour!**	*Roll 9* **Press the Line**
Roll 10 **Kill The Messenger**	*Roll 11* **Assassination**	*Roll 12* **Slay the Beast!**

The Dead Walk

The smell of blood and the sound of violence attract a band of roaming undead! 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 Gaunts appear on each table edge opposite the player deployment zones - distributed evenly. These models are armed only with a hand weapon and light armour, and do not have any Perks. These Gaunts 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 gaunts, each incapacitated model on the board immediately rises as a Gaunt as well, attacking the nearest model.

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Gaunt	Regular	3	2	2	3	2	1	3	3	4

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

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).

The Winds of Magic

There is a mana surge on the battlefield, making it readily available to each magic user - but at a cost. When Drawing Mana, the difficulty to do so is reduced to TN 2 - but for each natural 1 that is rolled, the caster loses 1 Endurance (EN). Models reduced to 0 Endurance (EN) are considered Incapacitated.

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 ends 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.

Slay the Beast!

A great beast is attracted to the smell of blood and the sound of battle! The beast appears on the edge of the table closest to the most models on the battlefield. This beast has no equipment, and does not possess any Perks. This beast 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 Move towards that model instead.

Beast	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Huge Beast	Regular	7	6	1	4	3	1	6	9	8
Special Abilities: Huge; Tooth and Claw; Fear (4)										

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

Roll 1-2
Route

Roll 3-4
Assassination

Roll 5-6
Tactical Retreat

Route

The opponent must be defeated. The opponent must have their numbers depleted to ¼ 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 ½ 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.

— Welcome to —

AEON

Aeon is the Science Fiction 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 Aeon - Gangfight Games' official science fiction setting.

Aeon Prime

<<accessing files: 10001.432.dat>>

<<download complete>>

Welcome to the Aeon Prime datafiles. This compiled documentation is intended for those who have either suffered severe memory loss due to a failed memory chipset, or for alien races that wish to learn more about humanity's recent history.

The Late 21st Century

Over 200 years have passed since Humanity was forced to take to the stars after a massive cataclysm.

In the late 21st Century, Mankind had come to the conclusion that there was no way to fix Earth, and they had to take the stars. An incredible amount of resources were poured into terraforming technology, and the end result was ARK - Arcology Relocation KILN. These were massive spaceships designed to terraform a planet with an atmosphere. The biggest hurdle was that the ships had to be built in space - there was no way to give them enough propulsion to leave our own planet.

This was overcome with The Orbital Lift, a gigantic elevator designed to transport people and goods to the space station that would serve as the starting point of the ARKs.

Within a decade, Humanity had completed the biggest engineering challenge that the species had ever embarked upon. Three ARKs were built, and were ready to launch. The decade leading up to the creation of the ARKs had been a rocky one - various militant groups opposed the notion of inflicting the "human plague" upon other planets. As the countdown clock was started on the launch of the first ARK to Mars, the unthinkable happened.

The terrorist organization known as "Terra First" detonated one of the ARKs. The explosion not only destroyed the ship but also rained radioactive waste down upon North America. The Orbital Lift was also destroyed in the explo-

sion, collapsing it over Asia, resulting in incalculable deaths.

The results were devastating. Most of the most populated centres of North America, Asia, and South America were uninhabitable - and most of the coastal centres of the world were either underwater, or subject to massive tidal floods. Those in North America were forced to either in the far north, or deep inland. Most of the information accrued in that era was lost, but scientists located in what was known as Greenland managed to send crews to already established space stations with one way rockets - and had them link onto the existing space stations to accommodate more and more people. Eventually, the station expanded onto Earth's Moon, and was home to several million people.

With a new base of operations, the scientists had been busy saving and cataloging DNA samples of the various flora and fauna that used to exist on earth. With this information, and the experimental terraforming technology that was already in motion prior to what would be known as The Cataclysm were sent to Mars, and the terraforming process began.

The Expansion

By 2115, Mars had almost been completely terraformed. The first ARK was launched towards Mars, and arrived there a year later to a planet with a breathable atmosphere and vibrant flora. They marked the location of the first landing as Olympus, and it was the first major point of civilization for mankind of Mars - The United Terran Republic.

Once the settlements on the Moon and Mars were established, manufacturing resources could shift to near-light-speed ships typically referred to as "Planet Hoppers." With people and resources moving throughout the inner planets the survivors could consolidate their position and look to the outer worlds. Ships were sent to known stations and outposts to reestablish contact and bring supplies to the people that typically relied on Earth. To the survivors surprise many of these outposts found ways to survive without the support of old Earth. Many were thankful for the help and many began to move towards the new outposts on Mars.

With more and more refugees flooded into Olympus, the city was forced to expand and major infrastructure projects were undertaken. The Military branch of the government - the Terran Defense Concord (TDC) - undertook another operation, and that was to make sure that something like The Cataclysm never happened again. The Mars ARK was converted into a station, its manufacturing ability moved to purely Military and Research projects.

While the government was handling the logistics of an influx of billions of people, the military branch was forming policies to protect the new citizens of mars from themselves as well as external threats. Organized crime and Pre-Cataclysm outposts threatened the emerging nation. The TDC gained a huge advantage with the development of Hyper Light Communications and Gravity Tensor Sensors. HLC allowed the organization of solar system wide operations with millisecond timing. GTS had limited range inside of the Solar System, but a project to place relays outside of the Termination Shock. In interstellar space the GTS found evidence of large masses travelling at Hyperluminal speeds. With the assistance of CAI the TDC began development of a weapon with the sole purpose of obliterating any invader regardless of size, or defenses. The result of this project was APEX, a cannon that used two Hyperluminal masses as a massive collider. The APEX would in theory briefly create a spacetime void followed by a jet of exotic matter that would not only remove anything in the area from existence, but create a cloud of plasma in the affected area. It would be quite some time before the TDC had a chance to prove this theory.

Cognitive Artifice Initiative

With the population rising significantly each year, the Republic needed an assistant to help them process information and citizens faster and faster. It was with this rising need that the Cognitive Artifice Initiative was put into place. This was a learning computer - an artificial intelligence that was created to aid humanity and process records.

Today, the CAI is a constant companion to humanity. All computing processes access a portion of the CAI to help with the processes. Some have gone so far as to have CAI implants to help with neural work and network communications.

First Contact

In 2145, interstellar sensors began detecting objects nearer to the Solar System then had been previously detected. Within 2 years, CAI began to detect trivial net access from unknown sources. While the TDC and CAI tried to piece together what was happening, a simple message arrived from a relay at the edge of the system, directly into the inbox of the exact people that were on the Republic's First Contact Committee. The message simply stated that emissaries would arrive soon to discuss Humanity's place in the universe and a place and time for the meeting to happen.

In 2147, Humanity first met with emissaries of the species who called themselves the Shavital. Though the first encounter was tense on either side, they quickly realized that they could mutually benefit from a partnership.

By 2150, the Shavital introduced the Republic to Gate Travel - a form of space travel that involved going through a tear in time/space that would place them at the exit of a gate in another system. It would seem that life in the galaxy was rare enough that travelling via jump technology was quite arduous and required much more energy that simply passing through a Gate.

The only catch to this was that Gate Technology was owned by the Shavital entirely. They would not share the secrets to how this technology worked and what was needed to make it. If the Sol system wanted to have a gate installed to it, they would have to agree to have a Shavital space station permanently stationed in the system, and they would need to abide by the rules to pass through the gate.

This was also the first step in being accepted into the Intergalactic Council (IGC), and would change the role humanity plays in the greater galaxy and begin a new golden age for Humanity as a whole.

The Intergalactic Council

With the Sol system having a Gate installed, Humanity gained access to countless systems and species, but also access to the Concilium - a massive space station that was home to the Intergalactic Council. This station was the base of operations for all of the races in the Galaxy. It was here that humanity was introduced to the governing body of the main Council Species - the Shavital, the Bereshi'mah, the Ryunosians, the Ikedi, and the Muan-Mantha. Voting seats on the council are reserved only for species that have mastered Interstellar travel, as they are not strictly dependant on the Shavatal for travel. Many races claim to have Interstellar drives, but none have colonized systems other than their own. The Shavital and Ryunosians have laid claim to hundreds of systems, with some form of outpost in each. The Ikedi and Muan-Mantha had created sprawling colonies in 4 systems each before they left behind their own

modes of travel for the Shavatal Gates. Due to a complex body of law around colonization, membership in the Council typically precludes claiming new systems, so without having a previous claim to two or more systems it is effectively impossible to claim new territory without drawing the ire of the council.

This lumped humans into the other dozen or so "lesser members" - who could only put their support behind one of the major players. Humans were also given quarters in the Concilium, and were required to assign a unit of diplomats to bring their families and permanently move onto the station.

With this, humans were granted the opportunity to forge trade contracts with the other species, and were also given access to a vast amount of compiled knowledge. Little did they know, their introduction to the IGC would also be the cause of their first major species conflict.

The Ryunosian Advance

With Sol now possessing a voice at all Council Hearings, it was inevitable that Humanity would bring the values of their people into the fore. They quickly learned that war in the galaxy was rare - and most alien species found it abhorrent. The Republic, being largely a Military based society, were in a unique position - realizing that they possessed a great deal of knowledge when it came to conflict and tactics. This was mainly noted by the Ryunosians, whom were also a primarily militant people - and prided themselves in the many military operations they have undertaken in the five hundred years they had been part of the Intergalactic Council. Their expertise was largely weaponry, and hunting down dissident elements within their own systems. Also, the Ryunosians were an imperial race - and many of the systems they possessed were conquered, not colonized.

With Sol they saw an opportunity to expand their empire. Terrans were a young race, and their navy was no match for the might of the Ryunosian Capital Ships. They were sure that the humans, if confronted with such technology, would fold at the sight of them. They would reach out to the Shavital for help, but quickly learn that the Shavital would mire themselves in procedure and platitudes instead of taking action, even after the loss of countless human lives.

An "expeditionary" party then requested a Gate be put into the Alpha Centauri system, as the Ryunosians claimed they could mine valuable gasses from Proxima Centauri and sell them to the Muan-Mantha peoples. The council voted unanimously that they should allow this Gate to be commissioned, and the process of building the Gate was started.

By 2170, the Gate had been completed. The humans had experienced 20 years of Council politics and was becoming quite adept at learning their main export was PMC work for the Council - mainly breaking up organized crime rings and helping the Shavital guard the gates within the various systems. While this was happening, the Ryunosians were slowly jumping their way towards the Sol system with a massive colonization fleet in tow.

The fleet arrived on the system's edge in 2172. The message was clear - abandon your claim to Sol and lower your arms, and your species would be spared. The Terran Defense Concord flew into action. The capital ships were redirected to protect Olympus at all costs, and the APEX Cannon was readied.

The Republic issued one single warning to the Ryunosian fleet. It was as simple as the message that was relayed to them - Leave Sol and do not return.

The Ryunosians laughed off the warning and advanced their fleet. As predicted, The Republic reached out to the Shavital and asked them for assistance. The Shavital replied that they would protect their Gate, but were unable to get involved in Interspecies Conflict, but the Terran Republic was free to defend themselves with whatever power they could muster.

The generals took this as a clear sign that they were alone in a hostile universe, and they did the only thing left to do - they aimed the APEX Cannon.

Alarms sounded, and those occupying Olympus braced themselves. Though the gun had been tested before, it had never been fired at a live target - mainly just at passing asteroids that may have posed a threat to the planet. The countdown began, and the massive railgun was aimed for the first time in a decade.

The Ryunosian fleet continued to advance towards Mars, and watched the Terran capital ships retreat. They assumed it was because of the impressive size of their warships that caused the humans pause.

The APEX Cannon fired, and the results were as spectacular as they were horrible. As the twin rails collided at hyper-light speed within meters of the moon sized fleet carrier, the theory behind the APEX cannon was proven. In the blink of an eye, over one hundred million Ryunosian lives were snuffed out, as the galaxy looked on with equal parts awe and terror. The resultant flash could be seen in every corner of the Sol system. Even today for a few weeks, the night sky on many planets has distant iridescent glimmer of multicoloured exotic matter.

To add insult to injury, the human reconnaissance force sent to Alpha Centauri picked up an ancient human distress signal from one of the planets. The original ARK had made it this far and the crew of that ship had successfully colonized the system. Due to the primitive nature of the technology used, the Ryunosians had completely missed the settlement and moved on with their invasion. Happy to be reconnected with civilization, the Centurians immediately joined the Republic and catapulted the Human Race into the big leagues of interstellar politics.

The Terran Ascent

With the demonstration of the APEX Cannon, the reaction to humanity was remarkably different. The Republic was infuriated that the Shavital would not step in to help resist the invasion of Sol. The Shavital explained to the Terran Republic that it was forbidden to get involved in interspecies conflict, as typically involving themselves would cause a great divide in the Council. Every member's species was expected to be able to properly defend their systems if they wanted to lay claim to them.

The Bareshi'mah were quite thrilled with the display of might that the humans had displayed, and many other species were also quite impressed - all except the Ryunosians, who began lobbying for the removal of Sol from the IGC and charged with war crimes. This was largely laughed off by the other council members, and for their valiant stand against the Ryunosian Empire, the Shavital did something that they had only ever done once before, granted the Republic construction rights on Concilium.

The Modern Day

The current year is 2218, and The Republic has expanded over the galaxy. Though the seat of The Terran Republic is Sol, there are humans spread throughout the different systems. The Capital City of The Republic is Olympus, located on Mars. It is a giant, sprawling metropolis that covers half of the planet. The main city, which is roughly 15,000 square kilometers, is a thriving metropolis. Outside of that area is outside of the Walls - and are mainly considered slums - where the interior thrives, the exterior is a cesspool of crime and villainy.

Callisto, Venus, and the Moon are the remaining planet based settlements in the Sol System. Callisto is a vast network of sprawling habitation structures. Rich mineral deposits nearby have made for grand shipyards and manufacturing facilities. The majority of non-military ships in the Republic come from the various shipyards around Callisto. The floating cities of Venus are one of the more popular tourist attractions for alien species, as well as having one of the most extensive research facilities for the TDC. The Moon contains the only shuttle service to Earth, the primary tourist destination for Humans. The primary purpose of the lunar base is the support infrastructure and primary processing core of CAI. The AI requires few humans to support it but has put in place a set of manufacturing and support facilities to ensure its continued operation and upgrades.

Outside of these few population centres, there are space stations scattered throughout the various moons on the system. Unlike the Space Stations of old, these are huge structures that have their own gravity, oxygen, and have simulated weather. One could be living on a space station their entire life, and never know the difference between living on a planet or being a Stationer.

Earth, the cradle of humanity, was almost irrevocably destroyed during The Cataclysm. If it weren't for efforts by The Terran Republic, it would be completely uninhabitable. Earth is now an almost pristine and lush planet. It is largely visited by research groups and anthropologists, environmentalists,and Republic Citizens lucky enough to secure holiday time there. A few highly controlled settlements remain on Earth for research and vacationing. Materials coming into and out of Earth are strictly controlled to minimize impact.
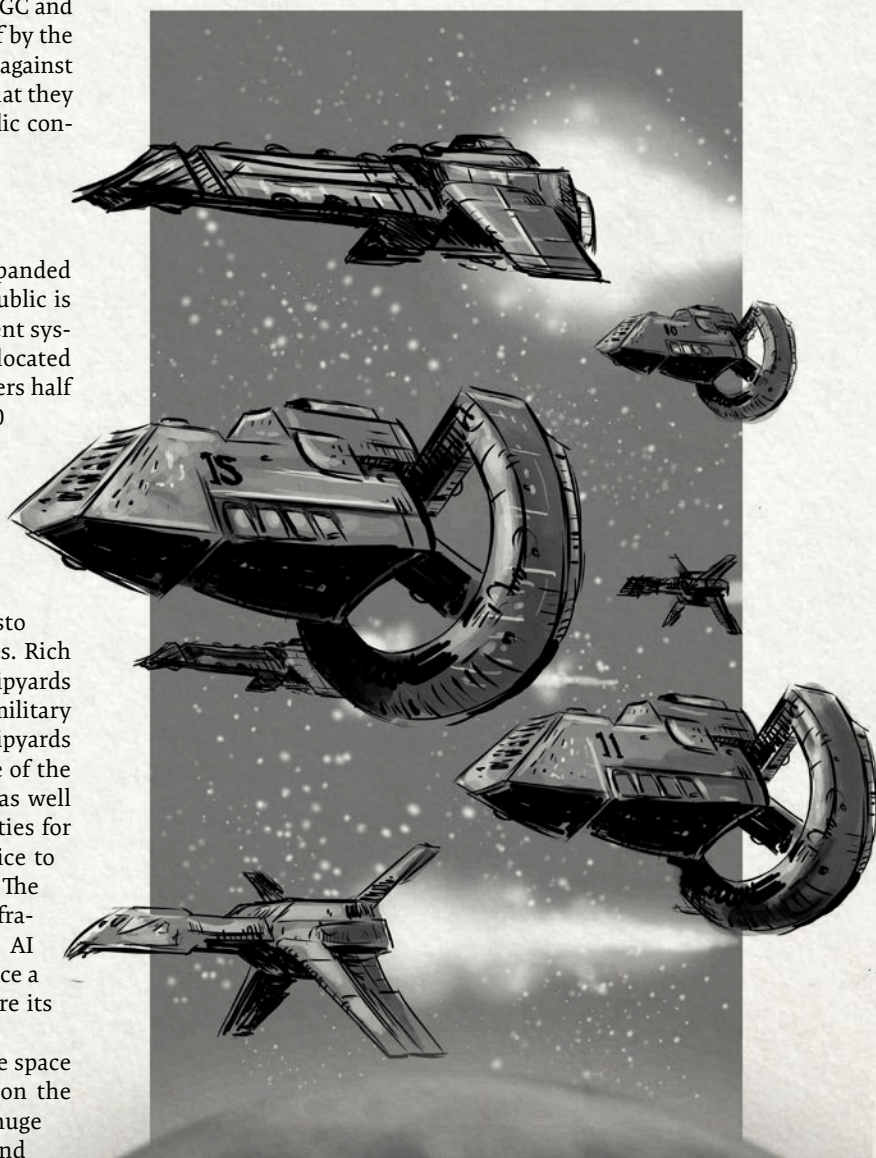
The Greater Universe

The universe is a big place. There are thousands of inhabited planets, and hundreds of different intelligent life forms that call them their home. The Intergalactic Council recognizes all species that have achieved space travel and have colonized more than one planet in their system. It is then that they feel that the species in question has achieved enough to be significantly impacted by the decisions made by the IGC, and can competently contribute to the ongoing matters involving the species in the known universe.

The two most powerful species in the Intergalactic Council are The Shavital Collective and The Ryunosian Empire. Following those two species are a vast variety of systems that have more than one system - notably the Bareshi'mah Republic, The Ikedi Ecclesiasty, and The Aetheri Commonwealth.

There are many other species that only own their own system, and though they are encountered within the Concilium, they are rarely found outside of that.

The Ryunosian Agenda: The Ryunosian Empire has a long and proud tradition of conquering species and systems that cannot defend against their awesome military onslaughts and swear allegiance to The Empire instead of joining the Intergalactic Council. Other species have seen the wisdom of the Ryunosians, and instead pass their legislative power onto them instead of simply owning a single seat within the Concilium. The Ryunosians are also well known for their alliances with creatures within the galaxy that would not be given a seat due to their horrendous nature or crimes they commit against their own people as well as the people of other systems. There is very little a Ryunosian citizen will not do for power, or to impress those who could grant them a higher rank within their militaristic society.

The Terran Republic

The Terran Republic is a relatively young species when it comes to interstellar travel. Their planet became uninhabitable in the late 21st century, and were forced to flee to their satellite moon. Once they regrouped, they used terraforming technology to inhabit their neighbouring planets.

Physiology

Terrans are a diverse bunch, though typically they are about 1.7 meters in height and weigh roughly 70 kilograms. This can vary greatly though - typically up to a meter and 30 kilograms in either direction. Humans are sexually dimorphic, with females being identifiable from the males - usually being smaller, slighter, and possessing wider hips and two mammary glands located on the chest. Their skin possesses a varying degrees of melanin - manifesting itself with almost white to a dark brown colour pattern. The protein follicles that grow from the head and genitals of humans also contains melanin, and can be anywhere from white to the darkest black, though most commonly it is brown, yellow, or red. Some degree of dimorphism is found in the eye as well, resulting in any combination of green, grey, blue, or brown eyes.

Terrans possess five fingers and five toes, and two arms and two legs. They are warm blooded mammals, and thus have a great deal of adaptability when it comes to their environment. Terrans evolved from a species known as Homo Sapiens, or Humans as they are collectively known. They are apex predators originating from Earth, and maintain many of the traits found in predatory creatures throughout the galaxy. They possess sharp canines, and though they are omnivores, many of them show a greater preference for cooked meat. A fraction of the population identify as strict herbivores, but typically use dietary supplements to maintain optimum health.

As apex predators, they are incredibly tough and strong. Their bodies are designed to withstand punishment, and it is no secret that they are feared throughout the galaxy as one of the most violent species belonging to the Concilium.

Government

The Terran Republic is an Artificial-Intelligence Guided Meritocracy. Humanity has bases and a few terraformed planets throughout the Sol system, though all governance comes from Olympus and Olympus station, both through the Terran Republic and the Terran Defense Concord.

Outside of the actual government are the Mega-Corps. These Corporations employ millions of people throughout the system and even in other systems as well. Though owned by humans, and they pay taxes to the Terran Republic, they employ members of other systems as well. The legal arm of Terra only stretches so far, so corporations are expected to supply their own law enforcement within corporate housing and in their sanctioned territories.

The last form of governance in the Sol system are the various organized crime lords and syndicates that operate outside of the controlled areas of the TDC and the Mega-Corps. The crime syndicates operate in the lesser patrolled areas, and typically provide protection… for a price.

Relations

The primary allies of Humanity are the Shavital. They have been the long-time friends of humans, and have supported their advance within the Concilium. By proxy, humans have close ties to the Bareshi'mah, who are also allies of the Shavital, though they have mixed feelings about how close their longtime allies have become with this new, young species.

The Ikedi and the Aetheri are on neutral terms with The Terran Republic. They don't feel any particular allegiance to them, but do not currently have any hostile operations against The Terran Republic.

The Ryunosian Empire and their allies are all enemies of The Terran Republic, and are constantly looking at ways of undermining humanity. Though they have never declared open war against one another, but border skirmishes and covert operations against one another are common place.

The Shavital Collective

An ancient race known as the Shavital are the most prolific space travellers in all of the known universe. They have been travelling the stars and colonizing planets while humans were still cowering from crosses and exploring their own homeworld. Though the Shavital are very cryptic when relaying portions of their past, it has been gleaned that after they conquered their own system, they developed Gate Technology to discover other systems in the galaxy and began mapping it out. To do this, they developed probes and they sent them in all directions. These probes mapped the galaxy as they shot through it, putting together remarkably

detailed images of what they were finding back to the Shavital's home system of Kur. When the Shavital found something of interest, they would stop the probe and deploy a temporary gate, which they could travel through and investigate the anomaly further.

It was through this investigation that the Shavital found the Concilium - a huge space station that was built by some long forgotten space-faring species. Being an industrious people, they quickly colonized it and reverse-engineered the technology. It was here that they based their space-faring expeditions and pushed it even further, discovering the Bareshi'mah and the Ikedi.

The Shavital are a cautious species, avoiding conflict whenever possible. Though there is a criminal element within the Shavital people, they are largely earnest in their dealings, which primarily involves research and integrating new species into the Intergalactic Council. The most common way of doing this is finding out whatever they can about the species they are encountering, meeting them on their own terms and offering to build a Gate for them, and show them how to use it. It is during this time that the Shavital governing body assesses the species and decides whether or not to extend an invitation to join the IGC. If the are found worthy, the Gate works, and the first location it will take them is to the Concilium where they can be evaluated by the other members. After a vote, it is determined if they can join the Council and gain a seat within it. If they are too dangerous, too unpredictable, or have unscrupulous practices, they sabotage the Gate so it doesn't work and mysteriously disappear as they appeared in the first place, leaving the species to their own devices.

Physiology

The average Shavital stands roughly 1.5 meters tall and weighs about 55 kilograms. There is little sexual dimorphism between the two sexes, though females do possess a few distinct characteristics that differentiate them immediately from the males, mainly being protein filaments that grow on their head. The females also possess to mammary glands located on their chest, but they are not distinct enough to appear outside of child rearing.

The skin of a Shavital is a light blue gray to a dark blue. They have two large black eyes, and a nasal slit running vertically between their eyes. Their mouth is small, and they possess small flat teeth. The large head of the Shavital is mainly a highly sensitive nasal cavity that they use to communicate via scent. It is because of this large nasal cavity that they are quite protective of their face, as a strong blow has the potential to collapse the nasal cavity and cause damage to their brains.

They are bipedal, and possess two arms and two legs. They have three fingers and a thumb on either hand, and four toes.

Government

The Shavital Collective is a Representative Democracy. All Shavital have a say in their society, and all who wish to participate can do so by electing officials to certain positions. There are three aspects of the Shavital Collective - Infrastructure, Military, and Exploration. These three parts of their government act independently and are expected to be self sufficient - the Infrastructure portion of the Collective is expected to generate its own resources to take care of the members of a particular colony, and the military is expected to create its own weapons of war and feed the troops.

Since the Collective is so wide spread over the universe, it is expected that each Shavital will check in and follow important issues, and vote remotely on particular situations that come up as required.

> **Shavital Criminals:** Though it is very rare, there is a syndicate of Shavital criminals that specialize in manipulating the votes in the Intergalactic Council. They do not typically resort to violence, but are quite good at exposing secrets and using blackmail to get what they need.

Relations

The Shavital are well loved by most races belonging to the Concilium, as many of them there were sponsored originally by the Shavital during their beginning years of space-faring. Closest to them are Humans, Bareshi'mah, Ikedi, and the Aetheri - though that is not a complete list of of those whom they could call upon in times of need.

> **Shavital Shadow Collective:** One major part of the Shavital Military revolves around the Shadow Collective - a mysterious group that recruits Military Specialists from other Concilium members to organize precision strikes against their enemies.

Their most dire of foes lies within the Ryunosian Empire. For hundreds of years the Shavital and the Ryunosians have met head to head in the Concilium, in the reaches of space, and even in full on fighting over frontier planets. Though they hide it well and are quite a political race, everything they do is to undermine the Ryunosian Empire, and the favour is often returned in Shavital blood.

> **Shavital Battlesuits:** The Shavital, though with lifespans that far out measure that of humans value life above all else. They do not take its expenditure lightly. With that being said, when engaging in full scale war where their person is in dire need of protection, the Shavital have developed battlesuits to enclose themselves in. Standing over 4 meters tall, they are armed to the teeth with the most high tech weaponry available, and are bristling with sensors.
>
> More recently, Shavital have been undertaking military training alongside Humans and some enterprising Bareshi'mah. These Shavital are more lightly armoured than their battlesuit-clad kin, and instead use tactics and skill over the defense offered by power weapons and sensors.

The Bareshi'mah Republic

The world of origin of the Bareshi'mah is a lush, jungle planet that was home to a variety of sentient species, notably the genetically similar Bareshi'kar, and the reptilian Korekt. The Bareshi'mah are a strange mutation of the Bareshi'kar, who developed after a strange disease killed off all of the females of their species. The Bereshi'mah were a genetic variant that could produce offspring without the egg of a viable Bareshi'kar female, and could in fact produce children with any creature that produced eggs or had a viable womb. Unfortunately, due to the sheer size of Baresh offspring, the result was inevitably fatal for the female host.

The Korekt were the first to be victimized by this horrible new evolution. At first, it was done rarely - the raids on Korekt settlements were rare and viewed as necessary to the survival of the Baresh species. It wasn't long before the Korekt waged complete and total war on the Baresh, but unlike the Baresh, they were not nearly as physically powerful or technologically advanced, and they were quickly defeated.

Slaves to their biology, they defeated Korekt were put into breeding camps to produce more viable females for the continued survival of the Baresh species. It was during this portion of history that the Bareshi'mah encountered the Shavital. Unlike most species that the Shavital encounters, the Baresh had not achieved space travel, or even made significant scientific advancement. The Bareshi'kar had achieved far more technologically - mainly long distance communication and antibiotics. Unfortunately, that technology died out with their species.

The Shavital were drawn to the planet from a distress signal initiated by the Bareshi'kar. Upon arriving, they saw what
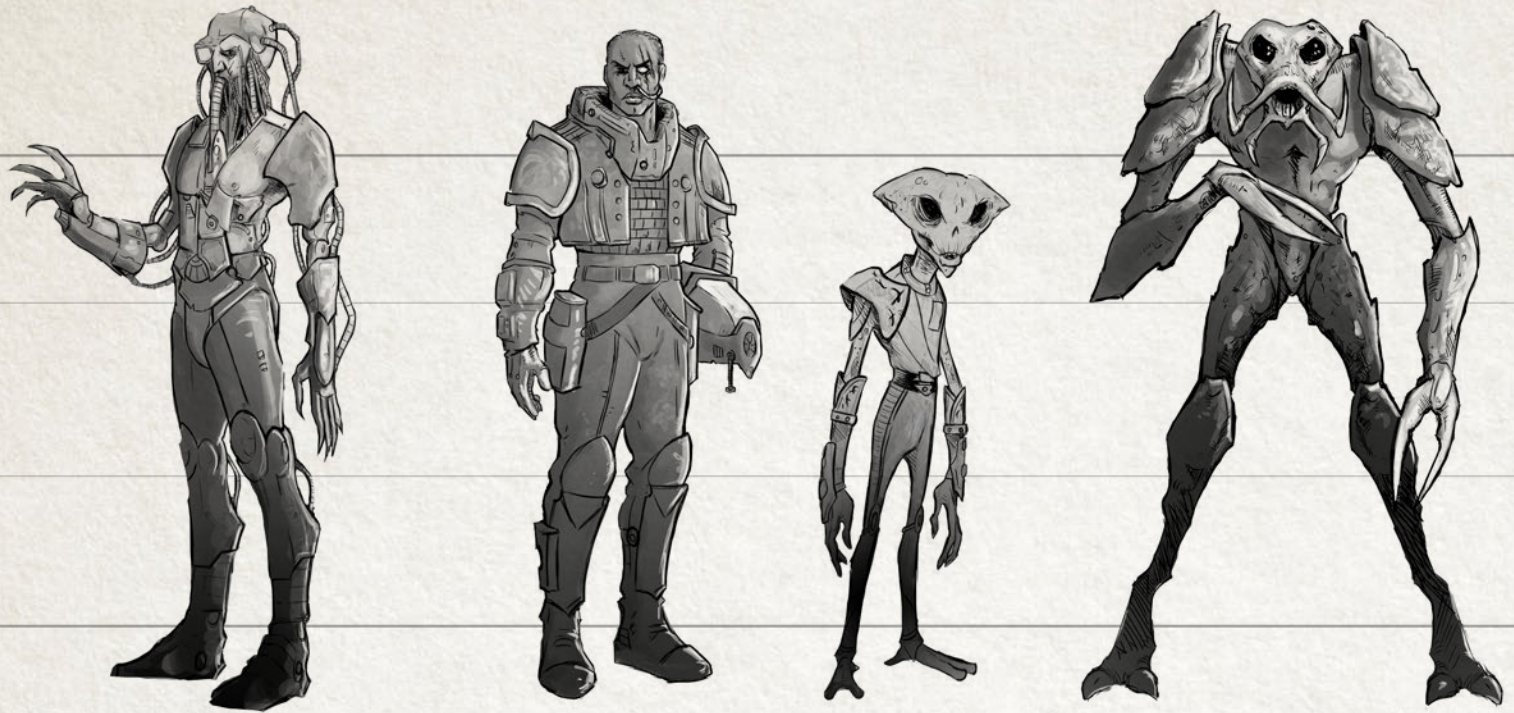
was happening and met with the Bareshi'mah, not realizing they were two separate species. The Bareshi'mah told them about their circumstances.

Artificial reproduction was a simple matter for the Shavital. They agreed to help the Bareshi'mah if they promised to release the Korekt from their internment. They would leave the planet and return shortly with a portable lab where they could develop a base of operations for the Baresh to advance them scientifically by centuries. In exchange for this, the Shavital wanted a vassal race they could elevate to the Concilium that could aid them in the current struggle against the Ryunosian Empire. The Bareshi'mah agreed, and word was sent to the Shavital intelligence ship located on the edge of the system.

The Shavital left, and as they made arrangements to do this, a war broke out between the Shavital Collective and the Ryunosian Empire. This war was particularly brutal and lasted a decade, and was fought until both sides had sustained more losses than they were comfortable with, and issued a treaty to cease fire.

While this was happening, the Korekt on Barhem (the homeworld of these two species) took revenge on the Bareshi'mah for their internment, and waged a war of their own on the species. By the time the Shavital returned to Barhem, the entire Korekt race had been wiped out - either through violence or breeding. The Shavital felt a deep loss over what had happened, and have since taken the Bareshi'mah species under their wing, elevating their technological capabilities and giving them the ability to travel the stars.

Physiology

The Bareshi'mah are one of the largest sentient species in the galaxy. Standing roughly 2.5 meters tall, and weighing upwards of 400 kg - they are as powerful and fearsome in appearance. They have a variety of skin tones, ranging from dark grey, blue or red, and are covered in a grey, black, or brown shaggy coat of fur. They do not have any sexual dimorphism as all Bareshi'mah are decidedly male - the females of the species died off a long time ago.

The Bareshi'mah facial features are large and brutish, with small black eyes, a broad jaw full of large teeth, and two large nostrils that dominate most of their face. It's not uncommon for Bareshi'mah to allow their fur to grow on their face as well, usually on their chin.

Like most mammalian species, the Bareshi'mah have distinct arms and a distinct set of legs, though their arms terminate in a hand possessing only two fingers and a thumb. Their feet are large, broad, and have two toes.

Relations

The Bareshi'mah are a very private species. Of their allies, they only one they truly are loyal to are the Shavital Collective. Outside of that, their relations are neutral with the other species of the Concilium, outside of the Ryunosian Empire, who they oppose at every turn.

The Aetheri Commonwealth

Not all of the species in the universe are vicious or huge. There are some who reached the stars early in their species development, and encountered the Shavital entirely by chance. The Aetheri developed on a microplanet - a lush and mostly water-covered rock no more than 2,000 km in diameter. Outside of the Aetheri, most creatures on the planet were aquatic based, or insects.

Aetheri are very technically apt, and learned to work together early in their development to synthesize antibiotics and medicine. Eventually they took this a step further, and little by little, they completely sterilized their homeworld. This was well enough when they were on their own planet, but soon their population began to outgrow their little place in the universe and were forced to the stars.

Coming from a sterile world was a significant disadvantage when trying to colonize other planets. It wasn't long before each Aetheri colony soon fell to sickness, and because of their early intake of antibiotics, it made them very resistant to further attempts to target the diseases that affected their people.

This led to the discovery of the Symbiont - a synthetic biological body that would protect the Aetheri from all sorts of potential illness on other planets. In addition to this, they grew the symbionts to be much larger than themselves - as they soon discovered exactly how small they were in relation to the other species of the galaxy.

The first Symbiont suits were quite strange looking. Grown in vats, they used their own DNA mixed with the DNA of some larger alien creatures found on other planets. They were functional though, and it was then that the Shavital found the Aetheri and quickly forged a relationship with them. With the help of the Shavital, they perfected the Symbiont suits to resemble a humanoid that wasn't so weird and uncomfortable to look upon.

Aside from the Shavital and the Ryunosian Empire, the Aethari Commonwealth are the most powerful and oldest members of the Concilium.

Physiology

The Aetheri are quite diminutive - roughly standing only a half a meter tall and weighing only about 15 kilograms. There is absolutely no difference between the males and females of the species, though they do identify as two separate genders, and often manifest this in their Symbiont.

The Aetheri are amphibians, living the first stage of their life in water. After eight years, the Aetheri develop enough that they can leave the water and live on land, though they can only live outside of water for a limited amount of time.

Aetheri have soft, damp skin and are usually green, red, or yellow pigmentation, with fish-like red eyes. Their skin is often patterned with white, and these patterns can change during their life cycle. Aetheri have small teeth designed for gripping their food, which mainly consists of insects. They usually eschew clothing when outside of their Symbionts, and have two legs and two arms, with four fingers and a thumb on their hands and four toes. Though the Aetheri cannot breathe water, they can hold their breath for an exceptional period of time.

The Aetheri Symbiont is the pinnacle of their medical technology. These symbionts can be made to resemble any species they want, the most common suits resemble something between a Human and a Ryunosian. The suit is grown from live tissue, and has neural receptors in the chest cavity. The Aetheri enters the suit in the stomach cavity and sits within the body, and connects to the suit via neural receptors that allow the Aetheri to operate the suit as if it was their own body. It is due to the porous skin of the Aetheri that they can absorb nutrients from the suit when it consumes food or drinks fluid - in fact, there is little reason for the Aetheri to leave the suit for their entire lives, and many don't - only abandoning it if it is so damaged that it no longer can function. An Aetheri without a suit is very vulnerable - not only because of their small size, but the fact that they typically suffer from severe muscle atrophy due to an extended period of time in the Symbiont itself.

Government

The Aetheri were once a tribal people, which were easily identified by their colour patterns. As they stopped battling each other for territory, they formed alliances through mating, and started to mill out enemy tribes by outbreeding them. Eventually this lead to leaders within each tribe swearing fealty to the largest tribe - and this became known as the Commonwealth. Though very few Aetheri still reside on Aether (the planet of origin), they still feel the tug of loyalty to the tribes they once hailed from.

Relations

One of the most congenial and inquisitive species, they have no bad relations with any of the other Concilium members. They trust the Shavital implicitly, and have an unwavering curiosity in Terrans and Bareshi'Mah. The Ikedi and Aetheri have a common bond of being both outsiders as most of the Council member species are mammals.

The Aetheri have a cautious relationship with the Ryunosian Empire. Though they disagree with almost every one of their policies, they do have a curiosity in how they maintain a hold on the various vassal races and keep them from joining the Concilium themselves. As they are strictly a non-militant species, they are also fascinated by the concept of their war culture - though they are well known for their special operatives that conduct exercises in the field with deadly efficiency.

The Ikedi Ecclesiasty

The strangest of the Concilium species must be the Ikedi Ecclesiasty - an insectoid species that are devoutly religious and strangely capable technologists.

The Ikedi were born into space-travel. Their species spawned on Galbrix, a world that was soon a planet covered within a giant hive. These creatures burrowed through it completely, mining it completely of resources before learning how to launch eggs with an evolved terraforming technology, launching nests through space towards other planets that they wished to inhabit. It wasn't long before the Galbrix system was completely colonized, and the Ikedi looked to other systems to colonize.

The nest-ships would land on a suitable planet and would be inscribed with a pheromone based text that told the newly born Ikedi of their purpose and their homeworld, and how to go about populating their new home. This means that every Ikedi that is hatched learns of their glorious purpose in the universe, and is indoctrinated from birth with the word of the Ikedi elders.

The Ryunosians were the first to find the Ikedi, and mistook them for a non-sentient pest. They immediately began exterminating their nests, and were surprised when they met with resistance far more than they would from a simple insectoid species. The Ikedi's technology was completely biological, and they had grown frigates, capital ships, and even fighters that they could fly through space to defend themselves from hostile invasion from other species. These hive ships were more than a match for the Ryunosians, and needed to regroup to configure a real battle-plan rather than a simple extermination force.

It was this battle that drew the attention of the Shavital and the rest of the Concilium, who intervened and approached the Ikedi with a message of peace. The Ikedi were quite excited to receive it, and the intervention of the Concilium ensured that the Ryunosians backed away from the conflict.

It was quite apparent to the rest of the species belonging to the Intergalactic Council that the Ikedi were more than an acceptable species to belong to their order, despite their unconventional way of colonization and space travel. It wasn't the only unconventional thing about the Ikedi - they were simply a strange lot. They believed that their mission was to colonize the universe, and once this goal was achieved, they would be transcended by the Ancient Ones, a group of gods that watched over them and were awaiting their approval. It is speculated that perhaps that the Ikedi are biological constructs that were once created by another species that has long died out, leaving them to their own devices for centuries. The result was an entire species of religious fanatics whose main goal was to continue building and expanding until there was nothing left to build or expand upon.

Despite their religious ferocity, they are individual thinkers. They do not have a hive-mind, but simply a simple want to work together for a common goal.

Physiology

The Ikedi are quite strange in appearance. They are remarkably tall, roughly 2.2 meters in height and weigh about 180 kilograms. They are insectoid, and they possess six limbs - two legs, two main arms, and two smaller arms that fold up to their chests. Their main arms terminate in two claw-like fingers and a thumb, and these are the hands they primarily use. The two smaller limbs possess nine fingers and a thumb, and are used for more delicate tasks, such as eating, or manipulating controls. They are fastidious in cleaning their smaller hands, and are obsessed with keeping them free of dirt and grit.

Their faces are chitinous, and have a number of small mandibles under a cloak of eight tentacles. These tentacles are used for grappling with live food, and also are used for emoting as a portion of the Ikedi language is based around signalling with these tentacles. Their large eyes are yellow, red or green. All Ikedi have long antennae that terminate from their foreheads, and hang forward above their eyes.

The colouration of the Ikedi varies widely, from brown and black, iridescent yellow, red, blue and green. Albinism is common in the Ikedi, though they show no signs of discomfort when being exposed to light. Albinos are revered by the other Ikedi, as they see it as a sign of luck.

One of the more disgusting traits of the Ikedi is their tendency to "ink" if they are nervous or surprised. This black substance is ejected from a gland located in their mouth, and smells atrocious. It is obviously an evolved defense mechanism, and it works well, as many species cannot tolerate the sight or smell of the substance.

The Ikedi have a remarkable ability to regenerate wounds. If they are wounded, they heal within a matter of hours. If they lose a limb, it won't take long before they can grow it back. Often if a limb is damaged, they will voluntarily remove it to avoid it healing improperly that may impede its ability.

Ikedi Style: The Ikedi are a very strange species, but one of the things that makes them weirder than most is their lack of understanding in terms of style. They have no concept of gender norms, and cloth themselves in almost anything they can find. It isn't uncommon for an Ikedi to wrap a bra on their head if their ears are cold, or to wear an old sock on their hand to protect it from a warm surface. They often adorn themselves with random knick-knacks that they find interesting, and don't particularly care how others view them, making for some interesting choices when it comes to fashion.

Government

The Ikedi government is a strange religious structure where every member knows their duty without answering to another. This does create a bit of chaos, but somehow it always seems to work out for the individual. They have very little understanding of the concept of ownership, though have learned that other species pride themselves on their possessions. They do not understand currency - often being tricked into parting with very valuable objects for far less than they are worth.

They are an incredibly generous people who always have a need to help their friends, and those who are kind to them. A trait which has kept this species prosperous for thousands of years. Longer, some speculate, than possibly any other known creature in the galaxy.

Relations

The Ikedi are a species that is barely tolerated by the other species. The biggest reason for this is because they are extremely alien in comparison to the other species that belong to the Concilium. They are largely either unaware of the feelings of the Concilium or they simply don't care. They treat all species the same regardless of which system they hail from, and don't really have a preference on whom they have dealings with.

The Ryunosian Empire

The ancient and war-like Ryunosian Empire has celebrated a millennia of conquering the stars. Their home planet of Ryunosa was once a melting pot of diversity, where dozens of different Ryunosian sub-species lived in peace. It wasn't until a massive war changed that, and a genocide was carried out by one of the subspecies - Ryunosia-Alpha. This horrible act brought about a new age of unopposed power and unity to the planet, which found themselves spacebound within a century of this unification.

The Ryunosian Empire moved through the galaxy like wildfire. Each planet they found that was inhabited, they wrought terrible destruction. They demanded fealty, and became vassals of the Empire, which the sole purpose was to serve the Empire in any way they deemed necessary. Most notably, it was pressed into military service, or forced to construct ships for the Imperial Fleet.

The first resistance that the Ryunosian Empire ever encountered throughout their run of the galaxy was when they first encountered the Shavital. It was during a routine invasion of an inhabited system when the Shavital made contact with them, telling them of their mission of peace and unity, and an Intergalactic Council. The Ryunosians aggressively attacked the Shavital exploratory fleet, and

made quick work of them - as the Shavital were unprepared for an assault. The Ryunosian routed the Shavital from the system, but only temporarily.

The Shavital returned with their fleet in tow. The Ryunosians were unprepared for the Shavital response so quickly, and were overwhelmed and captured. The Ryunosians had been using advanced jump technology to bounce across the galaxy, and were unfamiliar with the Shavital Gates. Since the Shavital had already deployed a Gate within the system, they were able to regroup quickly and launch a counter attack.

The invasion was being led by a high ranking Admirals in the Ryunosian Navy, and they were summarily interrogated. Through some careful negotiations and political maneuvering, The Ryunosian Empire was persuaded to join the Intergalactic Council, given that they owned a great many systems and would hold a great deal of sway. In addition to this, they also saw the power of the Shavital Gates, and wanted that technology for themselves.

Physiology

The Ryunosians are actually very similar in appearance to humans. They stand roughly 1.8 meters tall, and weigh around 70 kilograms. They are physically very lean and possess a powerful frame. They are quite pale - the homeworld of Ryunosa is heated by a star that does not produce a traditional spectrum of light, and thus the Ryunosian body possesses no pigmentation. Also, as a result, Ryunosians do not function well in full spectrum light, requiring eye protection to see properly.

The Ryunosian facial structure includes two eyes, a nose, and a mouth, as well as two elongated ears that terminate in a point. Ryunosian hair is black or white, but there is no deviation outside of that. Ryunosian eyes are always crimson or gold, and their teeth are small and sharp, though aren't necessarily pointed outside of their canines.

Unlike other species, their blood is cobalt blue, which gives their skin a bluish hue under certain lights. This can be quite unnerving to some species, who feel they have a deathly pallor to them.

Government

The Ryunosians live under imperial rule. Their homeworld of Ryunosia is the home of the Empire, and is currently ruled by Emperor Enix Theisallas XXIV, the 23rd of his line to rule all systems controlled by the Ryunosian Empire. There are a great many titles and noble lines beneath the Emperor, as well as vassal races that have their own nobility that report to the representative within the Empire.

The Ryunosian Empire still participates in the democracy that is the Concilium, but they do not respect it the way other species do. Where most members of the Intergalac-

tic Council respect the results of a parliamentary vote, the Ryunosian mentality is to agree with it at face value, and undermine it if necessary. Though there are punishments for doing so, they often put their faith into PMC groups consisting of vassal races to do their dirty work.

Relations

The Ryunosians do not have positive relations with any of the major races of the Intergalactic Council, and have openly battled against most of them on the field. With that being said, they are still powerful enough that they command the respect of most of the council races, though many secretly hope for the fall of their Empire.

The Ryunosian Empire does keep council with many species that do not meet the criteria for advancement to the Concilium - mainly because they are too dangerous or two savage to be contained within civilized society. It is these vassal races that the Ryunosians mainly hold their own council with, and decide on the actions they are going to take, regardless of the decision by the Concilium.

The Kiseichuhtio Commune

Not much is known about the Kiseichuhtio virus that has spread throughout the stars, from planet to planet, since the Shavital began their expansion. It is an intelligent virus that seems to have an agenda - spreading, reproducing, and infecting new species to help mutate their genetic code.

Physiology

The Kiseichuhtio do not have a standard physiology, as they are an intelligent virus that is invisible to the naked eye. Once a host has been infected with the Kiseichuhtio virus, regardless of species, they start to display signs - though there are some variants depending on the species infected. One common element of the infection is the discharge of black fluid from all of the orifices of the specimen. This is a reaction the virus has with any biological life form. Once the virus takes root, the optic nerves of the host also reacts, forcing the host's eyes to often move independently of one another, constantly twitching and drawing in information. As the Kiseichuhtio have a limited hive-mind, they share information within a limited area with one another - making them quite dangerous when found in groups.

All species show signs of infection, though those signs can vary from species to species, or even on the strain of the virus that has caused the infection. Where as some are simply shambling soldiers, others are covered in cysts and sores or have even for even more extreme mutations.

Government

There is no formal Kiseichuhtio society. They have a hivemind, and are all in constant communication with one another - though their kind does have a hierarchy. The lowest caste are the slaves - those base soldiers that simply have no other function that to protect their superiors. Above the slaves are the "recruiters" - a virulent strain of the virus that are tasked with infecting others. Builders, operatives, and royal guard are more specialized mutations of the virus, fulfilling a specific role within the caste system. Lastly, leading the viral commune are the Hive Queens, near perfect manifestations of the virus - merging the host with the virus asymptomatically. The cycle is always the same - infiltration, infection, and infestation before moving onto another population center. The only thing that stops the Kiseichuhtio virus is purging those that are infected.

Relations

All species within the galaxy do not have positive relations with the Kiseichuhtio - as the only goal the virus has is to spread itself and propagate. Any living beingfound within the company of this virulent species has already been infected.

The Lesser Universe

There are hundreds of less notable species in the universe, many of which don't belong to the Intergalactic Council. Some of them only own a single system, or act on their own. Others have allied themselves with another form of government that doesn't act within the Intergalactic Council, or have allied with other species and allow their interests to be represented through their membership. The Ryunosian Empire is well noted for this method of governance, where they allow a species to act under their rule and represent the best interests of their system within the Concilium.

The Kthuud'ul Hive

Located in a remote system, the Kthuud'ul are an insectoid species that work alongside the Ryunosian Empire as foot soldiers and clandestine operators. They have a remarkable appetite for violence and their loyalty is unquestionable.

They are a large creatures, standing roughly 2 meters tall and weigh 100 kilograms. Their carapace is usually black, red or yellow and covered in tiny filaments that act as sensory organs. They are bipedal, with six limbs - two powerful and clawed legs, a set of primary arms that terminate in remarkably dexterous fingers, and a pair of smaller arms that are mainly vestigial, though they can use them to grasp objects if needed. Some have noted that the Kthuud'ul bear a remarkable similarity to the Ikedi, but where the Ikedi are largely a benign species, the Kthuud'ul are capricious and cruel.

The Mytchlan Tribes

There are a lot of terrible and horrific creatures in the universe, but none are more despised than the Mytchlan. They are highly intelligent parasites, nearly half a meter in length and weighing only about 10 kilograms. They are opportunistic predators, who have developed a strange ability to attach themselves to the nervous system of a creature whom they latch themselves.

The most common method of achieving possession of a host is to crawl in through the largest orifice available to them. Typically in humanoids, this is through the mouth, though they can achieve this through any orifice big enough to accommodate them - but they can squeeze themselves down to the diameter of 10 centimeters if there is a need. Once they are inside the host, they connect to their nervous system, gaining control of their motor functions, and their ability to speak. In addition to this, Mytchlan have evolved a defense mechanism where they can spray a highly corrosive acid, much to the chagrin of their host, who will burn horrifically if they do so while inside of their host.

The only species known to associate with the Mytchlan are the Ryunosians, and they do so cautiously. They can be a strong ally, but they are deceitful and unpredictable, and do not have a strong sense of loyalty.

The Daergh Covenant

Foldspace is a terrifying experience for those who have to experience it. Years pass in the blink of an eye, and most are lucky enough to go into stasis prior to going through. Unfortunately, being in stasis leaves you quite vulnerable to attack by a horrifying species of creature known only as the Deargh.

Nobody has ever been recovered, but their existence is all but indisputable. The countless ships that arrived at their destination, the crew missing and the equipment all but completely stripped. Those that survive are raving mad, claiming creatures attacked them in transition.

The descriptions vary, but they are largely spindly creatures with large egg-shaped heads and cruel black eyes. It is unclear on whether they are wearing suits or not, but they are freakishly strong and fast, and most of all, clever.

If they do exist, they are a far more insidious and destructive force than any of the species known to the Intergalactic Council, whose existence should be taken with the utmost seriousness.

The Scallerien Mercantile Network

Littered across a thousand planets are the Scalleriens. They are a race of pseudo-reptilian creatures that have taken it upon themselves to salvage scrap across the galaxy and re-sell it to those who could use it.

No one really knows where they Scalleriens originated, but as far as almost any species can remember, they have been there, buying and selling goods to those who need it.

They are vaguely reptilian in appearance, with wide mouths, flat teeth and wide set black eyes. Though they are completely hairless, some implant spines on their heads for fashion reasons.

They are well known for their persistence and ability to convince others of their point of view. Because of this, they have a reputation throughout the Concilium a species to be avoided if you want to save some money but one to be sought out if you need something obscure.

Creating your own Species

The Aeon universe is a vast place filled with hundreds (if not thousands) of different alien species. Representing this in the game would be impossible, so there is a system in place where players can create their own species to use in the game. The process is simple, and detailed below.

Choose your Base Species
There are four types of base species that you can choose from - Insectoid, Humanoid, Reptilian, or Artificial. The base statistics for these species can be found listed with the rest of the statistic profiles at the end of this section.

Select Species Traits
Each species can have one trait - this is the basic function of that species on the battlefield. A species can have no more than ONE trait.

Aggressive
This species is particularly concerned with engaging the enemy on the field of battle. A species with this trait gains +1 Movement (MV) and +1 Initiative Value (IV).

Organized
This species functions in a very professional fashion on the battlefield. A species with this trait gains +1 to their Initiative Value (IV) and Willpower (WP).

Determined
A trait typically found within rebel groups or species that are fighting against all odds. A species with this trait gains +1 to their Defense (DEF) and Willpower (WP).

Methodical
A calculated and cool approach to warfare is what defines this species. A species with this trait gains +1 to their Initiative Value (IV) and Armour (ARM).

Select Species Abilities
Once the base species has been chosen along with their trait, then they get to choose ONE species abilities that applies to the model. These tend to be more specialized abilities that could vary within the species itself - unlike traits which tend to apply to the species as a whole.

Oversized
This species is quite large in comparison to other species in the galaxy. A species with the Oversized ability adds +1 to their Endurance (EN) and Damage (DAM), and is also gains the Large and in Charge perk.

Militaristic
This species is at home on the battlefield. A species with the Militaristic ability adds +1 to their Attack (ATT) and Marksmanship (MRK), and can reroll 1s if they are within 6" of another member of their species with this ability.

Reactive
Due to some biochemical reactions in the species brain, they are trained to respond to stimuli almost unconsciously. A species with the Reactive ability gains +1 to their Initiative Value (IV) and Willpower (WP), and has 1 Free Interrupt during their opponent's turn, without having to hold onto any Action Points (AP) during their turn.

Hard to Kill
Some creatures are just harder to kill than others. Species with the Hard to Kill ability gains +1 to their Armour (ARM) and Endurance (EN), and can reroll 1s when rolling their Armour (ARM) to negate wounds.

Enhanced Mobility
This species moves quite quickly, and probably evolved from a highly predatory species. A species with the Enhanced Mobility ability gains +1 to their Movement (MV) and Initiative Value (IV), and can ignore difficult terrain when moving.

And that's it. You've created your own species for play in Aeon.

Unit Profiles

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

Terrans

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Terran Mercenary (Soldier)	Regular	4	4	3	4	3	3	3	4	4	39
Terran Scout (Scout)	Regular	4	3	4	4	3	3	3	3	4	39
Terran Veteran (Veteran)	Veteran	4	4	4	4	3	4	3	4	4	53
Terran Tech (Hacker)	Veteran	4	3	3	4	3	4	3	4	4	47
Terran Operative (Operative)	Veteran	4	4	4	4	4	4	3	4	4	56
Terran Hero (Hero)	Hero	4	5	5	5	4	4	4	5	5	79
Special Abilities: True Grit											

Shavital

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Shavital Recruit (Soldier)	Regular	4	3	3	4	4	5	3	3	3	41
Shavital Marksman (Scout)	Regular	4	2	4	4	4	5	3	2	3	43
Shavital Veteran (Veteran)	Veteran	4	3	4	4	4	6	3	3	3	53
Shavital Systems Engineer (Hacker)	Veteran	4	2	3	4	4	6	3	3	3	49
Shavital Operative (Operative)	Veteran	4	3	4	4	5	6	3	3	3	56
Shavital Hero (Hero)	Hero	4	4	5	5	5	6	4	4	4	85
Special Abilities: Mind over Matter											

Bareshi'mah

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Resh Mercenary (Soldier)	Regular	5	4	2	3	3	3	5	5	6	53
Resh Hunter (Scout)	Regular	5	3	3	3	3	3	5	4	6	51
Resh Veteran (Veteran)	Veteran	5	4	3	3	3	4	5	5	6	65
Resh Hacker (Hacker)	Veteran	5	3	2	3	3	4	5	5	6	61
Resh Operative (Operative)	Veteran	5	4	3	3	4	4	5	5	6	68
Resh Hero (Hero)	Hero	5	5	4	4	4	4	6	6	7	91
Special Abilities: Tougher than Most											

Aetheri

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Aetheri Novice (Soldier)	Regular	5	3	4	4	3	4	2	4	3	41
Aetheri Assassin (Scout)	Regular	5	2	5	4	3	4	2	3	3	43
Aetheri Veteran (Veteran)	Veteran	5	3	5	4	3	5	2	4	3	55
Aetheri Biotech (Hacker)	Veteran	5	2	4	4	3	5	2	4	3	51
Aetheri Operative (Operative)	Veteran	5	3	5	4	4	5	2	4	3	58
Aetheri Hero (Hero)	Hero	5	4	6	5	4	5	3	5	4	79
Special Abilities: Biotechology											

Ikedi

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ikedi Evangelist (Soldier)	Regular	5	4	3	4	4	4	4	5	5	57
Ikedi Inquisitor (Scout)	Regular	5	3	4	4	4	4	4	4	5	57
Ikedi Veteran (Veteran)	Veteran	5	4	4	4	4	5	4	5	5	71
Ikedi Engineer (Hacker)	Veteran	5	3	3	4	4	5	4	5	5	65
Ikedi Operative (Operative)	Veteran	5	4	4	4	5	5	4	5	5	74
Ikedi Hero (Hero)	Hero	5	5	5	5	5	5	5	6	6	97
Special Abilities: Will of the Righteous											

Ryunosians

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Ryunosian Conscript (Soldier)	Regular	5	4	4	4	4	4	2	3	2	45
Ryunosian Hunter (Scout)	Regular	5	3	5	4	4	4	2	2	2	45
Ryunosian Veteran (Veteran)	Veteran	5	4	5	4	4	5	2	3	2	57
Ryunosian Hacker (Hacker)	Veteran	5	3	4	4	4	5	2	3	2	51
Ryunosian Operative (Operative)	Veteran	5	4	5	4	5	5	2	3	2	60
Ryunosian Hero (Hero)	Hero	5	5	6	5	5	5	3	4	3	79
Special Abilities: Camouflage											

Kiseichuhito

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Kiseichuhito Slave (Soldier)	Regular	4	3	3	4	3	3	3	5	4	39
Kiseichuhito Recruiter (Scout)	Regular	4	2	4	4	3	3	3	4	4	41
Kiseichuhito Royal Guard (Veteran)	Veteran	4	3	4	4	3	4	3	5	4	53
Kiseichuhtio Builder (Hacker)	Veteran	4	2	3	4	3	4	3	5	4	49
Kiseichuhito Operative (Operative)	Veteran	4	3	4	4	4	4	3	5	4	56
Kiseichuhito Hive-Queen (Hero)	Hero	4	4	5	5	4	4	4	6	5	79
Special Abilities: Hive Mind											

Insectoid

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Insectoid Soldier (Soldier)	Regular	4	3	2	4	3	2	3	4	5	42
Insectoid Scout (Scout)	Regular	4	2	3	4	3	2	3	3	5	42
Insectoid Veteran (Veteran)	Veteran	4	3	3	4	3	3	3	4	5	52
Insectoid Tech (Hacker)	Veteran	4	2	2	4	3	3	3	4	5	50
Insectoid Operative (Operative)	Veteran	4	3	3	4	4	3	4	5	55	56
Insectoid Hero (Hero)	Hero	4	4	4	5	4	3	4	5	6	76
Special Abilities: Custom Species											

Humanoid

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Humanoid Soldier (Soldier)	Regular	4	3	2	4	2	2	3	4	4	38
Humanoid Scout (Scout)	Regular	4	2	3	4	2	2	3	3	4	38
Humanoid Veteran (Veteran)	Veteran	4	3	3	4	2	4	3	4	4	51
Humanoid Tech (Hacker)	Veteran	4	2	2	4	2	4	3	4	4	49
Humanoid Operative (Operative)	Veteran	4	3	3	4	3	4	3	4	4	52
Humanoid Hero (Hero)	Hero	4	4	4	5	3	4	4	5	5	75
Special Abilities: Custom Species											

Reptilian

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Reptilian Soldier (Soldier)	Regular	5	3	2	3	3	3	5	5	6	55
Reptilian Scout (Scout)	Regular	5	2	3	3	3	3	5	4	6	55
Reptilian Veteran (Veteran)	Veteran	5	3	3	3	3	4	5	5	6	67
Reptilian Tech (Hacker)	Veteran	5	2	2	3	3	4	5	5	6	65
Reptilian Operative (Operative)	Veteran	5	3	3	3	4	4	5	5	6	70
Reptilian Hero (Hero)	Hero	5	4	4	4	4	4	6	6	7	93
Special Abilities: Custom Species											

Artificial

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
Artificial Soldier (Soldier)	Regular	4	3	2	4	2	2	4	5	4	44
Artificial Scout (Scout)	Regular	4	2	3	4	2	2	4	4	4	44
Artificial Veteran (Veteran)	Veteran	4	3	3	4	2	3	4	5	4	54
Artificial Tech (Hacker)	Veteran	4	2	2	4	2	4	4	5	4	55
Artificial Operative (Operative)	Veteran	4	3	3	4	3	4	4	5	4	58
Artificial Hero (Hero)	Hero	4	4	4	5	3	4	5	6	5	81
Special Abilities: Custom Species											

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.

Biotechnology
Aetheri Species Ability

Effect

Models with this ability can regenerate injury at a phenomenal rate. At the beginning of any activation of a model, the player must make an Endurance Test (TN 4). For each success, the model heals 1 Endurance (EN) worth of damage (up to their original Endurance value). An Incapacitated Model can also make this check with 1 Endurance (EN), but if they fail the roll, the model is removed from the table.

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.

Camouflage
Ryunosian Species Ability

Effect

Ryunosians are quite adaptable on the battlefield, thanks to their specialized armour and pigment enhancement technology. All Ryunosians gain +1 DEF against Ranged Attacks using the Marksmanship (MRK) attributed. This only applies to Ranged Attacks, and not attacks that are the result of an AOE or in Melee Combat.

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.

Hive Mind
Kiseichuhito Species Ability

Effect

All Kiseichuhito share a single consciousness, and are able to know what others within the immediate vicinity also know. All Kiseichuhito can share Action Points (AP) with one another within 12".

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.

Mind Over Matter
Shavital Species Ability

Effect

The Shavital are masters of their bodies and minds. Their will is insurmountable, and their abilities of perception are vastly alien compared to those of other species in the galaxy. Shavital can spend 1 Action Point (AP) to use their Willpower (WP) Attribute instead of any other attribute. This can be used during a player's active turn, or as a reaction to an action. This effect ends after the attribute is next used.

Networking
Tech Class Ability

Effect

Techs are always aware of other technicians on the field. A model with the Networking ability can treat every other model with this ability as a hub, and can affect other models within 12" of that hub with their PCA when hacking.

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.

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.

Tougher than Most
Bareshi'mah Species Ability

Effect

A model with this ability is a vicious opponent, and often will continue to fight, even if they are about to bleed out. 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.

True Grit
Terran Species Ability

Effect

The resilience of the Terran species 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.

Will of the Righteous
Ikedi Species Ability

Effect

The Ikedi are an interesting species that possess a drive that is impossible to comprehend by any other species. A model with this ability automatically passes any Bravery tests, and also cannot be forced to move against their will, even if faced with a Power Attack or similar sort of forced movement. Ikedi are also intensely astute technicians, and can reroll any natural 1s rolled as the result of a testing making use of their Willpower (WP) Attribute. Note that dice can only be rerolled once, and not on the Exploding Dice from a resulting Critical Success.

Equipment

Each model in Aeon 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 (Mass Driver, Narrow Amplitude Wave (NAW), or Energy), 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.

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

Melee Weapons

Each melee weapon has a profile listed on the following chart. There are five 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.

Properties

This is what kind of effects the weapon can have attached to it. A weapon can only have a single property associated with it, which in turn grants it the effect associated with that property.

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.

Melee Weapon Properties

A melee weapon can have a property attached to it to imbue it with additional effects. Below are a list of the different properties a weapon can have.

Property Name

This is the name to which the property is referred. For example, a Great Weapon with the Vibro property attached to it becomes a Vibro Great Weapon.

Cost

This is the additional cost associated with the property. The cost of this property is added to the base cost of that weapon.

Damage Type

This is the type of damage this property causes. Most properties call under the Category of "Direct", which means that it is damage caused directly to the model. This could also be "Direct AOE" or "Indirect AOE", Power, Finesse, or Other - which can be found in the description.

Description

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

Vibro Weapon

Cost: *+5*
Damage Type: *Direct*

Vibro Weapons are equipped with an edge that resonates a high-frequency vibration to rend and tear through armour and flesh.
A model equipped with a Vibro Weapon inflicts an additional +1 Damage, which is added to their profile.

Energy Weapon

Cost: *+10*
Damage Type: *Direct*

An energy weapon has a blade made completely of energy that burns and cuts its way through the target of the attack.
Models that are struck with an Energy Weapon cannot drop dice from a roll that is made to negate wound, though if the model that is targeted with this attack is equipped with a Kinetic Shield, those additional dice may be dropped to lower the Damage of the attack.

Monofiliment Weapon

Cost: *+15*
Damage Type: *Direct*

This is a weapon with a keen monofiliment edge, designed for cutting through armour and flesh alike.
A model that is struck with a monofiliment weapon cannot apply the Armour Bonus provided by their armour to the roll, and use the base amount on their profile.

Kinetic Energy Weapon

Cost: *+10*
Damage Type: *Power Attack*

A kinetic energy weapon amplifies the applied force of a weapon exponentially, inflicting a devastating wave of power.
A model struck with a kinetic energy weapon treats the attack as a Power Attack, being knocked back as many inches as successes in the attack, and then is knocked over afterwards.

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. Unlike melee weapons and armour, ranged weapons are of a standard size and are unaffected by size.

Ammo

This is what kind of effects the weapon can have attached to it.

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 attack.

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

	Cost	Ammo	Range	RoF	Damage
FAR Pistol	-	Rail	8"	2	4
NAW Pistol	5	NAW	8"	2	4
Energy Pistol	10	Energy	8"	2	4

• Pistols are one-handed ranged weapons that can be either Field Accelerated Rails, Narrow Amplitude Wave, or energy weapons. 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

	Cost	Ammo	Range	RoF	Damage
AR Marksman Rifle	10	Rail	24"	2	5
NAW Marksman Rifle	20	NAW	24"	2	5
Energy Marksman Rifle	20	Energy	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

	Cost	Ammo	Range	RoF	Damage
FAR Assault Rifle	10	Rail	16"	3	5
NAW Assault Rifle	20	NAW	16"	3	5
Energy Assault Rifle	20	Energy	16"	3	5

• An assault rifle is a rapid-fire rifle that is primarily used at a moderate range, sacrificing accuracy for rate of fire. In the 23rd century they have become the standard weapon in most of the standing military forces throughout the galaxy, replacing Marksman rifles and submachine guns for more organized militaristic roles. These weapons come in a Field Accelerated Rail format (Mass Driver), and a Narrow Amplitude Wave or Energy variant.

Sniper Rifle

	Cost	Ammo	Range	RoF	Damage
FAR Sniper Rifle	25	Rail	24"	1	7
NAW Sniper Rifle	40	NAW	24"	1	7
Energy Sniper Rifle	40	Energy	24"	1	7

- A sniper rifle is a high-precision rifle designed for long range missions, or to provide overwatch support for troops in the field. It serves to fulfill the tactical need for long range surveillance, effective anti-personnel and anti-materiel operations with a high hit probability, and can be used by military, law enforcement and civilian militias. The modern sniper rifle is a portable shoulder-fired weapon system with a choice between a Field Accelerated Rail option, or NAW and Energy variants, fitted with an advanced sighting system for extreme accuracy and assured lethality.
- 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.

Sub Machine Gun

	Cost	Ammo	Range	RoF	Damage
FAR SMG	10	Rail	8"	5	5
NAW SMG	15	NAW	8"	5	5
Energy SMG	15	Energy	8"	5	5

- A submachine gun (SMG) is an automatic carbine designed for relatively close ranges and portability. Submachine guns have been largely replaced by assault rifles, which have a greater effective range and are capable of penetrating the helmets and body armor used by most military grade infantry However, submachine guns are still used by military special forces and militia for close quarters battle (CQB) as they are a pistol-caliber weapon that's easy to control.
- Submachine guns cannot be used in Melee Combat like pistols, but are extremely effective at close range.

Thrower

	Cost	Ammo	Range	RoF	Damage
Flame Thrower	15	Fire	10"	1	6
Plasma Thrower	25	Plasma	10"	1	6

- A 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. A thrower can be used to eject flames or even plasma.
- A Thrower is a Direct Area of Effect weapon, and the rules can be found on page 15 of the Core Rules.

Missile Launcher

	Cost	Ammo	Range	RoF	Damage
Missile Launcher	55	Explosive	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.
- Missile Launchers are very effective against armored vehicles and Squad Integrated Dreadnoughts (SquIDs). Various warheads are also capable of causing secondary damage to vulnerable systems and other targets.
- Missile Launchers are Indirect Area of Effect Weapons, and their rules can be found on page 15 of the Core Rules.

Shotgun

	Cost	Ammo	Range	RoF	Damage
Shotgun	15	Rail	12"	1	7

- Shotguns are short range ballistic weapon that are mainly used as a deterrent to close combat, or in close quarters such as the deck of ships. They are extremely powerful weapons at short range, though they quickly lose effectiveness over any sort of distance.
- This weapon shoots in a straight line up to 12", though it can be dodged like a Direct AOE weapon.

Personal Defense Weapon (PDW)

	Cost	Ammo	Range	RoF	Damage
FAR PDW	10	Rail	12"	4	5
NAW PDW	15	NAW	12"	4	5
Energy PDW	15	Energy	12"	4	5

- Personal defense weapons (PDWs) are a class of compact selective fire, submachine gun-like firearms – essentially a hybrid between a submachine gun and compact assault rifle. Most PDWs fire a small-caliber, high-velocity field accelerated rail, though NAW and Energy variants do exist. This gives the PDW better effective range, accuracy and armor-penetrating capability than submachine guns, which have far shorter barrels and less power.
- The name describes the type's original role: as a compact but powerful defensive weapon that can be carried by support troops behind the frontline. These soldiers may be at risk of encountering decently equipped enemy infiltrators, but such risk is rare enough that a long-barrel service rifle would be an unnecessary burden during their normal duties. As they are easy to use, lightweight and easy to control, PDWs are a favourite of special forces, paramilitaries, heavily-armed police, and even bodyguards.

Grenade Launcher

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

- A grenade launcher is a weapon that fires a specially-designed large-caliber projectiles, often with a variety of effects. This term generally refers to a class of dedicated firearms firing unitary grenade cartridges. The most common type are man-portable, shoulder-fired weapons issued to individuals.
- Grenade launchers can either come in the form of standalone weapons (either single-shot or repeating) or attachments mounted to a parent firearm, usually a rifle.
- 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

	Cost	Ammo	Range	RoF	Damage
Frag Grenade	20	Explosive	6"	0	5
Electromagnetic Pulse	25	EMP	6"	0	5
Sticky Grenade	25	Explosive	6"	0	7
Plasma Grenade	30	Plasma	6"	0	5
Smart Grenade	25	Explosive	N/A	0	5
Incendiary Grenade	20	Fire	6"	0	5
Smoke Grenade	15	Smoke	6"	0	5

- A grenade is an explosive weapon typically thrown by hand, but can also refer to projectiles shot out of grenade launchers. Generally, a grenade consists of an explosive charge, a detonating mechanism, and firing pin inside the grenade to trigger the detonating mechanism. Once the soldier throws the grenade, the safety lever releases, the striker throws the safety lever away from the grenade body as it rotates to detonate the primer. The primer explodes and ignites the fuse (sometimes called the delay element). The fuze burns down to the detonator, which explodes the main charge.
- Frag grenades are the most standard type of grenade, packing an explosive charge. This weapon is an Indirect Area of Effect.
- Electromagnetic Pulse grenades are used to target complex electronic systems. 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.
- Plasma grenades release a super heated plasma that incinerates targets. This weapon is an Indirect Area of Effect.
- Smart Grenades require 1 Action Point (AP) to program to a target within Line of Sight. Once the target has been acquired, the grenade can be thrown any distance. The roll to attack with this weapon still must be made.
- Incendiary Grenades erupt into a pool of flames. This is an Indirect Area of Effect Weapon.
- Smoke grenades can conceal an area. This is an Indirect Area of Effect weapon.

Light Machine Gun (LMG)

	Cost	Ammo	Range	RoF	Damage
FAR Light Machine Gun	25	Rail	36"	4	6
NAW Light Machine Gun	35	NAW	36"	4	6
Energy Light Machine Gun	35	Energy	36"	4	6

- A light machine gun (LMG) is a machine gun designed to be employed by an individual soldier, with or without an assistant, as an infantry support weapon. Often deployed deployed with a bipod, the operator of the LMG is found in a prone position and firing short bursts.Light machine guns are also designed to be fired from the hip or on the move as a form of suppressive fire intended to pin down the enemy. Marching fire is a specific tactic that relies on this capability.

Heavy Machine Gun (HMG)

	Cost	Ammo	Range	RoF	Damage
FAR Heavy Machine Gun	50	Rail	48"	4	7
NAW Heavy Machine Gun	70	NAW	48"	4	7
Energy Heavy Machine Gun	70	Energy	48"	4	7

- A heavy machine gun or HMG is a class of machine gun implying greater characteristics than light machine guns. They are designed to provide increased range, penetration and destructive power against vehicles, buildings, aircraft and light fortifications beyond the standard rounds used in light machine guns.
- 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.

Heavy Missile Launcher

	Cost	Ammo	Range	RoF	Damage
Missile Launcher	110	Explosive	48"	3	9

- A Heavy Missile Launcher is an ordinance class anti-tank weapon system that fires rockets equipped with an explosive warhead. Most Heavy Missile Launchers can only be carried by vehicles, or soldiers that are of a Large or Huge size. These warheads are affixed to a rocket motor which propels the missile towards the target and they are stabilized in flight with fins. Heavy missile launchers are usually automatic weapons that send a barrage of small missiles at their target.
- Missile Launchers are very effective against armored vehicles and Squad Integrated Dreadnoughts (SquIDs). Various warheads are also capable of causing secondary damage to vulnerable systems and other targets.
- Missile Launchers are Indirect Area of Effect Weapons, and their rules can be found on page 15 of the Core Rules.
- 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.

Heavy Cannon

	Cost	Ammo	Range	RoF	Damage
Heavy Autocannon	50	Explosive	48"	2	8
NAW Autocannon	70	NAW	48"	2	8
Energy Autocannon	70	Energy	48"	2	8

- An autocannon or automatic cannon is a large, fully automatic, rapid-fire projectile weapon that fires armour-piercing and/or explosive shells, as opposed to the rails fired by a field accelerated railgun. Autocannons have a longer range and a larger calibre than a machine gun, but are usually smaller than a field gun or other artillery. When used on its own, the word "autocannon" indicates a single-barrel weapon. They can use a variety of ammunition: common shells include high-explosive dual-purpose types, Narrow Amplitude Waves (NAW), or even Energy (such as lasers).
- 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.

Ammunition Properties

All weapons have a specific ammunition type that they use. Most ammunition types have additional effects aside from simply causing damage.

Ammunition Name
This is the name to which the ammunition is referred.

Damage Type
This is the type of damage this property causes. Most properties call under the Category of "Direct", which means that it is damage caused directly to the model. This could also be "Direct AOE" or "Indirect AOE", Power, Finesse, or Other - which can be found in the description.

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

Field Accelerated Rail (FAR) Ammunition

Damage Type: *Direct*

Field Accelerated Rail (FAR) Ammunition are bolts made of a dense magnetic mineral or material that is launched via electricity. This is more commonly known as a Mass Driver or Railgun, and it is by far the most standard weaponry used throughout the galaxy. As such, there are no special rules attached to Field Accelerated Rail (FAR) ammunition.

Narrow Amplitude Wave (NAW) Ammunition

Damage Type: *Power Attack*

Extensively used by the Ryunosians, this technology has become vastly more popular in the last decade. By focusing a sound wave at a certain frequency and intensi-fying it, it can rend limbs and punch through most armours.

An attack from a weapon equipped with Narrow Amplitude Wave (NAW) Ammunition also counts as 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.

Energy Ammunition

Damage Type: *Direct*

Energy Weapons, whether it is particle accelerators, lasers, or microwaves are all very efficient at penetrating armour. Though fairly rare to find in the field, they can be devastating against when put to use against heavy infantry and vehicles.

Models that are struck with an Energy Weapon cannot drop dice from a roll that is made to negate wounds, though if the model that is targeted with this attack is equipped with a Kinetic Shield, those additional dice may be dropped to lower the Damage of the attack. Note that 6s are always successes, regardless of the Target Number needed.

Fire Ammunition

Damage Type: *Direct/Indirect AOE*

Incendiary ammunition is as old as humanity itself. A dangerous tool, it spreads quickly and indiscriminately. Models struck with Fire Ammunition will suffer 1 automatic Wound the following round unless they spend an Action Point (AP) to put it out during their turn.

Plasma Ammunition

Damage Type: *Direct/Indirect AOE*

Plasma is extremely hot, and incredibly dangerous.
Plasma is a vastly hot ionized gas that has little regard for armour or any other sort of defenses. Models struck with plasma do not benefit from any armour bonus they might have, and must use their base Armour Attribute when attempting to negate damage.

EMP Ammunition

Damage Type: *Direct/Indirect AOE*

Electromagnetic Pulse (EMP) ammunition is a special form of ammunition that shuts down electronic systems temporarily.
Unlike a standard attack, EMP ammunition targets systems. Instead of taking Damage to Endurance, it imposes a -1 die penalty to all of the target's systems (Targeting, Mobility, and Comms). This penalty lasts for 1 entire round, and then is removed.

Explosive Ammunition

Damage Type: *Direct/Indirect AOE*

Explosive Ammunition is the second most common ammunition on the battlefield, which is deployed from a variety of different weapons.
Explosive Ammunition 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.

Smoke Ammunition

Damage Type: *Indirect AOE*

Smoke is a common way of obscuring movement from your enemies. 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.

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	Firewall	Slots
-	-	-	-	6+	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	Firewall	Slots
15	+1	-1	-	5+	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	Firewall	Slots
25	+2	-1	-1	4+	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.

Power Armour

Cost	Bonus	MOV Penalty	DEF Penalty	Firewall	Slots
50	+3	-1	-1	3+	4

Power Armour is so large and bulky that it requires a separate battery to simply move it. Calling it armour is a bit of a misnomer, as it is more of a manned exoskeleton. It is a completely closed in shell that has its own life support systems. It has a secondary battery that is used to power up to four upgrades.

Squad Integrated Dreadnought Armour (SquID)

Cost	Bonus	MOV Penalty	DEF Penalty	Firewall	Slots
100	+5	-	-2	2+	5

Squad Integrated Dreadnought (SquID) Armour is the pinnacle of battlefield technology. It is the evolution of armour and a vehicle, manned by a pilot. A SquID increases the size of a model by one category - thus, Medium Sized models become Large, and Large Sized models become Huge. It is equipped with a battery that can host up to five 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).

Kinetic Shield Upgrade

Cost: *+30*
Slots: *1*

Kinetic Shields are designed to sense an incoming projectile or force and slows it down as it approaches the power source. It is a quite common defense
A Kinetic Shield grants 1 additional die that can be dropped when attempting to negate wounds with an Armour roll. This upgrade can be taken up to two times, which grants 3 additional dice to drop in total.

Enhanced Firewall

Cost: *+10*
Slots: *1*

Firewalls are what keep a system from being hacked by enemy hackers. Enhanced Firewalls are additional defenses or active AI keeping systems from being hacked.
This upgrade increases the Firewall value of a piece of armour by +1, which also increases the Target Number (TN) needed to hack a model's systems. This upgrade can be taken up to three times.

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*
Slots: *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*
Slots: *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.

ICE Pick

Cost: *30*

An Integrated Comms Encryption (ICE) Pick is a device used by hackers to infiltrate enemy systems and cripple their systems.
More information can be found under the Hacking section on how to make use of an ICE Pick. A model that has the "Hacker" designation comes equipped with an ICE Pick as part of their initial loadout.

Jump Jets

Cost: *25*

Jump Jets are a common piece of equipment used by scouting troops who want the ability to move vertically as well as horizontally.
A model equipped with Jump Jets can move in any direction using their Movement (MOV) Attribute. This also gives a model +2 Movement (MOV) as well. A model must be on the ground at the end of their movement, or they suffer falling damage.

Adaptive Camouflage

Cost: *25*

Adaptive Camouflage is extremely common on the battlefield. It records and projects images around it, making it extremely difficult to target enemies.
Models equipped with Adaptive Camouflage gain +1 DEF against Ranged Attacks using the Marksmanship (MRK) attributed. This only applies to Ranged Attacks, and not attacks that are the result of an AOE or in Melee Combat.

Counter Measures

Cost: *35*

Counter Measures are nanobots that are immediately deployed when it detects hostile fire being directed at them.
When targeting a model with Counter Measures, a weapon's Rate of Fire (RoF) is reduced to 0, meaning that no additional dice are added to the roll.

Smart Visor

Cost: *15*

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.
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.

Medkit

Cost: *25*

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.
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).

Hacking

The battlefield of the 23rd century is far different from the battlefields of the past. Though battles are fought with bullets and energy weapons, there is an underlying threat of those systems being hacked and neutralized, leaving the soldiers defenseless in the field.

Hackers are equipped with an Integrated Comms Encrypted Phased Interlock Key (ICE PICK). This is used to sabotage the networks that these systems use to function.

Everything and everyone is hackable. Each model has three different sets of hackable systems - Targeting, Comms, and Mobility. A Hacker must choose which system they want to target prior to rolling the dice.

When a model equipped with an ICE PICK is within 12" of an enemy model, they can spend an Action Point (AP) and make a Willpower (WP) check, with the Target Number (TN) being the Firewall Value of the Target (Determined by their Armour). A lightly armoured target is extremely difficult to hack, where as Power Armour and SquIDs are far easier to hack.

Each success reduces the affected Attributes by 1 for an entire turn. Once the turn is over, the hacking effect is cleared. Hacking effects are not cumulative, but a more powerful hacking effect will replace a less powerful effect.

Line of Sight is not a requirement for executing a hacking attempt against a target, though if it is attempted in Close Combat, it provokes a Free Strike.

Systems

There are three systems that can be hacked by a model using an ICE PICK. Each system monitors two attributes that are affected when a system is hacked.

Targeting
A model's targeting systems govern the model's ability to acquire targets and execute attacks against them. A model's Targeting System governs their Attack (ATT) and Marksmanship (MRK) Attributes. Hacking attacks against a model's Targeting System reduce those attributes by the amount of successes scored in the hacking attempt.

Comms
Hacking a model's Communication Systems (Comms) is devastating, as it cripples their ability to be effective on the field. A model's Communication Systems governs their Initiative Value (IV) and Willpower (WP). Hacking attacks against a model's Comms reduce those two attributes by the amount of successes scored in the hacking attempt.

Mobility
A model's mobility systems affects their ability to move or defend themselves. A model's Mobility Systems governs their Movement (MOV) and Defense (DEF) Attributes. Hacking attacks against a model's Mobility Systems reduce those two attributes by the amount of successes scored in the hacking attempt.

Counter Hacking

White Hat Hackers are nothing new, and are a boon on the battlefield when it comes to defending the most technologically advanced troops.

A model within 12" of a model being affected by an enemy hacker can attempt to Counter Hack. To Counter Hack, a model must spend an Action Point, choose a System that has been affected by an enemy hacker, and make a Willpower (WP) test (TN 4). For each success, one point is restored to the affected Attributes.

It is of importance to note that attributes cannot be increased past their original values in this fashion - only to their original value.

Programs

There are a variety of programs that hackers have access to that they can execute on a model to give it an edge on the battlefield. There are four different programs that hackers have access. A model can only have one program running on them at once, and the Hacker must stay within 12" of that model.

Overclock

A hacker using the Overclock ability allows a model's tech to move more smoothly and respond faster to commands. The Hacker must target a model within 12" and make a Willpower (WP) roll (TN 6). For each success, that model is granted one additional Action Point to their Pool that turn. These additional Action Points (AP) can be held onto to be used in the opposing player's turn as Interrupts.

Enhanced Targeting

This program enhances and highlights enemies on the battlefield, making them far easier to see and target. The Hacker must target a model within 12" and make a Willpower (WP) roll (TN 6). For each success, the target of this ability gains +1 to their Marksmanship (MRK) Attribute. This boost only lasts for the remainder of the player's active turn.

Scrambler

The Scrambler program enhances a model's ability to withstand hacking attempts. A Hacker must target a model within 12" and make a Willpower (WP) roll (TN 4). For each success, the target of this program adds +1 to their Armour's Firewall. This boost only lasts for a single turn.

Enhanced Comms

This program allows for a faster transfer of data over the battlefield. A Hacker must be within 12" of the target model, and 12" of another model (though the Hacker can be the target of this program). The Hacker then must make a Willpower (WP) roll (TN 6). Each success is 1 unused Action Point that can be taken from a model and transferred to another model within 12".

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 Mechs.

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.

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Firewall		-			**Slots**			3	

Personal Vehicles are All Terrain Vehicles that can accommodate one pilot and one passenger.

- **Large:** Personal Vehicles are Large, and must be mounted on a 40mm to 60mm base.
- **ATV:** Personal Vehicles can easily pass over Difficult Terrain without penalty.
- **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.

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.

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
7	-	-	2	-2	-	8	12	8	100
Firewall		2+			**Slots**			6	

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.

- **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.
- **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.
- **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.

Dropship

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

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
12	-	-	2	-2	-	7	10	-	125
Firewall		2+			**Slots**			4	

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.

- **Huge:** Dropships are Huge, and must be mounted on a 75mm base or larger.
- **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.
- **Airborne Vehicle:** An airborne cannot execute melee attacks against other models.
- **Flying:** Dropships are flying vehicles, and are not affected by any sort of terrain, though they cannot land on impassable or difficult terrain.

Mechs

Mechs are huge tanks that are manned by a single pilot, and tower over the battlefield. They are weapons platforms and capable of massive assaults against the enemy.

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
6	-1	-	2	-2	-	8	10	10	175
Firewall		2+			**Slots**			4	

Mechs are huge bipedal tanks that are manned by a single pilot. They are weapons platforms that can commit to devastation on the field.

- **Huge:** Mechs are Huge, and must be mounted on a 75mm base or larger.

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, thought 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 occasionaly 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*

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 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*

Equipped with anti-grav tech, this upgrade allows a vehicle 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).

Kinetic Shield Upgrade

Cost: *+30*
Slots: *1*

Kinetic Shields are designed to sense an incoming projectile or force and slows it down as it approaches the power source. It is a quite common defense A Kinetic Shield grants 1 additional die that can be dropped when attempting to negate wounds with an Armour roll. This upgrade can be taken up to two times, which grants 3 additional dice to drop in total.

Enhanced Firewall

Cost: *+10*
Slots: *1*

Firewalls are what keep a system from being hacked by enemy hackers. Enhanced Firewalls are additional defenses or active AI keeping systems from being hacked.
This upgrade increases the Firewall value of a vehicle by +1, which also increases the Target Number (TN) needed to hack a vehicle's systems. This upgrade can be taken up to three times.

Mobility Upgrade

Cost: *+30*
Slots: *3*

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*
Slots: *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.

Hover

Cost: *+15*
Slots: *3*

This vehicle possesses hover technology. It is important to those who need to not be affected by terrain.
A vehicle equipped with a Hover Upgrade adds +2 to their Movement (MOV) Attribute and is unaffected by Difficult Terrain. This upgrade can only be taken once.

Open Top

Cost: *+5*
Slots: *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.

Neural Sync

Cost: *+35*
Slots: *2*

You and your machine are one, allowing a pilot to control it while outside of the vehicle.
A vehicle with this Upgrade is synchronized to a single model. That model can use their Action Points (AP) to control the vehicle, even if they are not actively piloting it.

Scenarios

The following tables detail running a game of Aeon. The rules for setting up a game can be found on page 21, under Setting up the Game.

Engagement Conditions

Roll 1	Roll 2	Roll 3
Escort	**Ambush**	**Reinforcements**
Roll 4	Roll 5	Roll 6
Supply Drop	**Battleground**	**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.

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Civillian	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 models of each side deploy, and the second half of the models 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 models in the party. Thus, if a player has 9 models 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.

Complications Condition: 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.

Complications Condition: 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.

Complications Condition: 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.

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

Complication Conditions

Roll 2 **Outbreak!**	*Roll 3* **Vicious Storm**	*Roll 4* **Bounty Hunt**
Roll 5 **DataStorm**	*Roll 6-8* **For Honour!**	*Roll 9* **Press the Line**
Roll 10 **Kill The Messenger**	*Roll 11* **Assassination**	*Roll 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.

	Type	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Viral Zombie	Regular	3	2	2	3	2	1	3	3	4
Special Abilities: Walking Plague										

Walking Plague: An alien 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.

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

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).

DataStorm

Rogue frequencies have robbed most equipment of its standard shielding when it comes to tampering with their programming. This means that all model's Firewalls are reduced by 1 to a minimum of 2, though it also makes ICE PICKs far more susceptible to failure as well. If a model attempts to hack another model and fails, the user of the ICE PICK immediately takes 1 Endurance (EN) damage.

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 ends 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 mech enters the fray! The mech appears on the edge of the table closest to the most models on the battlefield. The mech is automated, and is equipped with an autocannon. This mech 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.

	Firewall	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM
Security Mech	2+	6	3	3	2	3	3	8	10	10
Weapon: Autocannon (Explosive Ammo; RNG 48"; ROF 2; DAM 7)										

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

End Game Conditions

Roll 1-2 **Route**	*Roll 3-4* **Assassination**	*Roll 5-6* **Tactical Retreat**

Route

The opponent must be defeated. The opponent must have their numbers depleted to ¼ 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 ½ 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.

— 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. (whose 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. The 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. The 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.

	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

Sanoat Defenders Ability

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

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

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

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

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

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 Oper-

ative 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

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

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

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

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

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. Unlike melee wepons and armour, firearms are a standard size and are not adjusted due to size.

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

	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

	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

	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.

Submachine Gun (SMG)

	Cost	Range	RoF	Damage
Submachine Gun	10	8"	5	4

- ASMG 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.
- Submachine guns cannot be used in Melee Combat like pistols, but are extremely effective at close range.

Sniper Rifle

	Cost	Range	RoF	Damage
Sniper Rifle	25	24"	1	7

- 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.
- 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.

Flame Thrower

	Cost	Range	RoF	Damage
Flame Thrower	15	10"	1	6

- 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.
- A Flame Thrower is a Direct Area of Effect weapon, and the rules can be found on pg. 14 of the Core Rules.

Personal Defense Weapon (PDW)

	Cost	Range	RoF	Damage
Personal Defense Weapon	10	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.

Missile Launcher

	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 15 of the Core Rules.

Shotgun

	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 that 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.

## Light Machine Gun (LMG)

	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.

Heavy Machine Gun (HMG)

	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.

Grenade Launcher

	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.
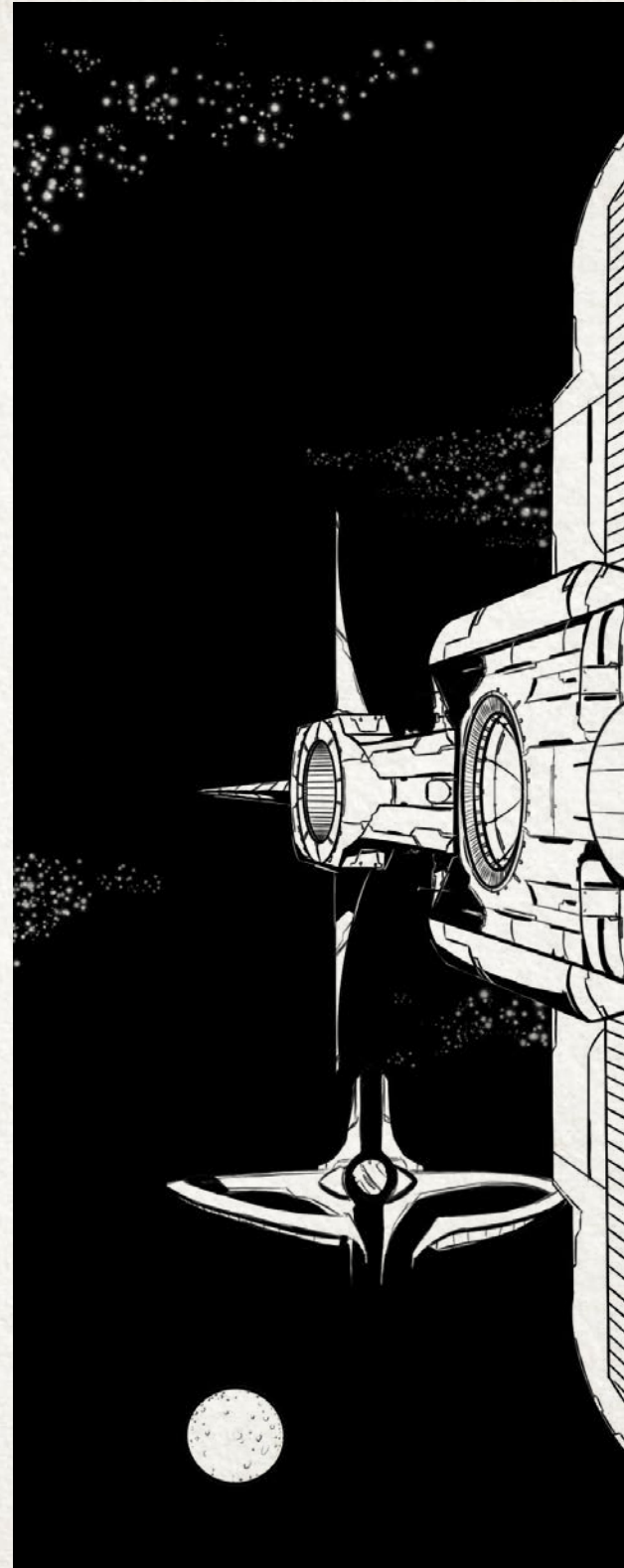
Grenade

	Cost	Ammo	Range	RoF	Damage
Frag Grenade	20	Explosive	6"	0	5
Electromagnetic Pulse	25	EMP	6"	0	5
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 Missile Launcher

	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

	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.

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.

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.
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*
Slots: *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*
Slots: *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*

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.
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.

Medkit

Cost: *25*

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.
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).

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.

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Slots						3			

Personal Vehicles are All Terrain Vehicles that can accommodate one pilot and one passenger.

- **Large:** Personal Vehicles are Large, and must be mounted on a 40mm to 60mm base.
- **ATV:** Personal Vehicles can easily pass over Difficult Terrain without penalty.
- **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.

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.

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
7	-	-	2	-2	-	8	12	8	100
Slots					6				

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.

- **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.
- **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.
- **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.

Dropship

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

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
12	-	-	2	-2	-	7	10	-	125
Slots					4				

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.

- **Huge:** Dropships are Huge, and must be mounted on a 75mm base or larger.
- **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.
- **Airborne Vehicle:** An airborne cannot execute melee attacks against other models.
- **Flying:** Dropships are flying vehicles, and are not affected by any sort of terrain, though they cannot land on impassable or difficult terrain.

Drones

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

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Slots					3				

Drones are large quadrupedal tanks that are unmanned. They are weapons platforms that can commit to devastation on the field.

- **Large:** Drones are Large, and must be mounted on a 40mm to 60mm base or larger.
- **ATV:** All drones can easily pass over Difficult Terrain without penalty.
- **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.

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, thought 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*

It is pretty standard gear to have armour that consists of some sort of stabilization system.
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 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*

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*

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*
Slots: *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*
Slots: *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 21, under Setting up the Game.

Engagement Conditions

Roll 1	*Roll 2*	*Roll 3*
Escort	**Ambush**	**Reinforcements**
Roll 4	*Roll 5*	*Roll 6*
Supply Drop	**Battleground**	**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.

Human	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.

Complications Condition: 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.

Complications Condition: 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.

Complications Condition: 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.

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

Complication Conditions

Roll 2 **Outbreak!**	*Roll 3* **Vicious Storm**	*Roll 4* **Bounty Hunt**
Roll 5 **Comms Outage**	*Roll 6-8* **For Honour!**	*Roll 9* **Press the Line**
Roll 10 **Kill The Messenger**	*Roll 11* **Assassination**	*Roll 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.

	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

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.

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 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) 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 ends 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.

	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)									

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

End Game Conditions

Roll 1-2 **Route**	*Roll 3-4* **Assassination**	*Roll 5-6* **Tactical Retreat**

Route

The opponent must be defeated. The opponent must have their numbers depleted to ¼ 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 ½ 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.

Legacy Play

Though Gangfight is largely designed to be one-off battles against opponents, there is a way to play the game for extended campaigns in group play that feel more like a combined roleplaying experience than a one-off combat scenario. Like Gangfight, there are three different Legacy modes to choose from when setting up your games with friends - Chronicle, Aeon, and First Strike. Like all Gangfight settings, there is a set of core rules that apply to all legacy campaigns, and then rules that apply to specific settings.

Starting a Campaign

When starting a campaign, each player taking part must make a 500 pt list. There are no restrictions on making a list unless the restriction applies within the setting itself (ie. First Strike Soldiers can only team up with Soldiers from their own faction). Like in any Gangfight list, you must have at least one Hero and that Hero must be the leader of your party. If you have multiple Hero models, you may choose which one is the leader.

Setting up the Game

As the model count is much smaller in a Legacy game, it can be played on a smaller table size - the most common being 36" x 36", though as your party increases in size, it is recommended that so does the size of the playing space.

Legacy Phases

In a Legacy game of Gangfight, there are five phases that take place outside of the actual game taking place.

The Encounter Phase

This phase will vary based on the setting, but this is the reason that the battle is taking place. The biggest portion of this is The Bid, which the prize for winning the match. Each player rolls 1d6 to determine why they are battling. The player that wins the match also claims the prize, but if the player loses, they also lose what that was indicated on the table. A player may choose not to bid, which means they do not gain or lose the indicated bid.

The Battle Phase

This is a battle that takes place, as per normal.

The Aftermath Phase

After the battle has finished, each model that was Incapacitated must roll 2d6 on the Aftermath Table. This will determine the fate of each Incapacitated model. Models that have been "killed" during the battle (ie. removed from the table) roll 1d6 on the "Death's Door" table instead.

The Advancement Phase

Each surviving model gains an Advancement. Roll 2d6 on the Advancement table for each survivor and apply that to the model's unit profile.

The Build Phase

Each battle is worth points to help rebuild your losses and resupply. Each battle is worth 50 points, assuming both players have a party that is within 25% of each other's base amount (ie.125 pts on one another at 500 pts). If there is a differential of larger than that, the player with the lowest amount of points is considered the Underdog. If the differential is 35%, then the underdog gains 2x as many points for completing the battle, regardless of winning or losing. If the differential is 50%, then the underdog gains 4x as many points as they normally would have. It would be recommended that a battle not be conducted with a larger differential than 50%.

These points can be applied to anything points normally can be applied to - recruiting new fighters, buying equipment, or anything else.

Chronicle Legacy

In a Legacy game of Chronicle, you control a party of intrepid adventurers that are seeking our riches in the dangerous world of Eirn. Regardless of the races that your party consists of, the scenario is still the same - gain wealth and reputation to build your legend.

The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points.

Encounter Phase Roll

Roll 1	*Roll 2*	*Roll 3*
Grudge Match	**Hostage**	**Defend the Treasure**
Roll 4	*Roll 5*	*Roll 6*
Hidden Cache	**Raid**	**Bounty Hunt**

Grudge Match

Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.

Hostage

The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.

Defend the Treasure

The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.

Hidden Cache

Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing players side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.

Raid

The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of Defending force. A model can raid the supply marker by spending an Action Point (AP). By doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game.

Bounty Hunt

Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points.

The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll **Two**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.

Roll **Three**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.

Roll **Four**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.

Roll **Five**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the highest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.

Roll **Six**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.

Roll **Seven**

During your encounter, you have found a Talisman of lesser value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Talisman worth up to 10 points. You can assign this to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable Talisman was lost. Choose the least expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.

Roll **Eight**

During your encounter, you have found a Talisman of moderate value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Talisman worth up to 25 points. You can assign this to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable Talisman was lost. Choose the least expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.

Roll **Nine**

During your encounter, you have found a Talisman of great value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Talisman worth up to 35 points. You can assign this to any model in your party as a new piece of equipment.

Defeat: During the battle, your most

valuable Talisman was lost. Choose the most expensive Talisman in your party and remove it from your party roster. If there are no Talismans to lose, the least expensive relic is removed from your roster instead.

Roll **Ten**

During your encounter, you have found a Relic of lesser value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Relic worth up to 15 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.

Defeat: During the battle, your least valuable Relic was lost. Choose the least expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the least expensive Talisman is removed from your roster instead.

Roll **Eleven**

During your encounter, you have found a Relic of moderate value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Relic worth up to 30 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.

Defeat: During the battle, your least valuable Relic was lost. Choose the least expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the least expensive Talisman is removed from your roster instead.

Roll **Twelve**

During your encounter, you have found a Relic of incredible value, or lost one in the ensuing melee.

Victory: During the skirmish, your party found a Relic worth up to 40 points. You can assign this to any hero model in your party as a new piece of equipment. This is the only way a hero may possess more than one relic.

Defeat: During the battle, your most valuable Relic was lost. Choose the most expensive Relic in your party and remove it from your party roster. If there are no Relics to lose, the most expensive Talisman is removed from your roster instead.

The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was "killed" during the battle, roll 1d6 on this table instead.

Aftermath Phase Roll

Roll 2
Dead

Roll 3
Terrible Injury

Roll 4
Maimed

Roll 5
Head Wound

Roll 6
Remarkable Recovery

Roll 7
No worse for Wear

Roll 8
Deep Wound

Roll 9
Infection

Roll 10
Chest Wound

Roll 11
Madness

Roll 12
Insight from the Grave

Dead

The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.

Terrible Injury

A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.

Maimed

A terrible wound to one of the model's limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model's legs, and as a result must reduce their MOV by 1.

Head Wound

A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model's WP by 1. On a roll of 4-6, the blow was to the model's face, leaving them with a damaged eye - reduce the model's MRK attribute by 1.

Remarkable Recovery

The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.

No worse for Wear

The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.

Deep Wound

The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.

Infection

The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.

Chest Wound

A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.

Madness

The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.

Insight from the Grave

The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Advancement Roll

Roll 2 **Swiftness**	*Roll 3* **Martial Prowess**	*Roll 4* **On Target**
Roll 5 **Unwavering**	*Roll 6* **Toughness**	*Roll 7* **Knowledge**
Roll 8 **Toughness**	*Roll 9* **Grit**	*Roll 10* **Strength**
	Roll 11 **Parry Up**	*Roll 12* **Combat Reflexes**

Swiftness

The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.

Martial Prowess

The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.

On Target

The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.

Unwavering

In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Knowledge

The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Grit

Using armour to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armour (ARM) Attribute.

Strength

Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.

Parry Up

Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.

Combat Reflexes

Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

Aeon Legacy

In a Legacy game of Aeon, you control a ruthless Private Military Contractor (PMC) that seeks to earn enough credits to survive in a strange universe of countless alien threats.

The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points.

Encounter Phase Roll

Roll 1	*Roll 2*	*Roll 3*
Grudge Match	**Hostage**	**Defend the Find**
Roll 4	*Roll 5*	*Roll 6*
Hidden Cache	**Raid**	**Bounty Hunt**

Grudge Match

Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.

Hostage

The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.

Defend the Find

The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.

Hidden Cache

Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing players side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.

Raid

The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of Defending force. A model can raid the supply marker by spending an Action Point (AP). By doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game.

Bounty Hunt

Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points.

The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll **Two**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.

Roll **Three**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.

Roll **Four**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.

Roll **Five**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the highest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.

Roll **Six**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.

Roll **Seven**

During your encounter, you have found a cache of weapons of lesser value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth up to 50 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the least expensive piece of gear is removed from your roster instead.

Roll **Eight**

During your encounter, you have found

a cache of weapons of moderate value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth up to 100 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.

Roll **Nine**

During your encounter, you have found a cache of weapons of great value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth up to 150 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your most valuable piece of armour was lost. Choose the most expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.

Roll **Ten**

During your encounter, you have found a set of armour of lesser value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Light Armour with up to 30 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the least expensive piece of Gear is removed from your roster instead.

Roll **Eleven**

During your encounter, you have found a set of armour of moderate value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Medium Armour with up to 50 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.

Roll **Twelve**

During your encounter, you have found a set of armour of great value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Heavy Armour with up to 50 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your most valuable weapon was lost. Choose the most expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.

The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was "killed" during the battle, roll 1d6 on this table instead.

Aftermath Phase Roll

Roll 2 **Dead**	*Roll 3* **Terrible Injury**	*Roll 4* **Maimed**
Roll 5 **Head Wound**	*Roll 6* **Remarkable Recovery**	*Roll 7* **No worse for Wear**
Roll 8 **Deep Wound**	*Roll 9* **Infection**	*Roll 10* **Chest Wound**
	Roll 11 **Madness**	*Roll 12* **Insight from the Grave**

Dead

The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.

Terrible Injury

A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.

Maimed

A terrible wound to one of the model's limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model's legs, and as a result must reduce their MOV by 1.

Head Wound

A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model's WP by 1. On a roll of 4-6, the blow was to the model's face, leaving them with a damaged eye - reduce the model's MRK attribute by 1.

Remarkable Recovery

The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.

No worse for Wear

The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.

Deep Wound

The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.

Infection

The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.

Chest Wound

A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.

Madness

The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.

Insight from the Grave

The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Advancement Roll

Roll 2 **Swiftness**	Roll 3 **Martial Prowess**	Roll 4 **On Target**
Roll 5 **Unwavering**	Roll 6 **Toughness**	Roll 7 **Knowledge**
Roll 8 **Toughness**	Roll 9 **Grit**	Roll 10 **Strength**
	Roll 11 **Parry Up**	Roll 12 **Combat Reflexes**

Swiftness

The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.

Martial Prowess

The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.

On Target

The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.

Unwavering

In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Knowledge

The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Grit

Using armour to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armour (ARM) Attribute.

Strength

Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.

Parry Up

Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.

Combat Reflexes

Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

First Strike Legacy

The Duromad Urkytz conflict rages, and each faction attempts to get the upper hand. When playing First Strike Legacy, you are a small contingent of special operatives that are striking out against your foes, off the books of course.

The Encounter Phase

Roll 1d6 to determine the reason your battle is taking place. This roll is made in addition to the roll for the scenario - it is an additional objective that grants an additional two (2) victory points

Encounter Phase Roll

Roll 1	*Roll 2*	*Roll 3*
Grudge Match	**Hostage**	**Defend the Find**
Roll 4	*Roll 5*	*Roll 6*
Hidden Cache	**Raid**	**Bounty Hunt**

Grudge Match

Two party leaders have an old grudge to settle. Incapacitating or killing the enemy's Party Leader will yield an additional two (2) victory points.

Hostage

The Defender has taken one of the Attacker's models hostage! Choose the model worth the least amount of points and place it dead center of the map. When the battle broke out, the model made a run for it. If the model avoids being Incapacitated for the entire game, the Attacker gain two (2) victory points. If the model is Incapacitated, the Defender gains two (2) victory points.

Defend the Find

The Defender has found something of particular value, and it must be defended at all costs. Place an Objective Marker in the center of the board during deployment. Nothing may be placed within 8" of this Marker. The player has more models within the threat range of this Marker gain two (2) victory points at the end of the game.

Hidden Cache

Place six (6) markers on the board. Each player places 3 markers, and those markers must be at least 8" away from one another, and must be placed on the opposing players side of the board, but not in their deployment area. Searching a cache takes an Action Point (AP). Once this is done, roll 1d6. On a roll of "6", it is the cache that you are seeking, and the model that searched the cache gets a "treasure" marker. The player in possession of this marker at the end of the game gain two (2) victory Points.

Raid

The Attackers are conducting a raid on an enemy camp. Place an objective Marker on the Defender's Deployment line 12" up that is at least 60mm in diameter. This is the supplies of Defending force. A model can raid the supply marker by spending an Action Point (AP). By doing this, the Attacking force gains two (2) victory points. If the Attackers do not manage to raid the Supply Marker, the Defender gain two (2) victory points at the end of the game

Bounty Hunt

Each player marks three models on the enemy force. These models have a bounty on their heads. The player that Incapacitated the most of these models by the end of the game will gain two (2) victory points

The Bid

Each player may roll 2d6 on The Bid table. This is an optional step that allows the player to gain a great reward in victory, but also suffer an additional loss in defeat. If the player chooses to take on the bid, they must honour it in victory as in defeat, making the proper adjustments to their party roster.

Roll **Two**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 50% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 50% less Build Points (BP) than you normally would for completing the game.

Roll **Three**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 25% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 25% less Build Points (BP) than you normally would for completing the game.

Roll **Four**

You have the option of gambling the amount of points you receive during the Build Phase of the match.

Victory: If you are the victor of this game, you gain 10% more Build Points (BP) than you normally would for completing the game.

Defeat: If you are defeated, you will receive 10% less Build Points (BP) than you normally would for completing the game.

Roll **Five**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll twice more on the Advancement table, for a total of 3 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the highest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the highest point Veteran or Regular model leaves your employ.

Roll **Six**

One of your surviving models has gained a great deal of insight from their previous ordeal, but whether it is in this life or the next is the question.

Victory: A surviving model may roll once more on the Advancement table, for a total of 2 rolls, should your party be the victor in the last skirmish.

Defeat: If you lose the previous skirmish, the lowest point model that was incapacitated is removed from the party roster, and is lost to the abyss. If no models were incapacitated, the lowest point Veteran or Regular model leaves your employ.

Roll **Seven**

During your encounter, you have found a cache of weapons of lesser value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth up to 50 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the least expensive piece of gear is removed from your roster instead.

Roll **Eight**

During your encounter, you have found a cache of weapons of moderate value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth up to 100 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your least valuable piece of armour was lost. Choose the least expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.

Roll **Nine**

During your encounter, you have found a cache of weapons of great value, or lost a piece of amour in the ensuing melee.

Victory: During the skirmish, your party found a cache of weapons worth

up to 150 points. You can assign these to any model in your party as a new piece of equipment.

Defeat: During the battle, your most valuable piece of armour was lost. Choose the most expensive piece of armour in your party and remove it from your party roster. If there are no armour to lose, the most expensive piece of gear is removed from your roster instead.

Roll **Ten**

During your encounter, you have found a set of armour of lesser value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Light Armour with up to 30 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the least expensive piece of Gear is removed from your roster instead.

Roll **Eleven**

During your encounter, you have found a set of armour of moderate value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Medium Armour with up to 50 points of upgrades. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your least valuable weapon was lost. Choose the least expensive weapon in your party and remove it from your party roster. If

there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.

Roll **Twelve**

During your encounter, you have found a set of armour of great value, or lost a weapon in the ensuing melee.

Victory: During the skirmish, your party found a suit of Heavy Armour with up to 75 points of Weapons and Gear. You can assign this to any model in your party as a new piece of equipment. This will replace their current suit of armour.

Defeat: During the battle, your most valuable weapon was lost. Choose the most expensive weapon in your party and remove it from your party roster. If there are no weapons to lose, the most expensive piece of Gear is removed from your roster instead.

The Aftermath Phase

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was "killed" during the battle, roll 1d6 on this table instead.

Aftermath Phase Roll

Roll 2 **Dead**	*Roll 3* **Terrible Injury**	*Roll 4* **Maimed**
Roll 5 **Head Wound**	*Roll 6* **Remarkable Recovery**	*Roll 7* **No worse for Wear**
Roll 8 **Deep Wound**	*Roll 9* **Infection**	*Roll 10* **Chest Wound**
	Roll 11 **Madness**	*Roll 12* **Insight from the Grave**

Dead

The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.

Terrible Injury

A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.

Maimed

A terrible wound to one of the model's limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model's legs, and as a result must reduce their MOV by 1.

Head Wound

A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reduce the model's WP by 1. On a roll of 4-6, the blow was to the model's face, leaving them with a damaged eye - reduce the model's MRK attribute by 1.

Remarkable Recovery

The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.

No worse for Wear

The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.

Deep Wound

The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.

Infection

The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.

Chest Wound

A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.

Madness

The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Blood Thirsty Ability.

Insight from the Grave

The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

The Advancement Table

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

Advancement Roll

Roll 2 **Swiftness**	*Roll 3* **Martial Prowess**
Roll 4 **On Target**	*Roll 5* **Unwavering**
Roll 6 **Toughness**	*Roll 7* **Knowledge**
Roll 8 **Toughness**	*Roll 9* **Grit**
Roll 10 **Strength**	*Roll 11* **Parry Up**

Roll 12
Combat Reflexes

Swiftness

The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute.

Martial Prowess

The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.

On Target

The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.

Unwavering

In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Knowledge

The model has learned something new on the battlefield - and may choose an additional Perk from the Core of Chronicle list.

Toughness

Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.

Grit

Using armour to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armour (ARM) Attribute.

Strength

Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.

Parry Up

Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.

Combat Reflexes

Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

SIGNUM GAMES

Signum Games is a company that produces high quality resin and metal miniatures and board games, with plenty more to come! They've revitalized and expanded their team and are dedicated to fleshing out the Signum universe - bringing you a vast and fascinating world with unforgettable hours of gameplay!

Signum Games is finally spreading its wings, and they would love if you could become a part of it!

WWW.SIGNUMGAMES.COM
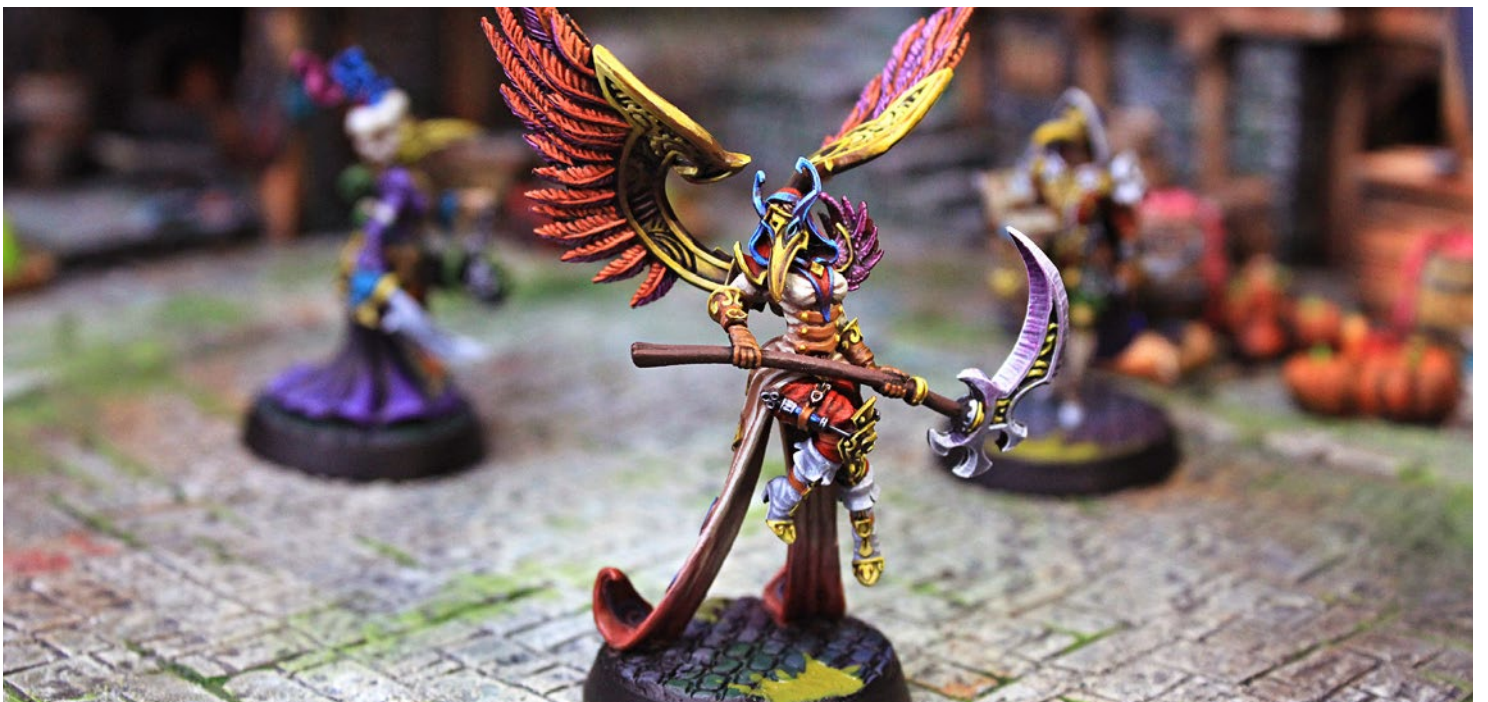
YEDHARO models

Yedharo Models is a Sculpting, 3D Printing, and Production studio, which also has its own brand within the miniature industry. They have a large catalogue of miniatures that can be found on their website.

All our miniatures are created with the intention of being used in most games involving miniatures, and their main objective is always to create something unique, while committing to the highest possible quality.

WWW.YEDHAROMODELS.COM

KNIGHTMARE GAMES

Knighmare Games is the leading manufacturer of 'Oldhammer' miniatures - ranging from Orcs and Goblins, the Forces of Chaos, and even more recently a range of heroic warriors hailing from the Empire - ripe and ready to hunt down the forces of evil wherever they may lurk.

Their spectacular lines of miniatures have been hand sculpted by some of the most recognizable artists in the world - such as the spectacular Tim Prow, the irreverent Kev Adams, the talented Drew Williams, the famous Alessio Cisbany, and the most recognizable work of BorisWotoszyn.

WWW.KNIGHTMAREMINIATURES.COM

DELTA ONE ZERO

••• THE MINIATURES GAME •••

Delta One Zero: TheMiniaturesGame, is a tabletop skirmish wargame, set in the 21st century. Choose your faction, select your Command options, arm your squads, and send them on their mission!

The game is a squad-based action game, where forces comprise between 5 to 12 models aside and players compete in either scenario-driven or competitive games. All of their miniatures are created with the intention of being used in most games involving miniatures, and their main objective is always to create something unique, while committing to the highest possible quality.

WWW.BONZA-GAMES.COM

mantic

Mantic Games is all about providing the best fantasy and sci-fi miniatures and games at great value.

The Mantic Team ismade up of hobby enthusiasts and world-class creatives that bring your miniature ranges such as Deadzone, Kings of War and Warpath. Not to mention some of the best board games on the market like Hellboy, The Walking Dead, Here's Negan, Star Saga (the futuristic dungeon crawler) and DreadBall - The Futuristic Sports Game.

WWW.MANTICGAMES.COM

DUNCAN

SHADOW

Duncan 'Shadow' Louca is a digital sculptor who has a great deal of passion for the industry. He specializes in producing digital renders for the 3d Print Sector, mainly focusing on collectibles and miniatures. He's worked with many different companies in the industry, such as Steamforged Games, Mierce Miniatures, Mantic Games, Modiphius Entertainment, GCT Studios, Paranoid Miniatures, SpectreMiniatures and many more.

He currently spends all of his time sculpting for his many Patrons on Patreon, as well as his personal projects.

WWW.DUNCANSHADOW.COM

BLACKWATER GULCH

WESTERN HORROR SKIRMISH GAME

The gold rush brought countless souls to Blackwater Gulch from miles around, seeking fortune and fame. Greedy prospectors and miners dug too far and too deep, awakening a great evil bent on the destruction of all mortal life. Now the town is on the brink of destruction. Each day noble lawmen, crooked outlaws, savage beasts and the cursed dead turn the town streets into warzones as they fight for dominance and for survival.

In Blackwater Gulch, you and your friends will collect highly detailed miniatures and form gangs to do battle in the town and outskirts, earning fame and valuable loot along the way. Will you fight to save the town, or destroy it?

Visit

BLACKWATERGULCH.COM

For miniatures and more!

Tokens & Markers
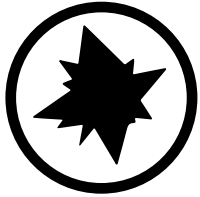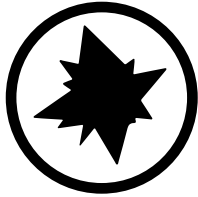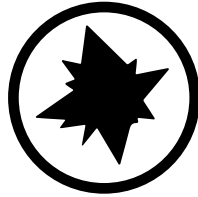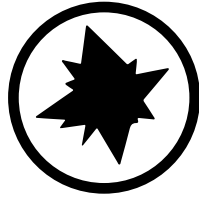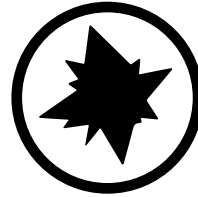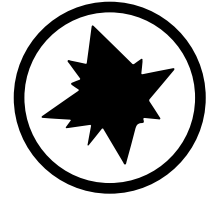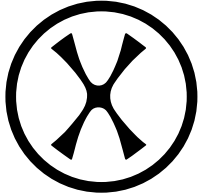
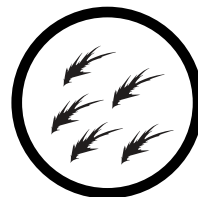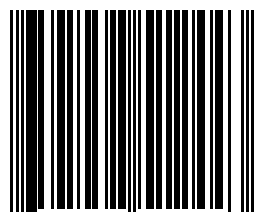|					
Action	Action	Action	Action	Action	Action
Incapacitated	Incapacitated	Incapacitated	Incapacitated	Incapacitated	Incapacitated
Mana	Mana	Mana	Mana	Mana	Mana
Prone	Prone	Prone	Prone	Prone	Prone
Unloaded	Unloaded	Unloaded	Unloaded	Unloaded	Unloaded
Wound	Wound	Wound	Wound	Wound	Wound
5 Wounds	5 Wounds	5 Wounds	5 Wounds	5 Wounds	5 Wounds
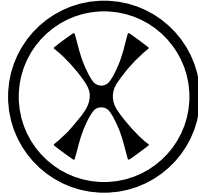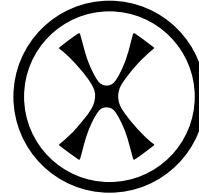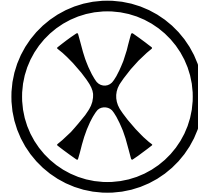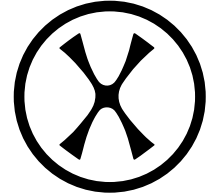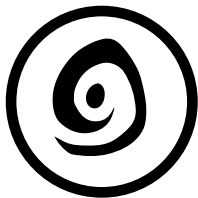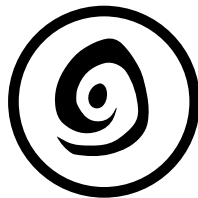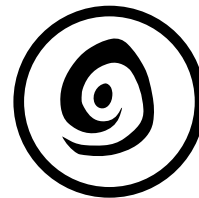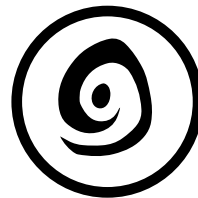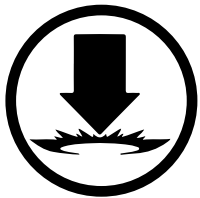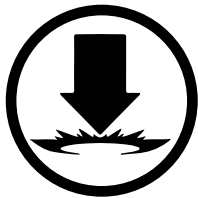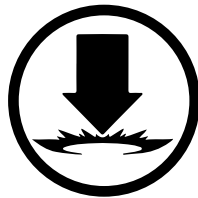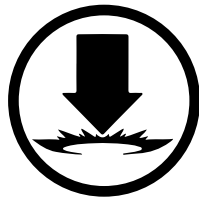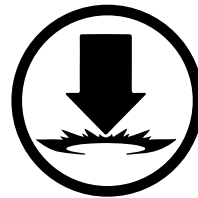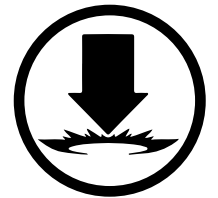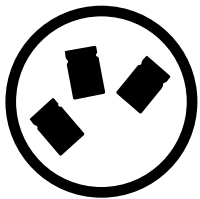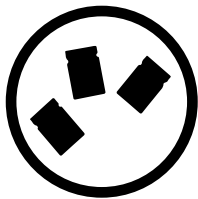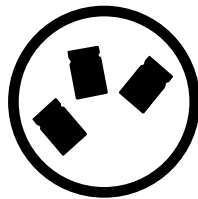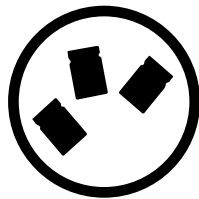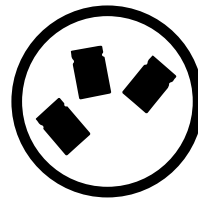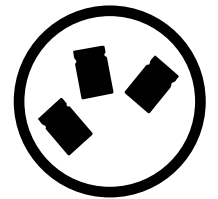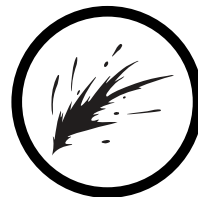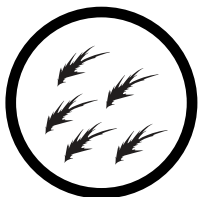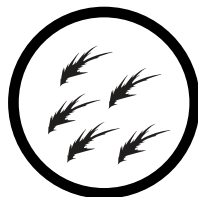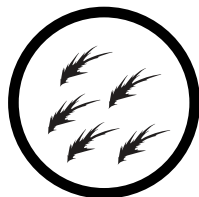
Welcome to
Gangfight

a miniatures-neutral multi-genre skirmish designed to pit your tactical skills against one another using nothing more than a few miniatures, a few dice, and a table. In this book you will find the complete rules to play the game, as well as a few sample campaign settings to get started. Whether you are clashing swords in Chronicle, exchanging laser blasts in Aeon, or keeping the enemy pinned down under suppressive fire in First Strike - there is something for everybody!

For players looking for more, there is also rules for running an extended and immersive campaign that is sure to thrill those old-school gamers craving a new adventure.

Get ready, gather a gang, and
prepare yourself for

GANGFIGHT