

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

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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 explosion, 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, Mar 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 than 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 than 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 gain 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 Shavital 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 Shavital 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 they 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 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 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 Bereshi'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, the 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 Aetheri 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 led to leaders within each tribe swearing fealty to the largest tribe - and this became known as the Commonwealth. Though very few Aetheri still reside of 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 space-bound 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 Ryunosa 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 Intergalactic 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 too 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 asymptotically. 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 being found 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 Daergh.

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:	Biotechnology										

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
Kiseichuhito 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	3	4	5	55
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
<i>Aetheri Species Ability</i>
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, Plasma, 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.

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.

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

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					
Pistol	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					
Pistol	Cost	Ammo	Range	RoF	Damage
FAR 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

Pistol	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

Pistol	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.

Submachine Gun (SMG)

Pistol	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 pg. 14 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 14 of the Core Rules.

Shotgun					
	Cost	Ammo	Range	RoF	Damage
Shotgun	15	Rail	12"	1	7
<p>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.</p> <p>This weapon shoots in a straight line up to 12", though it can be dodged like a Direct AOE weapon.</p>					

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
<p>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.</p> <p>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.</p>					

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
<p>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 with a bipod, the</p>					

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.

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.

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 ordnance 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 14 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 intensifying 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
<p>This armour is equipped with a smart targeting system that allows for quick aiming action and auto-adjustments for automatic fire.</p> <p>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.</p>			

Stabilizers			
Cost	+5	Slots	1
<p>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.</p> <p>A model equipped with Stabilizers cannot be moved or knocked down for any reason. This upgrade cannot be taken more than once.</p>			

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

Drop Gear

Cost	+30	Slots	2
<p>Equipped with anti-grav tech, this upgrade allows a model to rain down on the battlefield from high altitudes.</p> <p>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).</p>			

Kinetic Shield Upgrade			
Cost	+30	Slots	1
<p>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</p> <p>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.</p>			

Enhanced Firewall			
Cost	+10	Slots	1
<p>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.</p> <p>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.</p>			

Mobility Upgrade			
Cost	+30	Slots	3
<p>Most armour is bulky and hard to maneuver in, but lightweight materials and powered joints allow for quicker and more fluid movements.</p> <p>A model equipped with a Mobility Upgrade adds +1 to their Movement (MOV) and Defense (DEF) value. This upgrade can only be taken once.</p>			

Comms Upgrade			
Cost	+15	Damage Type	2
<p>Enhanced Comms are incredibly important on the battlefield, as it allows faster reaction times and better situational awareness.</p>			

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

Size Upgrade

Cost

+20

Damage Type

3

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

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

Gear

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

Gear Name

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

Cost

This is the cost of the piece of gear.

Description

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

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.

Personal Vehicle									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
9	-	-	4	-	-	6	8	6	45
Firewall		5+			Slots		3		
<p>Personal Vehicles are All Terrain Vehicles that can accommodate one pilot and one passenger.</p> <p>Large: Personal Vehicles are Large, and must be mounted on a 40mm to 60mm base.</p> <p>ATV: Personal Vehicles can easily pass over Difficult Terrain without penalty.</p> <p>Vehicle: As vehicles do not have limbs or the capacity to reach, Vehicles cannot attack a model in melee that is not in base contact with it.</p>									

Armoured Personnel Carrier (APC)

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

Armoured Personnel Carrier (APC)									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
7	-	-	2	-2	-	8	12	8	100
Firewall		2+			Slots		6		
<p>Armoured Personnel Carriers or “APCs” are huge vehicles designed to move troops across a battlefield safely. An APC can carry one pilot and up to eight medium sized models, or four large sized models. Huge models cannot be transported in an APC.</p> <p>Huge: Personal Vehicles are Huge, and must be mounted on a 75mm base or larger, though due to the unique nature of the model, it can be assumed the edge of the model is the base.</p> <p>Transport: Models can disembark by using a single Action Point (AP) of the Pilot. This Action can immediately place all of the models in base contact with the vehicle.</p> <p>Vehicle: As vehicles do not have limbs or the capacity to reach, Vehicles cannot attack a model in melee that is not in base contact with it.</p>									

Dropship

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

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

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.

Mech									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	Cost
6	-1	-	2	-2	-	8	10	10	175
Firewall		2+			Slots		6		
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 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
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This armour is equipped with a smart targeting system that allows for quick aiming action and auto-adjustments for automatic fire.

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

Stabilizers

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

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

Armour Upgrade

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

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

Drop Gear

Cost	+30	Slots	2
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Equipped with anti-grav tech, 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).

Kinetic Shield Upgrade

Cost	+30	Slots	1
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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
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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
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Most vehicles are bulky and hard to maneuver, but lightweight materials allow for quicker and more fluid maneuvers.

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

Comms Upgrade

Cost	+15	Damage Type	2
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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	Damage Type	3
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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	Damage Type	1
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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
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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 25, under **Setting up the Game**.

Engagement Conditions Table

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

Escort

This scenario has the Defender in control of 4 Civilians. They must be within 6" of a Hero, and they cannot stray more than 6" away from the Hero. If this happens, then the Civilian must spend all of their

Action Points (AP) moving within 6" of another Hero Model. If they can't get to a Hero, then they will instead flee towards the closest table edge. The Civilians start on the back table edge of their deployment zone.

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

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

Ambush

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

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

Reinforcements

This scenario has half of the 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.

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

Supply Drop

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

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

Battleground

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

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

Point Defense

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

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

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

Outbreak!

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

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

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

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

Kill the Messenger

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

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

Assassination

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

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

Security Breach!

A security 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.

NPC	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 beast rolls on the End Game Conditions Table and is awarded 2 Victory Points (VP) for their effort.

End Game Conditions Table

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

Route

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

Assassination

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

Tactical Retreat

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