

Version 2.1



28mm Tabletop Wargaming

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## Introduction

This is Steam Wars, World War Zero.

These rules have been created by a few friends for a steampunk wargames setting. However, these rules are quite generic and could easily be used in a near future or far future sci-fi setting.

## The Setting

In an alternative 1862, technology took a sideways step from our own history and set the world on a path to a very different steampunk alternate reality.

In this steampunk world, the miniaturisation of steam powered machines and the integrating of Charles Babbage's Difference Engine allows all manner of weird and astounding contraptions to be created.

Industry and innovation flourished, resources to feed the industrial nations became crucial. By 1877 the world had changed, nations fought with steam powered war machines and the latest in steam tech infantry weaponry.

Such advances had been monitored from afar and there had been reports of strange metallic spheres embedded into the countryside. Could these be Martians?

## The Golden Rule

Basically, if it is unclear, make it up.

Wargaming is a fun hobby and something that my friends and I have enjoyed for more decades than I would care to admit.

In any game, a situation may arise that is not covered by the rules, it could be a conflict between two special rules or a situation that is not immediately clear on how to proceed. Gamers with experience should be able to logically work out how to resolve a situation. If after a short discussion it is still not possible to resolve the situation, both players should roll a dice and the highest result gets to choose the outcome.

## What Is Needed

A 6' by 4' table is the usual area of choice, but smaller games can be played on any size down to about 3' by 3'.

## Models

To fight ones battles, a commander needs an army; a selection of infantry, artillery and vehicles.

Infantry units usually consist of five or six models, artillery are powerful large weapons with a dedicated crew and vehicles such as steam powered tanks and armoured personnel carriers will provide transport and heavy support.

## Terrain

Generally speaking, the more terrain the better. Infantry need plenty of cover, the last thing a unit of foot soldiers wants is to be caught out in the open and within range of enemy weapons.

A good selection of hills, hedges, trees and buildings dotted about your battlefield will make for an ideal environment for the opposing forces to fight.

## Ruler

A ruler marked in inches is required. All measurements are detailed in inches.

## Dice

All dice are regular six sided dice referred to as D6. It is a good idea to have a good selection of dice in multiple colours.

Although the plural of dice is die, in wargames, models die quite a lot and one throws die to see if models die, so in these rules all die will be referred to as dice and not die. Clear?



## Getting Started

The terrain needs to be set up before any models are deployed. You may take it in turns to position terrain until both players agree there is enough. Alternatively, it is sometimes better to create a logical battlefield with buildings grouped together as a village or an industrial complex of factories or warehouses positioned on the edge of a forest.

For a basic game, each player rolls a D6, the player rolling the highest deploys their first unit.

Deployment then switches between each player until all models have been deployed. A deployed unit is set up within 8" of the table edge.

Alternatively, see the Deploying Units options in the Battle Orders section.

## Initiative, Who Goes First

Unless specified in a scenario, each player will roll a D6 to determine who has initiative and will go first, the player rolling the highest will activate the first unit each turn. In the event of a tie, keep rolling until someone wins.

When creating your army list, you may find that you exceed the total points limit by a few points. As long as the amount by which you exceed the points limit is no more than the cheapest model in the army, usually an infantryman, this is acceptable. However, even this comes with a penalty. For all start of turn Initiative tests in the game, any player over the points limit is subject to a -1 penalty.

## The Game Turn

A game turn is made up of unit activations until all of the units have been activated. Then the turn ends and a new turn begins.

The player who won the initiative roll activates his first unit. He completes the two actions available to the unit by moving and shooting as required. When the unit has completed its activation, place an Activated counter next to the unit. It is now the

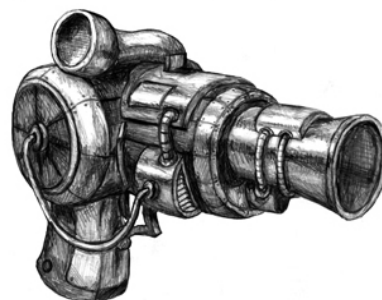
opposing players turn to activate one of his units and complete its actions.

A unit's activation may be interrupted by an enemy unit, but that will be covered later in the rules.

Play switches between the players until all of the units have been activated.

When all units have been activated, the game turn ends. Remove all of the Activated counters but leave in play any Pinned or unit effect counters such as Ready or other effects.

At the end of a game turn, you may also need to check if any victory conditions have been achieved. If the game is to continue, roll for initiative and start a new game turn.



## Winning a Game

Victory conditions may be determined by a scenario or you can just play out an annihilation and keep going until one side has been reduced to a gibbering wreck.

If playing a straight forward confrontation, you may still want to set one of the following deadlines:

- Time limit, the game ends after a set period, just in case you need to make Last Orders in the pub.
- Turn limit, the game ends after a set number of turns; the force that has inflicted the most casualties in points terms is the winner. At least four turns should be played ideally.
- Reaching a percentage of the opposing forces points value destroyed.

The Battle Orders section has some scenario and mission options.

## General Rules

There are a number of gaming conventions listed below, all of which will be very familiar to any experienced wargamer.

### Dice Modifiers

Dice rolls may be modified by various benefits and penalties.

For example: The standard roll to hit for a ranged attack is 4+. If the target is in soft cover this is modified by -1 meaning the active player needs to roll a 5+ to succeed.

Any dice roll of a natural 1 is always a failure regardless of the modifiers added to the result.



### Measuring Distances

To determine the distance between two models, measure from the edge of the active models base to edge of target models base. If measuring to or from a vehicle, measure from the hull or body of the vehicle to the target and not from a protruding weapon.

The distance between models may be premeasured at any time.

### Active and Passive Abilities

Models may have one or more abilities; these will either be Active or Passive.

An Active ability is only effective when the model is being activated.

A Passive ability is always in effect and may be used by the model at any time, even during the opponents turn.

### Scatter

If a rule requires a scatter, use an arrowed dice or similar mechanism to determine a direction from the origin point. The new position is D6" in the direction specified unless otherwise specified.

For example: A tunnelling unit may scatter D6" when it surfaces.

### Effect of Terrain

It is up to players to agree which terrain features will affect the movement of models.

Infantry can usually move through most terrain, such as woods and fields with no movement restriction. Some terrain features such as rough ground will reduce the movement of models by 50%.

Recommended movement penalties are detailed in the Movement section.

### Model Coherency

Infantry models must typically remain within 4" of another model in the same unit.

In some instances this may not be possible. A unit crossing open terrain between two terrain elements may not all be able to move from cover to cover without leaving a colleague or two out in the open. In this case, the unit may temporarily become split.



Prussian Infantry unit

A split unit may not make a Ranged Attack or initiate a Charge or Engage action. They may still fight if charged by an enemy unit.



# Profiles

There are several different types of model profiles used in a game of Steam Wars.

## Model Profile

The model profile refers to the soldier or tank used to fight your battles.

- **Res** (Resilience) – represents how tough a unit is.
- **Wnd** (Wounds) – represents how much damage a model may take before it is removed.

## Weapon Profile

The weapon profile details how effective an attack will be during a game.

- **Range** – how far a weapon may be used in combat. This is either the range in inches for a ballistic weapon, or a melee weapon will have "b2b" as its range (base to base).
- **RoA** - Rate of attack, the number of dice a weapon rolls in attack.
- **ST** – The strength of the weapon.
- **Special Rules** – Any special effects the weapon has against the target model.

The weapon profile is summarised in the following format.

Weapon	Range	RoA	ST	Special Rules
Rifle	24"	1	1	
SMG	20"	2	1	
LMG	24"	3	1	Anti-Air, MG
Sword	b2b	1	1	

A weapon may have a maximum of three special rules.

## Unit Class

Within these rules, the terms "model" and "unit" are interchangeable.

## Infantry Units

Infantry unit sizes may consist of up to six models with a maximum of six wounds per unit.

An infantry unit will typically consist of a unit leader, several infantry models and up to one

heavy weapon. Several models may have additional special abilities, such as Medic or Engineer.

There are several rules that only apply to infantry models.



US Navy Infantry

Infantry units do not have to be human figures, robotic units can be fielded and if one is brave enough, a unit of zombies can be used.

## Mounted Units

Cavalry and motorised bikes can be fielded as mounted units.

Although they have a greater movement value than standard infantry, there are a couple of drawbacks.

Mounted units are not infantry and so do not get an infantry save and cannot use the "take cover" action.



British Army Treadbikes

## Support Units

Support units are heavy weapons specialist units consisting of artillery pieces or Heavy Machine Guns. A support unit is limited to a maximum of four crew models to a unit.



Prussian Ack-Ack Support unit

A spotter model may also be used to provide fire support and allow Indirect artillery to target enemy units not in direct line of sight.

## Vehicles

Vehicles cover a variety types from wheeled armoured personnel carriers to tracked tanks and walkers.



Vole Light Tank

Although vehicles are generally well armoured, they can be susceptible to a well-aimed shot from small arms.

## Aircraft

Flying machines of all types are included in the aircraft category, from copters to zeppelins.



Light Zeppelin

## Ships

Although most games will no doubt be fought on land, you may want to include a coastline or wide river. In such cases, some waterborne crafts can be included in your force.

These can simply be landing craft to allow your forces to assault the beaches or you can push the boundaries and build very large vessels. Although in game terms, these would effectively be very large moving terrain.

## Sample Profiles

### Infantry

Model	Type	Move	Res	Wnd	Abilities
Infantry	Troops	6"	4	1	

Weapon	Range	RoA	ST	Special Rules
Rifle	24"	1	1	
Bayonet	b2b	1	1	Let 'm have it
LMG	24"	3	1	Anti-Air, MG
Knife	b2b	1	1	

### Heavy Infantry

Model	Type	Move	Res	Wnd	Abilities
Sergeant	Troops	6"	5	1	Leader, Accurate, Heavy
Infantry	Troops	6"	5	1	Accurate, Heavy

Weapon	Range	RoA	ST	Special Rules
LMG	24"	3	1	Anti-Air, MG
Light Steam Weapon	b2b	1	3	

### Robot Infantry

Model	Type	Move	Res	Wnd	Abilities
Infantry	Troops	6"	4	1	Mechanical

Weapon	Range	RoA	ST	Special Rules
Shock Gun	20"	1	1	Light Shock

### Motorised Treadbikes

Model	Type	Move	Res	Wnd	Abilities
Sergeant	Bike	10"	5	2	Leader, Heavy
Treadbike Rider	Bike	10"	5	2	Heavy

Weapon	Range	RoA	ST	Special Rules
Twin LMG	24"	3	1	Twin-Linked, Anti-Air, MG
Knife	b2b	1	1	

### Missile Launcher

Model	Type	Move	Res	Wnd	Abilities
Crew	Troops	6"	5	1	
Support	Artillery	6"	5	2	

Weapon	Range	RoA	ST	Special Rules
Missile Launcher	36"	1	2	Indirect, Blast, Ranged In

## Mech

Model	Type	Move	Res	Wnd	Abilities
Quad-Walker	Mech	6"	6	3	

Weapon	Range	RoA	ST	Special Rules
Light AP	24"	1	3	
Twin LMG	24"	3	1	Twin-Linked, Anti-Air, MG

## Light Tank

Model	Type	Move	Res	Wnd	Abilities
Light Tank	Tracked	8"	6	4	

Weapon	Range	RoA	ST	Special Rules
Light AP	24"	1	3	

## Medium Tank

Model	Type	Move	Res	Wnd	Abilities
Medium Tank	Tracked	8"	6	4	

Weapon	Range	RoA	ST	Special Rules
Medium AP	30"	1	4	Damage 2
HMG	36"	4	2	Anti-Air, MG

## Fighter Aircraft

Model	Type	Move	Res	Wnd	Abilities
Steam Plane	Plane	12"	5	3	Fly, Evade

Weapon	Range	RoA	ST	Special Rules
Twin HMG	26"	4	2	Twin-Linked, Anti-Air, MG

## Hero

Model	Type	Move	Res	Wnd	Abilities
The Iron Man	Troops	6"	5	4	Hero, Lucky Blighter, Jump Troops, Aggressive, Unshakeable

Weapon	Range	RoA	ST	Special Rules
Repulsors	24"	2	2	Light Shock
Heavy Steam Weapon	b2b	1	4	Damage 2



## Model Activation

Each player takes it in turn to activate a model or unit.

When a model or unit is activated, the controlling player will decide what he wants to do and complete the actions available to the unit.

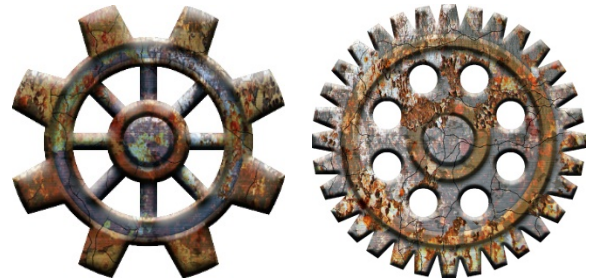
Typically, the controlling player will perform all of the units first actions and then perform all of the units second actions.

For example: A unit of infantry are activated and have two actions to perform. The controlling player decides that all the models will make a ranged attack for their first action and then move into some cover for their second action.

When the unit has completed its available actions, the next player activates an available unit and completes the actions for that unit.

Play continues to alternate between players until all units have been activated.

It is likely that there will be a different number of units in each force so one player may activate several units one after the other at the end of a game turn.



## Pass

If a player has less units remaining to be activated than his opponent in a game turn, he may pass his activation. In this case, the opposing player activates two of his own units one after the other.



Prussian Scrunts  
James Olley

## Unpin Check

If a unit has a pinned counter, when it is activated, it may make an unpin roll. This roll does not count as an action.

- **Unpin** – Any model or unit with a pin counter on it may attempt to unpin when activated on a D6 roll of 4+. If the roll is unsuccessful, the model may only use a single action.

## Actions

Unless pinned, each unit has two actions per game turn.

A unit may perform an action once per activation unless otherwise stated.

- **Move** – model may move up to its move value determined by the model type. Models may not end their move within 1" of an enemy model.
- **Advance** – model may move up to 1½ times its movement value, counts as two actions. Models may not end their move within 1" of an enemy model.
- **Charge** – model may move up to 1½ times its movement value into base to base contact with an enemy and fight in melee. A charging model requires LoS to the target and also benefits from +1 to hit and ST +1. A charge counts as two actions.
- **Engage** - model may move up to 1½ times its movement value into base to base contact with an enemy and fight in melee. An engaging model does not require LoS to the target but it does not benefit from +1 to hit or ST +1. Engage counts as two actions.
- **Ranged Attack** – model makes an attack with ranged weapons.
- **Aim** – an infantry model may use an aim action before a ranged attack to benefit from an additional +1 on the roll to hit and +1 to the weapon strength. This action may only be used for weapons with a RoA of 1. A weapon with a RoA of more than 1 may opt to reduce the RoA of the weapon to 1 to benefit from the Aim action.
- **Take Cover** – an infantry unit in cover may dig in and increase their infantry save from a 5+ to a 3+. The effect lasts until the unit is next activated.

- **Ready** – an infantry unit may save one action to make a ranged or close combat attack during an enemies activation. A ranged attack may be made during an enemy's move or after it has performed a ranged attack. A melee attack may be made when the enemy unit is in base to base contact and before the enemy unit completes its melee attacks. Each model may only make a RoA 1 ranged attack. Any ranged weapons with a RoA of 2 or greater may make a RoA 1 attacks. A unit may not become Ready if it has already made a Ranged Attack this activation. A unit using its Ready action becomes activated for the remainder of the turn (including if the Ready action is used in the following games turn).
- **Target** – A vehicle or artillery unit may use its first action to remain stationary and benefit from +1 to hit for a RoA 1 and non-blast weapon. Can choose a single model in LoS and ignore cover that may normally be granted to the rest of the unit.
- **Project A Power** – A Technomage may attempt to Project an Arctech Power.

A model may take no action but still counts as being activated in the game turn. It is usually worth placing an infantry unit Ready just in case anything untoward happens.



Prussian Mobile HMG

## Movement

The distance a model may move is determined by the model type.

Class	Type	Move
<b>Infantry</b>	Troops	6"
	Creature	8"
<b>Mounted</b>	Bike	10"
	Cavalry	10"
<b>Support</b>	Artillery	6"
<b>Vehicle</b>	Mech	6"
	Wheeled	10"
	Tracked	8"
	Tunnelling	4"
	Drop Ship	0"
	Skimmer	8"
<b>Aircraft</b>	Plane	12"
	Copter	10"
	Zeppelin	8"
	Skyship	8"
<b>Ship</b>	Small Ship	8"
	Medium Ship	6"
	Large Ship	4"

## Terrain

An infantry model may expend 1" of its movement to cross an obstacle such as a fence or wall up to its own height.

An infantry model may ascend or descend any wall or cliff at half movement rate. Therefore an obstacle 2" high would take 4" of movement to scale.

The effect of terrain on the movement of a vehicle will depend on the size of the vehicle and the terrain feature. For example, a two legged Mech will be able to step over low walls and hedges.

Large tracked vehicles can force themselves through or over most walls and hedges, but wheeled vehicles would not be able to do so.

Players should agree which terrain features affect units when setting up.

## Terrain Table

Unit Type	Shallow River	Wooded	Rough Ground	Walls & Hedges	Impassable
Infantry	½ speed	OK	½ speed	1" penalty	X
Mounted	½ speed	½ speed	½ speed	X	X
Support	X	½ speed	½ speed	X	X
Walkers	½ speed	½ speed	½ speed	OK	X
Wheeled	½ speed	X	½ speed	X	X
Half Tracked	½ speed	X	½ speed	X	X
Tracked	½ speed	½ speed	½ speed	Remove*	X
Skimmers	OK	X	OK	OK	OK
Flying	OK	OK	OK	OK	OK

Remove\* - A tracked vehicle moving through a wall of hedge will remove it from play.



## Ranged Attacks

Each model when activated may make a single ranged attack if it has the appropriate weapon.

If each model in a unit is equipped with the same ranged weapon, it is generally quicker to roll all the ranged attacks at the same time and then pick out the successful hits.

## Line of Sight

A model must have Line Of Sight (LoS) to a target to make a normal ranged attack. If the target is partially obscured by terrain then the target may claim some cover which will affect the dice roll required to achieve a hit.

Some terrain features will affect LoS. Models at the edge of a wooded area or the windows of a building have LoS out of the terrain feature. In addition, opposing models may target the unit in the terrain feature, but the targets will benefit from cover.

If the models closest to the edge of a terrain feature are more than 1" from the edge, then there is no LoS to or from the unit.



Prussian HMG targets a unit of automotans in cover

For example: In the above image, the HMG can target the Automotan unit in hard cover. However, even if the HMG inflicts three casualties or more, only two Automotans may be removed as the three behind the bulldozer are not in Line Of Sight and may not be hit.

Also note that the whole unit counts as being in cover as at least half the unit are in cover.

## Infantry Cover

If at least half of an infantry unit is in cover, the whole unit benefits from the effect of the cover.



Infantry unit in hard cover

If the target unit is more than 1" from the terrain, then they can only claim it as Intervening Terrain.

Cover Type	Modifier
Hedges, bushes, anything classed as soft terrain	-1
Walls, crates, units within buildings or behind vehicles	-2

## Intervening Terrain

When there are one or more pieces of terrain between a firing unit and the target unit, then the Intervening Terrain may affect the accuracy of the ranged attack.

The effect of Intervening Terrain is not cumulative with any cover the target unit may benefit from.

Intervening Terrain inflicts a -1 penalty on the firing unit to hit.

If the target unit is already in Soft Cover or Hard Cover, then the effect of Intervening Terrain is ignored.

Cover Type	Ranged Attack	Aimed Ranged Attack
<b>No Cover</b>	4+	3+
<b>Intervening Terrain</b>	5+	4+
<b>Soft Cover</b>	5+	4+
<b>Hard Cover</b>	6+	5+

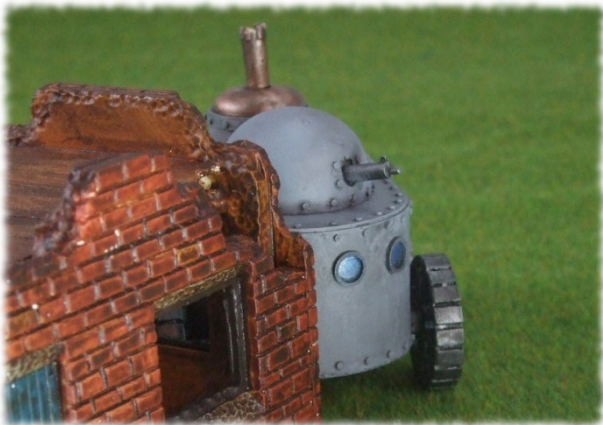


For example: A unit of infantry are targeting an enemy unit in Line Of Sight in an open area. However, there are several other intervening walls and hedges between the active firing unit and the target unit. These intervening terrain items effectively provide Soft Cover to the target unit and so are at -1 to hit.

## Vehicle Cover

Vehicles are less able to take advantage of cover in the same way that infantry models can.

Vehicle cover is reduced by 1. Consequently vehicles may not claim soft cover and hard cover is only confers a -1 to hit.



If terrain totally obscures a vehicle then there is no Line Of Sight and an attack may not be attempted.

## Roll to Hit

When making a ranged attack, measure the distance between the closest firing model and the closest model in the target unit, all models in the firing unit with LoS resolve their attacks at that range.

All ranged attacks have a base roll of 4+ on a D6.

- -1 if target in Soft Cover
- -2 if target in Hard Cover
- +1 if firing model Aims
- -1 if target is a plane
- -1 for Intervening Terrain (not cumulative with Hard or Soft Cover)

Ranged attacks may be made through friendly models of equal size.

Models not in LoS may not be hit by ranged attacks unless it is a blast effect.



Infantry unit in soft cover

For example: A unit of four infantrymen are firing their rifles at an enemy unit lurking behind some bushes. The firing unit rolls a D6 for each of their rifles needing a 5+ to hit.

## Aiming and Mixed RoA

Models in a unit with mixed Rate Of Attack weapons may still perform an Aim action with the weapons that have an RoA of 1. Any weapons firing that utilise an RoA greater than 1 do not benefit from the +1 to hit, but may reduce the RoA to 1 to allow for an Aim action.

For example: When a unit consisting of four riflemen (RoA 1) and one LMG (RoA 3) is activated, the controlling player may decide to Aim with the riflemen. The riflemen use their first action to Aim. The LMG specialist may not Aim his RoA 3 weapon, so he may use his first action to move or simply remain stationary. The riflemen use their second action to fire with a +1 modifier to hit, the LMG fires normally.

To roll all the attack dice at the same time, simply use different colour dice for the unaimed attacks.

## Blast Weapons

Weapons that fire an explosive shell or have an area effect are classified as Blast Weapons. These weapons may inflict multiple hits against targets.

A Blast weapon will have a D6 RoA against infantry.



Mechanica Infantry supported by a Light Quad Walker

Against any other type of target, such as a vehicle, mounted or artillery unit, the RoA is D3.

Blast weapons ignore cover when making a ranged attack, but infantry models will still benefit from an infantry save of 5+ or a Take Cover save of 3+.

To make an attack with a blast weapon, follow the sequence of steps below:

- Declare target.
- Check range.
- Rate of Attack (RoA) is D6 for infantry or D3 for other targets.
- Roll that number of dice to see how many targets are hit by the attack.
  - A non-indirect ranged attack requires a 4+ to hit the target.
  - Indirect weapons hit on a 5+.
- For any hits, determine the number of wounds inflicted in the usual way.

## Indirect Blast Weapons

Some weapons that have the capability of firing a projectile in a high arc and so may have the Indirect ability.

An Indirect weapon does not require Line Of Sight (LoS) to the target but will always suffer a -1 to hit penalty.

The -1 to hit penalty for an Indirect weapon is applied even if the weapon has Line Of Sight to the target.

For example: A rocket battery making an attack against a target in Line Of Sight or out of Line Of Sight will hit targets on D6 rolls on 5+.



British army artillery battery

## Ranged In

Once a blast weapon has hit a target, it is ranged in on that point. The next time the weapon fires, it may hit the same point with greater accuracy. Any rolls to hit targets benefit from a +1 to hit.



Designate the Ranged In location with an "X Marks The Spot" counter

Any unit within 3" of the ranged in point may be targeted.

For example: A rocket battery that performed an Indirect attack on a unit in a building during its previous activation will get +1 when rolling to hit targets on a subsequent ranged attack action. It would therefore hit targets on a 4+.

## Artillery Modifiers

- -1 for Indirect attack
- +1 for being Ranged In

## Splitting Fire

Models may split their fire between different units. You may want an infantry model armed with a heavy weapon to target an enemy vehicle, while the remaining infantry with their rifles target an enemy infantry unit.

Roll attacks for each enemy target separately.

The range for all attacks is measured from the closest active model to closest enemy regardless of where a specific weapon model is positioned within the unit.

## Pinning

Infantry units may be pinned as a result of ranged attacks. If an infantry unit takes three or more hits, the unit takes a pin counter.

- A unit may only have one pin counter on it.
- A pinned unit loses one action if they are unable to unpin when activated.
- A pinned unit may not move if already in cover. If not in cover, the unit must move towards cover as long as it is also away from the nearest visible threat.
- A pinned unit already in cover may make a ranged attack.
- A unit that is Ready which becomes pinned will lose its Ready action.
- Models may not be pinned as a result of melee attacks. This includes models that are charging into combat and take three or more ranged combat hits from units that use their Ready action.



Infantry unit with pinned counter

## Support Weapons

Support weapons such as artillery and machine gun units may not move and shoot in the same turn.

A support weapon has a RES of 5 and 2 wounds. Each crew member adds 1 wound to the overall wound value of the unit.

A weapon requires a minimum of two crew to be moved, if a support weapon is reduced to one crew, it may not be moved.

A support weapon may be turned to face any direction. This is a free action and may be performed regardless of the current crew compliment.



Support units, HMG, Ack-Ack, MLRS, Heavy AP Cannon, Tesla

## Melee Attacks

All infantry models will fight in melee. If a vehicle is involved in melee, it will only fight if it has a weapon profile that includes a B2B range characteristic or the Assault special rule.

In a melee exchange, there are two parties involved, one side are the Attackers and the other side are the Defenders.

The Attackers are the active unit. When activated, the active unit declares a Charge or Engage action. The active unit moves into contact with as many Defenders bases as possible.

Models unable to make contact in base to base move up behind their comrades who are already in base to base contact with the enemy.



British Heavy Infantry unit charge into melee with a Prussian Angriffsseinheit unit

Once all of the attacking models have moved into combat, any remaining Defenders not already in base to base contact will move towards the attackers, typically they will move up behind the other Defenders already in base to base with the attackers.

All melee attacks have a base roll of 4+ to hit on a D6.

- Attacking unit gains +1 to hit and +1 to ST if the unit charged. If the attacking unit Engaged, it does not benefit from the Charge bonus.
- Stationary vehicles are easier to hit in melee, an attacking model gains +1 to hit a stationary vehicle.

- A charging unit that is attacking enemies in a building or over an obstacle (wall, trenches) suffer a -1 to hit penalty. Defenders do not suffer the same penalty when responding in melee.



US Navy diver unit attacks a unit of Prussian Infantry

The defending unit will be in one of the following states and will respond to the attacking unit accordingly.

- If not yet activated in the current turn, the defending unit will fight simultaneously and then become activated.
- If already activated or pinned the defending unit will fight last and then become activated.
- If Ready, the defending unit has two options, it may;
  - (i) shoot at the attacking unit as they charge in, the defending unit becomes activated and will consequently fight last in melee.
  - (ii) choose not to make a ranged attack, but strike first in melee and then become activated.

All models end melee in an activated state.

The unit that inflicts the most casualties wins the combat. If the number of casualties inflicted is the same (including zero), the defending unit is deemed to have won the combat and held their ground.



## Model States And Melee

Situations will arise in which units have one or more effect counters on them.

A unit that has been attacked that has a pinned counter will retain the counter after it has fought in melee. As the unit was involuntarily activated by being attacked, it did not have the opportunity to roll to remove the pin.

Counters that effect the actions available to a unit

Counter Type	Melee Effect
Light Shock (-1 Action)	Unit may fight back in melee. The counter is removed at the end of the combat.
Heavy Shock (-2 Actions)	Unit may not fight back in melee. The counter is removed at the end of the combat.
Disable & Impede	Unit may fight back in melee as normal. The counter is removed at the end of combat.

Regardless of how many actions a unit has, if it loses combat, it will always fall back. This is a free move and does not require an action.

## Falling Back

The losing unit must fall back 3" away from the enemy unit ignoring terrain penalties and any intervening infantry models, friend or foe.



No casualties inflicted, so charging unit falls back 3"

The winning unit may make an optional 1" consolidation move which may be to take the position vacated by the retreating unit.

If the losing unit is unable to retreat 3" due to an obstacle such as a terrain barrier or another enemy unit is in the way, the losing unit will immediately suffer an additional wound.

For example: A unit of infantry with Jump Packs has assaulted a unit in a ruined building. If the attacking unit loses the combat and is unable to fall back 3" due to other enemy units nearby, the attacking unit will suffer one wound.

## Vehicles in Melee

If a vehicle has a weapon with a melee b2b characteristic, it can fight in melee.

Tanks generally don't hit back, but mechs can if they have a melee weapon.

A vehicle with multiple melee weapons can attack with all weapons when activated.



Steam Mech attacks a medium tank

A vehicle that has become stationary to perform a ranged attack it a very easy target to hit. Attacking models gain an additional +1 to hit, so will therefore usually hit on a 2+.

For example: Basic roll to hit is 4+, +1 for charging, +1 for attacking a stationary vehicle.

Just as with infantry, if a vehicle suffers more wounds and loses combat, it will fall

back 3" away from the enemy. If surrounded (ie on all sides) the vehicle will move back towards its own deployment zone.

As with infantry melee, all models involved in the melee will end the combat in an activated state.

For example: A mech activates and charges a tank that has not yet been activated in the current turn. The mech attacks using its steam weapon but fails to wound the tank. The tank does not have any melee weapons and so is unable to attack the mech. As the mech did not inflict any wounds, the tank is deemed to have held its ground, so the mech must fall back 3".

If a retreating vehicle would move into or through a unit of infantry, the infantry models will move to the side to allow the vehicle to pass.

If a retreating model vehicle is unable to move 3" due to another vehicle or terrain feature, it will take an additional wound.

For example: A retreating vehicle needs to 3" move away from the enemy unit that has just won combat. However, there is a friendly vehicle 2" from the vehicle in the direction it needs to retreat. The retreating vehicle moves 2" up to the friendly vehicle and halts. As it cannot complete its retreat move, it suffers an additional wound. The vehicles do not collide or inflict any other wounds to each other.

In some situations, the chaos of close combat may have several units, in close proximity to each other. Working out which way a retreating unit would move may be difficult as other enemy units could be on all sides. In these situations, make judgement call. The retreating unit should usually move away from the attackers if at all possible.

If no decision can be made, then roll a scatter dice to determine a truly random retreat direction.

## Ready Actions

A unit that became Ready during a previous activation may respond to some enemy actions within LoS. This may be after the enemy units first or second action.



A unit that uses its Ready action does not become the Active Unit. The enemy unit remains the Active Unit; the Ready unit is interrupting the Active Units turn.

Enemy Action	Ready Response Action
Move or Advance	The Ready unit may make a single action Ranged Attack at the enemy unit. The attack is performed at any time during the enemy models movement.
Charge or Engage	The Ready unit may either (1) make a Ranged Attack as above or (2) strike first in melee with all available B2B weapons. The enemy unit may then fight in melee after casualties have been removed.
Ranged Attack	The Ready unit may make a single action Ranged Attack at the enemy unit after the enemy units Ranged Attack has been resolved and any casualties have been removed.

Any weapon effects such as Impede or Disable are applied to the target unit after the Active Unit has completed its activation.

Note that a unit disembarking from a vehicle has not performed an action when it is initially deployed alongside the vehicle.

For example: An enemy unit makes a ranged attack and then intends to move into cover. A unit that is Ready can make a ranged attack either after the enemy unit has fired OR at any time during the units move.

## Inflicting Wounds

Attacking model rolls a D6 and adds the weapon ST for each hit. The total must exceed the targets RES to cause wounds. Each modified value that exceeds the targets RES causes one wound to the target unless stated otherwise.

For example: A Light Machine Gun scores three hits on a unit of infantry with a Resilience of 4. The LMG has a Strength modifier of +1. The attacking player rolls three dice with a +1 modifier on each dice needing a total of 5+ to beat the Resilience of the target infantry. He rolls a 1, a 3 and a 4. With the +1 Strength from the LMG, only the dice roll of 4 + 1ST = 5 exceeds the targets Resilience.

All models have a default/unarmed melee strength of 0 (zero).



## Strength versus Resilience

The following table shows the D6 roll required for specific weapon strength to wound a specific Resilience.

RES	Weapon Strength				
	0	1	2	3	4
3	4	3	2	2	2
4	5	4	3	2	2
5	6	5	4	3	2
6		6	5	4	3
7			6	5	4

If the target unit has models present with different Resilience, you may make rolls to wound one at a time starting with the lowest Resilience models in the unit.

If two units have charged using the Sound Charge ability, and they have different Resilience values, then all wound rolls are taken against models with the lowest RES first.

For example: A unit of regular RES 4 infantry and a unit of armoured RES 5 infantry charge an enemy position. Once the attacking unit has completed its attacks, the defending unit may strike back. All of its attacks are directed at the lowest RES enemy unit first. If the enemy unit with the lowest RES is eliminated, any additional wound rolls are directed at the second enemy unit.

## Infantry Saves

Infantry always benefit from a 5+ save against any ranged attacks.

Infantry saves may not be taken in melee.

## Removing Casualties

The player controlling the unit suffering casualties decides which models are removed, but they must be in LoS of the attacking model.

If two units have charged in the same activation using the Sound Charge ability, and the RES of the two units is the same, then casualties removed must alternate between the two units.

## Lone Survivors

Lone infantry models may move within 4" of a friendly infantry unit and join with it. If the lone model joining a unit has a pinned counter, it will be instantly removed. The status of the lone model changes to that of the unit it joins, so it may even get activated again in the current turn.

For example: A unit of pinned infantry take several ranged hits and suffer enough casualties to leave one sole survivor. When the lone survivor is next activated, he may move within 4" of a friendly infantry unit to join it. If the unit he is joining is not pinned, the lone survivor will lose his pin counter.

## Vehicle Rules

As vehicle weapon mounts may be at the front or the rear of a vehicle, when determining weapon range, measure from the edge of the vehicle and not the tip of the weapon.

### Rear Vehicle Armour

Vehicles attacked from within their rear 90° arc by any ranged or melee weapon have their RES reduced by 1.

For example: A vehicle with RES 6 is attacked by a RoA 1 Strength 3 Zooka. This will normally require a D6 roll of 4+ to wound the vehicle. If the attacking model is in the rear 90° arc of the vehicle, the RES of the vehicle is reduced to 5, meaning a wound roll of 3+ is required.



Heavy infantry attack the rear of a medium tank.

## Collisions

Vehicles without melee weapons may collide with another vehicle. A collision between two vehicles causes an automatic single hit to both vehicles with a strength equal to half the highest RES value rounded up. The vehicle that causes the most wounds effectively wins the encounter and will cause the loser to retreat 3".

If no wounds are caused, or both vehicles take a wound, then the active vehicle will retreat 3".

For example: A RES 5 vehicle moves and rams a RES 6 vehicle. Both vehicles are automatically hit. The strength of the attack is half the RES 6 value, being 3. Both vehicles take a Strength 3 hit.

Moving vehicles may not collide with infantry models, infantry are nimble enough to dodge to one side of any potential impact. If a vehicle would collide with infantry models, move the infantry to the side so the vehicle may pass. This is a free move for the infantry models and does not cause them to become activated.



## Transport Vehicles

Capacity based on model size, typically up to six human sized models.

While passengers are on an APC type transport vehicle, they may not make any ranged attacks even if the vehicle appears to be open topped.



Infantry disembark from an APC

## Disembarking

Passengers in a transport vehicle may disembark during the transport models activation.

Disembarking models are placed adjacent and within 1" of the transport vehicle. They do not necessarily need to be positioned at the doors of the vehicle, just near to the vehicle. The positioning of passengers next to the vehicle does not count as the passenger unit action.

If a vehicle has used one action to move, the passengers may disembark and have their full two actions. If the vehicle model used two actions to move, the passengers have a single action when they disembark.

When the infantry are initially placed next to the transport vehicle, they have not yet been activated or used an action and so may not be targeted by a Ready unit.

For example: An APC makes a single Move action, moving 8". A unit of infantry disembark the APC and are placed along its edge. The infantry have two actions to use and could use their first action to move and their second to perform a ranged attack.

The APC does not get to perform a second action.

If a vehicle has not yet performed an action, the passengers may disembark with their two full actions and the vehicle may complete one action.

For example: An infantry unit disembarks an APC and is placed long the vehicles edge. The APC may perform a single action such as making a ranged attack with its weapons or making a move action.

The infantry unit have two actions to utilise as normal.

Place an activated counter next to the infantry unit and the APC.

A unit disembarking from a vehicle is activated immediately.

In subsequent turns, a transport vehicle and the passenger unit are treated as separate units for activation purposes.

## Embarking

A unit may embark onto a vehicle by moving up to it. If the vehicle has not yet been activated, it is immediately activated and may complete a single action.

As long as passengers are on a transport vehicle, the passengers are not separately activated, just the transport vehicle is activated.

## Transport Overkill

If a transport vehicle carrying passengers is destroyed, any excess wounds will be applied to the passengers. Consequently, if a vehicle has one wound remaining and takes 2 wounds, the additional wound is applied to the passengers.

If the transport vehicle was destroyed by a ranged attack, the passengers will get their 5+ infantry save as normal. If the transport vehicle was destroyed by a melee attack, the passengers do not get an infantry save.

A nearby Medic can attempt a save if it was a ranged attack that inflicted the overkill.

Regardless of any wounds suffered, any surviving passengers become pinned.

If the transport vehicle had been activated in the current turn, the passengers are deemed to have been activated. If the destroyed vehicle had not yet been activated, then the passengers may be activated as normal.



## Tunnelling Rules

A tunnelling model may move underground. The controlling player uses three tokens when representing the moving tunnelling model.

The art of tunnelling is not very precise, the three tokens represent where the tunnelling model may or may not actually be.



Tunnelling machine with position tokens

Whilst underground a tunnelling unit may not be attacked by any ranged or melee attacks.

A tunnelling unit makes a lot of preparation before a battle. The crews of these units are renowned for turning up early to make sure all the valves and pressure gauges are set correctly.

- A tunnelling unit is deployed first. All three tokens are immediately moved 4D6" on from the table edge of the deploying force.
- There must always be 6" between tunnelling tokens.

## Surfacing Rules

When a tunnelling unit is about to surface, it is quite possible the crew have not worked out their trajectory correctly.

The controlling player nominates a Primary, Secondary and Tertiary surfacing locations and then rolls a D6.

Roll	Action
1	The tunnelling unit is unsure of its current location and surfaces at the Tertiary location and scatter D6". If the scatter will cause the model to collide with any surface object, place the surfacing model as close to possible to the deviated point.
2-3	The tunnelling unit surfaces at the Secondary location and does not scatter.
4-6	The tunnelling units navigation is accurate and surfaces at the Primary location and does not scatter.

The model is required to use one action to surface.

Any passengers disembarking from a tunnelling unit use the normal vehicle disembarking rules.

For example: A tunnelling model uses one action to Move and then one action surface. Any passengers may disembark and have one action to utilise.



Infantry disembark from a tunneller

For example: A tunnelling model uses one action to surface. Any passengers may disembark and have two actions to utilise.

## Drop Ship

A drop ship is a method of delivering troops into the thick of the battle and where they are needed most. Sometimes they are deployed from airships high in the atmosphere for fired from magnetic resonance cannons many miles from the conflict.

A drop ship may carry up to six wounds worth of infantry models.



Scout troops disembark from a Drop Ship

Drop ships are not deployed during the deployment phase. They may be deployed at any time from the second turn onwards.

A drop ship expends one action to land when activated. The controlling player selects a landing point for the drop ship and scatters the point D6". If the scatter will cause the model to collide with any surface object, place the surfacing model as close to possible to the deviated point.

Passengers may disembark from a drop ship with two actions available.

Drop ship may not move again and is treated as terrain for cover purposes.

## Skimmers

Units utilising the latest steam powered repulsor technology may ignore rough terrain and pass over obstacles up to 3" in height.

Passengers may disembark and embark onto skimmers in the same way as wheeled or tracked APC's.

## Flying Transports

Some flying vehicles can carry infantry troopers and deploy them during the vehicles activation.

A flying transport vehicle may land and allow passengers to disembark in the same way as a land based APC.

Some flying vehicles can deploy infantry passengers without landing. The infantry rappel down to the ground.

## Aircraft Rules

There are several types of flying models but they all ignore terrain.

## Planes

Planes must always use their first action to move and must move at least half of their movement value.

## Evading Planes & Copters

Some flying machines may be more difficult to hit with ranged attacks. Planes and Copters may take the Evade ability. Models with the Evade ability are at -1 to hit with ranged attacks.

For example: A ground based support unit fires its HMG at a plane with the Evade ability and rolls its 4D6 needing a 5+ on each to score hits.

## Hovering

Any flying machine capable of hovering, such as Zeppelins, Aéronefs and Copters, may remain stationary instead of moving.

A stationary flying machine may use the vehicle target rule.

## Bombing

An airborne unit may perform a bombing action and drop its "V" ranged weapons anywhere along its movement trajectory at target units within 2" of the width of the flying model. For targeting purposes, targets may be within 2" of the leading edge of the airborne unit.

Bombing attacks hit their targets on a 4+ regardless of cover.

## Strafing Run

An airborne model may perform a strafing run at the end of its movement and fire any or all of its ranged weapons. Aircraft firing within half weapon range reduce the cover of a target unit by -1.

## Jump Troops versus Aircraft

Infantry units with the jump pack ability may perform melee attacks against flying units in a brief airborne clash. The attacking unit is placed at the base of the flying model.



Heavily armoured Jump Pack infantry

## **Ships**

Waterborne craft may be used on rivers or larger bodies of water. These may be of varying sizes from small transports or landing craft to massive warships. Of course how you get a battleship onto a gaming table is another matter altogether.

## **Leviathans**

Super large models fall into the category of Leviathans.

These models are more terrain than vehicle, although in some cases they may be able to move about the tabletop.

If a model is greater than 12" in length, then it will typically fall into the Leviathan category.

Weapon locations may be targeted and destroyed.

Each location will typically have a RES of 6 and 4 Wounds.

Any weapon location in line of site may be attacked and hit by ranged attacks on a 5+.

A model of this size will typically have a very large crew compliment and so may make an Advance move and fire any and all weapons.

## **Attacking Leviathans**

Jump troop infantry may land on very large Leviathan models if there is enough deck space. They may then engage the crew.

If all the crew and defensive models can be eliminated, the Leviathan is captured but may take no further part in the game.



British Empire Leviathan Skyship being attacked by Teutonic Knight Luftlanders

## Specialist Models

To add some extra variety to an army, there are a few additional types of Specialist models that may be added.

### Weapons Specialist

One infantry model in a unit may be equipped with a lightweight support weapon such as an LMG.

### Specialist Skills

Some models in an infantry unit may be specially trained to perform specific functions. These will include Medics, Engineers, Spotters and Drone Controllers.

A unit may only include one model with a specific specialist skill type, but several different specialist skills may be present in the same unit.

For example: A command unit may include one Engineer, one Medic and one Spotter. It may not however have two Medics or two Engineers.

You may use lone models with Specialist Skills, but it is generally best to add them to a unit.

### Grenadier

An infantry unit may include up to one Grenadier Specialist.

A Grenadier is armed with a single type of grenade selected from the weapons list.

Instead of firing a normal ranged weapon, a Grenadier may make a grenade attack. A Grenade may not be aimed.

Grenades may be thrown up to 6". If a model has the Strong ability, the maximum distance is an extra 2". Like all shooting attacks, measure from closest model in attacking unit to closest model in the target unit, not necessarily from the Grenadier model.

Grenades are an Indirect weapon and so always have a -1 modifier to the roll to hit.

## Sniper

A Sniper is a specialist model that acts either alone or with a Spotter in a two man team.

One Sniper model may be included per complete 1000 points.

A Sniper will typically be equipped with a Sniper Rifle with an optional Sniper Scope.



Sniper and Spotter

### Sniper Spotter

A Sniper Spotter may accompany a Sniper to make a Sniper Team. Whilst the team remain within coherency, the Spotter will give the Sniper +1 to hit as long as the Spotter does not make a ranged attack himself.

### Spotter

A Spotter allows a model to guide indirect artillery fire to targets that the artillery does not have LoS.

To use the Spotter ability, the Spotter needs to be able to draw a LoS to the target model and the firing artillery unit.

The Spotter ability may be given to any model.

A model with the Spotter ability may spot for any artillery unit.

## Hero Models

Many players like to field a hero model or two to add some extra character to an army.



Armoured flying hero

A hero model can be added to an infantry unit. This may take the total number of wounds in the unit to more than six.

For example: A hero model may be added to a unit of six infantry models.

For transport purposes, a hero model counts as one wound if he is infantry sized.

For example: A hero model in standard equipment, who is the same physical size as an infantryman, will only occupy a single wound slot in a transport vehicle. Consequently, he may travel with five additional infantry in a standard transport vehicle capable of carrying six wounds worth of models.

If the hero model is of a large size, such as a model in steam powered armour or an Abhuman, he will count as two wounds for transport purposes.

For example: A large hero model with four wounds in steam powered armour may be added to a unit of two heavily armoured Elite infantry, each with two wounds. In this scenario, the hero counts as two wounds for transport purposes. Consequently, he may travel with two additional infantry with two wounds each in a standard transport vehicle capable of carrying six wounds worth of models.

## Sidekicks

Any good hero needs a sidekick, effectively a lesser hero that can be attached to a hero model if required.

A sidekick may be taken if the hero is not to be attached to an infantry unit.

A sidekick must have the same RES as the Hero.

The total number of wounds for the Hero and the sidekick may not exceed six.



Abhuman Sidekick

## Technomage

A Technomage is a hero model that may use mysterious Arctech powers, which, in many ways may be mistaken for magic.

Arctech Powers are in fact drawn from the Aether by intricate copper filaments. These may be woven into the fabric of the Technomage's clothing or embedded into steel gauntlets.

One Technomage model may be included per complete 1000 points.

A Technomage must take the Hero ability and the Technomage ability as two of its abilities.

A Technomage may attempt to project any of the Arctech Powers listed.

When a Technomage attempts to project an Arctech Power, he must use a Project A Power action.



Technomage Hero model

Each Arctech Power has a project value, when the model wishes to project a power, it must make a D6 dice roll and equal or exceed the project value.

Arctech Powers are either Instants or Effects. An Instant is a power that has an immediate effect on a unit. An Effect stays in play for as long as specified in the Arctech description.

For example: A Technomage wants to project the Infuse power onto a friendly unit. The Technomage needs to roll a 4 or more on a D6 to successfully project the power. If successful, the target unit has +1 Strength until the end of the target units next activation.



Arctech Power

A Technomage may project a power onto himself if required, this includes if the Technomage is attached to a unit.

For example: A Technomage who is attached to an unit of infantry will attempt to project the Translocate power onto himself and the infantry unit. The Technomage uses the units first action to attempt to project the power on a D6 roll of 5 or more. If successful, the Technomage and the unit can move 24" within line of sight of the Technomage's starting position.





## Unconventional Units

You may include fantastical units in a force or perhaps alternatively as a non-player unit that both sides must defeat in order to reach an objective or prize.

## Mechanical Marvels

Non-living units such as robots and drones may be incorporated into a force.

Non-living units, as one may expect, are not affected by morale or self-preservation and so may not be pinned if the unit consists solely of mechanical models.



Robot infantry

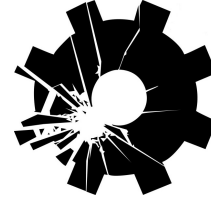
Robot units and drone models must select the Mechanical ability.

Typically, robots are formed into infantry units consisting of up to six wounds of models.

Drone models are single models that are added to another unit, either a living unit or a unit of robots.

## Mechanical Malfunction

When activating a mechanical unit, roll a D6, on a roll of 1, the model or models fail to activate and may perform no actions.



## Drones

Drones are mechanical models that may be added to any infantry unit.

Each Drone configuration provides a different ability.

An infantry unit may only have one Drone attached to it.



Drone

A Drone attached to a unit must have the same RES and number of wounds as the infantry unit it is attached to.

For example: A Shield Drone is attached to a unit of infantry models. The infantry models have a RES of 4 with 1 wound. The drone will have the same profile.

A Drone may have a maximum RES of 5 and a maximum of 2 wounds.

As the Drone is a part of the unit, it uses some of the wound allocations available to the whole unit.

For example: An infantry unit may have a total of six wounds, therefore a Distortion Drone with its one wound may be attached to five infantry models.

When the unit is activated, the Mechanical Malfunction roll must be made first to see if the drone activated correctly.

If the drone fails to activate, the ability may not be employed until the drone is successfully activated in a subsequent turn.

Drone Type	Ability
Shield Drone	Unit may reroll failed Infantry Saves.
Targeting Drone	Ranged attacks performed by this unit are +1 to it.
Combat Drone	Melee attacks performed by this unit are +1 to it.
Distortion Drone	Ranged attacks against the unit are -1 to hit.
Shroud Drone	Melee attacks against the unit are -1 to hit.
Spotter	May use the Spotter Ability.
Demolition Drone	May explode for one action. ST4, 2 Damage, Blast. One shot weapon.
Weapon Drone	May be equipped with any weapon at extra points cost.

## Conductor

Conductor is an ability that may be given to a non-mechanical model, typically a living infantry type model.

A Conductor is equipped with device that monitors the actions of Mechanical units in Line Of Sight.

A Conductor with Line Of Sight to the activated unit may reroll a failed Mechanical Malfunction roll.

## Zombies

All good wargames need zombies. The zombies of the steampunk world can be unpredictable but still deadly.

### Zombie Special Rules

A zombie unit is treated as an infantry unit but has a number of special rules that affect the way it will perform.

A Zombie unit may not perform any ranged attacks and may not use the Ready or Take Cover actions.

A zombie model has the Zombie ability that gives it access to the following abilities at no extra points cost:

- Horde
- Unshakeable
- Unruly
- Infect
- Overwhelm

All zombies have a RES of 4.

As zombies are already mostly dead, each is deemed to have a 1/2 wound. This permits a zombie unit to have up to twelve models at the start of a game.

Each single unsaved wound inflicted on a zombie unit removes one zombie from play.



### Infantry Saves and Zombies

A zombie model still gets an infantry save. It is not that the zombie manages to dodge the incoming shot, or use any available cover to its best advantage, it is simply that the zombie has had an arm blown off but did not notice.

## Model Abilities

Ability	Description	Points
<b>Accurate</b>	A model with this ability may reroll failed rolls to wound.	2
<b>Aggressive</b>	A model with this ability may reroll failed rolls to hit in melee.	2
<b>Agile</b>	(Infantry) Model may move across terrain obstacles without any movement penalty. This ability does not allow the model to move through Impassable terrain.	1
<b>Camouflage</b>	(Infantry) Ranged attacks against this unit are made a -1 to hit.	5
<b>Combat Drone</b>	(Drone) Melee attacks made by models in a unit with this drone are at +1 to hit.	9
<b>Conductor</b>	Allows all Mechanical units in LOS to reroll a failed Mechanical Malfunction roll. May only be taken by a non-mechanical unit.	3
<b>Demolition Drone</b>	(Drone) A drone with this ability may expend one action to explode. The explosion is a Blast with a strength of 4 and inflicts 2 Damage. The drone is removed from play after the explosion.	2
<b>Distortion Drone</b>	(Drone) Ranged attacks against this unit are -1 to hit.	12
<b>Dodge</b>	(Passive) Infantry model with this ability may force successful ranged attacks to be rerolled.	3
<b>Drone</b>	Robotic infantry sized model. It may be equipped with any weapon or ability. Only one drone may be added to an infantry unit. A drone may select ONE drone ability.	0
<b>Drop Ship</b>	(Vehicle) The Drop Ship ability that allows the vehicle to land anywhere on the table for one action. Passengers may disembark with two actions available.	12
<b>Drop Troops</b>	(Vehicle) A flying vehicle may deploy a unit during its movement. The deployed unit has one or two actions available to it as per the Disembarking rules.	6
<b>Engineer</b>	(Infantry) A model with this ability may repair a point of damage to a vehicle or aircraft model within 12" on a D6 roll of 4+.	5
<b>Evade</b>	(Passive) Planes and Copters with this ability are at -1 to hit with ranged attacks.	15
<b>Fast</b>	Model may move an extra 2" during a Move action and a total of 3" extra during an Advance move, therefore making a normal Move of 8" and an Advance move of 12".	2
<b>Fly</b>	A model with this ability can fly and may ignore terrain penalties.	1
<b>Heavy</b>	(Infantry) Models with a single wound may reroll their Infantry Save.	6
<b>Hero</b>	(Hero) A Hero is an individual model, usually the army commander. A hero model must take this ability to access Hero rules and other hero abilities. A hero model may join another or may take a Sidekick.	0
<b>Horde</b>	A Horde unit, such as some creatures or zombies may have up to twelve models in the unit at the start of the game. For calculation purposes, each model is deemed to have ½ a wound each.	0
<b>Infect</b>	(Zombie) On a 5+, any human sized living (infantry or support weapon crew) model casualties caused will add a zombie model to the unit inflicting the casualties.	0
<b>Inspire</b>	Units within line of sight of this model may reroll failed unpinning rolls.	5
<b>Juggernaut</b>	(Vehicle) Large tracked vehicles will destroy (remove for play) any small terrain features such as wall and hedges if it moves across them.	10
<b>Jump Troops</b>	Models with this ability can make short hops ignoring terrain. A Move action enables the model to move 10". A double move	5

	action allows the model to move 15". A unit may not end its move with impassable terrain.	
<b>Leader</b>	A unit with a Leader within 12" may add +1 to unpin rolls.	4
<b>Look Out!</b>	(Hero) Models in a unit with a hero or a unit that is within 3" of a hero will leap in front of danger and take a wound for the hero.	2
<b>Lucky Blighter</b>	(Hero) If a hero model takes any wounds, it can be negated on a D6 roll of 4+. A single roll is made for all wounds inflicted.	5
<b>Mechanical</b>	When the unit is activated, roll a D6. On a roll of 1, the unit does not activate as desired and must roll on the Mechanical Malfunction table.	-25%
<b>Medic</b>	A medic within 12" of a unit suffering a casualty from a ranged attack may attempt to save the model on a D6 roll of 5+. Only one attempt per enemy unit activation may be attempted.	5
<b>Non-Combatant</b>	The model has no weapons and does not fight in melee.	-5
<b>Overwhelm</b>	While there are more than six models in the unit, all attacking models in the unit have +1 to hit and +1 strength.	0
<b>Parry</b>	Any defending models with the Parry ability may attempt to block a melee attack by rolling a 6.	1
<b>Persistence</b>	A mechanical model, reduced to zero wounds is replaced with a crawling torso model. The model loses any melee and ranged weapons. It may not Advance or Charge but may Engage. It is more difficult to attack, -1 to hit with ranged attacks. In melee, the crawling model has an ST 0 attack. It does not have to maintain coherency with other models in its original unit. The next wound the model takes removes it from play.	1
<b>Rally</b>	One per game, a model with the Rally ability may automatically remove all pinning counters from units within 12".	3
<b>Scout</b>	(Infantry) Unit may be set up after all normal deployment. The unit may be positioned anywhere on the table as long as it is at least 10" from any enemy units and out of Line Of Sight.	2
<b>Shroud Drone</b>	(Drone) Melee attacks against the unit are -1 to hit.	5
<b>Shield</b>	(Infantry) Models equipped with a shield may increase their Infantry Save by +1.	2
<b>Shield Drone</b>	(Drone) Unit may reroll failed Infantry Saves against ranged attacks.	5
<b>Ship</b>	(Vehicle) Water vehicle, see ship rules.	0
<b>Skilled</b>	(Hero) A model with this ability may attack with two ranged weapons or two melee weapons when activated.	2
<b>Skimmer</b>	Model may cross low obstacles without penalty. Models may also cross impassable terrain but may not end a move within the impassable terrain.	2
<b>Sniper</b>	A force may include one Sniper per complete 1000 points. A Sniper may only be equipped with a Sniper Rifle.	2
<b>Sniper Scope</b>	May only be used in conjunction with a Sniper Rifle. Reduces any cover by -1.	4
<b>Sound Charge</b>	A model with this ability, typically a Musician or Communication Specialist, may activate another friendly unit within 12" and both units are activated and will immediately perform a Charge or Engage action.	5
<b>Spotter</b>	A Spotter model with line of sight to friendly artillery and a target provides +1 to the artillery models ranged attack roll. In addition, if a Spotter is taken with a Sniper, making a two man Sniper Team, the Spotter provides +1 to the Sniper's To Hit roll.	2
<b>Strong</b>	A large or enhanced model may have a strength bonus of +2 for use in melee. In addition, a Strong model may throw a grenade an additional 2", making a total of 8".	2

<b>Targeting Drone</b>	(Drone) Models in the unit with a Targeting Drone benefit from a +1 to hit modifier.	5
<b>Tech</b>	Model has an improved chance of completing missions.	1
<b>Technomage</b>	(Hero) The model is versed in Arctech Powers. Rules for Arctech Powers may be found in the Arctech supplement.	24
<b>Transport</b>	(Vehicle) May carry infantry or suitably sized models. If the transport has no weapons, it does not count towards the maximum vehicle limit and has a -50% reduction in points value.	1
<b>Tunneller</b>	(Vehicle) May move underground, see tunnelling rules.	1
<b>Unruly</b>	When activated, roll a D6, on a roll of 1, the unit will move towards and/or attack the nearest living (non-vehicle) unit. On a 2+ it will move towards and/or attack the nearest living (non-vehicle) enemy model. An Unruly unit may only use the Move, Advance, Charge and Engage actions.	0
<b>Unshakeable</b>	(Hero) The model ignores the effects of pinning.	5
<b>Weapon Drone</b>	(Drone) May take a weapon at extra points cost.	0
<b>Zombie</b>	(Zombie) A zombie model gains the following abilities for no additional cost; Horde, Unshakeable, Unruly, Overwhelm and Infect.	1



Light Machine Gun Tankette

## Weapon Special Rules

Ability	Description	Points
<b>Anti-Air</b>	A weapon with this ability may target flying units.	1
<b>Assault</b>	The ranged weapon may be used in melee.	1
<b>Blast</b>	Weapon inflicts D3 hits on vehicles/aircraft or D6 hits on infantry units. Blast weapons ignore cover when rolling to hit, but infantry units will still get an Infantry Save.	6
<b>Blast x2</b>	As "Blast" but can target two units within 3" of the originally targeted unit.	9
<b>Blast x3</b>	As "Blast" but can target three units within 3" of the originally targeted unit.	15
<b>Boiler</b>	Once per game, the weapon strength may be doubled for a ranged or melee attack. The whole unit must use the ability at the same time.	2
<b>Bomb</b>	Weapon type has a "V" range designation and must be dropped from a flying vehicle.	1
<b>Damage 2</b>	Inflicts 2 wounds. May only be used by a weapon with a RoA of 1.	9
<b>Disable</b>	On a successful hit, the target unit may not fire ranged weapons the next time it is activated.	2
<b>Flying Bomb</b>	Minimum range of 20". The Flying Bomb take two turns to hit the target and is positioned halfway to the target when initially fired. Whilst in flight, it may be shot down. The flying bomb may be hit on a D6 roll of 6, has a RES of 5 and 1 wound.	1
<b>Heavy Shock</b>	On a successful hit, and after wounds have been attempted, roll a D6. On a roll of 1, 2 or 3, the target is reduced to one action the next time it is activated. On a roll of 4+, the target reduced to zero actions the next time it is activated.	8
<b>Impede</b>	On a successful hit, the target may not move the next time it is activated.	2
<b>Indirect</b>	The weapon does not require line of site to the target. If firing at a target with no line of sight, the ranged attack suffers a -1 penalty.	2
<b>Let 'em have it</b>	Melee weapon has +1 Strength during a charge action. This is cumulative with the charge bonus.	1
<b>Light Shock</b>	On a successful hit, regardless if wounds were inflicted, the target is reduced to one action the next time it is activated.	3
<b>MG</b>	Machine Gun weapons may use the Ready action with no reduction to RoA. May not be used with a weapon with a RoA of 1.	1
<b>One Shot</b>	A One-Shot weapon may only be used once per game.	-75%
<b>Prototype</b>	May "bend" the weapon creation rules. When activated, if the weapon is to make an attack, a roll of 4+ is required for the weapon to be able to function. On a roll of 1, the weapon breaks down and may not be used again until an Engineer makes a repair.	20
<b>Ranged In</b>	An artillery weapon with a RoA of 1, that does not move, may automatically hit the location targeted in the previous activation.	1
<b>Sniper</b>	(Sniper) Weapon may only be taken by a Sniper model.	1
<b>Twin-Linked</b>	Ranged weapon may reroll failed rolls to hit. May not be used with MG ability.	10

## Ranged Weapon Profiles

Weapon	Range	RoA	ST	Special Rules	Points
Ack-Ack	36"	1	4	Anti-Air	18
Anti-Vehicle Grenade	6"	1	4	Indirect, Damage 2, One Shot	5
Autocannon	36"	1	4		17
Auto Shock Pistol	10"	2	1	Light Shock	10
Bazooka AP	20"	1	4	Damage 2	21
Bazooka HE	20"	1	2	Blast	18
Blunderbuss	12"	3	1		13
Drum Gun	16"	2	1		9
Electric Gauntlets	6"	3	2	Heavy Shock, Assault	25
Flamer	8"	1	2	Blast	14
Flamer Pistol	8"	2	1	Light Shock, Assault	10
Frag Grenade	6"	1	1	Indirect, Blast	11
Heavy AP	36"	1	5	Damage 2	29
Heavy SMG	12"	2	2		12
Heavy Pistol	12"	2	1	Assault	9
Heavy Tesla Lance	12"	2	4	Light Shock	23
HE (High Explosive)	24"	1	1	Blast	15
HMG	30"	4	2	Anti-Air, MG	34
Impedinator Gun	24"	2	1	Impede	13
Light AP	24"	1	3		11
Light Tesla Lance	12"	1	2	Light Shock, Assault	10
LMG	24"	3	1	Anti-Air, MG	18
Magnetropic Gun	24"	2	1	Disable	13
Mega Cannon	36"	1	4	Indirect, Blast x3	58
Medium AP	30"	1	4	Damage 2	24
Mortar	36"	1	2	Indirect, Blast, Ranged In	26
Multiple Rock Launcher	36"	1	1	Indirect, Blast x2, Ranged In	27
Ordnance Conveyor	20"	1	2	Blast, Indirect	20
Pistol	10"	1	1	Assault	4
Quad Ack-Ack	36"	4	3	Anti-Air	43
Rifle	24"	1	1		7
Repulsor Blastgun	24"	1	2	Blast	19
Repulsors	24"	2	2	Light Shock	18
Resonator Gun	24"	2	1	Light Shock	14
Rocket Launcher	36"	1	2	Indirect, Blast, Ranged In	26
Shock Bomb	V	1	1	Bomb, Blast, Light Shock	13
Shock Gun	20"	1	1	Light Shock	9
Shock Pistol	10"	1	1	Light Shock, Assault	7
Shotgun	10"	2	1	Assault	8
SMG	12"	2	1		8
Sniper Rifle	36"	1	2	Sniper	15
Spear Gun	12"	1	1	Assault	5
Tesla Cannon	30"	1	2	Heavy Shock	19
Tesla Gun	24"	2	2	Light Shock	18
Twin Ack-Ack	36"	2	3	Anti-Air, Twin-Linked	34
Twin Autocannon	36"	1	4	Twin-Linked	27
Twin Light AP	24"	2	3		19
Twin LMG	24"	3	1	Anti-Air, Twin-Linked, MG	28
Twin HMG	30"	4	2	Anti-Air, Twin-Linked, MG	44
V1	48"	1	5	Flying Bomb, Blast x3, One Shot	20
Whip	2"	1	1	Assault	2

## Bomb Profiles

Weapon	Range	RoA	ST	Special Rules	Points
Heavy Bomb	V	1	5	Bomb, Damage 2	20
Heavy Shock Bomb	V	1	4	Bomb, Blast, Heavy Shock	30
Light Bomb	V	1	1	Bomb, Blast x2	15
Medium Bomb	V	1	4	Bomb, Blast	22
Shock Bomb	V	1	1	Bomb, Blast, Light Shock	13

## Melee Weapon Profiles

Weapon	Range	RoA	ST	Special Rules	Points
Axe	b2b	1	2		3
Bayonet	b2b	1	1	Let `em Have It	2
Blunt Instrument	b2b	1	2		3
Chainsword	b2b	2	2		9
Claws & Teeth	b2b	2	2		9
Claymore	b2b	2	1	Let `em Have It	6
Concussor	b2b	2	2	Impede	11
Hammer	b2b	1	3		5
Heavy Steam Weapon	b2b	1	4	Damage 2	16
Improvised (Unarmed)	b2b	1	0		0
Knife	b2b	1	1		1
Light Steam Weapon	b2b	1	3		5
Medium Steam Weapon	b2b	2	4		17
Reaper	b2b	1	1	Light Shock	4
Sabre	b2b	2	1		5
Spear	b2b	1	1	Let `em Have It	2
Sticky Bomb	b2b	1	4	One Shot	2
Sticky Bomb MK2	b2b	1	4	Damage 2, One Shot	4
Sword	b2b	1	1		1





## Arctech Powers

Power	Project	Effect
<b>Augment</b>	5+	A target unit within line of sight has its RES increased by +1 until the target unit is next activated.
<b>Conceal</b>	4+	A target unit within line of sight and in cover gains Take Cover until it is next activated.
<b>Confuse</b>	5+	A target infantry unit within line of sight gains a pin marker. A unit may only have one pin marker at any time.
<b>Disassemble</b>	5+	The Technomage may inflict 1 wound on a vehicle within line of sight and 24".
<b>Infuse</b>	4+	A target unit within 24" and line of sight gains +1 Strength in melee until the end of its next activation.
<b>Invigorate</b>	4+	Infantry unit that starts its movement within line of sight may move an additional 6" as a free action when activated.
<b>Impair</b>	5+	A target unit within 24" and line of sight suffers -1 Strength in melee until the end of its next activation.
<b>Paradox</b>	5+	The Technomage generates a reroll token that may be used at any time before the Technomage is next activated. The reroll token may be spent to reroll any single dice roll. It may not be used to reroll a reroll.
<b>Rebuild</b>	4+	The Technomage may restore 1 lost wound on a vehicle model within line of sight.
<b>Reveal</b>	4+	A target unit within line of sight has its Take Cover removed.
<b>Smite</b>	5+	Target unit within 24" and line of sight suffers D6 Strength 1 hits ignoring any cover. An infantry unit may attempt an infantry save but will become pinned if it suffers three or more hits.
<b>Translocate</b>	5+	The Technomage may move an infantry unit within 10" to anywhere within line of sight and 24" of the Technomage.
<b>Weakness</b>	5+	Target unit within line of sight has its RES reduced by -1 until the Technomage is next activated.



# Battle Orders



## Battle Orders

This section provides some suggestions on how to set up a battlefield and select some missions for the forces to achieve.

Depending on game size, a 6' x 4' table is recommended.

## Positioning Terrain

Players can set up terrain in a number of different ways.

### Arranged Terrain

Players arrange the terrain into a series of areas based on the terrain available; for example, a built up area can be placed centrally with roads leading out to all four table edges. Wooded areas, fields and hills can be placed in the corner sections created by the roads.

This method allows for a structured landscape to be created over which the forces must battle.

## Alternate Terrain Placing

Each player takes it in turn to place a piece of terrain until both players agree there is enough.

### The Random Method

Divide the table into six zones as shown below and roll a dice for each piece of terrain to see zone it goes into. Keep placing terrain until you think there is enough in play or you run out.

Zone 1	Zone 2	Zone 3
Zone 4	Zone 5	Zone 6

In all cases, make sure large vehicles can fit between most of the terrain.



## Deployment Areas

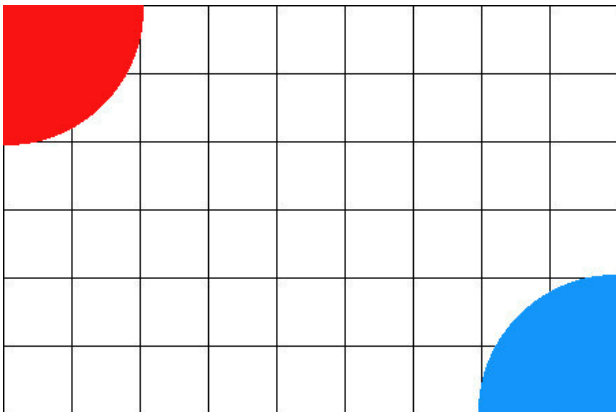
To determine where the opposing forces will be positioned at the start, either select a deployment area option or randomly select a layout by rolling a D6 on the following table.

D6 Roll	Layout
1-2	Corner to corner
3-4	Face off
5-6	End to end

### Corner to Corner

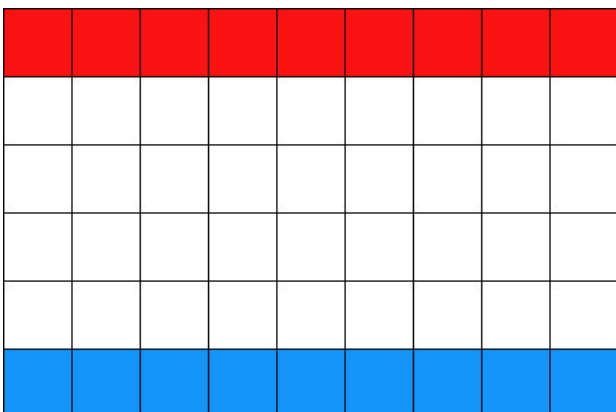
The forces are set up in opposing corners. All models are positioned within 16" arc of the corner point.

If you are using a large number of models, you may find it difficult to fit them all into the deployment area. In this case simply extend the deployment area in increments of 2" to accommodate the size of the force.



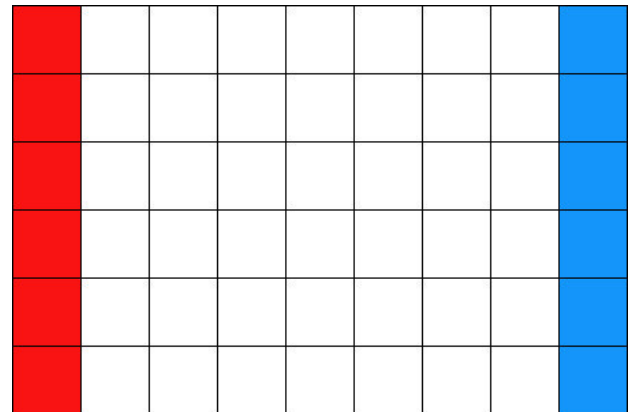
### Face Off

Each force is set up along the long table edge within 8" of the edge.



### End to End

Each force is set up along the short table edge within 8" of the edge.



## Deploying Units

Decide or roll to see how the forces will be deployed; it is either an Approach or Deployed setup.

An Approach setup is where the two opposing forces start off table and are activated to enter from their own table edge.

A Deployed setup allows all models to be setup in their deployment zone before the first turn starts.

Roll	Action
1-3	Approach
4-6	Deployed

Roll for initiative to determine who places the first unit.

### Approach

The first turn starts with no units on the table.

Any tunnelling units must be deployed first. If starting from the corners, measure the tunnelling movement from the corner.

All remaining forces are activated from their own table edge and move on from the table edge with a Move or Advance action. Some may even get a chance to make a ranged attack.

Units with the Scout ability may be deployed after all other units have arrived.

Units may be left off table to enter on a subsequent turn.

## Deployed

Units are positioned within their deployment zone before the first turn starts.

As above, any tunnelling units must be deployed first. If starting from the corners, measure the tunnelling movement from the corner.

Flying units may be left off table. They may be activated during the first turn and enter from their own deployment area table edge.

Units with the Scout ability are deployed last.

Units may be left off table to enter on any turn.

Once all deployment has completed, roll for initiative and start the first turn.

## Holding Objectives

Some missions require that objectives are held.

Only infantry models in base to base contact with the objective may claim it.

Holding an objective is achieved at the end of a game turn if there are no enemy infantry models within a 3" move of the objective.

Unless otherwise stated, a unit earns one Victory Point per turn held.



## Primary Missions

Roll a dice to see what primary mission the forces have to achieve.

In some missions, the first player to achieve a mission objective will gain 5 VP. If the opposing player subsequently achieves their mission objective, they will gain 3 VP.

Roll	Mission Objective
1	<b>Take and Hold</b> Each player gets an objective counter for each complete 500 points. Objective counters are placed in the opponents half of the table. 1 VP per turn held.
2	<b>Attrition</b> 2 VP per enemy unit eliminated. Any units that move off the table are counted as destroyed. If a lone survivor joins another unit, survivor's original unit counts as destroyed.
3	<b>Surgical Strike</b> Select an enemy unit to be destroyed. The first force to achieve the mission objective gains 5 VP, followed by 3 VP if the opposing force succeeds.
4	<b>Steam Technology</b> Each side places a small piece of steam technology in the opposing half of the table to be retrieved and removed from any table edge. Only infantry units may pick up and carry the steam tech. The first force to achieve the mission gains 5 VP, followed by 3 VP if the opposing force succeeds.
5	<b>Assassinate</b> Each force must eliminate the enemy leader. Each force must nominate a model that is in command of their forces. The first force to eliminate the opposing commander gains 5 VP, followed by 2 VP if the opposing force succeeds.
6	<b>Hard Six</b> Destroy the highest points value non-flying unit in the enemy force. The player to eliminate the opposing highest points value unit first gains 5 VP. If the opposing player subsequently eliminates their target unit, they gain 3 VP.

## Additional Victory Points

In addition to gaining victory points for objectives and mission, a force will gain victory points for eliminating enemy units.

Victory Points	Unit Type
1 VP	Each enemy infantry, mounted or support unit destroyed
2 VP	Each enemy vehicle destroyed, including aircraft and ships.



## Victory Point Levels

The target number of victory points to be achieved in order to win a game will be dependent on game size.

For each complete 500 points of units, the victory point target is 7 VP.

For example: In a game of 1500 points per side, a force will win the game by reaching (3x7) 21 VP.

Note that any victory point check is made at the end of a game turn, so it is possible that both forces reach a victory point threshold and so the result could be a draw.

## Game Turn Limit

It is generally a good idea to decide how long a game should be played, but of course there is nothing wrong with playing on until one side is obliterated or retreats.

If playing a straight forward confrontation, you may still want to set one of the following deadlines:

- Time limit - the game ends after a set period.
- Turn limit - the game ends after a set number of turns; the force that has achieved the highest number of victory points is the winner. At least four turns should be played ideally.
- First to complete the Primary Mission wins the game.
- First to reach the Victory Point Level for the force size wins the game.

Subsequent mission sections suggest alternative ways of playing out a battle.



## Battle Orders Summary

In summary, follow these steps to get started:

- Deploy terrain
- Decide how the forces will arrive
- Determine deployment areas
- Select mission
- Determine victory conditions
- Determine turn limit
- Play and have fun!



## Advanced Missions

Playing an Advanced Mission game allows for a specific scenario to be fought.

A game of this type will need to be planned in advance as specific terrain or army composition may be required.

Determine who is the attacker (blue side) and who is the defender (red side).

In the examples given on the next few pages, units may not use the Scout ability.

### Assault

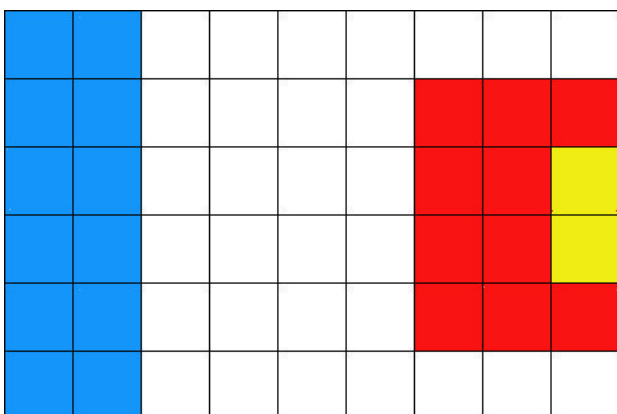
The defending force is dug into a town or industrial area providing plenty of cover and defensive positions.

The attackers task is to initiate an assault to overwhelm the defenders and seize control of the defended area. In particular, they must penetrate to the objective area marked in yellow.

**Setup:** The defender (red) is set up with 50% of their force in defensive positions. This may be a fortified edge of a town. Position a building or control panel of some description in the yellow area as the attackers objective.

The attacker (blue) sets up as much of their force as wanted in their deployment zone.

The defender may bring on any or all of their remaining forces from turn two.



**Victory Conditions:** The attacker wins if they can get any units to the objective in the yellow area. They do not have to hold the

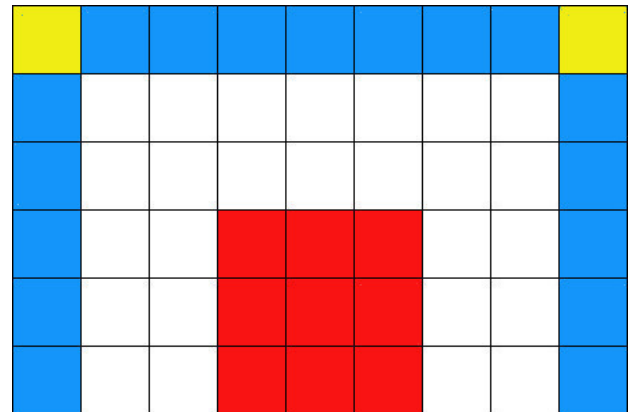
objective, just get a unit to the location. The defender wins if they can keep the attackers away from the objective by the end of turn six.

### Surrounded

The defenders have been surrounded by a superior force who have out manoeuvred them and have them surrounded in a small hamlet or farm.

**Setup:** The defenders setup at least 50% of their force in defensive positions consisting of a few buildings with a walled perimeter. The attackers setup their force in the blue zones up to 8" from their own table edge.

The defenders reinforcements will enter from either corner (yellow) from the start of turn two onwards if a roll of 4+ is made. If the reinforcements fail to arrive on turn two, add a cumulative +1 to the dice roll on each subsequent turn attempt until the reinforcements arrive.



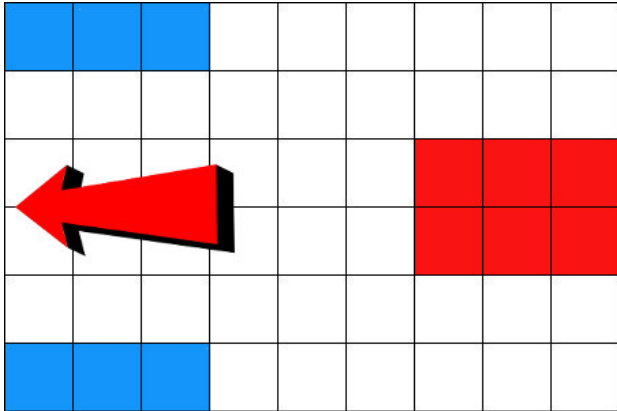
**Victory Conditions:** The attackers will win if they can eliminate the defenders in the hamlet before the reinforcements can reach the defensive area. The defenders will win if 50% of the reinforcements can enter the defensive area.

### Break Through

The defending force must run the gauntlet and make it across the length of the battlefield. The attacking force must attempt to stop as much as possible from achieving their objective. It is recommended that the defending force utilise a large number of vehicles to transport their forces as far as possible.



**Setup:** The defender (red) sets up all of their force within 24" of their own table edge. The attacker (blue) sets up on either side of the table within 24" of the exit table edge and in an 8" wide deployment zone.



**Victory Conditions:** The defender (red) must get half their force in points value off the far table edge. The attacker (blue) will win if they can eliminate more than 50% of the defenders points value.



## Storm the Trenches

The attacking force must break through a fortified enemy position.

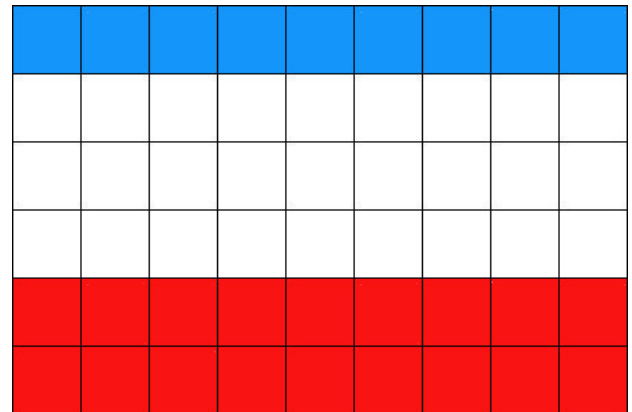
A large amount of trenches is required for this scenario. The defending force should include mostly infantry and artillery with few large vehicles.

**Setup:** If possible, setup the trenches so they stretch across the length of the table as much as possible.

The area immediately in front of the trenches for at least 16" should be mainly open ground with plenty of craters and perhaps some wrecked vehicles.

The defenders (red) may setup their forces in the trench system.

The attackers (blue) may setup all of their forces in the blue deployment zone up to 8" on from their table edge.



Attackers positioned above the trenches firing into the trench negate any defensive cover.

**Victory Conditions:** The attackers will win if they can get infantry models into more than 50% of the width of the trenches.

The defenders will win if they can keep the attackers from their objective for five turns.



# Appendix



# Counters

A selection of counters is required to mark the status of the various units.



### Activated

Place an activated counter next to a unit when it has completed all of its actions.



### Cover

When an infantry unit expends an action to take cover, place a cover counter next to the unit.



### Pinned

If a unit becomes Pinned, place a pinned counter next to the unit.



### Ready

A unit may expend an action to become ready to react to an enemy action.



### Disabled

If a unit's weapons become disabled, place a "D" counter next to the unit.



### Impeded

If a unit is unable to move, place an "I" counter next to the unit.



### Stationary

If a vehicle remains stationary to make a ranged attack, place an "S" counter next to the unit.



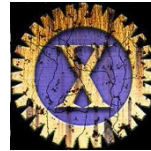
### -1 Action

If a unit suffers a -1 action penalty, place a -1A counter next to the unit.



### -2 Actions

If a unit suffers a -2 action penalty, place a -2A counter next to the unit.



### X Marks The Spot

Use to mark a Ranged In artillery unit or any other specific point needed during a game.



### -1 to hit

Use to signify if a unit is -1 to hit.



### -2 to hit

Use to signify if a unit is -2 to hit.



### Wounds (1 to 9)

May be used to record wounds suffered by a unit.



### Tunnelling (1 to 3)

May be used to mark the possible position of a tunnelling unit.










































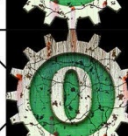




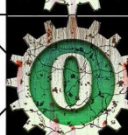















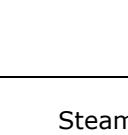
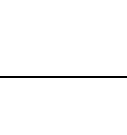
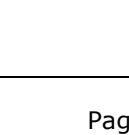
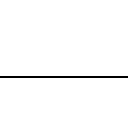

### Objective

May be used to mark the position of an Objective.

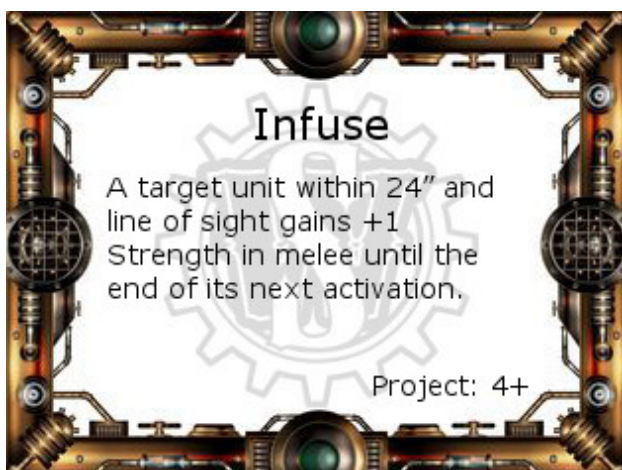


### Held (1 to 3)

The optional mission cards reward Victory Points for holding an objective for multiple turns.

	ACTIVATED		ACTIVATED		ACTIVATED		ACTIVATED		ACTIVATED
	COVER		COVER		COVER		COVER		ACTIVATED
	DISABLED		DISABLED		DISABLED		DISABLED		ACTIVATED
	IMPEDED		IMPEDED		IMPEDED		IMPEDED		ACTIVATED
	PINNED		PINNED		PINNED		PINNED		ACTIVATED
	READY		READY		READY		READY		ACTIVATED
	STATIONARY		STATIONARY		STATIONARY		STATIONARY		ACTIVATED
	-1 ACTION		-1 TO HIT		-1 ACTION		TUNNELLING 1		OBJECTIVE
	-2 ACTIONS		-2 TO HIT		-1 TO HIT		TUNNELLING 2		OBJECTIVE
	OBJECTIVE HELD 1 TURN		OBJECTIVE HELD 2 TURNS		OBJECTIVE HELD 3 TURNS		TUNNELLING 3		OBJECTIVE
	1 WOUND		1 WOUND		4 WOUNDS		7 WOUNDS		X MARKS THE SPOT
	1 WOUND		2 WOUNDS		5 WOUNDS		8 WOUNDS		X MARKS THE SPOT
	1 WOUND		3 WOUNDS		6 WOUNDS		9 WOUNDS		X MARKS THE SPOT

## Arctech Power Cards



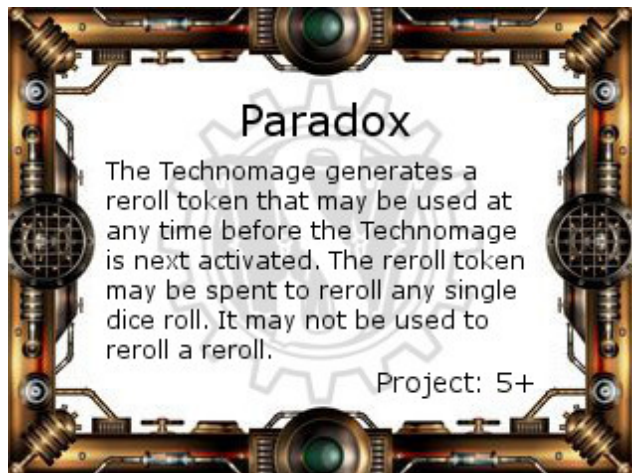


**Impair**

A target unit within 24" and line of sight suffers -1 Strength in melee until the end of its next activation.

Project: 5+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.



**Paradox**

The Technomage generates a reroll token that may be used at any time before the Technomage is next activated. The reroll token may be spent to reroll any single dice roll. It may not be used to reroll a reroll.

Project: 5+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.



**Rebuild**

The Technomage may restore 1 lost wound on a vehicle model within line of sight.

Project: 4+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.



**Reveal**

A target unit within line of sight has its Take Cover removed.

Project: 4+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.

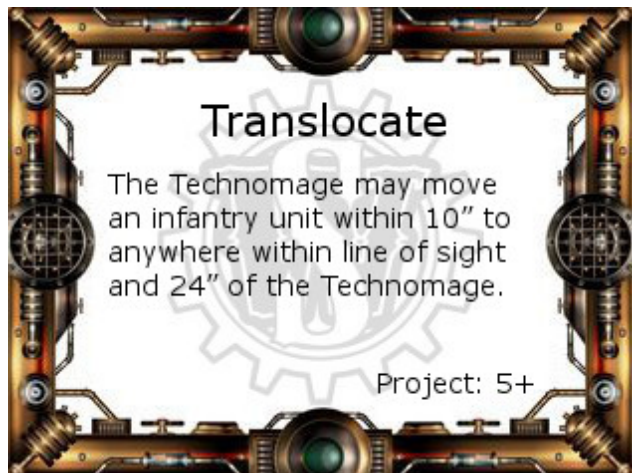


**Smite**

Target unit within 24" and line of sight suffers D6 Strength 1 hits ignoring any cover. An infantry unit may attempt an infantry save but will become pinned if it suffers three or more hits.

Project: 5+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.



**Translocate**

The Technomage may move an infantry unit within 10" to anywhere within line of sight and 24" of the Technomage.

Project: 5+

This card features a decorative border of brass pipes and gears. The text is centered on a white background with a faint gear watermark.

