



MAELSTROM'S EDGE

RULEBOOK

THE MAELSTROM'S EDGE

In the far future, a golden age of exploration and progress has been shattered. Humanity and alien alike teeter on the very brink of annihilation. A gigantic apocalyptic explosion of dark energy known as the Maelstrom is rapidly expanding out from the heart of the galaxy, destroying everything it touches. As worlds and stars on the Maelstrom's Edge are obliterated, those who have the means flee towards deep space, while those left behind fight for the chance to escape.

For millennia before this catastrophe, humanity spread across the galaxy at sub-light speed, painstakingly eking out an existence in space and on barely habitable worlds. Then the cybel network was discovered. A gossamer web of dark energy threads stretching between every star, this new form of interstellar transport allowed humanity to colonise thousands of worlds across the galaxy's Spiral Arm. All the progress that the cybel network brought, the Maelstrom took away. The Maelstrom erupted from the centre of humanity's worlds a millennium ago, racing down the cybel tunnels, splitting them apart and spilling their destructive energy out into real space.

The Edge is a stormfront, light years wide, where real space meets the Maelstrom's tide of roiling, coruscating energy. The apocalypse is inexorably coming to every planet on the Edge. From ancient space habitats to luscious terraformed worlds, everyone in the path of the Maelstrom must make a choice. Unite or divide, give or take, fight or die. Those living on the Edge are not bulletproof or elite. They are ordinary people caught up in a bewildering cataclysm, their only goal is to survive as best they can.

The destruction wrought by the Maelstrom has led to conflict between many of the organisations and governments in its path. The competing corporations of the Epirian Foundation made their fortunes using advanced robotics and geoengineering to alter worlds for colonisation and resource exploitation.

Now as the Maelstrom approaches, the Epirians are forced to abandon these worlds, using their enlisted soldiers and retrofitted robots to defend their interests.

Diametrically opposed to the Epirian Foundation's interests are the Karist Enclave, a secretive group of religious extremists. They believe that the mentally and physically prepared will not be destroyed by the Maelstrom, but instead will ascend to a higher plane of existence. The Karists use vials of altered cybel energy to 'commune' with the Maelstrom, achieving a trance-like state they associate with ascension.

Eternal refugees, the Remnant Fleet abandoned their homeworlds long ago, when the Maelstrom first appeared. They travel from star to star in vast space-bound cities, their elite exosuit-clad Champions mounting covert missions to procure precious resources which fuel the Fleet's exodus from the galaxy.

The refugees, revolutionaries, pirates and mercenaries that are left behind on abandoned worlds are collectively known as the Broken. Desperate humans team up with abandoned aliens, swarming worlds near the Edge as they try to survive for as long as they can.

The abhumans of the Kaigus Pact are leftovers from the first humans to set off amongst the stars, whose centuries aboard the weak gravity of their colony ships changed them forever. The Kaigus rely on bioengineered symbiotic lifeforms to sustain their weakened bodies. Beyond the Edge, the assembled consciousness of the Tragunite Host watches the coming disaster, awaiting their moment to act.

Against the implacable onslaught of the Maelstrom, every dockworker, farmer, director and mercenary is faced with the same dilemma: what will you do to survive?



THE GAME

This section introduces the main rules features of Maelstrom's Edge in order to help you gauge the similarities and differences from other tabletop miniatures games you might have played. If you have no previous experience playing tabletop miniatures games at all, don't worry! We'll quickly get you up to speed.

TABLETOP MINIATURES GAMES

In a tabletop miniatures game, a player such as yourself collects, assembles and paints models. You thereby create your own unique force, which can then be used in battles against opposing players who have done the same. These battles occur on tables filled with three-dimensional terrain. This all might sound a bit daunting, but fear not! There's a reason miniature games are often referred to as a *hobby game*, and that's because it can be incredibly rewarding to learn how to assemble and paint your own models and terrain. Many people end up finding this process even more gratifying than playing the actual game. Make sure to check out maelstromsedge.com for inspiration and resources to help you get started.

Besides the rules you're reading now and the miniatures that make up your force, there are a few more items required to play a tabletop miniatures game. Any of them marked with an asterisk (*) are included as part of the Maelstrom's Edge boxed set, the **Battle for Zycanthus**:

- **A tabletop area** to play on, at least 4'x4' (4'x6' is preferable), covered with a fair amount of terrain. Details on setting up the table can be found on [page 87](#).
- **Six-sided dice***. Around a dozen dice, preferably with at least a couple of different colors.
- An imperial **tape measure** (inches/feet), used to measure movement and attack distances.
- Two dozen **tokens*** of different varieties, used to keep track of things like suppression, command points, etc.
- **Plastic or cardstock templates*** used for area of effect attacks, as detailed on [page 42](#).
- **Unit cards*** used to select your force. Details on selecting your force can be found on [page 99](#).
- **Mission cards*** used to select the mission for the game. Details of missions can be found on [page 88](#).



The tabletop game of Maelstrom's Edge is designed to complement the frantic skirmishes and tense battles depicted in the game's setting, presenting new challenges every time you play. The rules make for a fast flowing simulation of the conflicts induced by the constant pressure of the Maelstrom's approach, representing the circumstances and decisions a commander fighting at the Edge would have to face. The key features highlighted below present the core philosophies behind the Maelstrom's Edge ruleset.

SQUAD-BASED SKIRMISH

Maelstrom's Edge is a squad-based skirmish tabletop wargame for two opposing sides featuring 28mm miniatures. Each side commands a small force of 20-40 combatants who are looking to survive the Maelstrom or exploit opportunities created by it.

A squad-based game is one where players move and shoot with entire units as opposed to doing so with individual models as in a pure skirmish game. However, unlike many other squad-based games, Maelstrom's Edge focuses exclusively on smaller-sized units, typically of 1-5 models. Each unit has a wide array of tactical choices, roughly equivalent to those a single model in a skirmish game has.

ALTERNATING ACTIVATION

Maelstrom's Edge is an alternating activation style of game, meaning you get to activate one or two units in a row (moving, shooting, etc., with each) before passing the opportunity to activate to the opposing side. This allows you to press the immediate advantage by activating two units in a row, or instead, wait to see more of what your opponent is planning by activating only a single unit.

SIMPLIFIED DICE ROLLING

Nearly all the rolls in Maelstrom's Edge are what is known as a versus (VS) roll. The formula for determining whether a versus roll is a success or failure is always the same across the entire game, making it simple to learn and easy to remember.

SUPPRESSION

Suppression plays a major role in Maelstrom's Edge. Whenever you shoot at an enemy unit, it becomes suppressed. This is represented by placing cinematically inspired, three-dimensional suppression tokens (STs) by the unit. The more suppression tokens a unit accumulates, the less likely it is to perform as desired when activated. This means you can still cripple the enemy's plans even if you don't cause any casualties! For example, units taking cover are incredibly difficult to destroy, but they tend to rack up tons of suppression tokens, making them vulnerable to deadly short-ranged firefights and close-quarters attacks.

COVER & FACING

Cover is essential for a squad's survival; only a reckless leader or perhaps a master-strategist is willing to leave their unit in the open for long. Even in cover, a unit is in trouble if it gets caught from the rear, where its cover will offer less protection. Hence, players need to be mindful of their squads' facing. A squad's line of sight and facing is determined by their squad leader model. Maelstrom's Edge miniatures feature bases with easily distinguishable front and rear arc markings to help establish their facing.

DEFENSIVE FIRE

Any time a unit is fired upon by an enemy within short range, they first get to fire a round of defensive fire at their would-be attackers. However, the amount of suppression they have suffered determines whether this is incredibly deadly or just a minor nuisance. Therefore, properly suppressing an enemy unit before attempting to engage it at short range is key.

COMMAND POINTS & REINFORCEMENTS

As the battle rages on the table, each side's headquarters is constantly monitoring the situation and looking to lend support where able. This is represented by command points that players generate each turn. Command points can be used to bring back destroyed units as reinforcements, prevent the enemy from bringing back their own reinforcements or to reduce suppression on units that are near their command models. Choosing how and when to best use your command points can be the difference between victory and defeat.

TURN-BASED MISSION SCORING

Each Maelstrom's Edge mission features several objective types, giving players multiple paths towards victory. Victory Points are tabulated at the end of each turn, and if you can manage to reach the total needed to complete the mission while also outpacing your opponent by a wide enough margin, then the game immediately ends with you as the victor! This makes accomplishing mission objectives from the first turn to the very last of paramount importance.

'The Maelstrom has ushered in an era of confusion and conflict as all flee the Edge.'

—Ragen Barrett, Comm Guild Historian

CONTENTS

The Universe of Maelstrom's Edge	6	Unit Activation & Actions	60
History of the Galaxy	7	Unit Activation.....	60
The Maelstrom.....	10	Main Actions	60
The Spiral Arm	11	<i>Voluntary Main Actions</i>	60
Cybel Energy	12	<i>Compulsory Main Actions</i>	62
Post-Maelstrom Cybel Travel	13	Free Actions	62
Escaping The Edge	14	Charge Action	63
Zycanthus	15	Performing a Charge Action.....	63
The Factions	16	<i>Declare Charge Target</i>	63
The Epirian Foundation.....	16	<i>Moving Charging Models</i>	63
The Karist Enclave.....	21	<i>Resolve Defensive Fire</i>	64
The Broken.....	26	<i>Resolve CQ Fighting</i>	64
The Remnant Fleet.....	29	<i>Shake-off STs</i>	64
Other Factions	32	Charge Action Results.....	65
Game Overview	37	Model Type	66
Command Phase.....	37	Model Types.....	66
Action Phase.....	37	Designators.....	66
End Phase.....	37	Large Models	69
Core Game Concepts	38	Large Model Movement.....	69
Models	38	Large Model Terrain & Cover	71
Units	38	Large Model Shooting.....	72
Measurements	40	Behemoths	73
Dice	41	Vehicles.....	73
Templates	42	Weapon & Unit Abilities	74
Rounding Up	42	Weapon Abilities.....	75
Characteristics, Versus Rolls & Suppression	43	Unit Abilities.....	81
Characteristics.....	43	Buildings	84
Versus Rolls	44	Playing a Game	87
Suppression.....	45	Playing a Game.....	87
Movement & Terrain	46	<i>Choose Type of Mission</i>	87
Movement.....	46	<i>Choose Points Limit & Forces</i>	87
Terrain	49	<i>Set up Table</i>	87
<i>Types of Terrain</i>	49	<i>Determine Attacker/Defender & Mission</i>	87
<i>Terrain Effects</i>	50	<i>Set up Objectives</i>	88
Shooting & Cover	52	<i>Choose Deployment Zone</i>	89
Shooting.....	52	<i>Deploy Forces</i>	89
<i>Nominate a Target</i>	52	<i>Start the Game</i>	89
<i>Determine Number of Shots</i>	54	<i>Tracking Victory Points</i>	90
<i>Roll to Inflict Hits</i>	54	<i>End of the Game</i>	91
<i>Apply Cover</i>	55	Mission Special Rules	92
<i>Roll to Penetrate Armor</i>	56	Mission Objectives	95
<i>Remove Casualties</i>	56	Objective Types.....	96
<i>Place STs</i>	58	Selecting Your Force	99
Special Types of Shooting.....	58	Force Rosters.....	100
Special Attacks	59	Detachments	100

Narrative Missions	102	Forces of the Karist Enclave.....	118
Narrative Campaigns	102	Kaddar Nova	119
Playing A Narrative Mission	102	Karist Troopers.....	120
Narrative Mission Set-Up	102	Angel Minnow Pack.....	121
Narrative Mission Additional Rules.....	104	Tempest Elites.....	122
Forces of the Epirian Foundation.....	105	Shadow Walker	123
Journeyman Bot Handler	106	Mature Angel.....	124
Contractor Engineers	107	Karist Enclave Abilities.....	125
Spider Drones	108	Karist Enclave Equipment.....	125
Scarecrow Sniper.....	109	Karist Enclave Ranged Weapons	125
Firefly Recon Drones.....	110	Karist Enclave Melee Weapons.....	127
Hunter-Class Warmech	111	Karist Enclave Grenades.....	128
Epirian Foundation Abilities.....	112	Karist Enclave Support Equipment	129
Epirian Foundation Equipment.....	113	Karist Enclave Faction Objective:	
Epirian Foundation Ranged Weapons	113	Secret Cache	130
Epirian Foundation Melee Weapons.....	115	Appendices	131
Epirian Foundation Grenades.....	115	Appendix 1: Modeling	132
Epirian Foundation Support Equipment	116	Appendix 2: Advanced Rules Interactions	134
Epirian Foundation Faction Objective:		Appendix 3: Setting Up Terrain.....	137
Automated Uplink Relay	117	Rules Finder	139

CREDITS

Project Director: Jim Felton

Rules: Jon 'yakface' Regul

Fiction: Tomas Martin and Stephen Gaskell

Graphic Design: David Bartholomew

Proofreader: Marten Reijntjes

Rulebook Fiction Editing: Kevin Pajak

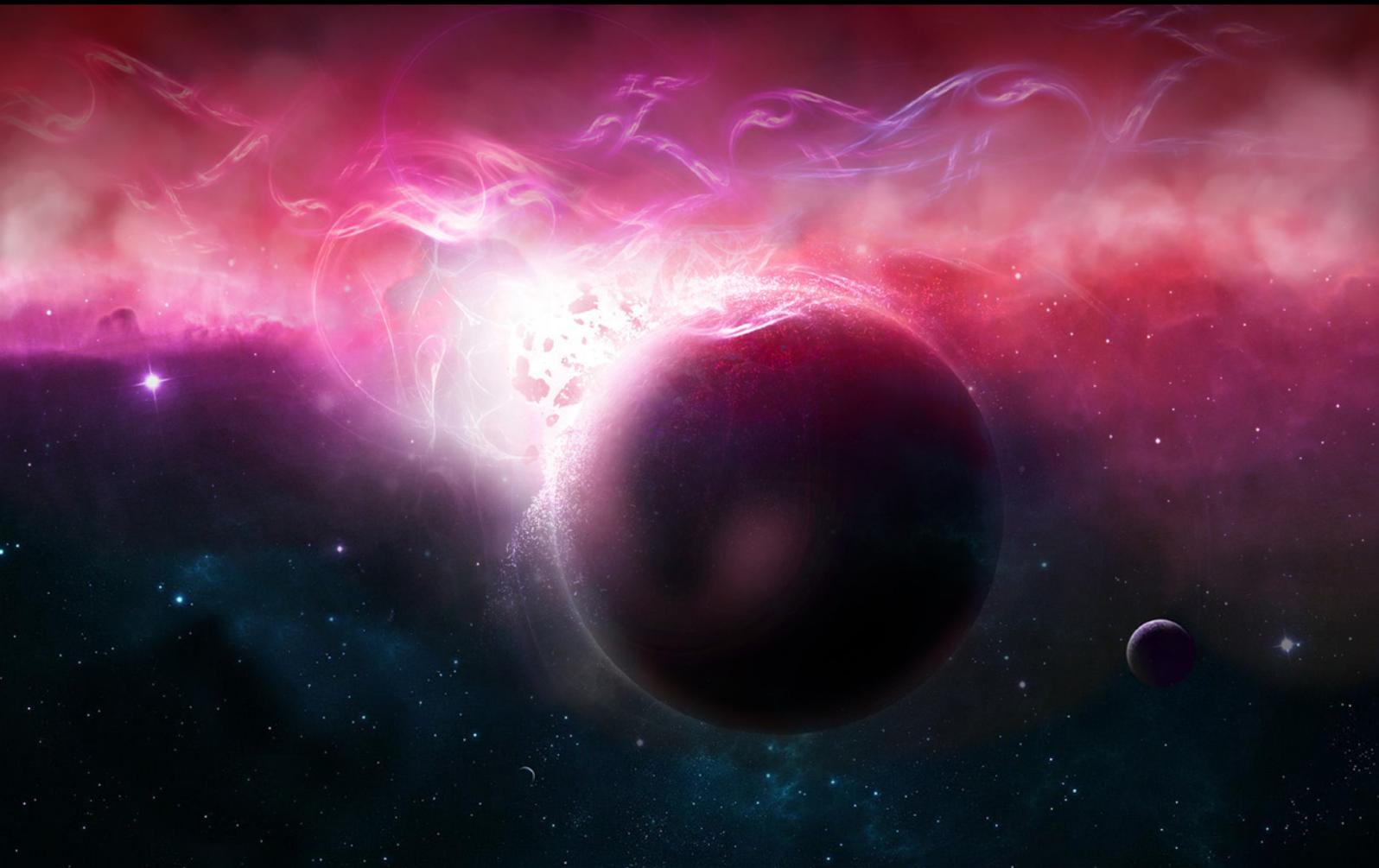
Art Direction: Tom V, **Playtesting:** Matthew Nelson, Andrew Everett, Mark Pollet, Jonathan Wanklin, Luke Chamberlain, Steve 'Jambles' Pownall, Ken Perry, Kian Momtahan, James Watts, Sam Higgins, OJ Hemmings, Steve 'RiTides' Garber, Jack Mitchell and Josh Zepeda

We would also like to thank the vast teams of sculptors, manufacturers and artists that worked on the project, as well as the additional input we've received from playtesters, beta readers and supporters, especially our generous Kickstarter backers, who helped us to achieve our dreams and bring the universe of Maelstrom's Edge to life.

Maelstrom's Edge® is a registered trademark of Spiral Arm Studios Ltd, registered with WIPO, The European Union, The United Kingdom and variably around the world. Epirian, Karist, Karist Enclave, Zycanthus, Remnant Fleet, The Broken, Artarian, Artarian Remnant, Kaigus Pact, Tragunite Host, Comm Guild, Angel Minnow, Maglock, Maglock Rifle, Chemtek, Coriolis Energy Mortar, Cybel, Cybel Tunnel, Cybel Commune, Kyle Wynn, Zafah, Kaddar Nova, Shadow Walker, DCLS laser, Cutter Machine Gun and others are trademarks of Spiral Arm Studios Ltd. 2012-2015. The example companies, organizations, products, people and events depicted herein are fictitious. No association with any real company, organization, product, person, or event is intended or should be inferred. Any rights not expressly granted herein are reserved.

© Spiral Arm Studios Ltd 2015

THE UNIVERSE OF MAELSTROM'S EDGE



HISTORY OF THE GALAXY

THE EARLY TIMES

No one knows exactly when mankind first left its homeworld. Entire ages of human history have come and gone, leaving the past buried under the crumbled remains of innumerable empires. At the very least, tens of thousands of years have passed since humanity made its first tentative steps off its home planet. Little is known about these first forays into the galaxy. The whereabouts of the progenitor world has been lost, and nobody except Early Times historians, pirate mercenaries, and religious zealots care. Most don't even think about any so-called homeworld. They come from where they come from, families going back generations on whatever inner planet, gas-giant moon, tunnelhugger, asteroid base, Edensphere, cybel gatestation, corkscrew or bolthole they call home.

What is known is that during the early days of space-travel, once humanity had managed to venture beyond the warming fire of its home star, life for explorers was dangerous, chaotic, and isolating. The tendrils of dark energy that linked one star to another hadn't been discovered, and ships crawled through the local neighbourhood of the galaxy, waves of expansion limited to sub-light speeds. Not used to such a hostile, unforgiving environment, most early spacefarers didn't survive. Their spacecrafts regularly experienced mechanical failure. Many couldn't handle the psychological demands of space and committed suicide, whilst the genelines of others petered out after decades of bombardment by cosmic rays, their young born malformed, sterile or not at all.

Some travellers made it across these interstellar voids. The first colonists established small enclaves on any rock with enough energy, water and gravity. Because they were light years from their homeworld, even the most conscientious spacefarers lost contact with their system of origin over the generations. Extinction was never far away for these communities, consequently survival became their number one priority. Pockets of such spacefarers can still be found in galactic backwaters, bypassed by the later developments of humanity. Due to the small sizes of their populations, and the day-to-day rigours they endure to stay alive, some of these societies are in technological stasis – their customs, machinery, sciences are considered quaint and outdated, a gateway to a past long since forgotten.



Like seeds in the wind, the early clades of humanity scattered among the stars, taking root in the strange earth of other worlds. Scour the edges of the network and you will surely discover their graves--and their monsters.

-- Lucien Hardacre

THE SECOND EXPANSION

The second-wave of human expansion learned from the lessons of those first explorers. They travelled up the Milky Way's Spiral Arm in much larger vessels, equipped with cryogenic facilities that could transport hundreds of thousands of hopeful colonists. They aimed their crafts at much more carefully chosen worlds, hundreds or even thousands of light years away. Still restricted by sub-light-speed velocities, their journeys took millennia, but they persevered. They arrived at worlds where civilisation could flourish, unlike the first wave of interstellar pioneers.

It is speculated that the destination planets closely resembled the homeworld, but inevitably the match was never exact. Differences in local star characteristics, surface geologies, planetary mass, atmospheric composition, and a host of other factors meant that each civilisation headed on slightly altered trajectories. With no contact to the rest of humanity, the distances simply too vast to make communication or trade worthwhile, each civilization diverged radically from its initial construction. By any measure - political system, scientific philosophy, religious beliefs, cognitive enhancement, ecological attitude, virtual enmeshment - each society was unique.

Humanity splintered. Hopscotching up and down the local arm, civilisation fragmented into scores of clades, snatching up the easy pickings of habitable worlds, pushing further and further towards the tip of the galactic rim and core. Both directions eventually proved impassable, the vast void of intergalactic space one way, chaotic firestorms circling a supermassive black hole the other.

Sometime during this limited expansion, humanity made its first contact with alien races. Some aliens had established interstellar civilisations, but few were interested in human interaction, and several, like the aggressive Tragunite Host, were outright hostile. A fragile peace was established with them, and humanity rarely strayed into their territory. Other more hospitable or less evolved aliens were co-opted by humanity, including familiar races such as the Gnolti and Tetrians. One alien race that was quickly assimilated into human civilisation was the Kasmennai, a bipedal, radiation-resistant people with elongated limbs, whose social structure allowed easy coexistence (and manipulation, as some detractors suggested). They quickly became an integral part of interstellar industry, useful for their ability to withstand intense radiation. This led to many new mining ventures in otherwise inhospitable places.



THE SHORTENING OF DISTANCE

The discovery of the cybel network was a paradigm shift. If the thousand greatest minds in history were given a hundred years and infinite resources they would never have been able to find a hint of its existence. It was only by happy accident that researchers triggered the change that would revolutionise humanity and its view of the stars. While studying a star's magnetic field, a scientific probe disappeared from the scanners when it first activated its electromagnetic pulse. No trace of it was found and the probe was given up for lost, until a few years later when a signal was detected from the star's nearest neighbouring star system. It was discovered that the signal came from the rogue probe. Somehow it had been transported light years away in hours – but it had taken years for the message to come back, limited by the speed of light.

Puzzled and excited by this mystery, scientists were given every possible resource to study this phenomena and replicate it. After many fruitless experiments, they succeeded in repeating the probe's accidental feat. By careful application of a powerful electromagnetic field, they managed to open a pathway into a new realm of existence - a dimension of dark energy that stretched between stars and planets, bending through space in a way that shortened the distance between the giant celestial objects that attracted the energy.

The cybel tunnels were born. Instead of taking decades to travel between worlds, the tunnels could be traversed in weeks or months. Suddenly, galactic trade became possible, and colonising worlds was no longer the dedication of several lifetimes. Humanity began to reach out and find the colonies and civilisations long disconnected from each other. Remarkable settings and cultures were found, where humanity had taken root despite every possible obstacle. Some of these worlds joined the growing community of the spiral arm, while others chose to ignore the new wider universe around them, resorting instead to attacking their visitors. This became a harbinger of what was to come over the next few thousand years.

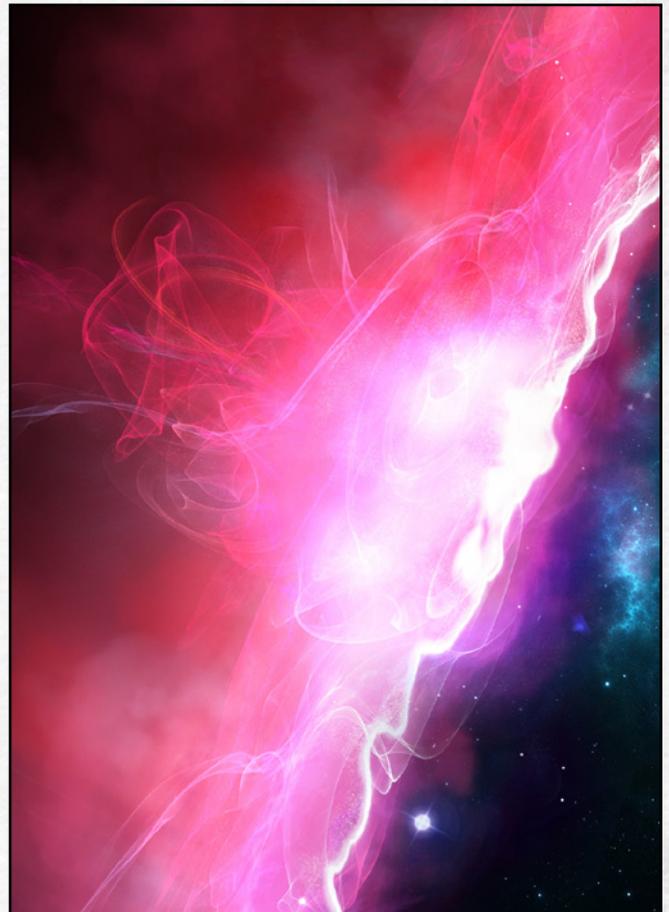
And what did the clades of humanity do, now that they could reach out to the rest of the galaxy? They did what humans have always done best. They started a war. A war to end all wars. A war made of wars. Horrific weaponry was employed. For millennia these brushfire conflicts raged, waves of destruction lashing the spiral arm, until only a fraction of the galaxy's systems remained habitable. Nobody won. Everybody lost.

The history of this period is confused and disjointed. Its continuity has been interrupted by destroyed worlds and lost civilisations. Wars between humans, aliens and even artificial beings created by both were frequent. For a time nothing was safe.

From these remnants came the brittle stock that makes the galaxy we see today. The galaxy returned to a place of relative peace and prosperity for a while. Recovering worlds made tentative contact and began to trade with their neighbours, but the rapid expansion of the cybel network slowed as humanity grew wary of its potential to be used for destructive purposes. Compared to the age just past it was a peaceful era, conservative and inward-looking with few people adventuring. The central cluster of star systems closer to the galaxy's core, where supernovae enriched planets contained more metals and resources, became a shining beacon of humanity's progress, a densely populated, technologically and socially advanced society interwoven with trade routes and partnerships.

The Artarian Republic emerged from an inner string of such systems. The Epirian Foundation found its roots in a transportation and logistics conglomerate that helped ferry materials and people up and down the decimated starscape. Populations needed their worlds scoured and cleaned. It was a short step from terraforming irradiated planets to be habitable once more, to terraforming places that had never seen a single soul. Soon habitable worlds were being colonised in systems long since given up as uninhabitable. Humanity began to expand across the galaxy once more.

Then the Maelstrom erupted.



THE MAELSTROM

THE EMERGENCE OF DESTRUCTION

When the Maelstrom erupted from humanity's Capital Worlds a millennium ago, it destroyed hundreds of parsecs of space in the blink of an eye. A colossal energy storm spanning light years, the Maelstrom expanded ever onward, traversing dozens of light years in mere hours. It ripped apart the centre of humanity, destroying worlds in an instant, leaving no time for escape. After this initial frenzy, the expansion of the Maelstrom slowed to a fraction of its initial speed as it left the matter dense Capital World systems, its coruscating purple-red blight on the sky becoming a harbinger of utter destruction to all.

It was quickly speculated that the Maelstrom was linked to cybel energy in some way. Just like conventional cybel energy, the Maelstrom was strongly attracted to large masses, consuming them swiftly and spreading along the large and stable cybel tunnel networks that linked them. The Maelstrom travels slowly as it expands through empty space, lacking anything to react with, but moves more rapidly as it reaches a star system and begins to react with the mass contained within. This gives the Edge a chaotic, churning appearance at large scales, reaching ahead in some places like a solar flare, and curving around empty areas far more slowly. Some worlds considered safe from the Maelstrom for centuries suddenly come under threat within decades, while other worlds left to fend for themselves in the wake of imminent destruction are given last minute reprieves as the Maelstrom curls around them towards a richer target, buying them a few more years, but cut off from any possibility of escape.

The Maelstrom also has the side effect of disrupting the flow of the cybel tunnels nearby, making them impassable to ships – closing off routes that people can use to escape from a system threatened by the Maelstrom. This increases the chances of armed conflict as factions fight for access to the choke point.

As the cybel network is destroyed by the Maelstrom, the tunnels shift and re-align, making even stable routes far away from the Edge unpredictable. Some tunnels break, dumping ships into deep space. Some are twisted, forming spirals which are virtually impossible to navigate.

Other routes become erratic in size, requiring more energy and blind luck to get through them. Some tunnels are made unstable from the proximity of the Maelstrom, causing violent storms of cybel energy to arc along the tunnel, destroying ships unlucky enough to be caught in them. Travel between worlds which would normally take days or weeks can now take months or years, navigating through multiple smaller tunnels instead of one large tunnel.

When the Maelstrom bursts a cybel tunnel open into real space, it's extremely dangerous to anything nearby, but its progress through open space is slow and predictable. The inhabitants of planets can see the purple-red stain spreading across the sky and know roughly how long they have until it reaches them. Some use this as an opportunity – visiting doomed worlds to search for abandoned treasures, or ripping rare metals from moons and asteroids in the path of destruction.

However, if the Maelstrom infects a new cybel tunnel leading off to another star, all bets are off. The Maelstrom converts the normal cybel energy into a much more aggressive form that races down the tunnel to the mass at the other end, traversing light years of real space in weeks or months. If a cybel gate on the far side of the tunnel is open, an explosive reaction occurs. If there's no open gate, the Maelstrom beats on the closed tunnel, weakening it until the violent energy finally breaks through, wreaking destruction and spreading the Maelstrom further.

What remains of mankind is trapped between the Maelstrom's Edge and the rim-ward tip of the Spiral Arm. With mankind restricted to travelling between stars, the gulf between galactic arms is untraversable. The only direction to go is rim-wards, away from certain death into an uncertain future. There is some hope. Many worlds still hundreds of light years from the Edge are unaffected by the disaster. Further towards the rim of the galaxy, entire civilisations of alien and human cultures still trade, invent new technologies, terraform worlds, and live their lives as it used to be, but as stellargees fleeing the Maelstrom begin to arrive, the inhabitants of these worlds too begin to look over their shoulders at what's to come.



THE SPIRAL ARM

THE CYBEL NETWORK

The cybel network provides the means of fast travel along the Spiral Arm. It is the only known way to travel beyond conventional speeds in the universe. Once inside a cybel tunnel, a ship will disappear from real space. Inside, spatial dimensions are compressed and a ship can travel along a far shorter effective distance between stars, making a journey of several light years in a few days. The cybel network is made up of gossamer-like energy filaments which are attracted to objects of very large mass such as stars and planets. It is spun out across space like a web, each filament acting like tunnels between two points. Ordinary matter cannot interact with the cybel network, which is normally completely invisible and undetectable. Cybel energy reacts strongly to certain electromagnetic forces, which when applied near areas of strong gravity can pull open a tear between the cybel tunnel and real space.

The larger the mass of a celestial object, the more cybel energy it attracts, and the thicker the filament it extends out towards other objects of mass. This means that the larger, more stable tunnel entrances are found around supermassive stars and black holes, and tunnels between two such objects of large mass become main thoroughfares for travel across the spiral arm. Tunnels between smaller masses are riskier, and the tunnel can become dangerously narrow towards the mid-point between the two masses, especially if there is a large mass distorting the tunnel somewhere along its length. More shielding and energy is required to protect the ship from potential collisions with the narrow, undulating tunnel walls. Many ships are too large to even attempt certain routes, the tunnels simply too physically narrow to accommodate them. Ships that traverse these smaller tunnels run the risk of filaments rupturing or petering out entirely, and can find themselves thrown out into real space in between stars, or destroyed by physical contact with cybel energy.

Any interaction of cybel energy and normal matter causes an explosion dramatically more powerful than the mass involved would suggest is possible. To avoid this, ships enter the network enveloped in a strong electromagnetic field which repels the cybel energy, created by the same mechanism used to open the tunnel. This field is generated by the ship's cybel engine. Cybel engines have no use in real space other than gaining entry to the cybel network. Conventional engines cannot be used once inside the tunnel – firing up the engines would disrupt the electromagnetic field, instantly collapsing it, and resulting in the ship being destroyed by such an explosion. Instead, the ship's crew focuses on navigating the twists and turns within the tunnel by altering the repulsion strength of the field. On a small ship, these functions might be performed solely by the pilot, while larger ships use dedicated 'hullwalkers' to dynamically alter the field strength of the shields to counter each tunnel's local geography, as well as to protect the ship in battle.

Colliding with the tunnel wall is a sure way to be destroyed. Tricky sections of the network are lit up by the indistinct fading afterimages on the tunnel wall of ships that have been destroyed, a graveyard of phantoms.

For the vast majority of starfaring vessels, the only means of accessing the network is through cybel gates, giant irises of engineering located close to large astronomical bodies such as stars and gas giants. This is because the tunnels of cybel energy linking the stars are widest close to large bodies of conventional matter, and become much thinner in the interstellar gulfs where the density of cybel energy falls too low to allow easy "tearing" and access. This is also the reason why most journeys happen between adjacent or nearby stars; the tunnels linking stars separated by distances on the order of fifty light years or further become perilously thin, and only the most desperate take the risk of tumbling out of the tunnels and being left stranded in interstellar space. Tunnels connecting supermassive stars, however, are sufficiently wide to permit safe jumps over spans of hundreds of light years, and it is these systems that form the backbone of the major interstellar highways.

Cybel gates are point-to-point, linking two gates together, taking much of the danger out of cybel travel. Most pilots prefer to travel using gates - the gate will handle entry for you, performing all of the energy calculations necessary in order to deliver you safely to the gate on the other side, providing a safe transition back into real space. There may be multiple gates in a system, each heading to a different destination. As a result, a ship travelling to a system more than one node away on the network is required to exit the network at each gate. They would then head to the next gate on the route, perhaps docking to resupply and exchange information with the Comm Guild stations near each gate.

Communication gets passed down along the cybel gates, deposited at the Comm Guild stations as ships pass through a star system. This allows information to travel for all intents and purposes faster than light speed, but it also means that information is fragmented and incomplete, especially when the Maelstrom destroys or disrupts transport routes. Whereas before regular news updates could be expected from neighbouring systems as traders passed through, news and information is now slower and more sporadic at the increasingly risky gates near the Maelstrom's Edge.



CYBEL ENERGY

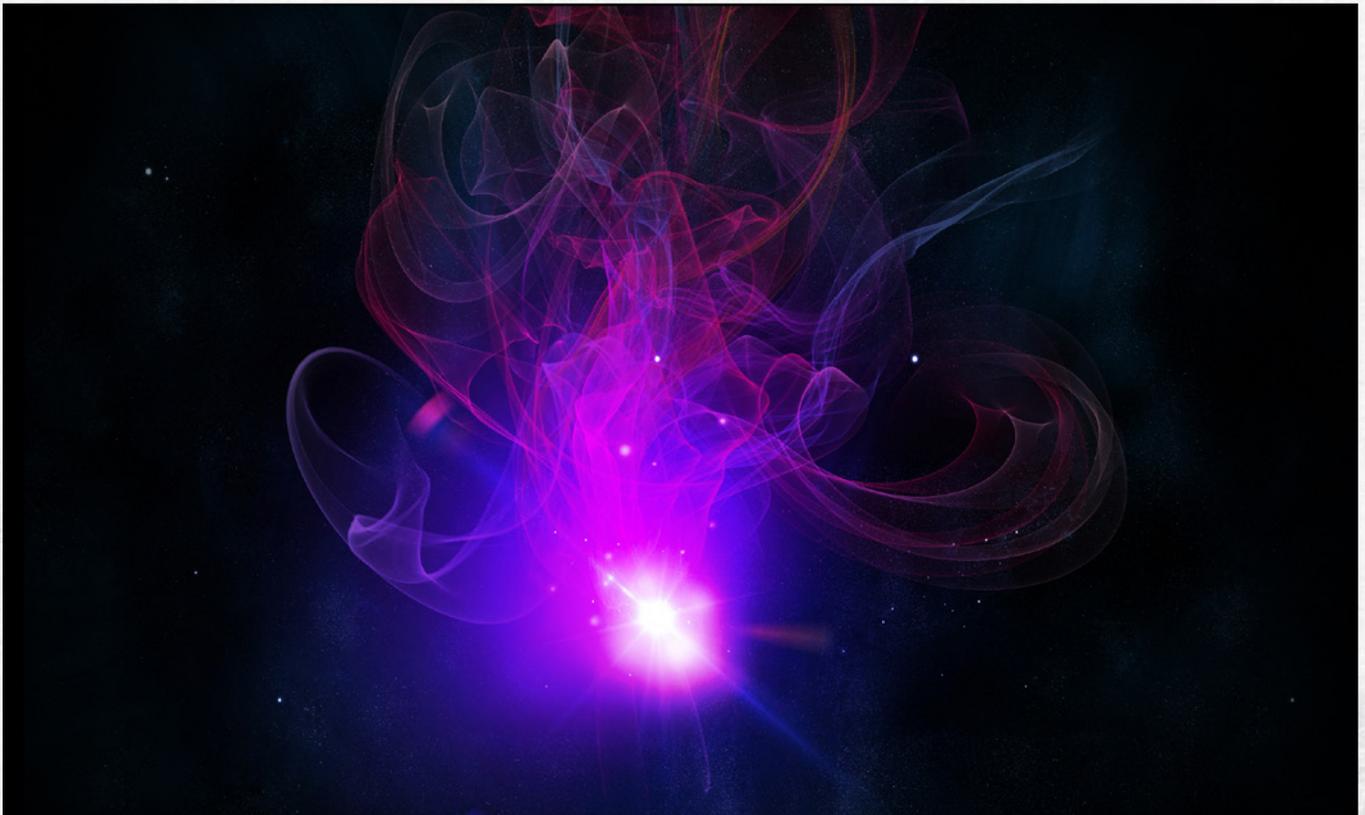
The energy that forms the cybel network is known as cybel energy, and is naturally occurring. Until gateways into the cybel network were first opened, cybel energy was rarely found in real space, but the first travellers through the maze of tunnels between stars soon learned that the medium of the tunnels was a powerful energy source, and today there are few space vessels that don't use cybel energy in their shields and engines.

Natural cybel energy will annihilate with conventional matter and energy, ultimately eliminating both in a burst of heat energy. The more cybel energy and conventional matter interact, the greater the resulting explosion. A few litres of cybel losing containment creates an explosion large enough to raze a city block. It is for this reason that cybel energy is carefully controlled and typically not allowed planetside without refinement.

Cybel energy is sometimes classed as 'Raw' in the wild and 'Refined' after magnetic processing. Raw cybel energy can be harvested from the cybel network, contained or repelled by electromagnetic fields. The refinement process uses a series of concentrated electromagnetic fields to align the energy, in a similar fashion to the polarisation of light. The refining does not change the energy itself, but reduces its volatility, allowing it to be used as a fuel source when contained in various shielded vessels from small battery sized objects to huge drums for industrial and starship use, and lowering the risk of accidental discharge.

In appearance, natural cybel has purple and blue hues with a wispy texture, appearing to the naked eye like tendrils of nebulous smoke or mist. When pinched in an electromagnetic vice inside a fuel source or reactor, the energy of small reactions can be amplified and harvested as heat, driving more conventional engines and devices. Spaceships also use magnetically contained shields of cybel energy to protect their hulls, both whilst travelling through the cybel tunnels and in space combat.

The Karist Enclave, obsessed with the nature of cybel energy, have taken to using it to power their weaponry. Due to the long-term detrimental health effects of exposure to the energy this is frowned upon by other societies, but there is no denying its effectiveness as a weapon, burning into its targets and annihilating any mass it hits with devastating effect. Although cybel energy has been known by galactic civilisations for millennia, another type of cybel energy has only recently been discovered by the founders of the Karist Enclave during their escape from a Maelstrom-infected collapsing cybel tunnel. The wispy, pink energy has a peculiarly unreactive nature, allowing non-lethal physical contact with little more than superficial burns, although it also seems to interact with the human nervous system. Most who experience contact with na-cybel have euphoric feelings, a narcotic like high, and out-of-body experiences. The Karist priesthood claim that this is a glimpse of ascension, whilst others dismiss it as a dangerous drug addiction.



POST-MAELSTROM CYBEL TRAVEL

Cybel travel post-Maelstrom is logistically difficult. The primary effect of losing the main cybel hubs between worlds, is that travel which would normally take days or weeks can now take months or years, navigating through multiple smaller tunnels instead of a single large one. Ships and information propagate more slowly through the disrupted network, making rumour and paranoia rife.

Information in the Spiral Arm is managed by the Comm Guild. Once a highly efficient network of courier stations providing news and up to date navigation routes, now the Guild relies on the few ships that make it through the network, but the records of these ships are often inaccurate by the time they reach a station. The Guild takes the fragments of information they receive from each visiting ship as payment for their services as a waypoint and watering hole. They piece together the news from each direction of travel into a snapshot of the state of the galaxy and which cybel tunnels have yet to be ripped apart by the Maelstrom. Close to the Edge, things change too rapidly for information to keep up and out of date navigation information may point a ship into a tunnel that is dangerous or simply not there anymore.

Travellers near the Maelstrom's Edge can no longer simply journey hundreds of light years in one jump. Ships wait at each node, studying the latest Guild map to satisfy themselves that the next step isn't going to get them killed.

Some get stranded, their ship unsuited to making the next jump, leaving them stuck in a star system they never intended to visit, or having to take another more tortuous route now their original option is no longer possible. These delays and inefficiencies make keeping ahead of the Edge difficult at best.

The Maelstrom has had a catastrophic effect on the stability of the cybel network. The Maelstrom spreads from system to system along the cybel network much more quickly than in real space, turning the cybel energy into Maelstrom energy. There have also been concerns that each activation of a cybel gate may draw the Maelstrom closer to the system along the cybel network, acting like a backdraft. The Maelstrom also has the potential to spill out of an active gate, accelerated into the region by the open tunnel. As a result, many cybel gates linking to Maelstrom-compromised systems have been destroyed in an attempt to slow the Maelstrom.

Large enough cybel energy detonations in real space cause a ripple effect in nearby tunnels, drawing the Maelstrom towards the source of the explosion. Because information filtering out about the current whereabouts of the Edge and what systems have been destroyed is often inaccurate or out of date, even fully functional gates between safe systems have been destroyed out of fear of drawing the Edge towards them.



ESCAPING THE EDGE

The ongoing collapse of much of the cybel network and the lack of accurate information about the Maelstrom does not always make the decision to leave a planet an obvious one. Some isolated worlds may be ignorant to the danger, unaware that the Maelstrom is about to devour them. Others may be stranded, their cybel tunnel too unstable to travel or already destroyed. On economically important worlds, the powers-that-be wring every last resource out of the world before abandoning it in a mass exodus, destroying the cybel gate behind them. Other societies choose to stay, unwilling to abandon their heritage and way of life despite the unyielding inevitability of destruction.

Those who do choose to leave have only two options – risk the cybel network or use sub-light travel. Most cybel-capable ships may have already departed, driving the prices up for passage on the ships remaining, filled to capacity with VIPs and valuable resources. Some of the Epirian leadership grant common citizens berths on evacuation ships as a public relations exercise, keeping the morale on the planet high enough to keep production going for as long as possible. The Artarian Remnant fleets, if they visit a world, are known to take skilled citizens on board. The Broken will also attempt to rescue those who they can, though prospective travellers always greatly outnumber available spaces.

If there are no cybel travel capable ships available, evacuation may be attempted using sub-light engines, evacuees hoping that their destinations are still there by the time they arrive. Consideration must be given to the resources required for the long journey – it could take decades or more to traverse the void between two stars. Even if supplies are available, the Maelstrom could outrun the ship before it reaches safety.

Even if they manage to flee to another system, a stellargee's troubles are not over. The first few refugees in the early days of the Maelstrom were welcomed by older, stagnant worlds eager for new blood and expertise. Now these worlds attempt to turn away the mass exodus, afraid that their societies will be destabilised, and that it will soon be their turn to flee. Stellargees are forced to continue their flight along the Spiral Arm towards the rim, hoping to reach frontier worlds still blind to the danger. Other outcasts, lacking supplies or the will to flee ever further from their homeworlds, start to fight desperately for food and fuel. Worlds burn as wars erupt between groups of refugees, planetary defences and opportunists looking to take advantage of the disorder.



ZYCANTHUS

ZYCANTHUS

PRIMARY STATS

CLASS: EN-L2

SIZE: 1.4 STANDARD REF.

TERRAN POPULATION: 107.3 MILLION

XENO POPULATION: 500,000 APPROX.

EXPLOITABLES: MINERAL WEALTH, IN-SYSTEM
CYBEL ENERGY REFINERIES

SECONDARY STATS

CLAIM: EPIRIAN FOUNDATION, FORTHRAST
FRANCHISE

TERRAFORMING PROGRESS: STAGE 3 OF 6

COLONY AGE: 924 STANDARD

One world affected by the coming of the Maelstrom is Zycanthus, the first planet in the Thusia system, located at the core-side of the centre of the Spiral Arm. Currently, the Maelstrom is approximately 10 light years away, having recently emerged from the nearby Manta Ray Nebula. Until the high density of the nebula accelerated the Maelstrom towards the system, Zycanthus was considered relatively safe. Zycanthus was a key development prospect for the Epirian Foundation, and the planet has undergone decades of terraforming to transform its desert ecosystem and exploit its huge mining potential. Even with the Foundation beginning to wind up its operations on the doomed world, millions of people remain in the system, either too poor to escape or too greedy to give up on the resources still left to be exploited.

The Thusia system has five planets and four asteroid belts. Its star is a large K-type, reddish in colour and dimmer than the solar standard. The star has quite a few cybel gate connections for such a small mass. Many of the core-ward tunnels are compromised, although a few still remain and are key conduits for refugees from the Maelstrom. Rimwards, Thusia is a stop on the trade routes to Rorschach, Xeylon and Orchidstone, as well as the majority of the rest of the Forthrast Syndicate's worlds.

Thusia's first planet, 0.6AU from the star, was identified as a candidate for terraforming, and was claimed as Zycanthus by the Forthrast Syndicate a few years later. An arid desert world, but not completely inhospitable, the Foundation relied on manual labor and giant algae farms to facilitate terraforming Zycanthus to a more pleasant environment. Formerly one of the key worlds on the important Kellos trading route into the galactic core, the planet of Zycanthus is now another sinking ship soon to be abandoned.

With the Maelstrom fast approaching, and Zycanthus less than one lifetime away from destruction, the Epirian Foundation that governs the world scrambles to build more evacuation ships, but millions remain without hope of escape. Signing up as a Foundation contractor may get a citizen off-world in exchange for employment, but there are far more applicants than places in the mega-corporation's organisation. The messengers of the secretive Karist Enclave move amongst the populace, offering words of comfort and hints of spiritual salvation, if only a citizen embraces the Karist path. The brightest and most talented individuals hope to attract the attention of the Artarians and be taken on board one of their Remnant fleets. Meanwhile, the unemployed and desperate band together, calling themselves the Broken, seeking to take control for the masses by political and civil pressure, and if that fails, to take what they need by force.

As a vast Remnant fleet from the former Artarian Republic enters the Thusia system looking for fuel and supplies, Zycanthus has become another battlefield in the war for survival from the greatest threat the galaxy has ever known. And beyond that, other, more exotic dangers lurk, from the bizarre posthumans of the Kaigus Pact to the clandestine operatives of the Comm Guild, and the vast reaches of the aquatic Tragunite Host. Hanging over all of them, the threat of the Maelstrom pushes these factions closer together, amplifying conflict and tensions between even peaceful allies.

THE FACTIONS

THE EPIRIAN FOUNDATION

THE CHANGERS OF THE GALAXY

The Epirian Foundation's robotics and terraforming technologies transformed much of the Spiral Arm. The Foundation took barren, lifeless worlds and made them habitable, exploiting the resources of rocks they couldn't turn into homes. The Foundation itself was formed as a loose coalition of independent franchises, each specialising in their own unique technologies. Competition for new worlds and entrepreneurial invention was encouraged by the Epirian Head Office on the vast space station Apex, although outright conflict or legal infractions were policed severely. Under the leadership of Apex, whose stewardship rotated amongst the CEOs of the franchises, the Epirian Foundation thrived, spreading across a wide swathe of the Spiral Arm's resource rich systems.

After the first epoch of human expansion across the galaxy, colonised worlds were disparate and far apart. Even with the discovery of the first cybel tunnels, progress across the galaxy was limited by the low number of planets suitable for human habitation. Many star systems were overlooked because their planets had no atmosphere, a poisonous environment or temperatures ill-suited to human life, and so scores of light years often separated the worlds where humans could easily settle. The Epirian Foundation, at that time a small transportation and logistics conglomerate with only a few thousand employees, sensed an opportunity. They began investing money into the fledgling terraforming industry, purchasing patents for technologies that could alter a planet's atmosphere or remove toxic materials.

Enterprising individuals set up franchises of the Foundation, purchasing land rights to planets the rest of humanity had long since forgotten. They used Foundation-licensed robotic crews to turn them into habitable worlds, in exchange for royalties to the Foundation. Vast walking robots clambered across the barren worlds, mining toxic deposits, and planting vacuum-hardy bacteria and plants. Swarms of smaller robots scoured away unwanted organisms, and giant orbital factories pumped out gas-producing algae, turning vacuum into atmosphere. Over decades and centuries, investments into a handful of worlds paid off, as each franchise sold colony rights to new settlers, who worked for the Foundation in exchange for plots of land on the newly formed worlds.

The Maelstrom tore apart the stability and organisation of the Foundation. Apex was one of the star systems first hit by the wave of energy, and the impact of losing the Foundation's central governance was substantial. Since then the internal structure of the Foundation has fragmented, with the individual franchises growing apart, protecting their own interests while viewing each other with suspicion. The progression of the Maelstrom's Edge into the middle of the Spiral Arm has endangered many Epirian worlds and every franchise has to make difficult decisions about who and what to save from their doomed territories.

Epirian society is capitalist and competitive. Settlers of worlds terraformed by the Foundation are free to succeed or fail, and local business and entrepreneurs are encouraged. The local franchise controls the terraforming, production of robotics, security of the planet and the space infrastructure of the system, but it leaves local elected officials to govern day to day matters. Epirian society runs on the principle of survival of the fittest - those who invent a new robot design, or find a new world or mineral to exploit, will be rewarded. Those who are left behind must fend for themselves.

In battle, the Foundation's greatest strength comes from their advanced robotics technology, and the neural links that their 'handlers' use to boost the effectiveness of their drones, bots and mechs. The fast flying Firefly drones scout ahead of the main force of Spider drones, providing intelligence about the enemy and allowing flanking moves, while units like the Scarecrow Sentry bot and Hunter Warmech provide fire support. Supporting this army of artificial combatants are the multi-faceted Contractors, employees of the Foundation who function as mechanics, workers and front-line soldiers, depending on the situation.

'Your mech are stronger, faster, and sharper than you can ever be. It is certain they will save your life. Be respectful of the machine!'

*-- Chief Instructor Chad Irons,
Whitesands Epirian Training Facility*

FRANCHISES OF THE EPIRIAN FOUNDATION

The Foundation has always been more of an idea of a society than one centralised government. Originally it began as a single company, gradually expanding its way across the galaxy from a small cluster of planets. As its reach grew, however, it became more and more impractical for a single organisation to govern over hundreds of worlds across the vast reaches of interstellar space.

Epirian society had always been an entrepreneurial one, with businessmen and prospectors encouraged to take risks to find new worlds and opportunities, and big rewards for those that succeeded. As the Foundation struggled to keep control of its new Empire, it decided to apply this capitalist philosophy to governance as well. Rather than dictate day to day business of the terraformed worlds, the Foundation let the new systems be settled and ruled by franchises, taking a cut of their profits in exchange for the Foundation's support and technology, while leaving most governance to the CEOs of the franchise.

For years this system prospered, and the franchises allowed the Epirians to spread much further than they would have been able to if they had been a single entity doing the colonisation. Franchises set off in different directions, hunting down viable planets, spreading Foundation culture across much of the Spiral Arm. Apex, the head office of the Foundation, raked in its share of the profits from each of the franchises, funneling much of the proceeds into researching new advanced robotics and terraforming technologies.

The Maelstrom fractured this productive arrangement. The violent destruction of the inner core of the galaxy immolated much of central governance of the Foundation, and its research worlds were destroyed.

Communication between Apex and the franchises disintegrated, leaving each of the subsidiary companies to stand alone. Several franchises have claimed the right to become the new head office, and competition and even conflict have become common between the companies that used to be united under the Foundation's umbrella.

Today there are a number of competing franchises within the Foundation, and the Epirians are not the single-minded super-corporation they once were. A number of worlds lay claim to the title of Foundation headquarters and the title of Director is contested by at least a score of previously lower ranked stakeholders, from the aggressive expansionists of Gunther-Heisendorf to the terraforming experts of the Forthrast Syndicate. With the destruction of Apex, several of these franchises have diverged from the standard robotic models, and wildly different styles of robotic design have been reported, most notably from robotics experts Armasys. In regions closest to the Maelstrom, franchises are essentially abandoned, having to fend for their survival by themselves.

When a world is threatened by the Maelstrom, the Foundation tends to recruit more workers and soldiers, build evacuation fleets and defend its worlds from the desperate and the opportunistic. Those who sign up are typically given a guaranteed spot on the evacuation ships, avoiding the lottery that other less fortunate colonists are left hoping to win. The rewards the Foundation offers to its employees make Epirian soldiers fierce fighters, determined to protect Foundation interests so that their families can escape off-world.



LIFE IN THE FOUNDATION

Terraforming a planet takes hundreds or thousands of years, depending on the state of the world when the Foundation arrives. Planets with the right kind of temperature and some atmosphere can be converted fairly swiftly by the introduction of bioengineered algae, whilst teams of engineers and robots model the landscape. Planets without atmosphere or with particularly difficult ground conditions – ice or volcanic planets and planets with aggressive native flora and fauna - can take millennia to subdue. Typically no human personnel are posted to hostile worlds, with remotely controlled robotic drones performing the lonely grunt work until the world is habitable enough for the first colonists to arrive.

The boom economies of newly terraformed planets can be huge opportunities for settlers to make their fortune, and millions flock to worlds deemed livable by the Foundation. Life on these new frontiers can be hard, including the necessity for oxygen masks when leaving settlement compounds along with the many unknown dangers lurking in unexplored corners of the world.

Smaller settlements on Epirian worlds are run independently from the Foundation, but the local Epirian Franchise will often employ a few local Sheriffs to keep the peace. Remote mines and other facilities are kept under automated guard by Scarecrow mechs, which spend months alone stalking the wilderness without support or rest, keeping watch over their domain.

The Foundation employs a broad open employment scheme, where colonists and workers can sign up with the Foundation in exchange for future wealth on a completed planet. In much of Epirian society, robotic technology bears the brunt of the hard work, with human overseers often in control of a number of slaved drones. The richest stakeholders of the Foundation boast thousands of robots in their retinues.

The organisation of the Foundation is formal and hierarchical. Anyone is invited to join the Foundation, and recruitment drives are common in many cities. The Epirians don't take just anyone however, and many hopefuls are turned away or recommended courses in engineering and science before they can reapply. Richer individuals can become stakeholders or trustees, and each planet has its own board that elects the planetary governor and makes many of the decisions about the world's future. Although many settlers choose to remain independent entrepreneurs, others choose to forgo the greater risk and rewards of prospecting for a steadier, safer paid job in the Foundation's service.



AI AND ROBOTS

One indelible lesson that mankind has managed to remember through the millennia during the rise and fall of civilizations is the danger of AIs if left to grow unchecked. It is still clear from past scars on the galaxy... be wary of AI. Limit the growth of independent machines, or create the means of humanity's destruction. As such, AIs in the modern galaxy are limited, input-output affairs, incapable of creative thought or conceptualization of abstracts, predictable and safe.

Neural linking was developed as a means to increase and expand a robot's actions and capabilities with creativity and intuition. Bot Handlers, through a neural web embedded in their helmets and years of rigorous training, can channel a portion of their awareness into properly configured bots. This process is referred to as projection. The Bot Handler gains a degree of control over the bot, be it a drone, a mech or a starship. The degree of control may be as simple as overriding a set of responses to allow for an unpredictable deviation from programming to surprise an enemy, or, in some cases if the Handler is expert enough, direct piloting of one or even several robotic constructs.

In the upper echelons of the Epirian corporate hierarchy, the most powerful members often seek to use handler tech to gain a form of immortality... removing their brains from their decrepit or injured bodies and placing them in a preservation capsule filled with life supporting fluids and laced with neuro link fibres. This allows these 'Preserved' to pilot extravagantly expensive custom mecha and continue living some semblance of life. This process is extremely perilous, so much so that most do not survive the attempt. Many in the Foundation are uncomfortable with this practice, regarding it as macabre and unnatural, predictably they change their minds when death nears.

Preserved Epirians are not flaunted publicly, having signed contracts assuring that they maintain low profiles after the process lest they suffer the combined wrath of all franchises. Immortality, however pale an imitation of true life it may be, is not something to be trifled with or advertised. Their brains are rendered non-organic but remain functional and intact, and are directly wired to large machines. As long as the machine functions, Preserved can stay conscious, but because it requires their original brain to work, they cannot simply be copied as if they were software. Uploading to become a Preserved was common practice amongst the Epirian elite before the Maelstrom erupted, but now due to the extreme scarcity of resources, only a handful of places in the galaxy remain capable of the procedure.

'Fear the artificial.'

-- Old saying from the era of A.I. purges



THE EPIRIAN MILITARY

In addition to their terraforming arm, the Epirian Foundation has many other interests, including interstellar transportation, controlling cybel gates, farming, manufacturing and even defence. Epirian colonies are often on the fringes of human civilisation, leaving them vulnerable to pirates or outlaws. To counteract these and other threats, the Foundation has a military arm to protect their colonies. Like their civilian counterparts, members of the Epirian military are not front-line soldiers, but instead control teams of robotic drones from swarms of tiny drones the size of a finger to giant walking tanks.

The one place where the Epirians truly shine is thanks to the vast army of robotic forces available to them. Originally, huge numbers of automated terraforming robots were dispatched to remote systems to handle the humanification of the worlds and to perform construction duties, but since the Maelstrom began approaching Epirian colonies, many of these automatons have been repurposed to guard the evacuation of threatened worlds. The robots are powerful, but as the number of worlds owned by the Foundation shrinks, their resources are depleted, and so every destroyed robot is viewed as a grave loss, especially their computational cores. Even when damaged beyond repair, provided their broken parts are recovered, new robotic soldiers can be fashioned from the remains, and so any loss in battle is frequently followed by a major campaign to reclaim the lost.

The modular nature of the robotic technology employed by the Foundation allows them to easily refit worker robots for battle when an aggressor appears. The converted mining, shipbuilding and transportation drones that form much of the Foundation's battleforces are not the most efficient fighters, but they make up for this by the ease in which they can be converted from the ranks of processing cores and modular parts being produced by the Epirian factories.

The weapons used by the Foundation tend to reflect the rugged nature of the terraforming outposts. Energy and plasma weapons are deemed risky endeavours, requiring too much maintenance and yielding unpredictable results. Epirian robots and soldiers tend to be outfitted with hard-bullet weapons, as well as computer controlled missiles and the occasional converted industrial tool – mining lasers, blasting explosives, railguns and the brute force of robotic drills and saws.

The Epirians are expert ship-builders, and many of the galaxy's transports, cruise-ships and tunnelhuggers are made in Foundation shipyards. Shipbuilding is often one of the first industries to be set up on a new world, harvesting the raw materials of the planet and local star system to build spaceships that can resupply the world, bring in new colonists and set out to scout new worlds. Robotics factories are installed hand-in-hand with the shipyards, and as a planet gets more established along the galactic trade routes, more and more of its industry is turned to robotic production. The Foundation encourages innovation, and new robotic designs are one of the best ways for a world to establish itself amongst the elite Epirian planets.



Most Epirian robots are modular in design, so supply is simple with easier reuse of parts, although the Foundation's richer inhabitants show off their status by purchasing expensive custom designed robots and vehicles and advanced prototypes. Central processing cores are designed so that a robot can be adapted to many roles, changing only a small, programmed chip to switch a mining robot to a soldier, or convert a butler to a repair bot. Limbs, body parts, tools and weapons are all similarly made to be easily swapped and replaced. From a large selection of parts, many different combinations of robots can be designed and built. This cuts down on the amount of material that is required to take a robotic team through space to a new world. Redundancy, reliability and adaptability typically take precedence over more exotic designs.

Although their robotic and terraforming technologies are second to none, the Epirians have less access to more human-centric technologies. Compared to the advanced knowledge of the Artarian Remnant, the Foundation sees little value in human engineering or energy weapons. Their lack of focus on organic technology means that limbs or organs damaged in fighting or industrial accidents cannot be regrown easily. It is not uncommon to see Epirian soldiers with disfiguring scars or crude robotic replacements for missing limbs.

The rugged robots, entrepreneurial colonists and terraforming technologies of the Epirian Foundation have been one of the driving forces of humanity for millennia. With the Maelstrom threatening the worlds they've spent so long cultivating, the franchises that make up the Foundation have turned their attention away from creating new homeworlds and concentrated on using their robotics technology to save what they can of their investment.

THE KARIST ENCLAVE

THE BEARERS OF TRUTH

The Karist Enclave are a secretive organisation that operates on doomed worlds close to the Maelstrom's Edge. The motivations of the Heirarchs who lead them are only guessed at by outsiders, but their missionaries can be found in cities all across the Edge, extolling the core belief of the Karist faith: that the Maelstrom isn't the end of life, but the beginning of a new one.

The Enclave had its origin soon after the Capital Worlds were lost to the Maelstrom. A small passenger liner, the Kariman's Breath, was caught in a cybel tunnel as the Maelstrom's shockwave hit. Most of the crew and passengers on board died, but when the battered ship emerged into real space, fourteen men and women had survived their brush with annihilation. Instead of being killed when the shields failed and the ship flooded with energy, the survivors reported extraordinary feelings and visions as the energy washed over them.

Their experiences led the survivors to conclude that the Maelstrom brought more than just destruction, that as the wave of energy swept across them, they had caught a glimpse of another place. The fourteen left alive on the Kariman's Breath founded the Karist Enclave, a religion that has grown into a powerful force across the Maelstrom's Edge, preaching the promise of ascension and that the Maelstrom heralds the coming of a new phase of humanity's existence. The Karist Enclave coalesced around one central idea - that if you prepared your body and spirit for its embrace, the Maelstrom wouldn't destroy you, but your consciousness would be transferred to another plane, a great afterlife for those who were truly deserving of the honour.

After working their way through the tattered remains of the near-core, desperate for supplies, the survivors happened upon a small planet far from the plane of the galaxy - Schar's World. Happy to be alive and still fervent in their beliefs after what they witnessed, the survivors spread through the population and began to preach their new discovery. A few million souls lived on the planet. Fearing the future and grief-stricken at leaving their old lives in the past, they embraced the hope the story of the survivors brought to them. Little by little, the belief that the Maelstrom was a cleansing gift for the chosen members of humanity started to spread throughout the citizenry of Schar's World. Within a decade, the Fourteen had established themselves as the leaders of a new religion, calling themselves the Heirarchs and their new organisation the Karist Enclave.

After the Enclave's hold on Schar's World was complete, the decision was made that the teachings of the Fourteen were too important to keep to one world, and with the Maelstrom approaching, it was the Enclave's duty to help others understand the meaning of ascension. Ships were built and missionaries sent forth to intermingle with the local populace on worlds threatened by the Maelstrom. Whilst outright public declaration of the Karist Enclave's existence and goals was discouraged to avoid the tiny new faction being crushed by its interstellar competitors, missionaries were instructed to teach the meaning of ascension to begin forming small sects of believers on nearby worlds.

Karist society is focused around service to the Enclave, and all Karists are expected to give their time to the Enclave's needs, whether that be a tour as a soldier or missionary, or the giving of time to perform communal tasks. In return for their services citizens are given an allocation on the Enclave's nanoforges and are also allowed to partake in commune rituals, where Kaddar Priests touch their followers with small quantities of na-cybel energy, inspiring flashes of euphoria and visions that are said to be hints of what happens during ascension.

In battle, the Enclave's forces are clad in distinctive scalloped armour, and armed with weaponry that fires pulses of cybel energy. Frequently, they are also accompanied by the Angels, ethereal alien creatures that live off cybel energy, kept enslaved by their Keepers to inflict huge damage on the Enclave's enemies. Shadow Walkers, acting as the hands of the Heirarchs, use their skills in stealth and deception to infiltrate the governments and armies of their foes.

Ascension drives all of the Enclave's actions, from the missionaries who travel to doomed worlds to the soldiers who 'liberate' those planets viewed as essential by the Heirarchs. Whether that strategy is defined by the number of Karist believers on the planet who need to be saved or the resources that can be appropriated is a matter of some debate amongst critics of the Enclave's operations. Whatever their motivations, the Karist Enclave is a growing force across many of the worlds threatened by the Maelstrom's Edge.

THE ANGELS

One memorable event early in the Enclave's existence is the first encounter with the Angels, otherworldly aliens who would become integral to the Karist way of life. Emissaries had been dispatched to worlds in the path of the Maelstrom to spread the word of the survivors of the Kariman's Breath. One of these worlds, Oricos, was close to the Edge of the Maelstrom. The emissaries arrived at Oricos just as a terrible conflict was ending. Alien creatures from deep space had fled the Maelstrom and were madly attacking the planet's inhabitants. The creatures had long been the subject of legend around lonely spaceship mess decks, but until the Maelstrom had driven them from their deep space habitats they had rarely been seen.

The aliens, which many called the Angels of the Maelstrom, were many-limbed, amorphous creatures of deepest black. They could change form, with some resembling giant bipedal squid and others smaller, winged beasts. Although when they had been encountered in deep space the Angels had been shy of human contact and relatively benign, the Maelstrom seemed to drive them to insanity. Fleeing like savage beasts before a fire, the Angels were attracted to the world of Oricos, which was home to a large cybel energy processing industry. The Angels viewed this cybel energy as precious nectar compared to the disordered energy of the Maelstrom.

The events that happened next have become revered legend in the Enclave's history. One of the Fourteen, Raquel, left Schar's World as a missionary. Arriving at Oricos, she and her fellow proselytiser Bial were performing an energy ritual for a crowd of citizens, when an Angel which had followed their ship down from orbit attacked the crowd. Many of the locals were killed by the brutal tentacles and claws of the beast. In his desperation to escape the creature, missionary Bial threw the canister of cybel energy he had been using to perform the ceremony at it. The alien beast stopped dead in its tracks, transfixed. Afterwards, it followed Bial and Raquel dutifully, so long as they teased it with the promise of more energy. Bial and Raquel were able to bind and imprison the creature, and they took it back to Schar's World in triumph. When this was reported back to the other prominent Karist leaders, great efforts were made to capture more of these creatures.



'Nobody knows what the hell they're even made of, never mind what they're thinking.'

-- Gladius Belaru, survivor of the Angel attack on Morningstar Station, Thusia system

KARIST SOCIETY

Compared to the desperate competition for money and survival on many planets close to the Edge, life on Karist-controlled worlds can seem almost serene. Communities are tight-knit, with the regular commune services run in public squares by the Kaddar priesthood serving as the glue that binds believers in the Karist way together. Most members of the Enclave are not rich, but thanks to their service to the Enclave's needs and the belief in ascension, Karists live more comfortably than many whose homes are situated in the path of the Maelstrom. Workers are rewarded for their service with allotments of power, food, and nanoforge time to create what they need. It is difficult to starve and be homeless on a Karist world, but is also difficult to become affluent. Despite seeing Karists living simply and in service to the Enclave's cause, many in the uncertain worlds close to the Maelstrom's Edge are glad to sacrifice chances of riches for a guarantee that their families will survive.

Entry into the Karist Enclave is tightly controlled. New believers are kept separate from Karist society for a period of at least a year, while their abilities and loyalty are observed by the Enclave's leadership. Whether on an orbital facility of a Karist world, custom-built for new immigrants or in enlightenment camps on newly taken worlds, Novitiates are subjected to a barrage of tests, tasks and teachings of the Karist way. The most promising candidates are recruited by the Kaddar priesthood, the military Aesthete leadership or whisked away by the Heirarchs to be trained as Shadow Walkers. The rest who have proven their devotion to the Enclave are allowed to join Karist society. The Enclave turns away those it deems not devoted to the cause, and several opposing factions have infiltrated spies into the recruitment lines, only for them to never be heard from again.

Upon coming of age at fifteen, young Karists must become Novitiates of public service for three years, working in one of the main branches of Karist society, as selected by their teachers or Kaddar priests. Older newcomers to the Enclave must undergo a similar process. The Enclave keeps those newly dedicated believers in special training camps, separate from the main cities, where they are instructed in the beliefs and customs of the Karist way, as well as being monitored, both for future specialism and to ensure that enemies of the Enclave cannot infiltrate the organisation. The purpose of these formative years is to steer the Novitiate towards the role for which they are best suited, whether that be as a soldier or Ark crew member in the military, a missionary or priest within the Kaddar Priesthood, or a more general role in industry as a worker, engineer or manager, generally referred to as Acolytes.

The Karist Enclave's affinity with cybel energy means that they have discovered other uses for it which have been ignored or abandoned by other cultures. This is in no small part due to the willingness of believers to be in close proximity to the energy, which is heavily restricted elsewhere due to the dangers involved. In addition to the use of cybel energy in their weapons, the Enclave use nanoforges, manufacturing devices that disassemble materials down to their raw components and then reassemble them from the molecular level. Nanoforges are capable of processing most metallic or simple synthetic materials, and they are used to make items found in all parts of Karist society, from rifle carbines to body armour, spaceships or even simple cutlery. The process of the nanoforge results in a smooth, scalloped finish to many materials and is part of the reason for the distinctive appearance of the Enclave's equipment. The nanoforges can only produce simple inorganic structures, so apart from protein and carbohydrate gruel, food is typically still grown naturally.

Because of the influence of the nanoforges, and the ability to easily manufacture many objects, Karist society runs by a very different economy to most worlds. Karists are paid in nanoforge time, and everyone has a small allocation of time and materials allotted to them each month to build required objects. Karists trade this allocation of time for other items like food, or they trade their own raw materials for more time on the nanoforges, as required. Possessions are not greatly valued in Karist society, and it is frowned upon to own many frivolous items. The Enclave rewards those who voluntarily give up their nanoforge time with additional food, commune energy and other essentials. The resultant 'Enclave time' on the nanoforges is used to make communal items such as spaceship and building components, weapons and na-cybel communes.



CYBEL ENERGY AND THE MAELSTROM

The Karist Enclave don't just embrace the concept of the Maelstrom. They also utilise the power of the energy of the cybel tunnels. Whilst cybel energy is used to power spaceship engines and is contained in magnetic fields as energy shields, it reacts powerfully with traditional matter and energy, and so is rarely used on the surface of planets, as it can have devastating explosive effect. Even contained in magnetic fields, staying too close to it can cause illness or even rapid cancerous growth.

Embracing the coming of the end times and believing that by becoming one with the Maelstrom they will ascend to a new plane of existence, the Enclave are happy to risk the shortening of their lives by using cybel energy on planets, as personal power sources and weapons. Many of their heavier weaponry utilises small amounts of cybel energy kept loosely in a magnetic field until just before reaching its target. At that point, the magnetic field collapses, allowing the cybel energy to react violently with the world in an expanding ball of energy. Small pellets are devastating alternatives to grenades and bullets, but larger amounts of cybel energy are used in bombs and tank shells. Heavy troopers can also use personal shields made of the contained energy, although they frequently suffer dreadful long-term injury. Their hands are scarred and gnarled from exposure to the energy, and many secretly take regenerative drugs to prolong their life, even though the practice is frowned upon by the Enclave's head priests.

Na-cybel is the type of cybel energy discovered by the Enclave's founders during their escape from a Maelstrom-infected collapsing cybel tunnel, and later reproduced via their commune reactors. The Fourteen survivors began to experiment with cybel energy, fascinated by the strange new material that had flooded their ship. Eventually they managed to recreate what they called na-cybel energy, a metastable form that seemed not to harm flesh in the same way. When a commune reactor is used to produce na-cybel, it uses a less energetic "depleted" cybel energy which is secreted from larger Angels as a catalyst, mixing it with regular cybel energy. In appearance na-cybel appears to be a hybrid of cybel and Maelstrom energies, with the more placid, wispy qualities of cybel combined with the colouring and intensity of Maelstrom energy. Unlike either, na-cybel does not annihilate with conventional energy and matter, instead sparking tiny purple and magenta lightning strikes. The Karist Enclave consider its effect to be a nearly religious experience, facilitating the meditation and discipline necessary to ascend. It is part of their culture to collectively experience this effect during commune rituals, led into meditative prayer by a Kaddar priest.



The scarring that results from na-cybel exposure is superficial in general, but over time heavy users such as the Kaddar Nova will eventually be crippled and killed by the cumulative effects. However non-destructive it may be compared to other forms of cybel, it is still by no means safe. Some people become ill after exposure and do not feel any euphoria. Even more rarely, some experience prophetic visions. Normally this type of metaphysical conjecture would be disregarded, but there is some evidence that an unusual amount of visions are shared among far-flung parties and those affected maintain that their visions come to pass more frequently than can be explained by pure chance. The Karist Enclave continues to try and deduce the mechanism of na-cybel's effect on a human, with little success.

One of the key aspects of the Karist faith is that preparation of the mind, body and soul for the Maelstrom's touch is essential to ensure ascension. As well as the follower living their life according to Karist doctrines, meditation and coming into contact with na-cybel energy through commune rituals is encouraged to prepare the soul, mind and body for ascension. The touch of the na-cybel on their skin gives participants of the commune rituals a taste of what ascension will feel like, and it also prepares them for such an alien sensation. Visions and out-of-body experiences are commonly reported. Na-cybel is carefully rationed by the Kaddar priesthood, but large public communions on holy days find it being liberally distributed. Such events are anticipated for months in advance by Karists.

The experience of ascension is a topic widely discussed by the Kaddar priests, as many seem to have a different experience whilst communing with na-cybel energy. What is universally agreed is that without careful preparation of the mind through meditation and exposure to na-cybel energy, the process of ascension will be too powerful for the believer's mind to cope with and they will not pass through to the new level of existence that the Karists believe exists beyond the Maelstrom's touch. The Karist faith holds that the ideal method to ensure ascension is for one to be awash in na-cybel energy as the Maelstrom takes them, and Karist followers spend their lives preparing their minds and bodies for that moment. Dying away from the Maelstrom is a much debated theological question. Most hold that as long as the Karist Way is followed and the mind is prepared, ascension can still occur after death, when the Maelstrom eventually reaches their bodies. Other Karists fear an ordinary death in space, battle or even illness or old age, believing that they will lose their chance of ascension. Finding the balance between these delicate ethical positions has led to many schisms between the followers of different Heirarchs within the Karist Enclave.

The Enclave's attempts to keep people on worlds about to be destroyed by the Maelstrom and even to bring the Maelstrom closer to populated planets is justified by the belief that the more people ascend, the greater the chance for ascended humanity to begin again. Helping to calm those with no way of fleeing the Maelstrom is seen as a truly compassionate act. Soldiers and missionaries carry a small na-cybel commune reactor so that they can commune with na-cybel energy when gravely wounded or approaching death. Sometimes the critically ill even approach the Maelstrom itself, hoping their broken bodies can still ascend. Similarly, Karist soldiers who die in battle have their ashes left on Maelstrom-doomed worlds or thrown into the cybel tunnels, although Karist theologians dispute whether this is anything more than a funeral service. Sworn enemies of the Enclave have been known to utilise scare tactics such as immolating a Karist's body or ejecting them into deep space, drifting towards the galactic rim to potentially deny them ascension. Senior priests such as the Kaddar Nova have spent their entire lives preparing for ascension, and the fact that these leaders are willing to risk leaving guaranteed ascension on planets at the Maelstrom's Edge in order to further spread the Karist faith across the Spiral Arm makes them a source of inspiration to the Enclave's followers.



THE BROKEN

THE DESPERATE, THE DRIVEN, THE DISPOSSESSED, THE SURVIVORS

From the factories and the slums, the mining complexes and the farms of the galaxy come the Broken, a growing movement of citizenry angered by the lack of opportunity to escape the Maelstrom. They are a diverse mix of workers, aliens, and rogues left on doomed worlds by the ruling parties.

These survivors take matters into their own hands after being left behind. They pool their resources and knowledge in a communal effort to escape the Edge. Derelict ships are repaired. Affluent people's ships are stolen. Government ships are commandeered. Any ship available is pressed into service for the Broken. They are a group unlike any ever seen in the galaxy. Fear, hate, anger, need fused them, these abandoned people, into an unstoppable force with one goal - escape the Edge. The Broken is a term used to unify all such desperate people across the Edge. Their motivation, methods, and sanity vary wildly from fervent revolutionaries to callous pirates to the few who have stared into the maw of the Maelstrom only to come away unhinged.

'The enemy is better equipped, and better trained than you.'

Duck, crouch, dive, zig-zag. Holler like a lunatic if you must.

Crazy's only way you're going to get out of this alive.

There's your battlefield strategy.'

-- Irina Klavost, Broken Ringleader rallying her men before the assault on the spaceport on Arin



THE SARJANA CRISIS

After the initial expansion of the Maelstrom destroyed so many key worlds in the galactic economy, the catastrophe's advance slowed. As the density of stars further from the galactic core decreased, it took longer for worlds to meet their fate. Sarjana was one of the first prominent worlds along the Edge to truly undergo the 'slow death' of the Maelstrom's approach and the realities of planetary evacuation. A key hub world for travel in the cybel network, Sarjana was situated in an affluent sector of space; however, Sarjana faced destruction by the Maelstrom within a few decades.

The rulers of Sarjana decided that there was not going to be time to evacuate everyone. Boarding passes were issued to skilled members of the working class to fill a quota of the available space for each evacuation craft. The rest of the passes went to those with political power or connections, or those wealthy enough to buy their way onto the lists. Hundreds of millions were left behind to watch the evacuation ships depart.

Supplies of food and water started to become scarce. The supply of electricity became erratic, power failing for days at a time. With the rule of law slowly falling apart as government officials left the world, riots, mass looting and criminal gangs became increasingly prevalent. While the Maelstrom's presence grew in the sky over the next few years, the remnants of the government became increasingly authoritarian in an attempt to keep order.

A politician named Jonas Locke saw a different role for the government. Instead of supporting harsh governmental tactics of control and domination, he fought for it to be a source of unification, salvation, and hope. His efforts made him a popular figure among the industrial workers of the capital. He broadcast messages of unity and co-operation on the communications networks, urging citizens to pool their resources and get themselves to the factories. The populace came in droves to hear him speak, desperate for a solution to their plight. Locke was a passionate speaker, and soon he had thousands of followers. Eventually the government grew tired of his rabble-rousing, and stripped him of his office.

Now just as desperate as the rest of the people, Locke began a revolution. The rioting and civil disobedience led to even harsher crackdowns by the government's security forces, forcing Locke and his followers to flee the city. They were offered haven by the Akarak, an insectoid race with an exceptional affinity for agriculture, who had been denied a place on the evacuation fleet by the government. With the assistance of the Akarak, Locke and his followers created a haven, where people could come and work on the farms in exchange for food and shelter. Word of their endeavour reached the cities causing more people to flock to his cause by the day. It took all of Locke's political acumen and diplomacy to hold his band of misfits, criminals and aliens together. The steady production of food became a source of hope and redemption for many, as Locke sent care packages into the slums and ghettos abandoned by the government.

After two harvests, the number of people loyal to the revolution was comparable to that of the government itself, but Sarjana was two years closer to destruction with no way of escape. Locke realised that without ships, any improvement in the people's lives was a mirage. He urged his followers to take over the capital's abandoned industrial sector and to start building a fleet for themselves. By now his people were well fed and motivated. They had little trouble driving out the criminal gangs that had taken over the factories and refineries of the planetary industrial complex. In a few short months thousands of people were working in the factories to produce basic vessels to take them off world.

By this time, barely a year remained. Earthquakes and freak weather began tearing the world apart as the Maelstrom's influence grew. The last remaining government officials, running out of ships to get the final official evacuees off world, launched attacks on Locke's territory to seize the ramshackle fleet. Every government mech inflicted scores of casualties but each fallen robot was irreplaceable, whereas Locke had new recruits joining on a daily basis. Eventually, the revolution emerged triumphant, securing all remaining ships, with just months left.

There was not enough room for everyone, and many on Sarjana were left behind. Locke saved as many as he could. His fleet of small patched together craft took off. As the ships reached the cybel gate and left Sarjana behind, they took with them the tale of how one man stood up to tyranny, igniting a fire that would soon spread across the Spiral Arm.

News does not travel instantly between worlds in the Spiral Arm, as data is carried by ships along the cybel tunnels. Millions of people in neighbouring systems received word of the events unfolding on Sarjana weeks after they happened. As the government and the rebels fought for control over the remaining ships, conversations in every bar of the sector discussed the conflict. The Comm Guild referred to the rebels in their reporting as "the broken fragments of society", and the moniker 'Broken' stuck. Refugees from Sarjana appeared in systems across the Edge telling tales of their trials. The Broken began evolving into a wider-spread phenomenon, all across the Edge.

The events on Sarjana are long in the past. As the Edge has advanced, so has the idea of the Broken. In any system in the path of the Maelstrom, groups of people can be found trying to escape their fate, whether by desperate last-ditch commandeering of a ship or by full blown revolution. Once they are in the sky, ships are always under threat of being raided by warbands of pirates. Broken leaders infiltrate CommNets, calling on the populace to rise up and join them. The term Broken has become a catch-all term for any group of common citizen looking to escape the Maelstrom by any means necessary.

THE BROKEN ORGANISATION

No two Broken groups are alike. Every gathering of Broken originated from different circumstances, depending on whether they started as pirates, refugees or fleeing governments. Whoever leads the warband shapes its tactics and outlook, although these leaders frequently change as fortunes shift. There are pragmatic Ringleaders whose careful intelligence gathering, diplomacy and electronic warfare lets them avoid combat where they can, and to get in and out as efficiently as possible when fighting is inevitable. There are many more extreme leaders who prefer larger, aggressive forces, and pursue grand ploys resulting in death or glory for their warband. These Exiled Lords embrace piracy, terrorism or even genocide in search of a world to call their own, to live like kings until the Maelstrom takes them. There are also Revolutionary fleets that are more organised than the average warband. They own more and have better-equipped ships. They invite many more Broken in as their brothers, keeping the vestiges of law and morality alive with them, aiding local populations in toppling ineffective governments, and taking control of evacuations themselves.

By the time the rejected populace are able to flee a world threatened by the Maelstrom, the reliable and well-equipped ships are long gone. Those ships that remain are the rust-buckets and unreliable wrecks, dismissed by the earlier evacuees as worthless. These ships often lack cybel tunnel shielding and long term life support, but they can get people off-world. Broken fleets are a hodgepodge of different size vessels, bolted together from multiple designs. They include everything from sprawling multi-hulled tunnelhuggers to one-man fighters leftover from long forgotten conflicts. Trade between ships in the fleet is common, and smaller vessels are cannibalised to keep the bigger transport craft functional. On board the larger ships, a vibrant mix of people from all walks of life eke out a living. People set up makeshift markets in the engine rooms, livestock roam the corridors, and children play hide and seek in the cargo holds. Even civilians on ships away from the front lines keep a weapon close by, as there are still many lawless Broken who take advantage of anyone, given the opportunity.

Desperation has driven most Broken to value skill and assistance from any source, even non-human. When the Maelstrom began to threaten their worlds, many alien species were often considered expendable, even by those they considered friends. Those aliens who manage to escape are happy to join the Broken, who treat them as equals, and appreciate their expertise.

There are many alien races that can be found amongst the ranks of the Broken, such as the Gnolti and Kasmenai. The Gnolti are large, scaled, slow moving creatures with strength many times that of a human. Their calm, thoughtful temperament made them easy to integrate into human society, but the Gnolti are too big for many evacuation ships and often left behind. Gnolti are slow to anger, but once roused their rage is hard to quench. It takes an incredible amount of punishment to bring down a Gnolti in battle. The Kasmenai came from a barren world long since lost to the ages and are now found on human worlds all over the Spiral Arm.

They are tall bipedal humanoids with elongated limbs, and their tough skin is extremely resistant to the ionizing effects of radiation. Kasmenai often found work on partially terraformed worlds or poorly protected mining colonies, where radiation levels would require expensive equipment for humans or bots to do the same job.

Other aliens are less common, but still useful to the Broken. The insectoid Akarak are vicious troops, if fed with a steady supply of vegetation. The ichthyoid Uldagane make excellent ambush troops due to their disconcerting appearance and preternatural resistance to pain. Occasionally a warband might boast a contingent of Pajah Windspeakers, the shamanic caste of a race that elevates fast travel to a religious experience. They are often found tinkering with the engines of raiding vehicles to give an extra boost of speed to a mechanised force.

When the Broken arrive to do combat, it is rarely for a pitched battle. The Broken fight for their freedom, for resources, ships and information, usually against a far better equipped and trained military force. In combat, the Broken rely on stealth, subterfuge, and sabotage, backed up by sheer weight of numbers to overwhelm their opposition. Although the average combatant from other factions may be disciplined and well equipped, they often also have a narrow mindset, moulded by strict training. The strength of the Broken lies in the sheer variety of fighters from all walks of life, each bringing their own unique skills with them, honed through desperation and the need to survive. This gives the Broken a large amount of flexibility in how they can approach any goal.

One of the greatest equalisers of the Broken method of combat is electronic warfare. Amongst the ranks of the warband will be a variety of ex-engineers, programmers, blueprint pirates and information merchants, all well versed in the electronic systems and technologies of their worlds. Warbands use these skills to foment dissent on worlds, steal technology and blueprints, and falsify documents. On the battlefield armed with a simple data link, one skilled individual can circumvent security systems, interrupt power grids, broadcast false intelligence, and create fake sensor data to confuse their opponents. Although enemy mechs and combat suits are hardened from direct attack, the barrage of denial of service attacks and unreliability of automated security systems in the face of a Broken attack levels the playing field considerably.

These electronic attacks are supplemented by the warband's leader's skill as they direct the fighters under their control. A Ringleader with a small band will favour stealth and misdirection. An Exiled Lord may throw drug-crazed berserkers at the enemy, or take the enemy up close and personal with Shard Cannons. A more organised Revolutionary warband may employ combined arms, using fast vehicles and directed explosive weapons to achieve their goals.

THE REMNANT FLEET

THE ARTARIAN REMNANT

Now known as the Remnant Fleet, the Artarian Republic was once a shining jewel, a vibrant cluster at the edge of the Capital Worlds, strung out like pearls along the most well-connected filaments of the cybel network. Its worlds were not the oldest of humanity's efforts to tame the stars, but they were stable, rich and well-developed, seeded with heavy elements by countless eons of exploding supernovae and meteorite impacts. Artaria, the capital of the Republic, was an ocean planet with very little land, beset by raging solar flares which raked the planet's surface. When humanity arrived to colonise the planet, they swiftly mastered the creation and use of long distance, submersible vessels and habitats to escape the dangerous conditions on the surface of the ocean.

The Artarian's society of noble Houses used advanced technology to propel themselves into one of the most admired societies in the galaxy. Due to the relative fragility of the underwater cities, open conflict between Houses in the Republic was unheard of. Strict codes of honour ran through all levels of Artarian culture dictating that disagreements should be resolved by negotiation, or in the last resort, a ritual duel between two nominated "champions". This ritual combat eventually became popular as a sport in its own right.

The mineral riches of Artaria, coupled with the difficulty of living at the bottom of the vast oceans, meant technological endeavour was rapidly pushed towards resource extraction and aquaculture, creating a bias towards self-sufficiency and clean, efficient industry. For the Artarians, space was simply another environment to colonize, and their technology could be easily repurposed for spacefaring.

The spread of the Artarian Republic was rapid, using their impressive habitation technology to found new member worlds viewed as too dangerous by other societies. Artaria became a centre of culture and science, spreading technology and great works up and down the Comm Guild's interstellar trade routes.

When the Maelstrom erupted, it completely obliterated the core systems of humanity - the oldest, most developed centres of civilisation. The Artarians were far too close to the Capital Worlds to have any hope of conducting any meaningful research into the tidal wave of energy before it swept over their planets. The Maelstrom's epicentre was only a few hundred light years away from the Artarian Republic, leaving the Artarians with only a few precious decades to prepare for evacuation before it inevitably destroyed their systems too. The Great Houses pooled their wealth to build fleets of evacuation ships the size of entire states. Over the space of a few intense decades of work, they built space-worthy arcologies and habitats, moving their entire society into space and away from the Maelstrom. Most of the Artarians lived to see their worlds destroyed, and began calling themselves the Artarian Remnant, in memorial to their lost home.

Each Remnant Fleet carried the population that could be saved from a single Artarian nation - or in the case of new or minor planets, an entire world. As the Artarian Republic was ruled by the Great Houses, so was each ship, and the noble families formed a Senate on board each ship to represent the people. Most Remnant Fleets are formed of one exceptionally large ship that has been expanded and extended over centuries of travel. Most of the population lives on these huge ships, with smaller ships operating as defenders, trade vehicles and supplemental craft to the larger Remnant Fleetship.



LORICAN CHAMPIONS

Artarian society is very class based, ruled over by a select group of rich and noble families. Most of the civilian population is serf-like, performing the menial work of keeping a giant city in space operational. The limited population of the Remnant Fleets and the unwillingness of the noble families to risk their lives, means that they prefer to wage war on a smaller scale. The Remnant relies on small teams of elite Champions, clad in iconic and technologically advanced Loric Combat Suits, to perform surgical clandestine missions, tricky recon work, and breach assaults.

Loric Combat Suits are the pinnacle of Artarian engineering, allowing a House Champion to have the utility and fighting prowess of many soldiers or workers. Each exosuit is a virtual one man army, equipped with light but incredibly strong alloyed armour plating adapted from the same technology used in Remnant hull plating. The armour is capable of deflecting even heavy calibre ammunition, is fully adapted to work in vacuum or underwater, and can even absorb heat based weapons and use it to recharge the suit's systems.

A Loric suit is assisted by sophisticated motion predicting micro-servo motors to give them unparalleled strength and mobility, allowing the wearer to move with ease through dense terrain. All weapons can be locked into the suit when not in use, keeping the wearer's hands free to use the variety of equipment and ordnance built into the exosuit. All suits are slaved with targeting and intelligence information from the insertion ships in orbit, providing a strategic overview, co-ordination between strike teams and immunity to ambush. The suits are powered by a miniature energy cell, good for a month without recharging. Medical diagnostic systems seal over wounds, including removal of limbs if necessary, and supply painkillers, stimulants and medication as required. The armour also recycles bodily waste and their occupants can survive for weeks without resupply, although the experience would not be particularly pleasant!

Loric suits come in several variants to suit the specialisation of the wearer. There are three main types - the standard 'Spacediver' class suit is a compromise between survivability and mobility and is standard for soldiers, medics and engineers. The lighter-armoured 'Striker' suit used by the sniper, stealth and scout variants is faster and easier to camouflage, whilst a slower, more heavily armoured 'Brutus' suit has no jump packs and is used by the heavy and assault specialisations.

The careful balance of the Remnant's material resources means that energy based weapons make up the majority of the standard firearms, requiring less maintenance than conventional ballistics. Artarian weapons are more advanced than in many cultures, and are designed to avoid explosive decompression if fired aboard a spaceship, although most walls of the Remnant's ships are also fitted with discharge panels to bleed away any rogue electrical pulse or supercharged particles without ripping a hole in the bulkheads. Loric suits can be equipped with a wide variety of exotic, high-tech weapons including lasers, particle accelerators, superheated plasma and static electricity weapons that fire lightning bolts at the enemy.

In combat a Fire Team leader will typically have two to four Champions beneath him and each suit's armour, weaponry and manoeuvrability is worth dozens or more normal soldiers. Due to the difficulty in telling suits apart in combat when viewing battle footage on the Remnant fleet, Champions are encouraged to customise the appearance of their suits with the sigils of their house sponsor, trophies from their victories and gifts from their admirers. The design of unique heraldry on each suit forms an important part of the initiation process of a Champion, and in Remnant competitions and duels they are used to tell the combatants apart. It is not unusual for civilians on the Remnants to decorate their clothing and homes with the emblems and heraldry of the most successful Champions and Fire Teams.

Champions are drawn from two sources; men and women from the upper echelons of the Great Houses who spend their lives preparing for the honour, and hand-picked lowborn individuals who show the necessary aptitude during combat training. Becoming a Champion is one of the few ways a citizen can elevate themselves and their families into that higher class of society. Ex-Champions are sought after as military advisors, bodyguards, ritual champions, and even politicians. The tournaments where challengers compete to become a Champion are fierce. These legendary battles are watched by the vast majority of the Remnant's inhabitants. It is a gladiatorial combat, part combat assessment, part trial, part entertainment.

Those few fighters skilled enough to win a tournament are trained for several years, with each candidate being allocated to a different school of combat according to their aptitude. As part of this training, they are first introduced to the idea of wearing Loric Combat Suits. After the end of this initial training comes another competition, where the trainees compete again in a more visceral series of challenges and fights, this time to earn the favour of one of the wealthy houses and be sponsored into joining a Fire Team. Fire Teams are often made up of a mix of the different specialisms, such as the Nightstalkers and Marksmen snipers who are skilled in covert operations. There will also be a mixture of brutal short range combat experts from the Vancers and Heavy-Gees. These will typically be backed up by support experts including Holista medics, Sigint scouts and Sapper engineers. Selecting the optimum mix of specialisms in a Fire Team is a source of great debate and is analysed as much as the skills of each individual Champion are. The Great Houses compete and court the services of the best Champions to join their teams, as well as finding the best Controllers to manage the Fire Teams from orbit.

THE REMNANT FLEETS

The Remnant Fleets are vulnerable places, both emotionally and physically. The citizens of Artaria have been on the run for centuries, always one step away from total annihilation by the Maelstrom. Their worlds are gone, completely consumed, and their ancestors left their culture and ancestry behind. The Remnant Fleetships travel barely a system or two ahead of the Edge, constantly in danger of being caught by the Maelstrom, running out of food, fuel or air, as well as the risk of meteorite impacts, radiation and all the other perils of deep space. This has created a need for a two pronged approach to maintaining order on board the Remnant Fleets – entertainment and discipline.

Providing a constant source of entertainment to distract the populace from the perils of their situation is a large part of House politics, each House competing to provide the most dazzling spectacles. The Champion Tournaments provide a regular source of entertainment discussed at length across the whole Remnant Fleet, while heavily edited and dramatized combat recordings from the front line of battle depicting Fire Teams engaging entire armies on their own are greeted with cheers and applause. On board each Remnant, a digital information network provides constant status updates on the Remnant Fleet's progress and news, and a wealth of entertainment channels and social networking opportunities. This, coupled with a strict regimen of work hours and harsh punishments for even the most trivial criminal activity serves to keep the populace focused and ordered.

As an entirely space-based civilisation, the Artarian Remnant has no planets to protect and other than their vast Fleetships, no loyalties. They are a highly technological civilisation that is purely focused on fleeing the Maelstrom. Recruiting the best and brightest from worlds they come across, the Remnant offers a way to flee the Maelstrom in return for knowledge, skills and culture. They will also take by force any resources they require from a world before moving on.

Remnant Fleets are slow and cannot use any but the largest cybel gates. Their network of smaller scout ships and teams of Champions on recon duty search out the route ahead and identify sources of new materials and safe travel routes.

Each House endlessly jockeys for prestige among its peers, to secure more power and influence over the running of the Remnant. It sends sponsored Champions under their control on dangerous and ambitious missions to bring glory and riches back for their Fleetship. The Artarian Remnant was one of the only cultures to escape the destruction of the more technologically advanced central core of the galaxy. Though their numbers are small and the movement of their Fleet is slow, they are determined that their survival from the Maelstrom succeeds, no matter who gets in their way. There are several hundred individual Remnant Fleets, whose paths rarely intersect. When they do come into direct contact, the results can be devastating – both for their enemies and sometimes even each other, as the sheer volume of resources required to place a Fleetship into the cybel network has led to historic conflicts when two Remnant fleets sought escape through the same star system.

*You may die lost and forgotten,
bleeding out or obliterated under a sweltering sun,
but you must remember that your glory is eternal,
that the universe witnesses all,
forgets nothing.*

-- [REMNANT PHILOSOPHY]

OTHER FACTIONS

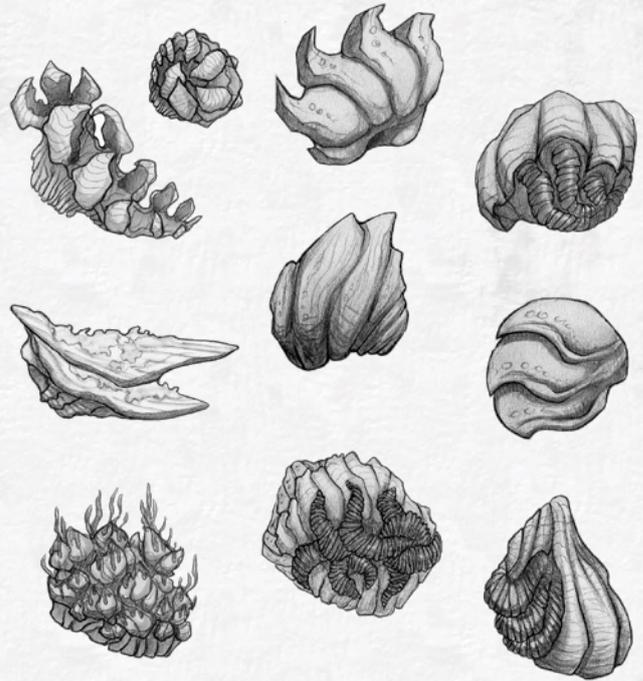
THE KAIGUS PACT

The strange interstellar post-humans of the Kaigus Pact began as the earliest expansions of the human race, prior to the discovery of the cybel network and before true artificial gravity was invented. They left the human worlds on vast slow-moving colony ships, heading towards worlds thought capable of sustaining life. Over centuries of travel to their new worlds, the Kaigus people adapted to life in the low gravity of the colony ships. They grew much taller and thinner, and the restricted resources of space-based life made them weaker and more delicate than normal humans. By the time they reached their destinations, their needs were very different to the humans they'd left as, and many of the worlds, poorly surveyed by far-off telescopes, were not suitable for human life anyway. Those colonists who settled on terrestrial planets gradually returned to more normal physiques and cultures, but many people on the colony ships decided that the space-based life they'd adapted to during their journeys was preferable. For some, their bodies had changed so much that the possibility of returning to a lifestyle at full gravity was simply no longer possible.

A society of nomadic fleets developed, with ships that slowly travelled from planet to planet, stripping them down to the bedrock for the resources needed to expand the fleets and keep the journeys going. Sometimes when they found a resource rich planet they would set up space stations in orbit for centuries or millennia, staying almost as a permanent settlement. Eventually, the resources would be exhausted and the fleet would move onto the next system. It has been many tens of thousands of years since the first colony ships set off, and for the majority, planetary life is a forgotten memory.

With the discovery of the cybel network, it became possible for these nomadic space-dwellers to come in contact with each other. For some, these meetings were a realisation of what they'd lost, and with the technology gained from more modern travellers, they were able to reshape their bodies and return to a normal human existence on newly settled worlds. Others had grown accustomed to their life among the stars, and with centuries of adaptation and research had created biological symbiotes to enhance their fragile bodies against the ravages of gravity and atmosphere. By now almost a new species, these interstellar travellers began to meet and exchange ideas about living in low and zero gravity, and the designs of their biological partners expanded exponentially.

*The Edge doesn't discriminate;
all are consumed by its fire.*



Although many of these ships remained independent, a loose agreement came to be between these nomadic post-humans. Living in an environment like deep space where the perils of vacuum, radiation and interstellar phenomena pose constant dangers, any new discovery in the symbiotic creatures used to protect the post-humans and their ships was essential. Ships would meet, trade strains of their organisms, and collaborate on cross-breeding promising designs. Over time these informal agreements crystallised into a formal code of conduct between the travellers. The original agreement was drawn up in the star system of Kaigus, and this became a symbol of unity. Since then, many of the space-based post-humans began to refer to themselves as Kaigus, and their star-bound civilisation collectively as the Kaigus Pact.

Today the Kaigus Pact is less of a single entity and more a constantly evolving flow of ships and creatures amongst the stars, ever-diverging from the humans from whom they originated. Their numbers are rarely concentrated in large amounts, and the Kaigus prefer not to associate with other cultures, hiding in the deep of space like plankton in the ocean. For the most part, individual ships or small fleets keep apart from each other to avoid conflict over resources, but when threatened or in a system with resources too great to ignore, spontaneous new Pacts develop to preserve the existence of both the stellar-humans and their symbiote creations.

Due to generations living in weak or even zero gravity, the Kaigus skeleton has changed dramatically. They tower over normal humans, and the corridors of their ships are three or four metres tall to account for the most extreme cases. This elongated frame comes at a price with thin and brittle bones, and the merest scrap of flesh on their bodies. The air on board their ships is purified with high oxygen content from living walls of lichen and moss that also clean the environment. As a result of this interstellar existence, the Kaigus have adapted to self-sufficiency - they can be without external sources of air, food, fuel and even light for an extremely long time. Their bodies and technology have evolved accordingly. Each person can survive for centuries with the symbiotes and body modifications designed by Kaigus bio-modders.

Kaigus skins are injected with pigments and new cells to allow them to convert what little light hits their skin into energy, making precious efficiency savings from eating plant material. Nictitating membranes are surgically implanted across eyelids and orifices to allow them to seal, protecting the Kaigus from exposure to vacuum. Limbs are supplemented by injections, growing layers of titanium or additional bone to protect against the deleterious effects of microgravity. Blood vessels and internal organs are tweaked surgically to stop them shrinking.

When the Kaigus land on a planet, they are often too weak to move or breathe the air, so they have developed a number of symbiotic lifeforms to counteract this. They wear living armour, interlocking plates of a mollusc-like creature that feeds off their body heat. In return, it provides an exoskeleton that protects them from gravity and physical attacks. Some more adventurous Kaigus go even further with their alterations. Wings of cartilage and skin let some float through the microgravity of Kaigus ships like birds, and others give themselves additional limbs or prehensile tails to swing along bulkheads and use ladders more easily. Whilst many only rely on symbiotes for their armour and exoskeletons, the most adventurous body-modders grow plates of armoured scales directly into their bodies, becoming something truly alien.

The prowess of the Kaigus in manipulating biotechnology, as well as the relative lack of raw materials in deep space, has led to many of their weapons also being based on biological processes. Traditional gunpowder and bullets and more technological weapons like lasers are eschewed for rifles that have bioengineered ligaments for throwing projectiles, poisonous gases and darts, gels that expand and suffocate or strangle their target and other alien oddities.

*'War has many guises, and I have seen most of them
as worlds succumb to the threat of the Edge.
I have seen worlds descend into barbarism,
men killing each other with little more than rocks.
I have seen two-dozen soldiers defend a spaceport
attacked by thousands.
I have seen millions under the spell of a
collective madness, tearing apart
those that would escape.
All though, pale next to the savagery
of the Maelstrom itself.'*

-- Hess Tremane, Comm Guild Courier

THE COMM-GUILD

When the technology for the cybel network was first discovered and human explorers set off searching for new worlds to colonise, the practice was incredibly risky. Small ships were required to jump 'blind' into tunnels, with no idea where they would emerge. Many adventurous prospectors joined the rush to look for inhabitable worlds. Sending larger ships was not possible without a gate being present on the other side of the cybel tunnel, so the smaller scout ships would jump through with enough equipment to build a gate, allowing larger colonisation ships to come through. Over time this coalesced into an official organisation, encompassing the adventurous prospectors, the engineers of the gates and the staff that would run the completed gate space stations. Originally they were known as the Wardens or Gatekeepers, but gradually as the cybel network grew their name changed to the Comm Guild, to represent the main currency for the operators of the cybel gates: information.

One of the peculiar quirks of the cybel network is that it can often take longer to travel between a star and one of its planets by sub-light than it takes to travel to another star system by the cybel network. This has resulted in an elaborate system of communication and trade based around the space stations located close to the cybel gates orbiting a star. Most of the large trading vessels travelling through the cybel tunnels do not have a planet as a destination. Instead, they dock for a few days or weeks at the cybel gate, offloading and onloading passengers, freight, and information. The offloaded material is carried in system by sub-light transports, and new information from interstellar travel is beamed to the system's planets from the cybel gate's station.

In this way, the local Comm Net is updated with news and discoveries from other systems, whilst the departing ship will take a copy of the local information net with them when they leave which they share with others in the cybel network. Naturally this mode of communication brings with it certain inefficiencies. The further away an event, the longer it takes to reach a planet, and in some cases news can be second or third hand information. Worse yet, if the network links between two star systems are convoluted or disrupted news may go missing or never be transferred. Prior to the Maelstrom, there were hundreds of agreed trading routes, most travelling in a circular fashion out from the Capital Worlds to the inner rim, taking the shortest paths to each world. The Comm Guilds ran these touring craft, and became powerful players in the galaxy, trading information and resources to worlds across the Spiral Arm.

The Maelstrom ripped apart the lives of the Comm-ships, more so than perhaps any other group of people. Ships at the core were destroyed instantly, whilst others inadvertently travelled into the Maelstrom's path as news of the destruction had not made it out. The trade and communication links that had crystallised out of millennia of using the cybel network were destroyed forever. Although attempts have been made to restructure the circular communication trading routes, it has proven impossible all along the Edge.

With the onset of the Maelstrom the Comm Guild has begun to evacuate staff from gates near the Edge of the Maelstrom, leaving the previously sought-after assets abandoned or manned with a skeleton crew to keep the gate open for straggling stellargees. With the loss of much of their wealth and power the Wardens close to the Maelstrom have become more pliable to bribes for travel, allowing dangerous groups of pirates and cults to utilise the cybel network. Some of the more audacious pirates have begun to utilise larger ships and have captured significant gate stations. In addition, the closure of some cybel tunnels by the retreat of the Comm Guild has led to many evacuation ships and planet-bound refugees being abandoned entirely.

Another facet of the Comm Guild are the Darkeners, a secretive organisation set up thousands of years ago in the aftermath of the vast and destructive AI wars that occurred shortly after the birth of the cybel network. During the AI wars, thousands of worlds and billions of people were killed by the whims of warring digital minds. The Darkeners are a small group of handpicked operatives who operate within the Comm Guild. They monitor the technological advancement of civilisations across the Spiral Arm, and send out clandestine strike teams to destroy any system that has the potential to become sentient. Extremely elite trained soldiers with advanced equipment and weaponry, the Darkeners utilise the information traded at cybel gates by the Comm Guild to watch for AI developments and act when warranted. As the Maelstrom disrupts this flow of information and the ability to travel across the Spiral Arm, the job of the Darkeners to monitor nascent AI becomes harder, leading to the possibility that the AI singularity might occur somewhere.



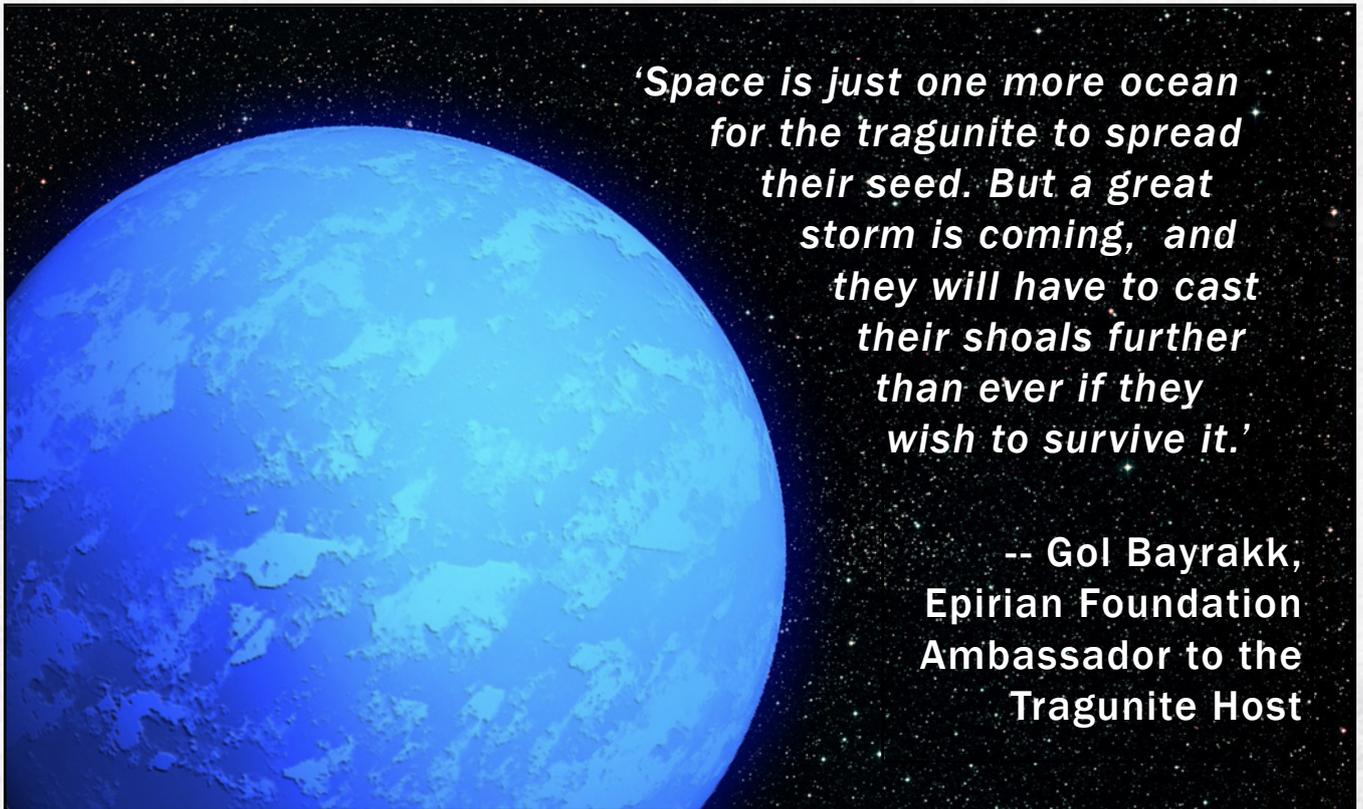
THE TRAGUNITE HOST

At the rim of the galaxy lies the Host of the Tragunite people, an alien race from a water-based world. Each alien is made of coral, forming a mass of interconnected creatures. Entire worlds can be coated with the coral with individual creatures grown as necessary. Tendrils and seed coral flung through space allows the Tragunite Host to connect and start new colonies. In many cases, when on dry land Tragunites are in liquid or semi-liquid form, with thousands of individual nodes suspended in Non-Newtonian fluid, mounted in adaptable suits of armour with their liquid bodies at the core.

Tragunites started life as water-breathing aquamorphs. It took them longer than many other species to leave the oceans of their homeworld and become a space-going race. Once they did so, their ships had to be designed in such a way that they could reach space with all the additional mass of the water needed to keep them alive. They could either learn to do without their watery homes or take the water they breathed into space. Taking the water provided the Tragunites a few advantages. While humanity required inertia pods to cope with the rapid accelerations required to reach distant planets and radiation shielding to filter out damaging cosmic rays, water-filled ships provide this by their very nature. As long as the Tragunites could keep the reservoirs within their vessels from leaking into space, Tragunites actually found it easier and safer to travel through space than the fragile air-breathers.

After initial conflicts, the Tragunites have lived in peace with humanity for as long as anyone can remember. Their incredibly different way of life meant that they had very different needs and commodities, and they traded freely with humanity. Both sides benefited from the mutual trust and respect that grew between the two civilisations. The Host occupied a much smaller region of space than humanity, mainly as a result of their need for worlds and moons with large bodies of liquid water, but also due to their reliance on humanity's Comm Guild to provide cybel tunnel technology and access.

The Tragunite elite learned of the Maelstrom soon after it erupted, observing the steady destruction of their old allies and the build-up of hostile human fleets. As supplies and irreplaceable technologies from the worlds of humanity started to become harder to obtain, cracks in the friendship between the two races started to appear. Knowing that the Maelstrom would eventually reach their shores, the Tragunite Host began preparing for the great exodus to deep space. The closer the Maelstrom gets to the outer Tragunite realms, the more the Tragunite Host withdraws into isolation to prepare. Humanity still keeps coming, fleeing from the Maelstrom. This unstoppable tide of humanity has caused the Tragunites to become increasingly hostile to mankind. The fact that the Maelstrom started in the Capital Worlds of humanity is not lost upon the Tragunites, and they blame the Maelstrom's existence on human technology being pushed too far and too fast. A fleet larger than any other is being assembled in the heart of their realms to prepare for the Tragunite exodus, and as resources become more precious, conflict grows.



'Space is just one more ocean for the tragunite to spread their seed. But a great storm is coming, and they will have to cast their shoals further than ever if they wish to survive it.'

**-- Gol Bayrakk,
Epirian Foundation
Ambassador to the
Tragunite Host**

THE RULES



GAME OVERVIEW

The rules for setting up a game can be found starting on [page 87](#). Games end when either side completes their mission or when all the specified turns, usually five, have been played.

1 - OVERVIEW OF A TURN

A *turn* is comprised of the following 3 phases:

1. Command phase
2. Action phase
3. End phase

1) COMMAND PHASE

A. Roll For Priority: Players roll-off ([page 41](#)) against each other. The winner chooses whether or not to be the *priority player* for the turn. The opposing player is the *non-priority player* for the turn.

PRIORITY PLAYER

Whenever both players have to act simultaneously, the priority player goes first. As it can often be advantageous to see what the opponent does before reacting, being the priority player is often not an enviable position!

B. Generate Command Points: Both players generate command points equal to the current turn number, plus additional command points for each of their models on the table with the **COMMAND** ability ([page 81](#)). These form the player's command point pool.

C. Declare Reserves & Reinforcements: Any reserves and reinforcements arriving this turn ([page 92](#)) must be declared, starting with the priority player. After declarations are complete, a command point bidding war is conducted for each reinforcement unit attempting to return to play ([page 94](#)), starting with the priority player's reinforcement.

D. Allocate Command Points: Any remaining command points a player has can be allocated onto their models on the table that have the **COMMAND** ability ([page 81](#)), starting with the priority player.

2) ACTION PHASE

A. First Activation: The priority player activates any **one** of their units.

B. Remaining Activations: Then, starting with the non-priority player, both players alternate either:

- activating **one** of their units, or
- activating **two** of their units, one after the other. The decision of whether or not to activate the second unit is made only after completing the first unit's activation.

UNIT ACTIVATION & ACTIONS

To find out more about how units are activated and which types of actions they can perform while activated, see [page 60](#), but remember that some of the terminology used will be unfamiliar if this is your first time reading through these rules.

Continue this process until all units from both sides have been activated that turn. If one player has fewer units than their opponent, they will typically finish activating all their units before their opponent does, in which case their opponent still gets to activate each of their remaining units one at a time.

C. Final Activation: The non-priority player always has the option of making the very last activation of the turn if desired. This means they may choose to hold off activating their very last unit until the priority player has completed activating all of their units first, even if the non-priority player has fewer units on the table than the priority player.

REMEMBERING ACTIVATIONS

Players may have a hard time remembering which units have been activated, especially in larger games containing many units. If this is a problem, we suggest marking the units that have already been activated for the turn with a token.

3) END PHASE

A. Destroy Units: Each player may voluntarily destroy any of their units, so as to be able to bring them back in later turns as a reinforcement ([page 94](#)).

B. Calculate VPs: Tabulate any end of turn victory points the mission provides. If this results in either player completing their mission ([page 91](#)), then the game immediately ends.

C. Collect Command Points: If the game did not end, players collect any unused command points remaining on their models, returning them to their command point pool.

CORE GAME CONCEPTS

MODELS

A *model* has a profile of characteristics (page 43) that defines how it behaves. Each profile typically refers to only a single model, although in rare cases it represents multiple models mounted together on a single base.

CONVERTED MODELS & ALTERNATE BASING

For details about playing with converted models, using different types of bases and rules for models without a base, please see **APPENDIX 1: MODELING** on page 132.

BODY

A model's *body* refers to its head, torso, arms, legs, hands and feet; but not to any wings or tail that it might have. This is particularly relevant when checking line of sight (page 53).

MODEL SIZES

Models are considered to be one of two sizes: standard or large. Large models represent vehicles, giant walkers, etc. Full rules for large models can be found starting on page 69. All other models, such as infantry, are *standard models*.

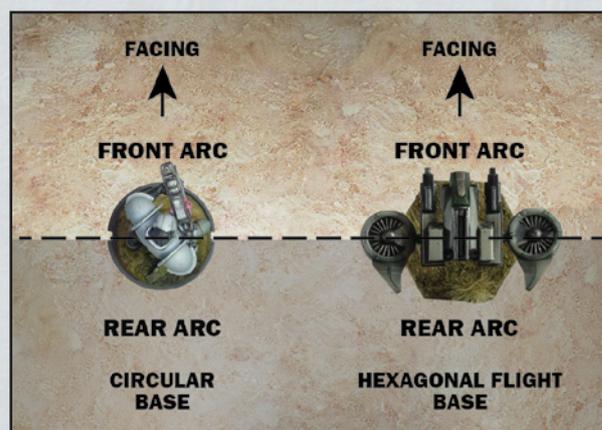
MODEL ARCS & FACING

The base of each model gives a clear indication of their front and rear 180° arcs. When a model is required to *face* something, that means pivoting the model so that the very center of its front arc points directly at the specified object.

DECORATIVE MODELS

When a model does not have a profile of characteristics, for all gameplay purposes it is just considered to be a *marker*. A marker that denotes something special about a particular model or unit must be kept near that model or unit. Anytime a marker would interfere with gameplay, by blocking a model's move or obstructing line of sight, for example, temporarily place it to the side.

MODEL FRONT & REAR ARCS



UNITS

All models fight as part of a *unit*. In most cases a unit is comprised of more than one model; however, heroic individuals, lone snipers, giant lumbering creatures, etc., are all often fielded as a unit of just one model.

SQUAD LEADERS

Most units come with a designated *starting squad leader*. In the case of a unit comprised of only a single model, that model is always the starting squad leader. When a unit does not have a designated starting squad leader, the owning player must identify to their opponent which model is the starting squad leader when deploying their force. A squad leader must also be visibly distinct from other models in the unit: either modeled or painted distinctly, or marked with a token. Whichever method is used, the opposing player must never be left guessing which model is the squad leader.

Should the starting squad leader be removed from the game for any reason, the owning player must immediately select another model in the unit to take over as the replacement squad leader. Mark the new squad leader with a token or just swap the new model out with the former one, if both players agree to that solution. If this latter method is used, it is important to remember that any weapons and abilities unique to the old squad leader are lost along with them!

The loss of a squad leader is particularly disruptive to even the most hardened unit. Therefore, **anytime a squad leader is removed as a casualty, that unit gains +D3 suppression tokens** (see page 41 to find out what a D3 is and page 45 for details about suppression). However, this penalty is only ever assessed once per round of shooting, even if the unit loses more than one squad leader during that round.

UNIT ARCS & FACING

Similar to models, units also have a front and rear arc, but these are defined solely by its squad leader model, representing the area of the battlefield the unit is mainly focusing its attention on. To help illustrate this, models in a unit must always face the exact same direction as their squad leader. If it is discovered that some models in a unit are not facing the same direction as their squad leader, immediately pivot these to the proper facing.

UNIT FRONT & REAR ARCS



The Karist Troopers are in the rear arc of the Contractor Engineers, as half of their models are within the Contractor squad leader's rear arc.

If a unit has more than half of its models wholly within the front arc of another unit, it is considered to be in that other unit's front arc. Conversely, if the unit has at least half of its models even partially within the rear arc of another unit, it is considered to be in that other unit's rear arc instead. Naturally, whichever arc a unit is in when shooting at another unit determines whether its shooting will hit that other unit's front or rear arc. Some units are noted as not having a rear arc; attacks against such a unit always hit its front arc, even those attacks that specify they automatically hit a unit's rear arc.

If a unit is required to face something, pivot its squad leader to face the specified object first, and then pivot the rest of the models in the unit to match the facing of their squad leader. If a unit is required to face another unit, then the squad leader must first pivot to face the other unit's squad leader, and all other models in the unit then pivot to match their squad leader's facing.

UNIT COHERENCY

All models in a unit must remain within 3" of their squad leader whenever possible, and while they all are, the unit is in *coherency*. During a game, a unit may lose coherency, typically because of casualties it suffers. Whenever a player moves a unit that is out of coherency, the models must be moved so as to bring them back into coherency, or if this is impossible due to the specific move they're making, then as close as possible. A unit that is out of coherency cannot voluntarily perform a main action (page 60) where it remains stationary.

Vertical Coherency

Measuring coherency is an exception to the standard rules for measuring distances (see **MEASURING DISTANCES** on the next page) in that models need only remain within 3" of their squad leader from a top-down, two-dimensional point of view to be in coherency. However, a model that is above or below its squad leader also has to be within 6" vertically (straight up and down) to still qualify.

ONGOING UNIT STATUS

Units sometimes have an ongoing effect that applies to them beyond their own activation, such as being pinned (page 61) or on the move (page 48). These effects are an *ongoing unit status*. Any unit with an ongoing unit status must be marked with a token denoting the specific ongoing effect.

VERTICAL COHERENCY



Unlike other types of measurements, coherency is checked horizontally and vertically (straight up and down) separately.

MEASUREMENTS

A player is free to measure distance at any point during the game, including distances for movement and shooting. This means players never have to guess whether or not something is within range. In fact, when it comes to moving a model, players must always carefully measure out the movement ahead of time and decide exactly where the model will be moving **before** picking it up. Once it has been picked up, the player has committed to moving that model.

MEASURING DISTANCES

Use the closest edge of a model's base to measure distances to and from it. This even applies when models are on different vertical planes: still measure to and from the closest edge of their base, angling the tape measure up or down as needed.

When measuring distances to or from a unit, use the model in the unit that is closest to whatever is being measured to or from, including when the model is completely out of line of sight (page 53). Even if a model is firing a weapon with a distinct range from the rest of their unit, range is still measured from the closest model in the firing unit to the closest model in the target unit, **not** from the model actually firing the weapon.

MEASURING RANGE TO & FROM A UNIT



Measure to & from the closest model in the unit, even when that model is completely out of line of sight.

If a model or unit needs to be **within** a certain distance, then **if any part of the model or unit is within that range, they qualify**. Only when the rules actually specify that a model or unit has to be entirely within an area does the whole model or unit need to be within that range.

BASE CONTACT

A model sometimes needs to move into *base contact* with something else, to take cover behind an obstacle or to charge the enemy and fight them at close quarters, for example. Base contact means exactly what it sounds like, the model is moved so that its base is touching the enemy model's base, the terrain feature, etc.

Sometimes it is impossible to move into base contact because a model hangs over the edge of its base, a terrain feature physically gets in the way, etc. In these cases, as long as the moving model has enough movement distance to reach, and its path isn't blocked by something it isn't allowed to move through, then it still counts as being in base contact with its intended target, despite the fact that they don't physically touch. Move the model as close as possible to its target, but in a position where it can still stand on its own without tipping over. The model and its target then count as being in base contact with each other until one of them subsequently moves from that spot.

IMPOSSIBLE BASE CONTACT



The Mature Angel has enough movement to charge the Epirian Contractor, but cannot fit on top of the crate. Therefore, it is moved as close as possible and the two models count as being in contact with each other.

DICE

BASIC DICE

Maelstrom's Edge requires only the familiar 6-sided die, often referred to as a *D6*.

When the rules call for a die to be rolled, the result required to succeed for the roll is often represented by a number with a plus sign (+) next to it: '4+', '5+', etc. This simply means that if the listed number or higher is rolled on the die, then the roll has succeeded. For example, if a roll requires a 4+ to succeed, then results of 4, 5, or 6 would all be considered a success, while results of 1, 2 or 3 would be a failure.

D3

In some circumstances players are required to roll a *D3*. This is accomplished by rolling a standard *D6* and halving the result, rounding up if necessary. This means a result of 1 or 2 = 1; 3 or 4 = 2; and 5 or 6 = 3. Whenever the rules refer to a specific numerical result of a *D3* roll, these are **always the result of the roll after being halved**. So for a *D3* roll that requires a '2+' to succeed, this means that a roll of 1-2 would fail, while 3-6 would succeed.

ROLLING MULTIPLE DICE

Often specific results from amongst many dice rolled at the same time need to be tracked separately; when a unit shoots with different types of weapons, or its models have differing characteristics that affect the result needed to succeed, for example. If different colored dice are available, use these to differentiate the rolls as needed. If players don't have access to different colored dice, then some rolls will have to be made separately in order to track all the necessary information. However, any such rolls are still assumed to occur simultaneously.

Occasionally, multiple dice need to be rolled together in a very specific way, indicated by having a number stated before a *D3* or *D6*, such as '2*D6*' or '3*D3*'. This is a *multi-dice roll* and it means the player rolls that many dice and **adds all their results together to get a single grand total**.

Example: One of Matt's units is able to remove 2*D3* suppression tokens. He therefore rolls 2 *D3*s simultaneously, adding their individual results of 1 and 3 together to get a single grand total of 4 suppression tokens removed.

DICE ROLL MODIFIERS

A dice roll sometimes has modifiers that apply to the result rolled. When this occurs with a multi-dice roll, always add the total of all the dice rolled together before applying these modifiers. For example, a '2*D6*-2' roll would mean that a player would roll 2*D6*, and add the results of both dice together **before** subtracting 2 from that total (meaning a possible result between 0 and 10).

In the rare case where a roll has modifiers that both multiply or divide, as well as add to or subtract from the result, always calculate the multiplication and division (including halving and doubling) first, before adding and subtracting. So a '3*D3*×2+1' roll means the player would first roll 3*D3* and add the results of all three dice together to get a total. This total would then be multiplied by 2 and finally the additional +1 would be added (giving a possible grand total between 7 and 19).

RE-ROLLS

When a player is allowed to *re-roll*, it means they are replacing the result of that roll, along with any effects caused by it, with a new result. Once the re-roll is made, there is no going back, even if the result is worse! Also note that any modifiers applied to the initial roll apply to the re-roll as well.

The decision of whether or not to re-roll a die must be made immediately after it is rolled. Once a further die gets rolled or an irrevocable decision gets made, it is too late to go back and re-roll the earlier result.

If a multi-dice roll is re-rolled, then **all** of the dice must be re-rolled if any of them are. If only a single die is specifically allowed to be re-rolled, then this can **never** be used to re-roll a single die from amongst a multi-dice roll.

ROLL-OFFS

When players *roll-off*, such as with the roll for priority each turn, they both roll a *D6* at the same time and whoever rolls highest wins. If a tied result is rolled, roll again as needed until one player rolls higher. Any abilities, modifiers, etc., that affect a roll-off **do not** affect additional rolls made due to a tied result.

*If you can't be good, be lucky. And if you can't be lucky?
Well, I don't want to be in your boots.*

– Broken saying

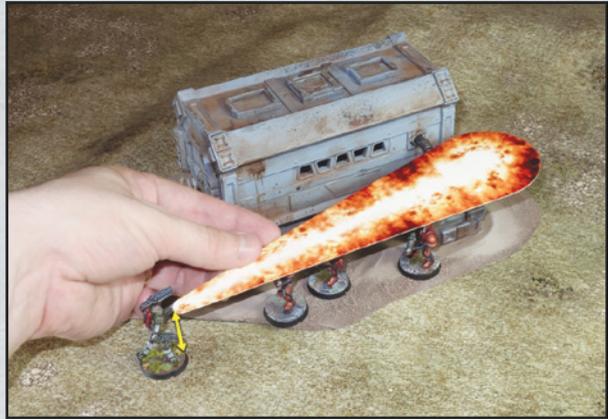
TEMPLATES

There are three types of templates used for area of effect (AoE) weapons and abilities, such as grenades, flamethrowers, orbital strikes, etc. (page 75). They are:

- **Large Blast (LB):** A 5" diameter circle template used for massive blast weaponry, such as orbital or artillery strikes.
- **Small Blast (SB):** A 3" diameter circle template used for smaller blast weaponry, such as rockets or grenades.
- **Spray (SPR):** A roughly 8" in length teardrop shaped template used for spray weapons, such as a flamethrower or chemical sprayer.

When the rules require a template to be placed, always place it above any models and terrain. If the template is required to touch the firing model's base, this applies only from a top-down, two-dimensional point of view. **A model is considered to be under and covered by a template if any portion of its base is beneath it.**

PLACING TEMPLATES



Always place a template above models and terrain. If a template needs to touch a model's base, this is only from a top-down, two-dimensional point of view.

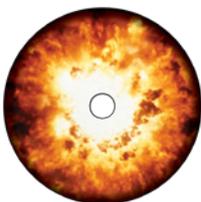
TEMPLATES

LARGE BLAST (LB)



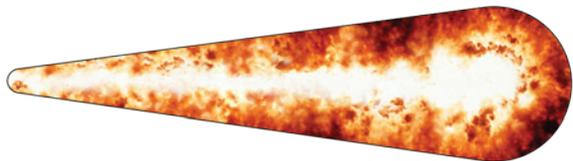
5"

SMALL BLAST (SB)



3"

SPRAY (SPR)



8"

Cardstock templates, like those provided in the **Battle for Zycanthus** box set, can slightly vary in size due to the inconsistent nature of the die-cut process. Therefore, if either player is using cardstock AoE templates, it is recommended they both share the same templates instead of each player using their own.

ROUNDING UP

Whenever dividing the total of a number, such as halving a die roll, model characteristic, etc., and this results in a fraction, always round that fraction up. For example, if a model must halve its Movement characteristic of 5, the result would be 3. Similarly, if a force starts the game with 11 units, it would only be considered under 50% of its starting strength once it had lost 6 or more units.

CHARACTERISTICS, VERSUS ROLLS & SUPPRESSION

CHARACTERISTICS

Models have characteristics that represent how quickly they can move, how well they fight, etc. The higher the characteristic value, the better the model performs in that category. With the exception of Fortitude, the minimum any characteristic can be reduced to is 1, no matter how many modifiers are applied. There is no maximum to characteristic values.

MODEL PROFILE

- **Move (MV)** – The model's overall ability to cover ground; this is the distance in inches a model is able to move.
- **Evasion (EVS)** – The model's agility, which includes its ability to make use of available cover.
- **Skill (SKL)** – The model's fighting skill, both at range and in close quarters.
- **Armor (AV)** – The solidity of the model's armor. In some cases, typically with large creatures and vehicles, the model has two armor values listed, representing its front and rear armor respectively. An AV of '4/3' would mean the model has front armor 4 and rear armor 3.
- **Mass (MAS)** – The model's size, toughness and strength. This is the amount of damage that must be inflicted within a single round of shooting before the model suffers an injury.
- **Fortitude (FOR)** – The model's ability to keep fighting through damage. When it suffers an injury, its FOR characteristic is reduced by 1. When the model's FOR reaches 0, it is removed as a casualty.
- **Willpower (WP)** – The model's mental acuity and ability to stay cool under fire.
- **Model Type** – This details the type a model belongs to (infantry, vehicle, etc.). See [page 66](#) for further information about model types.

Characteristics are sometimes presented with two values, one of which is in parentheses. This denotes the model has an ability that regularly modifies the characteristic. For example, a model with SKL 3 that has the **MARKSMAN** ability, which doubles its SKL while making shooting attacks, will often have its SKL characteristic listed as: '3(6)'. The value outside of the parentheses is the unmodified characteristic value.

UNITS WITH DIFFERENT CHARACTERISTICS

When a characteristic value is required for an entire unit, but not all the models in the unit share the same value for that particular characteristic, use the value that is most common amongst models in the unit. If no value is most common (a tie), then use the highest value from amongst those that are tied for being most common.

Example: Matt is firing at an enemy unit, so must determine that unit's EVS characteristic. The unit contains two models with EVS 4, two more models with EVS 3 and one model with EVS 5. Therefore, the unit has EVS 4, because it is the highest amongst the two values that are tied for being most common, as both 3 and 4 are equally common.

MODIFYING CHARACTERISTICS

A model, unit or weapon's characteristic can be altered by *characteristic modifiers*. These can be *set modifiers*, that state a set value to change the characteristic to, *multiplication or division modifiers*, such as doubling or halving a characteristic, and *addition or subtraction modifiers*, such as a '+2' or '-1'.

In cases where multiple types of modifiers affect the same characteristic, always calculate set modifiers first, followed by multiplication and division, and finally addition and subtraction. Remember to round up the grand total if necessary. Note that multiple modifiers are **always** calculated in this order, regardless of when they occur.

Please see **APPENDIX 2: ADVANCED RULES INTERACTIONS** ([page 134](#)) for details on how to resolve some of the more complex characteristic modifier situations.

VERSUS ROLLS

The vast majority of rolls in Maelstrom's Edge are a *versus roll* (or VS roll), which is when one value is compared against another to determine the result that is needed for the roll to succeed or fail. For example, a firing model has to compare its SKL (Skill) against the target's EVS (Evasion) to find out the result needed to successfully roll to hit. A VS roll is calculated the same way every single time, so it's very useful to memorize how it functions, as detailed below.

ATTACKER VS DEFENDER VALUES

A VS roll requires two values that need to be compared against each other. The first value presented is the *attacker value*, which is usually representative of the player doing the dice rolling, while the second value is the *defender value* and is usually representative of the unit or model being affected by the roll. Often this is very straightforward – an attacking model's characteristic VS a target model's characteristic, for example. However, sometimes a value can be a combination of two characteristics added together or a characteristic with a modifier applied to it, etc. Whatever the case may be, the grand total for each value must be determined before comparing them against each other.

Example: A discipline check (page 45) is a VS roll with the following values:

- The unit's discipline.

VS

- The current number of suppression tokens (STs) on the unit.

Therefore, in this example the unit's discipline is the attacker value because it is listed first, while the number of STs is the defender value, because it is listed second.

VS ROLL - RESULT NEEDED TO SUCCEED

The result needed to succeed for a VS roll is:

- **2+** if the attacker value is at least double the defender value (for example, 9 vs. 4).
- **3+** if the attacker value is greater than the defender value, but not at least double (for example, 6 vs. 4).
- **4+** if the attacker value is equal to or lower than the defender value, but more than half (for example, 3 vs. 4).
- **5+** if the attacker value is no more than half the defender value (for example, 2 vs. 4).

VS ROLL MODIFIERS

VS roll modifiers either increase or reduce the result that is needed for the roll to succeed or fail. For example, focused fire (page 61) reduces the result needed when rolling to hit by one, which means a unit that would normally need a 4+ to hit would only need a 3+ while performing focused fire. **No matter how many modifiers are applied to a VS roll, a roll of 1 is always a failure and a roll of 6 is always a success.** However, note that VS roll modifiers can result in a situation where only the roll of 6 will succeed.

CHARACTERISTIC TESTS

A model or unit can be called upon to take a *characteristic test* against one of its own characteristics. This is a VS roll with the attacker value being **the characteristic of the model or unit taking the test**, and the defender value specified by the rule requiring the test to be taken. If this roll succeeds, then the characteristic test is successfully passed.

Example: a unit with EVS 3 is called upon to take an 'EVS characteristic test' against an enemy unit's MAS 2. This is a normal VS roll, with an attacker value of 3 (the EVS of the unit taking the test) against a defender value of 2 (the enemy unit's MAS), thereby requiring a roll of 3+ to succeed.



SUPPRESSION

Unit disorientation and degradation is represented via *suppression tokens*, or *STs*. The more STs a unit accrues, the more their morale plummets as minor injuries, fear and confusion take their toll. Each size of ST represents a different number of STs on the unit. Always keep any STs a unit has gained near them on the table.

How units gain and lose STs is covered throughout the rules where necessary, but in general: units gain STs when they are fired upon or otherwise take damage, and they remove STs each turn when they finish performing their main action (page 60).

SUPPRESSION TOKEN SIZES



GIANT ST
10



LARGE ST
5



MEDIUM ST
3



SMALL ST
1

Each size represents a different number of STs on the unit.

Psych STs

Some situations cause a unit to gain *psych STs*. This type of suppression is purely psychological, such as that caused by the presence of a fearsome creature or panic stemming from a gas attack. Some units, such as those with the **FEARLESS** ability (page 82), are immune to psych STs. When an immune unit would normally gain psych STs, these are instead ignored and discarded.

Once psych STs are placed onto a unit they are exactly the same as any other ST and are not tracked separately in any way.

UNIT DISCIPLINE

Unit discipline is always a value that equals the WP (Willpower) of the unit's squad leader, even when this isn't the most common WP value amongst the unit.

Shell-Shocked Units

When STs on a unit amount to triple its unit discipline or more, it is considered *shell-shocked* and suffers severe penalties for being in such a state, such as automatically failing discipline checks, being unable to capture mission objectives, etc.

Discipline Checks

There are many different situations wherein a unit is called upon to test its discipline against the amount of suppression it has accrued. This is a *discipline check*, and is a single VS roll using the following criteria:

- The unit's discipline value (the squad leader's WP characteristic).

VS

- The current number of STs on the unit.

Example: Danielle's unit is attempting to pass a discipline check. The squad leader has a WP characteristic of 4, which means the unit has a discipline value of 4. The unit currently has 3 suppression tokens (STs) on it and therefore the discipline check roll required is a 3+. Danielle rolls a 4 – success! The unit has passed its discipline check.

Each particular circumstance that requires a discipline check to be performed will also specify what happens if the check is passed or failed.

A unit that has **no STs on it automatically passes discipline checks**, while a **shell-shocked unit automatically fails discipline checks**.

MOVEMENT & TERRAIN

MOVEMENT

When an action allows a unit to move, it will specify the type of move the unit is allowed to make, with the most common being either a single or double move. For a *single move*, each model may be moved up to the number of inches equal to their MV (Move) characteristic. For a *double move*, this limit increases to double the model's MV. However, no matter how far the model is able to move, it is still considered just **one** move, despite being called a double move. So a model that has a MV of 6, for example, can be moved up to 6" when making a single move or up to 12" when making a double move. Moves denoted this way (single & double) are considered *normal moves*, as opposed to fixed moves (page 47) or any type of *special movement* a unit might have access to, such as a dynamic move.

Although pivoting a model on the spot does not take up any of its available movement distance, **the model still counts as having moved**. Therefore, if a unit is prohibited from moving, its models cannot even pivot in place.

When a unit contains models with differing MV values, each model is able to move based on their own distinct MV value, provided they maintain unit coherency.

MOVING MODELS

Movement is always measured via the path the model actually takes when it moves, as opposed to measuring a straight line between where the model starts and ends its move. A model's movement can pass freely through friendly standard-sized models (they step out of the way to let their comrades by), although it cannot end its move on any portion of another model, including their base. A model's move may not pass through large models, enemy models or through the gaps between enemy models that are part of the same unit. A model may not normally end its move in contact with an enemy model, although certain types of move, such as a charge (page 63), allow this.

Anytime a model **must** end its move a specific distance away from the enemy but is unable to do so, the model flees the battle.

FLEE THE BATTLE!

Models that *flee the battle* (or just *flee*) are removed as casualties. Abilities or any other method cannot be used to save or revive a model that has fled unless the rule specifically says it can.

Models may not normally be moved off the table or into a position where any part of their body or base is hanging over the edge of the table.

Models can be pivoted freely while they are being moved, but any pivot made must be done from the center of the model's base, as opposed to wheeling off the edge of its base.

PIVOTING A MODEL

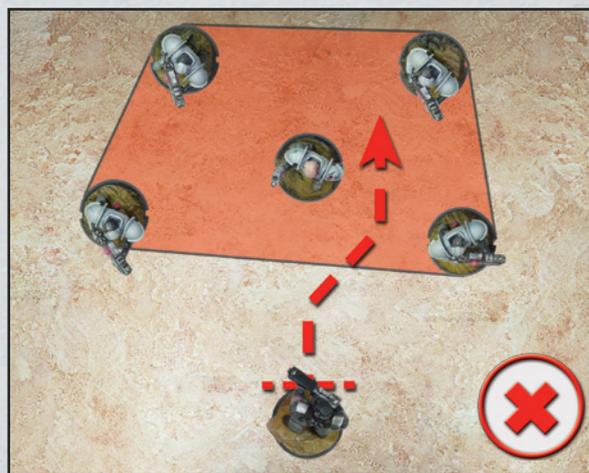


Models must always be pivoted on their center axis.

MOVEMENT PATHS & UNIT GAPS



Movement is measured via the path the model moves.



Models cannot pass through the gaps of an enemy unit.

TAKING COVER

When a model's base is touching the side of a terrain obstacle, or **any portion of its base** is within an area terrain feature, it is considered to be *in cover* (see **TERRAIN** on page 49 for details about obstacles and area terrain). If at least half the models in a unit are in cover, then the whole unit is considered to be *taking cover* (also referred to as the unit being in cover). This is a very important concept to grasp, because while it is possible for a unit to gain a small measure of protection from random intervening models and terrain in between them and the enemy (see **FLEETING TARGETS** on page 54), this is absolutely **not** the same as when a unit is actually taking cover. For details on exactly how cover protects a unit from damage, see **APPLY COVER** on page 55. It is possible for a unit that is in cover to later lose that status due to casualties being removed and vice-versa.

A player moving their unit anywhere near a terrain feature must announce to their opponent whether or not the unit will be ending its move taking cover. If the unit isn't going to end the move taking cover, then **none** of the models in the unit may finish their move in cover if at all possible. Models in units that never count as taking cover, such as large model units (page 71), are always allowed to finish their move touching the side of an obstacle and inside area terrain, as their unit does not take cover when they do so.

OPEN GROUND BONUS

A model's movement rate represents a steady pace that allows it to comfortably navigate most terrain **and** take cover at the end of that movement. Therefore, a unit that isn't ending its move in cover benefits from *open ground bonus movement*, which is +D3" added to its movement allowance for a single move or +2D3" for a double move. The owning player is free to roll the dice first to see what kind of extra distance this bonus will provide, before deciding whether or not the unit will actually end its move in cover or not.

FIXED MOVES

Models and units can be granted a bonus move that has a specific movement distance listed (3", for example). These are *fixed moves*. Fixed moves do not benefit from open ground bonus movement, but otherwise follow all other movement rules and restrictions, including being affected by dangerous ground (page 50).



Every time you move you better know damn well three things.

Where you're going, where the enemy is, and who's got your back.

-- Tactical Awareness, Epirian Field Operations Manual

FORCED MOVES

When a model or unit is compelled to be moved (including a forced pivot), this is a *forced move*. A forced move is often the result of an enemy unit's shooting. When a round of shooting causes a forced move, this is always resolved immediately **after** the round of shooting is complete. A model making a forced move cannot be made to use any special movement they may have access to.

DYNAMIC MOVES

Some units are able to make giant bounding leaps, teleport through solid matter or float on a cushion of air, allowing them to ignore intervening terrain and models while they move. When a unit is comprised entirely of models with the **DYNAMIC MOVE** ability (page 82), it is a *dynamic unit*. When a dynamic unit moves, including a fixed move, it may elect to *move dynamically* (also referred to as a *dynamic move*). A dynamic move is performed exactly like the type of move the models would otherwise make, except that it is considered special movement and:

- they may utilize open ground bonus movement even when ending their move in cover, but not in any other case where open ground bonus movement is specifically not permitted, such as with a fixed move.
- they may pass freely through all intervening models and terrain.
- they can move onto and off of vertical terrain features (page 51) without taking any vertical movement distance into consideration.
- If any model ends a dynamic move touching an obstacle or even partially within area terrain, including charging into area terrain, then the unit gains +D3 STs upon completing the move. This is in addition to any STs the unit might gain for starting or ending its move in dangerous ground.

Note that even though a model making a dynamic move ignores intervening terrain and models **during** the move, they still may not end this move in a normally disallowed position, such as in impassable ground, etc., and are still affected by dangerous ground they actually start or end their move in.

ON THE MOVE

When a unit finishes a move, it represents them stopping at that location to take up a firing position. However, when a unit finishes **any double move not taking cover**, its owning player may declare that the unit is *on the move*. In this case, the unit has not stopped, but is instead in the midst of rushing across the battlefield. While this makes the unit considerably harder to hit, it also leaves them unprepared to fire accurately.

A unit that is on the move:

- only ever fires wildly (page 54), including its defensive fire (page 58).
- is a fleeting target (page 54).
- Has the **DODGE (1)** ability (page 82), or adds +1 to its dodge value if it already has the **DODGE** ability.
- cannot perform reactive CQ (close quarters) fighting (page 65).

On the move is an ongoing unit status that remains in effect until the unit next activates or is pinned (page 61) for any reason. When deploying their force (page 89), the attacking player may elect to deploy any or all of their units on the move, provided those units are not taking cover or are otherwise unable to be on the move.

TIGHT SPACES & TRICKY MOVES

Although a model is able to pass over or through most types of terrain while moving, it may never end its move in a place where it cannot stand without tipping over, even if this means the model is unable to utilize its full movement distance. For example, a model cannot end its move standing on the slope of a hill if doing so means the model keeps sliding down the hill or tipping over.

UNSTABLE FOOTING



Models cannot finish a move in a position where they cannot stand without tipping over or sliding.

You are not a beautiful unique snowflake.

You are a cog in the machine, and your strength comes from your unity.

Remember: your squad comes first, last, and every place between!

-- Epirian Contractor Training Camp

TERRAIN

TYPES OF TERRAIN

When setting up the table before a game, players must agree which rules apply to each and every terrain feature on the table, including deciding their cover value (page 55).

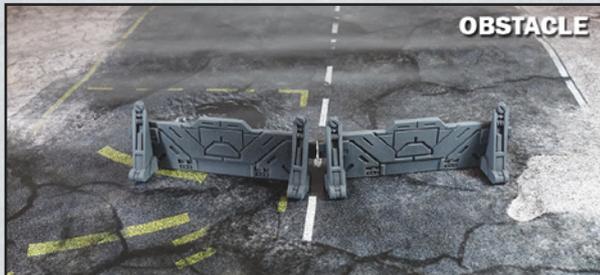
TABLETOP

The *tabletop*, or *table*, describes the play area designated for the game. This includes any and all terrain features. Therefore, a model sitting on the upper levels of a ruin is still considered to be on the table, for example.

OBSTACLE

An *obstacle* is typically a single, solid terrain feature from which a standard-sized model could theoretically gain some measure of protection, by hiding behind it. Examples include: low walls, gun emplacements, fences, crates, barrels, etc. For a model to gain cover from an obstacle, their base must be touching the **side** of that obstacle, even when it happens to be mounted on a base of its own. Therefore, a model can never gain cover for being **within** an obstacle as it can with area terrain (page 50), only for being **behind** (and touching) it.

OBSTACLES



Wide Obstacle

A model is permitted to end its move standing on top of an obstacle if it is wide enough, but naturally the model **does not** count as being in cover behind that obstacle if it does so.

Hill

A *hill* is a wide obstacle and models with their bases touching the side of a hill take cover behind it as normal. However, the flat top of a hill, and any *gentle slopes* (non-rocky) are treated as open ground (page 50) for models moving onto or over that hill; meaning that a model moving onto a hill via a gentle slope would not count as moving onto an obstacle, for example. If all of a hill's sides are rocky or its top is rough and uneven, then it should be classified as a standard wide obstacle instead of a hill. Sometimes two or more hills are mounted together on a single base. In this case, either the base can be ignored and each treated as a separate hill, or the entire base can be classified as an area terrain feature as described on the next page.

STEPPED WIDE OBSTACLE

Sometimes a wide obstacle has what amounts to a smaller obstacle sitting on top of it. This can take the form of separate obstacles actually placed on top of each other, or it can be a single feature that has consecutively smaller levels, such as a stepped hill.

In either case, each level is treated like a separate obstacle, meaning that a model ending its move with its base touching the side of an upper level of a stepped wide obstacle would take cover behind it.



In the picture above, even though the Karist Trooper is standing on top of a hill, it still takes cover from the Contractor Engineer, as its base touches **the side** of an upper part of the hill.

BUILDINGS

Buildings are special impassable obstacles that have rules allowing some types of models to enter and leave them. See **BUILDINGS** (page 84) for details.

AREA TERRAIN

Area terrain is a single base that typically contains **multiple** terrain features mounted on it, representing a much denser, cover-filled area than it appears. Examples include: woods, ruins, clusters of rocks or even multiple bunches of crates and barrels mounted together on the same base. The key differentiator between area terrain and an obstacle is that a model is able to enter **into** area terrain and therefore take cover for being **within** or **in** it.

Models that have their base even partially within area terrain count as being within it. Except where specific portions of area terrain are classified as being impassable (see **TERRAIN EFFECTS** on this page), models are able to move freely through area terrain, including passing right through seemingly solid objects, such as a tree or wall.

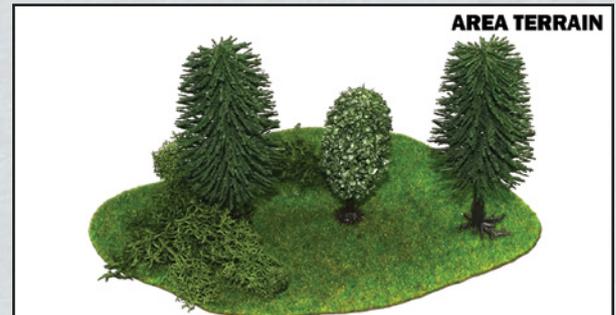
WIDE OBSTACLES INSIDE AREA TERRAIN

It is possible for an area terrain feature to contain one or more objects that, on their own, would be a wide obstacle. For example, a hill in area terrain that is otherwise filled with trees. Such an object can either be treated as part of the area terrain, or instead it can be classified as a wide obstacle within the area terrain. If the latter method is chosen, then models on top of that wide obstacle do not count as being within the area terrain.

Low Area Terrain

Some area terrain doesn't contain any individual raised features. Examples include craters, rivers, trenches, etc. These are *low area terrain*, and while models still take cover for being in them, they do not block line of sight (page 53) like regular area terrain. Sparse patches of regular area terrain can be classified as low area terrain if desired, but if this option is chosen, where exactly the regular area terrain ends and the low area terrain begins must be very precisely defined.

AREA TERRAIN



LOW AREA TERRAIN



TERRAIN EFFECTS

Portions of a terrain feature, or even the entire terrain feature, can have additional effects associated with them:

IMPASSABLE GROUND

Impassable ground is terrain that a model cannot normally move into, through or over. Often these are large solid objects, like a building or a giant wall, but can also include area terrain features like deep water, lava fields and bottomless pits. Specific portions of a terrain feature can be designated as impassable, like a tall obelisk in area terrain, or the cliff on one side of a hill.

If an impassable wide obstacle has a top that is flat enough for a model to be set on top of it without tipping over, such as a building, then a model may finish a dynamic move on top of such terrain, despite it being impassable.

DANGEROUS GROUND

Dangerous ground is terrain that causes minor damage to units moving through it. Instead of deciding that a river of lava, minefield, cliff, etc., is impassable, players can opt to make it dangerous ground.

If any model in a unit moves through one or more areas of dangerous ground, including starting or ending their move there, or even remaining stationary in dangerous ground while other models in the unit move, then that unit gains +D3 STs at the end of their move.

If a unit performs a main action (page 60) in which it does not move, but one or more of its models are standing in dangerous ground, then the unit is still affected by the dangerous ground as though it had moved through it, with the STs placed onto the unit at the end of their main action in this case.

Lethal Ground

Lethal ground is a subset of dangerous ground representing even deadlier areas, so a unit that is immune to the effects of dangerous ground would be immune to lethal ground as well. Models and units are affected by lethal ground in exactly the same way as dangerous ground, but gain +2D3 STs, instead of +D3 STs. If a unit would be affected by both dangerous and lethal ground at the same time, only the effect of the lethal ground is applied.

OPEN GROUND

Parts of the battlefield that don't contain any terrain features, and those features too small for standard-sized models to realistically gain cover from, are *open ground*. Open ground has no effect on model movement.

VERTICAL TERRAIN

When measuring a model's path of movement, hold the tape measure above all models and terrain and measure the path only from a top-down, two-dimensional point of view. In other words, any slight change in elevation a model makes as part of their move is disregarded.

However, if a model's path of movement takes them vertically up and/or down 2" or more, then the vertical distance the model moves (straight up and/or down) must also be counted. Portions of a terrain feature that are 2" or taller are therefore referred to as *vertical terrain*.

Vertical Area Terrain

Vertical area terrain is typically ruins that have levels that are at least 2" above ground level and are wide enough so that models can stand there. Although a model can pass freely **through** the walls of a ruin, if they wish to ascend or descend at least 2" onto or off of area terrain as part of a single action, then the vertical distance the model moves, straight up and down, is counted.

Example: Matt is moving his Tempest Elite into an upper level of a ruin with a 10" double move. Because the upper level is 3" vertically above ground level, this vertical distance will count against the model's move. The Tempest moves 4" horizontally and 3" vertically into the ruin, leaving it with 3" of movement remaining.

Vertical Obstacle

If a model wishes to ascend and/or descend 2" or more up onto or down off of a wide obstacle as part of a single action, then the vertical distance the model moves, straight up and down, is counted.

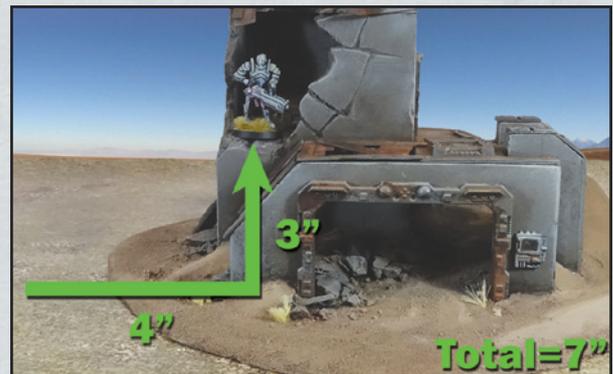
If a model wishes to move **entirely over** a portion of an obstacle that is 2" or taller as part of one action, then the vertical distance the model moves **both straight up and down** is counted.

Example: Danielle is moving her Firefly Drone entirely over an obstacle that is 3" tall with a 16" double move. Moving completely over the crate (3" up and 3" back down) means the Firefly will have 10" of horizontal movement to work with. Alternatively, the Firefly could opt to fully engage its powerful engines and move dynamically, thereby ignoring the obstacle completely.

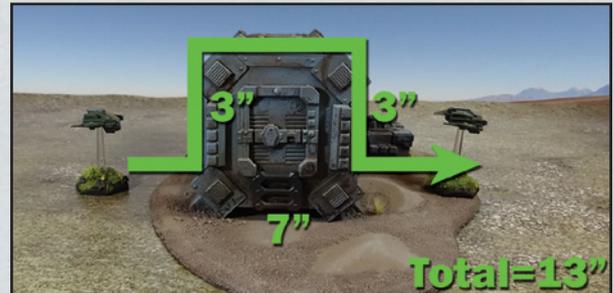
TERRAIN EXCEPTIONS

The terrain types and effects presented here are merely suggested guidelines. Players should feel free to come up with their own custom rules for terrain pieces or combine the terrain rules together where it makes sense. For example, players could decide that the walls of ruins on an area terrain feature are impassable, meaning that models will be forced to move through a doorway in order to get through the wall.

VERTICAL TERRAIN



A model moving 2" or more vertically in area terrain counts that distance as part of its movement.



A model moving over an obstacle that is at least 2" tall counts the vertical distance moved both up and back down it.

'Scree, sand, scrub, or ice - any Karist entering the battlefield should know the terrain as intimately as his weapon.'

— Herath Eridra, Aesthete Commander

SHOOTING & COVER

SHOOTING

Most actions allow a unit to fire a single round of shooting as detailed here:

ROUND OF SHOOTING

1. Nominate a target
2. Determine number of shots
3. Roll to inflict hits
4. Apply cover (if applicable)
5. Roll to penetrate armor
6. Remove casualties
7. Place STs

1) NOMINATE A TARGET

PRIMARY TARGETS

When a unit shoots, its fire is directed against a single enemy unit nominated as its *primary target*. **The primary target must contain at least one model within the firing unit's line of sight** (see **LINE OF SIGHT** on the [next page](#)). Some types of shooting, including shots from area of effect weapons ([page 75](#)), are able to affect additional units. These units are *secondary targets* and do not need to be nominated.

RANGE

Most weapons are technically able to fire all the way across the table, but they also have a range listed in their profile representing the maximum distance up to which they are reliably accurate.

Range is checked from the model closest in the firing unit to the closest model in the target unit, even if that model happens to be out of line of sight. This range then applies equally to all the models in the firing unit; in other words, **range is not checked separately for each firing model.**

Long Range

Firing at a target beyond a weapon's listed range is firing at *long range*, and is therefore wild firing ([page 54](#)).

Attacks that have the **SHORT RANGED** ability ([page 79](#)) automatically miss when fired at long range, without rolling to hit.



Short Range

If a target is within 6" of the firing unit, this is *short range*. A unit taking cover that is fired at from within short range has its cover value ([page 55](#)) reduced by -1 for that round. In addition, weapons with the **SHORT RANGED** ability ([page 79](#)) are particularly lethal at close proximity, and therefore increase their Shots characteristic while firing at short range.

Note that any round of shooting declared against a primary target at short range means that unit first gets to fire defensively against their would-be attackers, temporarily interrupting the declared round of shooting (see **DEFENSIVE FIRE** on [page 58](#)). After the defensive fire is resolved, the attacking unit then resumes its round of shooting, assuming it still has any models left alive.

Attacks that have the **LONG RANGED** ability ([page 79](#)) automatically miss when fired at short range, without rolling to hit.

Standard Range

When a target is within a weapon's listed range, but not within 6", then this is referred to as being within *standard range* of the weapon.

LINE OF SIGHT

A firing unit needs to be able to see its primary target in order to shoot at it. Because the squad leader directs the unit's firing, **line of sight is only checked from that one model.**

In order to check line of sight, players need to stoop over the table and take a *model's eye view* from behind the squad leader's head, imagining that they are looking from the model's eyes. If the model doesn't have an obvious head or eyes, then line of sight is drawn from just above their body's center mass.

The squad leader only needs to be able to spot absolutely **any** portion of a model's body, even just a tiny bit, in order to count as having line of sight to the **entire unit.** There are, however, a few notable exceptions to this:

- Area terrain represents a much denser grouping of terrain than is actually seen on the tabletop. Therefore, line of sight cannot be drawn from outside an area terrain feature and pass entirely through it to see models on the **other side.** Low area terrain, and area terrain containing only a single terrain feature, does not follow this rule and instead blocks line of sight like an obstacle, where the terrain physically does so (keeping in mind the next bullet point, however).
- Ignore individual terrain elements on an area terrain feature that either the firing squad leader or the model being spotted is in. Therefore, as long as a model is even barely inside a piece of area terrain, it can see out of that terrain and likewise it can be seen from outside, regardless of how densely the terrain feature is actually filled with walls, trees, etc.
- Obstacles sometimes have small completely enclosed gaps, such as bullet holes or windows. Line of sight cannot be drawn through an enclosed gap in an obstacle, except when either the firing unit's squad leader or the model being spotted is in base contact with that obstacle.
- Because a model represents a constantly moving entity, it never **completely** blocks line of sight to another model, even when this appears to be the case; meaning one model can, at best, only partially obscure line of sight to another model (see **PARTIALLY OBSCURED** on the [next page](#)).
- Note that in some cases it is possible to draw line of sight **over** area terrain, as opposed to **through** it. See **APPENDIX 2: ADVANCED RULES INTERACTIONS** ([page 134](#)) for details.

LINE OF SIGHT & AREA TERRAIN



The Karist Trooper is able to draw a line of sight to the Contractor standing **in** the area terrain. He cannot, however, draw a line of sight **through** the area terrain, and therefore cannot spot the Contractor standing behind it.

Front Fire Arc

Individual models are able to draw line of sight 360 degrees around themselves. However, a unit's ability to fire effectively is restricted to the front arc of their squad leader, which is also referred to as its *front fire arc*. **If every model in a target unit is entirely outside the firing unit's front fire arc, then attacks against that target are wild fire** (see the [next page](#)). Note that all models in a target unit are counted for this purpose, even those out of line of sight.

Attacks Without Line Of Sight

Some attacks do not require line of sight, such as those made with indirect fire weapons (see **IND FIRE** on [page 77](#)). A unit making any such attacks is allowed to select a primary target entirely out of its line of sight, but any attacks that **do** require line of sight cannot be used when firing at such a target. Even when a unit is making attacks that don't require line of sight, if the target doesn't have any models at least partially within its front fire arc, then it is still wild fire.

Non-Shooting Line Of Sight

Non-shooting situations sometimes require that line of sight be checked, including determining whether something is *visible* (within line of sight). When this happens, check line of sight for the unit as though it were firing. If a specific model within a unit is required to check line of sight, then check from that model instead of the squad leader.



2) DETERMINE NUMBER OF SHOTS

A model may only fire with a single weapon per round, but may choose from amongst any weapon it's carrying. The firing player can even elect to have some models in the unit not fire at all. Where choice of a weapon would change what primary target a unit is able to select, such as a weapon that does not require line of sight, this must be declared before selecting the primary target.

Each weapon profile has a SHO (Shots) characteristic listed. This value is the number of shots (dice) the weapon fires during a single round of shooting. While modifiers can reduce a weapon's SHO, remember the minimum a characteristic can be reduced to is 1.

DIFFERING CHARACTERISTICS

When a unit fires different weapons or its models have differing characteristics, it is very important to keep track of exactly which models in the unit are being rolled for. Refer back to **ROLLING MULTIPLE DICE** (page 41) for details.

Example: Danielle is firing with her Epirian Spider Drone unit, whose squad leader, an Apprentice Bot Handler, has both different characteristics than the Spider Drones and is also equipped with a different type of weapon. Danielle therefore decides to roll red dice for the Bot Handler and white dice for the Spider Drones, so it's clear which rolls correspond to which type of model during the entire round of shooting.

There's Broken fleets out there, ten thousand ragtag ships, a hundred thousand souls. They can fleece a world faster than a plague of locusts. And they won't ask nicely.

-- Commander Fealren, addressing Epirian securcons

3) ROLL TO INFLICT HITS

The owning player must roll a D6 for each shot a weapon fires to determine if it hits or not. This is a *roll to hit* (or a *to hit roll*) and is a VS roll using the following values:

- The attacking model's SKL (Skill) characteristic.

VS

- The defending unit's EVS (Evasion) characteristic.

Each success rolled means a single hit is inflicted on the target unit.

WILD FIRING

A model firing *wildly* (also referred to as *wild fire/firing/shooting*) requires a 6 to succeed when rolling to hit, regardless of its SKL or any other factor. No modifier or ability can improve the result needed to hit for wild fire, unless it specifically says otherwise.

FLEETING TARGETS

When a targeted unit is exceedingly hard to hit, it is a *fleeting target*. A unit that is a **fleeting target doubles its EVS** characteristic while being fired upon. There are many ways a unit can become a fleeting target, with the most common being:

- The unit is taking cover (page 47).
- The unit is on the move (page 48).
- The unit is the primary target of defensive fire (page 53).
- Half or more of the models in the unit are at least partially obscured (see below) by intervening models or terrain. This even applies if the weapon attack does not require line of sight.

Although a unit may be a fleeting target for several different reasons simultaneously, its EVS is only ever doubled once because of it. Therefore, **if a target is taking cover, there is typically no need to bother checking whether it is also partially obscured by intervening models or terrain.**

Partially Obscured

When checking line of sight, if at least half of the models in a unit have their body partially obscured (even by just a tiny bit), then the entire unit is considered to be a fleeting target, keeping in mind the following:

- A model even partially within an area terrain feature is always considered only partially obscured by that terrain feature, even when the model appears to be totally obscured by it.
- If line of sight to a model passes **through** an intervening model or unit (friend or foe), then that model is considered to be partially obscured by the intervening unit. Models that are part of the unit checking line of sight and models part of the unit being spotted are ignored.

For details of what it means to draw line of sight **over** an intervening model or unit, as opposed to **through** it, please see **APPENDIX 2: ADVANCED RULES INTERACTIONS** (page 136).

4) APPLY COVER

COVER VALUE

A unit that is taking cover automatically ignores a number of hits inflicted upon it during each round of shooting equal to the cover value of the terrain that they are taking cover in.

Below is a list of suggested cover values for typical terrain types. As always, before each game both players should feel free to assign a particular terrain feature a different cover value than what is listed if they agree it should offer more or less protection based on its appearance:

- **Light - cover value 1:** This cover helps conceal a target, but doesn't offer much in the way of physical protection. Examples include: water, bushes and chain link fences.
- **Regular - cover value 2:** Solid cover that both visually impairs a firer and offers physical protection against projectiles. Examples include: buildings, ruins, woods, hills, barrels, crates, craters and wreckage.
- **Heavy - cover value 3:** This is cover specifically designed or fortified to resist weaponry. Examples include: emplacements, gun nests and reinforced bunkers.

If the target is taking cover in or behind terrain with differing cover values, always use the cover value that most models in the target unit are taking cover in or behind. If no value is most common, use the one that is highest amongst those tied for being most common.

IGNORE HITS

When a target is in cover, the unit ignores a number of hits up to the cover value they are sheltering in or behind. The owning player chooses which hits to ignore, and therefore can select hits that have a particularly nasty ability.

Modifiers can affect a unit's cover value exactly like characteristic modifiers, except that cover value can be reduced all the way down to 0. Even when a unit's cover value is reduced to 0, this does not automatically deny them other benefits they get from taking cover, such as being a fleeting target.

A unit that utilizes cover to ignore one or more hits cannot also ignore hits via an ability or other method during that same round of shooting, such as via the **DODGE** (page 82) or **FIELD** (page 82) ability.

REAR COVER ARC

When a unit's rear arc is fired upon, it has its cover value reduced by -1 for that round of shooting.



DENYING COVER

When one or more models in a target unit are taking cover behind an **obstacle** (not area terrain), then it is possible that the position of the firing models can entirely deny the unit its cover.

If, from the point of view of the firing unit's squad leader, absolutely **no portion** of a model's body **and** its base is obscured by the obstacle it is taking cover behind, then the model is considered to not be in cover behind that obstacle. If such a situation results in half or more of the models in the unit not being in cover, then the unit does not count as being in cover against that (and only that) firing unit.

In some odd cases, a model may not actually be touching the obstacle it is taking cover behind (as detailed in **BASE CONTACT** on page 40). When checking to deny cover in this situation, to the best of both players' abilities, imagine that the model is directly behind and touching the obstacle, as intended.

DENYING COVER



The Angel Minnow is in cover, as its base is touching the side of the obstacle and also obscured by it.



Here, the Minnow's entire base and body can be seen, therefore denying it cover against an enemy targeting it from this angle.

5) ROLL TO PENETRATE ARMOR

After removing hits due to cover or abilities, the attacking player must roll for each remaining hit to determine if it actually causes damage or just glances off of the target's armor. This is a *roll to penetrate* (or *penetration roll*) which is a VS roll using the following values:

- The attacking weapon's PEN (Penetration) characteristic.

VS

- The defending unit's AV (Armor) characteristic. Each success rolled means a single *penetration* (or *penetrating hit*) has been inflicted on the target unit.

REAR ARMOR

Sometimes models have significantly less armor protecting their rear arc. This is denoted by having two armor values listed in their profile separated by a slash, such as 4/3, which means the model's front AV is 4 and its rear AV is 3. The rear AV for models in the unit is utilized when a unit's rear arc is fired upon (if they have a rear AV). In any other case, the model's front AV is used.

6) REMOVE CASUALTIES

Once it has been determined how many penetrations a unit has suffered, these must be applied onto specific models within the target in order to cause casualties to be removed.

ATTACK DAMAGE

Every weapon has a DAM (Damage) characteristic that defines how many points of damage are inflicted by that penetration when applied onto a specific model in the target unit. So when a DAM 1 penetration is applied to a model, it inflicts a single point of damage. Whereas if the attack is DAM 2, it inflicts 2 points of damage, etc.

If an attack has a random DAM value, such as D3, then for each such penetration the attacking player rolls a separate die to determine what the DAM value for that particular penetration is before any decisions are made about where to apply any penetrations within the target unit. If an attack doesn't have a specified DAM characteristic, it is DAM 1.

APPLY PENETRATIONS & REMOVE CASUALTIES

The owning player chooses where to apply penetrations. This can be onto absolutely any model in the target unit regardless of whether it is within line of sight of the firing unit or any other factor. However, once a model has a penetration applied onto it, they must continue to be applied onto that model until it is removed as a casualty or all penetrations for the round have been applied.

Once a model has enough points of damage inflicted to equal or exceed its MAS (Mass) characteristic, it suffers an *injury**, which causes the model's FOR (Fortitude) characteristic to be reduced by 1. When a model's FOR reaches 0, it is removed from the game as a *casualty*.

Example: A standard human-sized model like an Epirian Contractor is MAS 2, which means it takes at least 2 points of damage within a single round of shooting to inflict an injury, but because the Contractor is only FOR 1, a single injury is enough to cause it to be removed as a casualty.

*Although the general term 'injury' is used to describe serious damage a model suffers, in the case of a robot or vehicle, it represents a malfunction or debilitating operational damage.

Any excess points of damage inflicted on a model beyond what it takes to remove them as a casualty **do not** carry over onto other models within the unit and are ignored when figuring out how many STs the unit gains from that round of shooting (see **PLACE STs** on page 58).

Example: Danielle applies a single DAM 3 penetration onto one of her MAS 2 Epirian Contractors, causing it to suffer an injury and become a casualty. The excess 1 point of damage from that penetration does not carry over to any other models in the unit, as that penetration was applied onto that specific Contractor model.

Once the round of shooting has been completed (and after calculating STs gained), any spare points of damage inflicted on a model that didn't manage to cause an injury are also discarded.

Example: Danielle applies a single DAM 1 penetration onto one of her Epirian Contractors during a round of shooting. As this is not enough damage to cause an injury to the MAS 2 model, that spare damage is discarded at the end of the round.

DIFFERING DAM VALUES

When applying penetrations onto specific models, those with the highest DAM must be applied before those with a lower DAM. Beyond that restriction, the owning player is free to apply penetrations in any order.

Example: Danielle's unit comprised of two MAS 3 models and a single MAS 2 model suffers 3 penetrations from a round of Matt's shooting: one DAM 1, one DAM 2 and one DAM D3 penetration. First, Matt has to find out what the DAM D3 penetration value actually is, and ends up rolling DAM 3. Therefore, the DAM 3 penetration must be applied first, which Danielle chooses to apply onto her single MAS 2 model, inflicting 3 points of damage and causing it to be removed as a casualty. Next, Danielle applies the DAM 2 penetration onto one of the MAS 3 models, inflicting 2 points of damage onto it. Finally, the DAM 1 penetration must be applied onto the model that already has damage on it, causing it to be removed as a casualty and leaving one MAS 3 model remaining in the unit.

MULTI-FORTITUDE MODELS

The majority of models only have a FOR characteristic of 1, meaning once they suffer a single injury, they are removed as a casualty. However, when a model starts the game with a FOR of more than 1, it is referred to as a *multi-fortitude model*, and a bit more explanation is required to describe its casualty removal process. If this is your first time reading these rules, you may want to skip this section for now.

As a multi-fortitude model suffers injuries and loses FOR, a counter must be kept next to them as a way to remind both players how many more injuries the model can sustain before it becomes a casualty.

Within a single round of shooting, even when dealing with a multi-fortitude model, once it has a penetration applied onto it, all further penetrations must continue to be applied to that model until it is either removed as a casualty or all remaining penetrations have been applied. In addition, any excess damage from a penetration that is beyond what is needed to inflict an injury **does apply** to the model.

Example 1: Danielle's MAS 2, FOR 2 model suffers two penetrations from a round of shooting: one DAM 3 and one DAM 1 penetration. The DAM 3 penetration is applied first, causing an injury to the model. However, the extra 1 point of damage beyond what is needed to cause the injury still applies and is combined with the DAM 1 penetration to cause a second injury, thereby removing the model as a casualty.

Example 2: Matt's MAS 2, FOR 3 character is leading a unit otherwise comprised of MAS 2, FOR 1 models. The unit suffers a single DAM 4 penetration from a round of shooting. Matt has a choice: he can apply the penetration onto his character, thereby not suffering any casualties, but at the cost of inflicting two injuries on his character. Alternatively, he can apply the penetration onto one of the non-character models, killing it outright, but keeping his character uninjured.

MULTI-FORTITUDE UNITS

When a unit contains more than one multi-fortitude model, it is referred to as a *multi-fortitude unit*. Only a single multi-fortitude model per unit is ever allowed to have injuries at any given time. This means that while a multi-fortitude model has at least one injury, further penetrations cannot be applied onto any other multi-fortitude models in the same unit. This even takes precedence over rules and abilities that normally dictate where penetrations get applied, such as the **BODYGUARD** (page 81) and **PRECISION KILL** (page 79) abilities, but only to ensure that multiple multi-fortitude models in the unit never simultaneously have injuries.

The previous paragraph **does not apply to a multi-fortitude character joined to a unit**. Therefore, if a multi-fortitude character is joined to a unit, it is possible for both the character and **one other** multi-fortitude model in the unit to have injuries on them simultaneously.

Example: Danielle's multi-fortitude character is joined to a unit comprised of three other models: two other multi-fortitude models, and one FOR 1 model. One of the non-character multi-fortitude models in the unit has an injury from a previous turn. When this unit suffers its next penetration, the only model that the penetration could **not** be applied onto would be the uninjured non-character multi-fortitude model, as doing so would create two injured non-character multi-fortitude models in the same unit.

SEVERELY INJURED

When a model's FOR is reduced to **below half** of its starting FOR characteristic value, that model is *severely injured* and halves its MV characteristic.

When activating a unit containing a severely injured model, the owning player may elect to remove that model from the unit as a casualty. This decision must be made before the unit takes its activation discipline check.

Example: A model starting the game with a FOR characteristic of 5 is severely injured when it is reduced to FOR 2 or less, whereas a model starting with FOR 2 cannot be severely injured as it can never be below half of its starting FOR without being removed as a casualty.

7) PLACE STS

Any STs (suppression tokens) generated by the round of shooting are placed onto the target(s), assuming they weren't wiped out by the shooting, of course.

- If a unit had at least one point of damage inflicted upon it from the round of shooting, then it gains a number of STs equal to **half** the total points of damage successfully inflicted upon models in the unit.

A unit can also gain additional STs from a round of shooting, all of which are cumulative:

- If the unit was the nominated primary target, it gains +1 psych ST even if none of the shooting managed to hit.
- For each hit the unit ignored due to cover, abilities, etc., it gains +1 psych ST.

- If the target was hit by one or more attacks with the **SUPPRESS** ability (page 80), regardless of whether those hits were ignored by cover, etc., then it gains a number of STs equal to the highest suppress value amongst those attacks that managed to hit.
- If the target's squad leader was removed as a casualty, their unit gains +D3 STs (see **SQUAD LEADERS** on page 38).

Example: Matt's unit is selected as the primary target for a round of shooting, which ends up inflicting 3 points of damage onto models in the unit, after 2 hits are ignored by the cover the unit is sheltering in. As the last step of the shooting, the unit gains +5 STs in total: 2 for half the points of damage inflicted on it (half of 3, rounded up), 2 psych STs for the 2 hits that were ignored by cover and 1 psych ST for being the primary target of that round of shooting.

SPECIAL TYPES OF SHOOTING

CLOSE QUARTERS FIGHTING

CQ fighting features only pistols and melee weapons, but can drive the enemy back. See **CHARGE ACTION** (page 63) for details.

DEFENSIVE FIRE

Defensive Fire is a free action (page 62) that is a single round of shooting against the enemy unit that triggered it.

The most common ways an enemy unit can trigger defensive fire are:

- It fires at a primary target within short range (page 52).
- It successfully charges (page 63).
- It overruns one or more units during its movement (page 69).
- It makes a hit & run (page 77).

The rules for each particular situation describe exactly how and when the defensive fire is resolved.

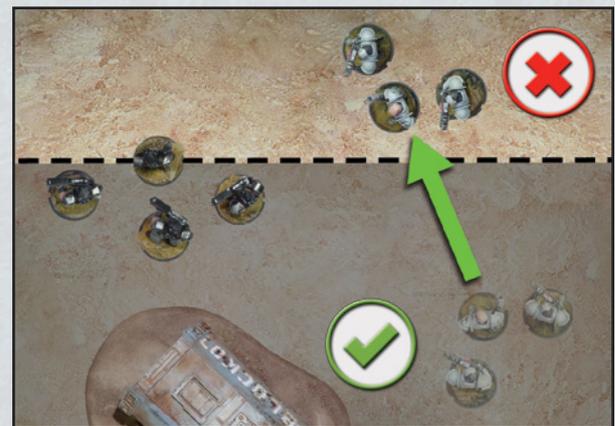
A unit that elects to fire defensively must first take a defensive fire discipline check (page 45), with the following consequences for success or failure:

- **Successful discipline check:** the defensive fire is resolved normally.
- **Failed discipline check:** the defensive fire is wild.

If the enemy unit **started** their action in the rear arc of the defending unit, then the defensive fire automatically counts as being wild, with no discipline check taken. Note that it does not matter which arc the enemy unit is in when the defensive fire is actually triggered, only where it **began** the action.

It is entirely up to a player about to move their unit to point out to their opponent that the unit is starting its action in the rear arc of the opposing unit. Once the player starts actually moving the unit, it is too late to claim this advantage.

REAR ARC DEFENSIVE FIRE



Since the Karist Troopers started their action in the rear arc of the Contractor Engineers, they count as being in the Contractor's rear arc for their defensive fire discipline check.



Defensive fire represents the unit firing while the target is moving. The standard shooting rules are abstracted to capture this:

- The target is always considered to be within short range, in line of sight and in the front fire arc of the firing unit. Defensive fire always counts as hitting the target in their front arc, except where specified otherwise.
- The target is always considered to be on the move (page 48) and does not benefit from any cover they might be in or behind.
- Do not place templates for AoE (area of effect) weapons (page 75). Instead, half the models in the target unit automatically count as being under the template, regardless of its size and shape
- If multiple units are able to fire defensively in response to a single enemy unit's action, the player firing defensively gets to choose the order wherein these units perform their defensive fire, with each unit's Defensive Fire action being resolved before moving on to the next.

A unit may only fire a **single** round of defensive fire per an enemy unit's action. If an enemy unit's action would otherwise trigger a single unit to fire two or more rounds of defensive fire, just resolve the Defensive Fire action for the first event that triggered it.

Stationary Defensive Fire Targets

If an enemy unit does not move during the action whereby it triggers a Defensive Fire action, then ignore the above abstractions for resolving that defensive fire, except that the target is still automatically considered to be within short range and in line of sight.

FOCUSED FIRE

Focused fire is deadly precision shooting. See **HOLD & FIRE** (page 61) for details.

HIT & RUN

A hit & run can be made by a unit as it passes over or through the enemy. See **HIT & RUN (SHOOTING)** on page 78 for details.

SUPPRESSIVE FIRE

Firing designed to inflict extra suppression and draw the attention of the target unit. See **HOLD & FIRE** (page 61) for details.

**'Follow me if I advance.
Berate me if I falter.
Slay me if I retreat.'**

-- Kaddar Nova Igeda

SPECIAL ATTACKS

When a unit suffers attacks that aren't caused by a round of shooting, such as a large model exploding (see **EXPLODE** on page 72), these are *special attacks* and are resolved exactly like a round of shooting with a few caveats:

- Special attacks sometimes skip certain steps of the shooting process, jumping directly into inflicting penetrations or damage. When this is the case, simply ignore any steps that are naturally skipped and continue from that point on within the rules for resolving a round of shooting. For example, a special attack might specify that it automatically inflicts D3 DAM 1 penetrations onto a unit. This would skip the first five steps of the shooting process and jump right into step #6 (**REMOVE CASUALTIES**).
- If special attacks do require a roll to hit, then the attacker and defender characteristics required for this VS roll will be provided as part of the rules for that particular special attack.
- There is no firing unit for special attacks. Instead, they are always assumed to have line of sight to the target, come from within standard range and hit a unit's front arc.
- Units in cover can ignore hits caused by special attacks as normal, provided those special attacks actually cause hits and don't just skip right to inflicting penetrations.
- Special attacks do not generate the +1 psych ST for nominating a primary target, but otherwise cause STs as normal.
- All special attacks triggered by the same event are resolved together as a **single round of special attacks**, exactly like a single round of shooting. For example, any rule or ability that applies to a round of shooting would also apply to a round of special attacks.
- If a unit inflicts special attacks upon itself, these are resolved **against the rear arc of the unit**. The unit also never counts as being in cover from these attacks, nor can they use the **DODGE** (page 82) or **FIELD** (page 82) abilities to ignore them.

UNIT ACTIVATION & ACTIONS

UNIT ACTIVATION

When a player activates a unit, it follows these steps:

UNIT ACTIVATION

1. Activation discipline check
2. Choose main action
3. Perform main action
4. Shake-off STs

1) ACTIVATION DISCIPLINE CHECK

An activated unit must first see if it will be able to choose the main action it will perform or whether it must instead perform a compulsory main action. This is accomplished by taking an activation discipline check (page 45).

2) CHOOSE MAIN ACTION

- **Successful discipline check:** the owning player gets to choose which main action the unit will perform.
- **Failed discipline check:** the unit must perform a compulsory main action based upon how many STs it currently has. See **COMPULSORY MAIN ACTIONS** (page 62) for details.

A unit that **has no STs automatically passes its discipline check**, while a unit that **is shell-shocked automatically fails its discipline check**.

3) PERFORM MAIN ACTION

After taking its activation discipline check, regardless of the outcome, the unit performs a single main action.

4) SHAKE-OFF STS

Remove D3 STs from a unit immediately after it completes its main action. This represents the unit over time being able to recuperate from mental fatigue and successfully patch up minor injuries. Note that some actions, such as the Dig-in and Shaken actions, allow a unit to shake-off extra STs on top of this.

Once the unit finishes its main action and shakes-off STs, its activation is completed for the turn.



MAIN ACTIONS

VOLUNTARY MAIN ACTIONS

Listed below are the standard main actions of which a unit may choose one to perform if it passes its activation discipline check. Note that if a unit is out of coherency when activated, it may not voluntarily perform a main action where it remains stationary.

ADVANCE & FIRE

A basic tactical advance where the unit moves forward at a steady pace, taking cover where available and firing on enemy positions as they pause. A unit performing an Advance & Fire action:

- makes a single move.
- after that, it may fire a single round of shooting.

CHARGE

A desperate attempt to get to grips with the enemy. A unit performing a Charge action makes a double move in order to contact an enemy unit and fight them at close quarters. See **CHARGE ACTION** starting on page 63 for details.

DASH

A move typically made to get into a better firing position or capture an objective. A unit performing a Dash action:

- makes a double move.
- after that, the unit may fire a single round of wild shooting.

Note that if a unit finishes a double move not taking cover, it can elect to be on the move.

DIG-IN

The unit makes every effort to protect itself from enemy shooting. A unit performing a Dig-in action can either:

- remain stationary, become pinned (see the next page) and may then fire a single round of shooting.
- or make a single move, become pinned (see the next page) and may then fire a single round of wild shooting.

PINNED

A *pinned* unit hunkers down in an effort to protect itself above all else, even though doing so means it isn't able to spot threats as well. Being pinned is an ongoing unit status that remains in effect until the unit next activates or if it performs reactive close quarters fighting (page 65). A pinned unit:

- adds +1 to its cover value. If pinned while not in or behind actual cover, the unit instead counts as being in low area terrain with a cover value of 1.
- gets to shake-off an extra D3 STs upon completing its main action while pinned.
- may only ever select the closest enemy unit that is a valid target as its primary target for shooting.
- has the result needed for it to pass a defensive fire discipline check increased by one, so a unit that would normally pass on a roll of 3+, instead requires a roll of 4+. A unit with no STs does not automatically pass defensive fire discipline checks while pinned, instead requiring a roll of 2+ to pass.

When deploying their force (page 89), the defending player may elect to deploy any or all of their units as being pinned, provided those units are not otherwise prohibited from being pinned.

Fearless Dig-In

A unit with the **FEARLESS** ability (page 82) that performs a Dig-in action does not become pinned, but still gets to shake-off the extra D3 STs upon completing the action, as though it were pinned.

HOLD & FIRE

The firing unit plants its feet and lets loose with guns blazing away. A unit performing a Hold & Fire action:

- remains stationary.
- may fire a single special round of shooting, either *focused fire* or *suppressive fire*.

Focused Fire

When rolling to hit, the result needed to succeed is reduced by one, down to a minimum of 2+. For example, if the roll to hit would normally require a 3+ to be successful, then it would only require a 2+ to be successful during focused fire. Focused fire does not improve the chance to hit when firing wild.

Suppressive Fire

If the primary target unit suffers at least one hit from this round of shooting, then:

- it gains +D3 psych STs on top of any other STs caused by the shooting.
- after the round of shooting is complete, it must take a suppressive fire discipline check (page 45). If the check is failed, the target unit must pivot to face the firing unit as a forced move.

SPECIAL MAIN ACTIONS

Some units have access to one or more special main actions. Unless specified otherwise, an activation discipline check must still be passed for a unit to be able to perform its special main action.



COMPULSORY MAIN ACTIONS

If a unit fails its activation discipline check, it must perform a compulsory main action dependent upon how many STs the unit has when it fails the check:

- **Fewer STs than its discipline value:** it must perform a Dig-in action (page 60).
- **As many or more STs than its discipline value:** it must perform a Shaken action (see below).

SHAKEN

If, when activated, there are no visible enemy units within 12", then the unit must choose to either:

- remain stationary, become pinned (page 61) and then optionally fire a single round of wild shooting, **or**
- retreat, see below.

If, when activated, there **are** visible enemy units within 12", then the unit **must** retreat.

A unit that completes a Shaken action gets to shake-off an extra D3 STs (so 2D3 extra if completing the action while pinned).

RETREAT

- A retreat is a forced double move. Models cannot end a retreat further away from their owning player's table edge than where they started.
- A unit finishing a retreat must elect to either be pinned or on the move. It may elect to be on the move only if finishing the retreat not taking cover, but can benefit from open ground bonus movement in that case.
- Models that end a retreat within 12" of an enemy model, visible or otherwise, flee the battle (page 46).
- A unit that retreats cannot shoot as part of the same action.

Fearless Shaken

A unit with the **FEARLESS** ability (page 82) never retreats or becomes pinned. When performing a Shaken action, a fearless unit instead either:

- makes a single move, **or**
- it remains stationary and may optionally fire a single round of wild shooting.

It also gets to shake-off the extra 2D3 STs upon completing the action, as though it were pinned.

FREE ACTIONS

An inactive unit sometimes gets to make an action in response to an occurrence, such as firing defensively at a charging enemy unit. This type of response is a *free action*: it does not impact the unit's normal activation for the turn. A unit does not shake-off any STs when completing a free action like it does when it completes its main action.

There is no limitation to the number of free actions a unit can perform in a single turn, given the right circumstances. For example, a unit could end up making five different Defensive Fire actions in a single turn if five different enemy units fired at them from within short range.



CHARGE ACTION

PERFORMING A CHARGE ACTION

CHARGE ACTION

1. Declare charge target
2. Move charging models
3. Resolve defensive fire
4. Resolve CQ fighting
5. Shake-off STs

1) DECLARE CHARGE TARGET

Before moving a charging unit, the owning player must declare which single enemy unit is the *charge target*. A Charge action allows the models in the unit to make a standard double move, but **charging units cannot utilize open ground bonus movement**. A unit cannot elect to end a charge on the move.

A charge target is only valid if:

- the first charging model moved will be able to end its charge in base contact with the target,
- **and** the entire charging unit will be able to finish the charge in coherency.

Always measure distances carefully before moving **any** models in the charging unit, as the above obligations must be met while also taking into consideration all potential impediments the charging unit will have to contend with, such as vertical terrain, impassable ground, intervening units, etc.

It is also important to check the starting position of the charging unit in relation to its intended target, as this will determine how defensive fire will be resolved against them, and also the cover and firing arcs in the subsequent round of close quarters fighting. As always, it is up to the player about to move to notify their opponent if they believe their unit is starting its charge in an advantageous position.

2) MOVING CHARGING MODELS

Charging models are allowed to, and **must** attempt to end their charge in base contact with an enemy model in the target, provided doing so still allows the unit to finish its charge in coherency. Charging models may pass through the gaps between models in the target unit, but must move by the shortest possible route to reach the enemy model they are contacting (so no looping around the back of an enemy model). A model cannot elect to charge an enemy model if doing so will cause their unit to lose coherency by the end of the charge. The charging squad leader must finish the charge directly facing the target's squad leader.

CHARGING WITH GRENADES

One charging model equipped with grenades ([page 77](#)) may choose to *toss grenades* while charging. If it does so, that model halves the number of shots it fires with its primary CQ (close quarters) weapon in the subsequent round of CQ fighting (see the [next page](#)).

Tossing grenades helps to disorient the defenders, resulting in the charge target immediately gaining +D3 STs. These STs are applied **before** the charge target makes its defensive fire discipline check. Any additional effects or abilities a grenade type has are disregarded when it is tossed, as they are thrown too haphazardly to cause any significant damage.

CHARGING



Charging models must move by the shortest route to the particular enemy model they are contacting and must also maintain unit coherency by the end of the charge.

3) RESOLVE DEFENSIVE FIRE

Units that are charged may perform a Defensive Fire action against their chargers.

Note that any damage inflicted by defensive fire does not change whether the unit counts as having been successfully charged, unless the charging unit is completely destroyed by it.

4) RESOLVE CQ FIGHTING

Close quarters fighting (or *CQ fighting*) represents models attacking in hand-to-hand combat with pistols and melee weapons. However, it is still resolved as a special round of shooting, with the following exceptions:

- The only valid primary target for CQ fighting is the target of the charge.
- Only CQ weapons (see below) can be utilized.
- The target of CQ attacks is always considered to be at short range and within line of sight. However, whether these attacks hit the target's front or rear arc is determined by the arc the charging unit **starts its charge in**, not its location when actually firing.
- The target of CQ attacks never counts as being partially obscured by intervening models and terrain. However, it can still be a fleeting target for any other reason, such as for being in cover, on the move, etc.
- A target of CQ attacks that has one or more models taking cover behind an **obstacle** (not area terrain) can have its cover denied as usual (page 55). However, this is determined from the position where the charging unit **starts its charge**, not its location when actually firing.

CQ WEAPONS

CQ weapons is the catch-all term for the following types of weapons:

- Pistol (page 79)
- Melee (see **MELEE WEAPONS** on this page)
- CQ Explosive (page 76)

During a round of CQ fighting, a model may only utilize CQ weapons. The CQ weapon the model attacks with is referred to as its *primary CQ weapon*. If the model is equipped with additional CQ weapons, then it may utilize one of them as a *secondary CQ weapon*, but doing so only grants their primary CQ weapon +1 shot during that round. A secondary CQ weapon's profile and abilities are completely ignored while being utilized in this fashion.

A model may always attack with Brute Force (described below) as their primary CQ weapon; in fact, this will be the only choice for a model not equipped with any actual CQ weapons.

See the [next page](#) for details of how to handle models that are able to fire more than one CQ weapon.

MELEE WEAPONS

A melee weapon's range is listed as CQ, meaning the weapon can **only** be used during CQ fighting. Melee weapons have the **IGNORE COVER** ability (page 77). A melee weapon's SHO (Shots) & PEN (Penetration) characteristics are usually dependent upon the characteristics of the model using it, as detailed below.

Melee Shots Characteristic

If a melee weapon's SHO characteristic is listed as '-', then the characteristic is equal to the model's EVS (its speed) + MAS (its strength) + FOR (its will), halved. So a model with EVS 4, MAS 2 & FOR 1 would fire 4 shots with a melee weapon ($4+2+1=7$, halved and rounded up to 4).

If its SHO characteristic is instead listed as a modifier, such as '+2' or '-1', then calculate the characteristic as described above **first** before applying the listed modifier, as well as any other applicable modifiers.

Melee Penetration Characteristic

If a melee weapon's PEN characteristic is listed as 'MAS', then it is equal to the model's MAS characteristic (its strength). If its PEN characteristic is instead listed as a modifier, such as '+2', then add that modifier to the model's MAS characteristic.

BRUTE FORCE

Any model making CQ attacks may elect to use Brute Force as their primary CQ weapon, using the profile below. However, a model attacking with Brute Force cannot benefit from a secondary CQ weapon, nor can Brute Force ever be used as a secondary CQ weapon.

Name	RNG	SHO	PEN	DAM	Special
Brute Force	CQ	-	MAS	1	melee

5) SHAKE-OFF STS

Immediately after completing a Charge main action, the unit shakes-off D3 STs as normal.

**The Maelstrom is the Light.
We are the Guides.
You are the Blessed.**

— Karist Litany

CHARGE ACTION RESULTS

CQ DISCIPLINE CHECK

CQ fighting is particularly brutal, and therefore has the potential to actually drive its target back. If at least 1 point of damage was successfully inflicted by CQ attacks onto a model in the primary target, even if this didn't result in an injury, then after the round of CQ fighting is completed, the primary target unit must take a CQ discipline check (page 45). **If the check is failed, the unit must retreat.** The retreating unit can move freely through the enemy unit that just attacked them, and models in the fleeing unit are only required to finish their retreat at least 6" away from that enemy unit, instead of the normal 12" limitation.

REACTIVE CQ FIGHTING

After the Charge main action is complete, if the target of the CQ attacks:

- was not entirely destroyed, **and**
- did not retreat (page 62),

then as a free action, that unit can elect to perform a round of reactive CQ fighting back against the enemy unit that just attacked it. A pinned unit that elects to perform a Reactive CQ Fighting action immediately ceases to be pinned. A unit that is on the move cannot perform a Reactive CQ Fighting action at all.



First, pivot the unit performing reactive CQ fighting so that they face their target. Then, resolve the reactive CQ fighting exactly like a normal round of CQ fighting (including potentially causing a CQ discipline check), except for the following:

- The primary target of reactive CQ fighting is the enemy unit that just charged them.
- Reactive CQ fighting is always resolved against the front arc of its target.
- A target of reactive CQ fighting never counts as being in cover during that round of shooting.

A unit performing reactive CQ fighting does not trigger defensive fire and similarly it cannot generate a further round of reactive CQ fighting (no endless loop of reactive CQ fighting!).

UNITS FACING OFF

If one or more enemy models are still in base contact with each other after a round of CQ fighting and its subsequent reactive CQ fighting have been resolved, then these units are considered to be *facing off*. **Units that are facing off can still be fired at by other enemy units**, but are automatically considered a fleeting target if they are.

When a unit that is facing off against an enemy unit next activates, they cannot perform a main action where they remain in base contact with the enemy unit if at all possible, with the exception of performing a Charge action. If a unit charges the enemy unit they are facing off against, they still count as having charged even if none of the charging models had to move.

A unit that retreats can always move freely through enemy models from a unit they are facing off against, and are only required to finish their retreat at least 6" away from that enemy unit, instead of the normal 12" limitation.

FIRING WITH MORE THAN ONE CQ WEAPON

Models that are able to fire more than one weapon during a round of shooting, such as behemoths (page 73), can do so during CQ fighting, with the following caveats:

- When firing more than one CQ weapon, a model cannot benefit from the +1 shot bonus for utilizing a secondary CQ weapon.
- When declaring which CQ weapons the model will be firing that round, one weapon being fired must be nominated as the model's primary CQ weapon for the round, so that any rules or abilities that affect a model's primary CQ weapon have a designated weapon to affect.
- No matter how many weapons the model is able to fire with, it still may only attack once with Brute Force per round, although it does not have to be the model's primary CQ weapon in this case.

Example: An uninjured Karist Angel is able to fire 3 weapons in a round of shooting. However, in winged form, it only has a single CQ weapon: its Cybel Maw. So during a round of CQ fighting, it would only be able to attack with its Cybel Maw and Brute Force, as it has no third CQ weapon. One of those two weapons must be selected as the model's primary CQ weapon, meaning any rule or ability that affects a model's primary CQ weapon would **only** affect that weapon.

MODEL TYPE

MODEL TYPES

There are four basic *model types*:

- Bike
- Infantry
- Behemoth
- Vehicle

BIKE

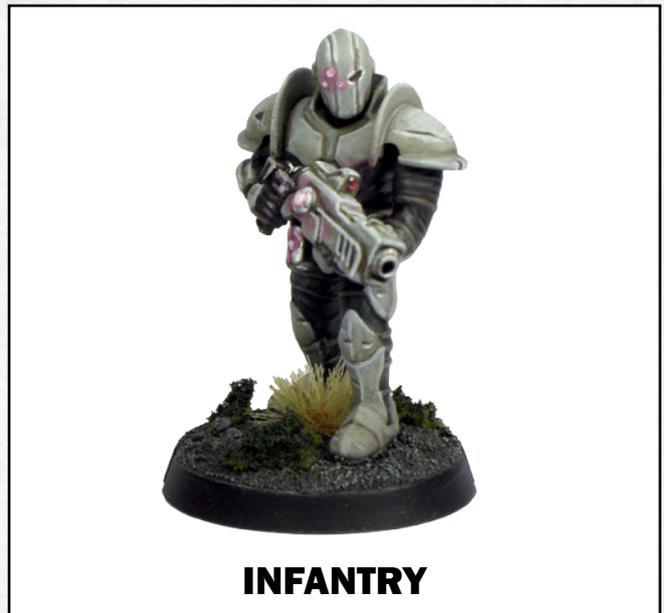
Rules for bikes will be distributed as and when the first bike models are released.

INFANTRY

Infantry are standard (non-large) models. There are no additional infantry-specific abilities.

BEHEMOTHS & VEHICLES

Behemoths & vehicles are large models and have a dedicated rules section starting on [page 69](#).



DESIGNATORS

Models also often have one or more *designators* listed in parentheses after their model type. The most important thing to know about designators is that a model's base type is **not changed by having them**. For example, a model whose type is: **INFANTRY (HOVER)**, would still be affected by an ability that targets infantry models. There are seven basic designators:

- Character
- Hover
- Human
- Mobile
- Robot
- Solo
- Squad Leader

CHARACTER

Characters are heroic individuals that lead others into battle. When fighting on their own, characters are still a unit (comprised of a single model). They therefore accrue STs, take activation discipline checks, etc., exactly like other units. Characters often have the **COMMAND** ability ([page 81](#)), which allows them to reduce suppression on friendly units nearby by issuing them an order. In addition, characters are able to join and lead friendly units.



CHARACTERS JOINING & LEAVING A UNIT

When a player deploys their force, they may have a character already joined to a friendly unit, including one that is in reserve. Alternatively, the character may start the game *operating alone*, as a unit comprised of a single model. During the game, a character may perform the Join Unit action in order to join a friendly unit.

JOIN UNIT ACTION

Join Unit is a free action that a character operating alone may perform **immediately after a friendly unit within 3" has been activated**, but before this unit takes its activation discipline check. Join Unit cannot be performed if the character has already been activated this turn. No more than one character may perform a Join Unit action in response to any single unit's activation.

A character performing a Join Unit action immediately joins the designated unit; move the character any distance by the shortest route necessary to place it within 3" of as many models in the unit as possible and facing the same direction as the unit. This is a fixed move subject to dangerous ground as normal. Any STs gained from this move are applied only **after** completing the Join Unit action. A character may never join the following units:

- other characters, including a unit containing another character.
- units containing one or more models with the **Solo** designator.

When a character joins a unit, compare the number of STs the character currently has against those on the unit being joined and keep only the highest total, discarding the rest.

Example: Matt's character with 5 STs on it joins one of his units that has 7 STs on it. The 5 STs from his character are discarded and the unit, which now includes the character, retains its 7 STs.

If a character is killed while joined to a unit, it still counts as a unit (the character) being destroyed. Therefore, if the character and the unit it is joined to are both destroyed together, this counts as two units having been destroyed. A character is able to join a friendly unit inside a building (page 84). However, the character must be within 3" of the building's valid access port(s) when the unit inside of it is activated to do so.

Characters As Squad Leaders

When a character joins a unit, it counts as being part of that unit in all respects and immediately becomes squad leader: the existing squad leader ceases to be squad leader while the character remains. This means, for example, that since a character joins a unit right before it takes its activation discipline check, the character's presence immediately affects the unit's discipline and the character must also perform whatever main action the unit subsequently performs.

Should all other members of the unit ever become casualties, the character reverts to operating alone only **after** the action that destroyed the rest of the unit **and** any free actions triggered by that action are resolved. After that, any abilities conferred to the character by being joined to the unit cease to apply, although any ongoing unit statuses continue to apply.

Example: Danielle's character is leading a unit that is the target of a Charge. During the CQ fighting, every other model in her unit is killed leaving the character as the last model standing. After the Charge action is fully resolved and the character had its chance to perform reactive CQ fighting, only then are abilities the character gained from being part of that unit lost.

LEAVING A UNIT

When a unit containing a character is activated, but before taking the unit's activation discipline check, the owning player may declare that the character is attempting to leave the unit. If the activation discipline check is passed, the character immediately counts as being separated from the unit with it alone being activated and performing a main action. The unit the character was formerly joined to does not count as having been activated, and therefore must still be activated later in the turn. If the activation discipline check is failed, then the character does not leave the unit and must perform a compulsory main action along with it.

A character cannot both join a unit and leave it as part of the same activation. Once a character successfully leaves a unit, the starting squad leader model reverts back to being squad leader, unless that model is no longer present, in which case a replacement squad leader is picked as normal. When a character leaves a unit, it gains a number of STs equal to the total on the unit it is leaving. This even applies if the entire unit gets destroyed leaving the character as the last model remaining (i.e. it inherits all the unit's STs).

Example: Danielle's character is joined to one of her units that currently has 7 STs on it. The character successfully passes its activation discipline check in order to leave the unit, at which point it receives +7 STs as well, meaning both the character and its former unit now each have 7 STs.

A character leaving a friendly unit inside a building (page 84), that successfully passes its activation discipline check, **must** exit the building with its main action, unless the building happens to allow multiple units to be inside of it simultaneously.



HOVER



ROBOT



MOBILE



SOLO



HUMAN

HOVER

Hover models have the **DYNAMIC MOVE** ability (page 82), which allows them to make dynamic moves (page 47).

HUMAN

Humans are organic models (for attacks, abilities, etc., that specify they affect organic models). Human behemoths do not explode (page 72) when they are destroyed.

MOBILE

Anytime a unit is comprised entirely of mobile models, it is considered a *mobile unit*.

- Mobile units may never voluntarily choose to perform a Hold & Fire action.
- Models in a mobile unit have the **DODGE (1)** ability (page 82), unless they already have a superior **DODGE** ability.
- Models in a mobile unit ignore the wild firing penalty for shooting as part of a Dash action, so long as they are not on the move or making a hit & run (page 78).

ROBOT

Robots are inorganic models (for attacks, abilities, etc., that specify they affect inorganic models). In addition, if an entire unit is comprised of robot models, then it may only be joined or issued orders by a model that has the **BOT HANDLER** ability.

SOLO

A unit containing at least one model with this designator may never be joined by a character model. Characters with this designator cannot join other units.

SQUAD LEADER

A model with the **SQUAD LEADER** designator is the unit's starting squad leader model.

LARGE MODELS

Both vehicles and behemoths are *large models* and follow the general rules for large models presented here. Where the rules differ between the two, these are each covered in their own sub-section:

- Behemoths ([page 73](#)).
- Vehicles ([page 73](#)).

LARGE MODEL COHERENCY

Large models only need to remain within 6" of their squad leader, both horizontally and vertically, to keep coherency. **Large model units may never contain a non-large model.**

LARGE MODEL MOVEMENT

Large model units are bound by directional movement and have the **OVERRUN** ability.

OVERRUN

Overrun is an exclusive ability (see **UNIT ABILITIES** on [page 81](#)).

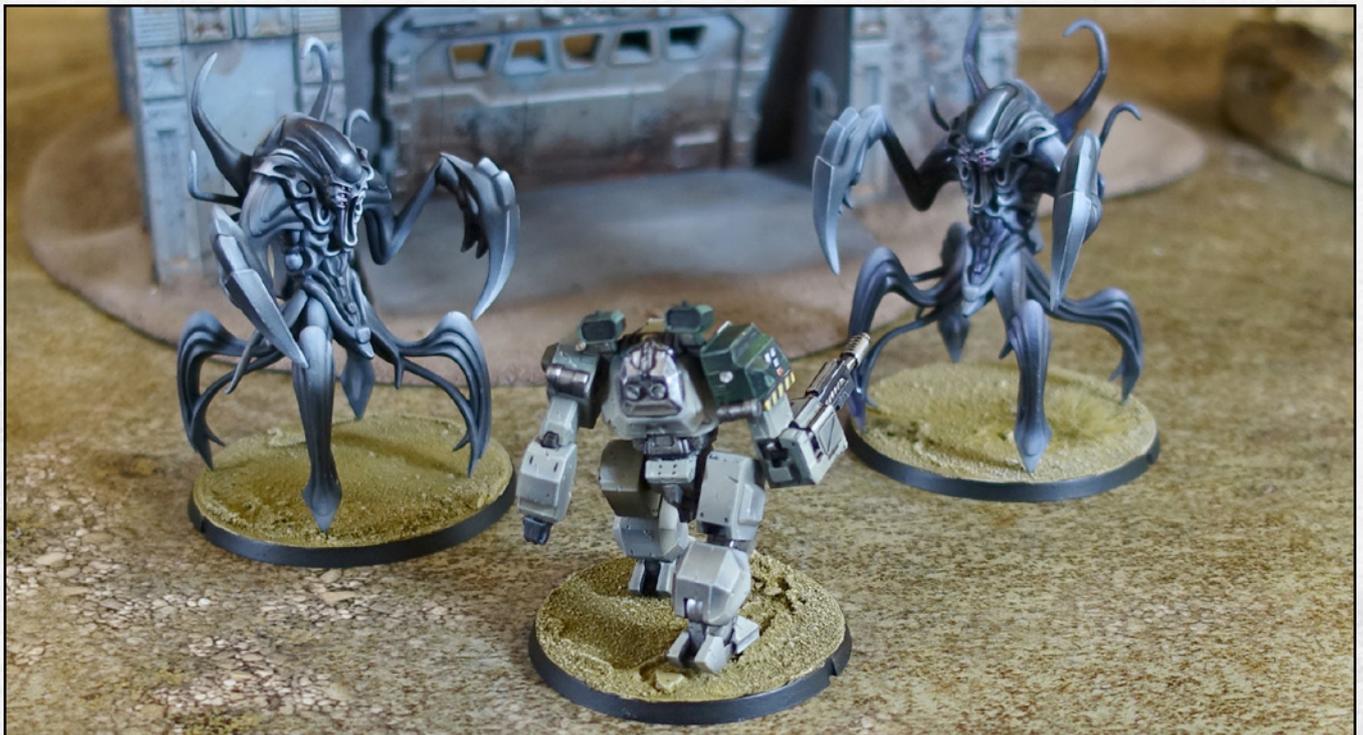
Models with this ability are allowed to pass freely **through standard-sized enemy models** while moving, referred to as *overrunning* an enemy unit. However, even when overrunning, a model still cannot end its move in contact with the enemy, unless it charges. A charging model **cannot** overrun enemy models in the target unit it is charging.

After a unit finishes moving, each enemy unit it overran with that move gets to fire a round of defensive fire at it. As an exception, the shooting unit(s) can choose to fire at the overrunning unit's front or rear arc as desired, being able to target its weakest areas as it passes.

In the case of multiple enemy units being overrun during the same action, resolve any defensive fire in the order that each unit gets overrun. If it is impossible to tell which enemy unit was overrun first, then randomly determine the order.

If defensive fire causes an overrunning large model to explode ([page 72](#)), this occurs where the model finishes its move, representing momentum carrying it to that position before finally succumbing to the damage.

A unit making a dynamic move to pass over or through an enemy unit does **not** overrun them.



DIRECTIONAL MOVEMENT

When bound by *directional movement*, all models in the unit must make their entire move forward (the direction the model is facing) or reverse (the direction away from where the model is facing). All models in the unit must move in the same direction.

Models bound by directional movement can still pivot as they move in order to change direction. However, the number of pivots they are able to make per move is limited to **half** the model's EVS characteristic. Each pivot is up to 90 degrees. A pivot can be made during the move, or at its very beginning or end. Multiple pivots can be combined together to effectively allow the model to pivot more than 90 degrees at once.

While moving in reverse, a model's MV characteristic is halved and it can make only a single pivot.

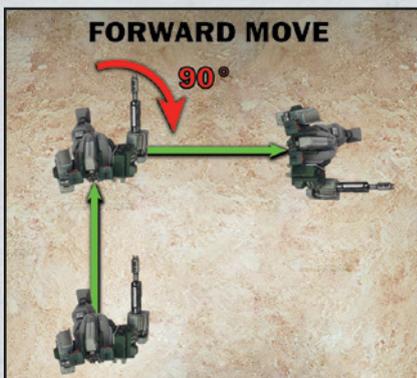
Units making a **fixed or dynamic move are not bound by directional movement.**

When models bound by directional movement are required to finish a move facing a certain direction, this bonus end of move pivot is always permitted, even when it allows the model to pivot beyond its normal limitations. For example, even a unit bound by directional movement would still pivot all its models to face the same direction as their squad leader at the end of its move.

PASSING THROUGH LARGE MODELS

A model cannot freely pass through a friendly large model as they can with a friendly standard sized model. Large models that are part of the same unit together are an exception to this; they may pass through each other freely.

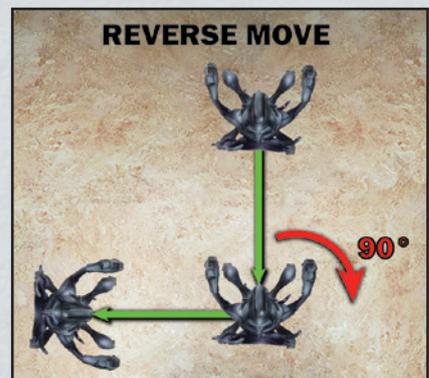
DIRECTIONAL MOVEMENT



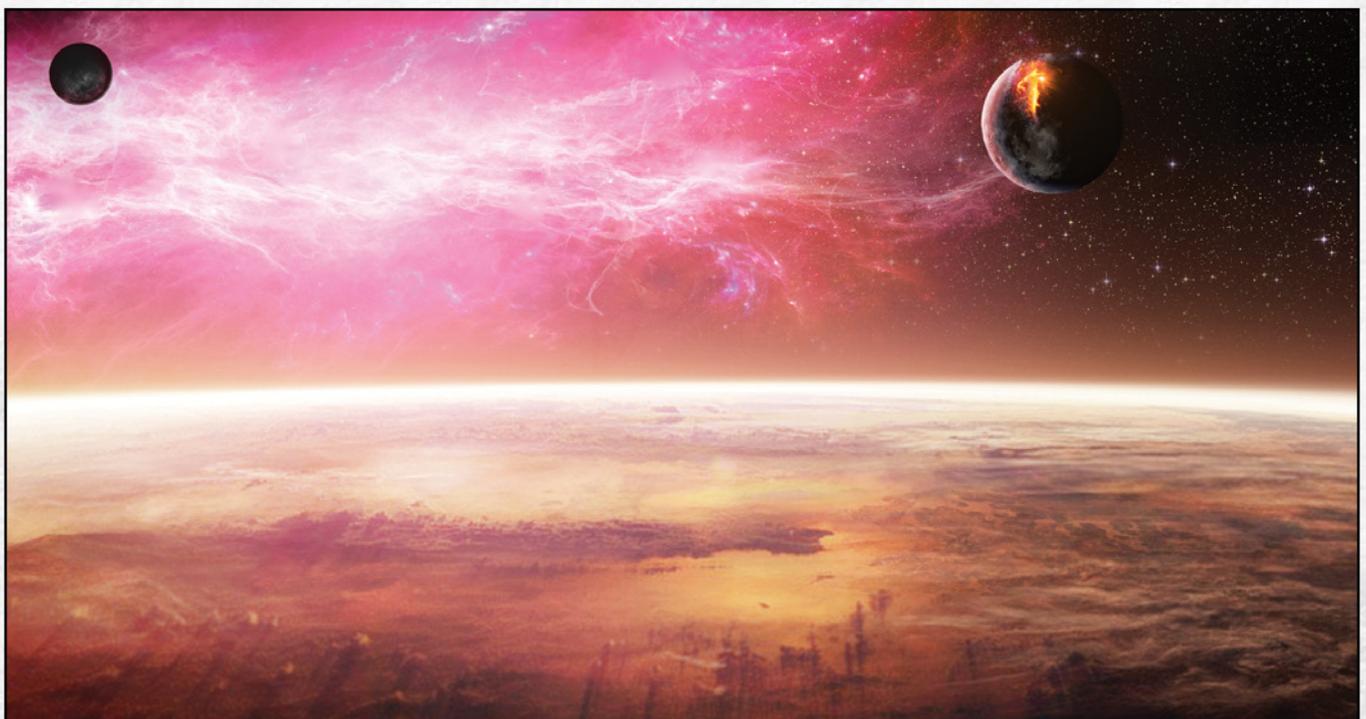
A Hunter may make a single pivot (half its EVS 2) when performing a forward move.



An Angel uses both its 90° pivots (half its EVS 3) at the very beginning of its move to pivot a full 180°.



An Angel making a reverse move may only make a single 90° pivot, regardless of EVS.



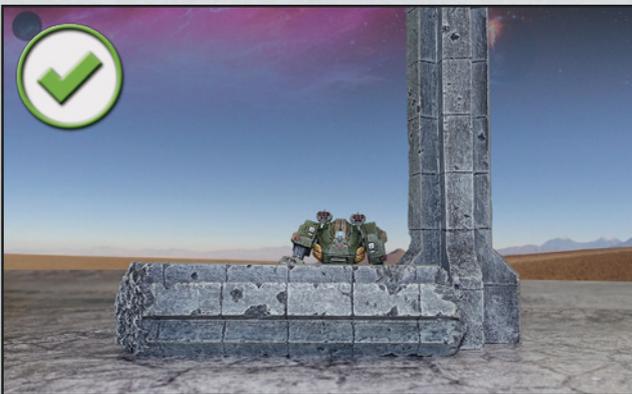
LARGE MODEL TERRAIN & COVER

Large models are too unwieldy to hunker down and take cover effectively. Therefore, **large models never count as taking cover, even when they end their move touching the side of an obstacle or within area terrain.** This also means they can always benefit from open ground bonus movement, except in those cases where open ground bonus movement is disallowed, such as when charging, making a fixed move, etc.

Even though large models never take cover, they do follow the normal rules for being a fleeting target, except that:

- Intervening units comprised of standard-sized models never count as partially obscuring a large model; only intervening large model units do.
- Terrain features can partially obscure a large model, but only if, **without any shadow of doubt**, the feature obscures **at least 50%** of the large model's body.
- Large models do not automatically count as being partially obscured for being within an area terrain feature unless their **entire base** is within it. Large models are never partially obscured by low area terrain features.

LARGE MODEL FLEETING TARGETS



In both examples above, the Hunter is a fleeting target as at least 50% of its body is hidden from view by an obstacle.

In the examples above, the Hunter is **not** a fleeting target, as less than 50% of its body is hidden from view in the first example, and in the second example it is in low area terrain, which cannot obscure a large model.

LARGE MODEL SHOOTING

Unlike most models, a large model is not limited to firing just a single ranged weapon in each round of shooting and instead may fire a number of ranged weapons equal to its FOR characteristic. This means that as a large model accrues injuries, it can fire fewer weapons.

Although a large model is often allowed to fire multiple ranged weapons, it still cannot fire any single weapon more than once per round of shooting and still must direct all its fire against a single primary target.

DRAWING LINE OF SIGHT FROM LARGE MODELS

Even though large models often fire several weapons, line of sight is still drawn from the model's head as normal, not from each individual weapon mounting.

LARGE MODEL CASUALTIES

When a large model's FOR is reduced to 0, roll a D6 before removing the model as a casualty:

- On a 1-4, remove the model normally as a casualty.
- On a 5-6 the model first explodes and is then removed as a casualty.

Explode

A large model explodes using the weapon profile below. The explosion's range is measured in every direction from the edge of the exploding model's base. Every unit within this range (friend and foe), including its own unit in the case of a large model unit comprised of multiple models, is attacked separately. These are special attacks, rolled to hit using the exploding model's MAS as the attacker value and the affected unit's EVS as the defender value.

Name	RNG	SHO	PEN	DAM	Special
Explosion	1/2 MAS +D3"	MAS x2	MAS	1	

Example: A MAS 4 vehicle explodes, resulting in a 4" explosion. Two units are found to be within range, with each suffering 8 explosion attacks, rolled to hit using the exploding model's MAS 4 as the attacker value.

*'You have lived in fear too long,
cowering in the darkness.
Now it is time to rejoice,
and come into the blinding light,
Blessed are thee,
for you have the chance of Ascension!'*

**-- Heirarch Bella Kataxa,
addressing the captive
population of Aikengall**

BEHEMOTHS

Behemoths are massive lumbering brutes often two or three times the size of a man. Whether or not a behemoth is considered an organic or inorganic model is dependent upon its unit descriptors. For example, a giant mechanized robot would be a 'robot behemoth,' making it an inorganic model, while a huge, slaving mutant would be a 'human behemoth,' making it an organic model.

Behemoths have the following abilities by default:

- **FEARLESS** (page 82)
- **HEAVY GUNNER** (page 82)
- **KILL MISSION** (page 82)
- **MASSIVE STRENGTH** (page 83)
- **OVERRUN** (page 69)

BEHEMOTH CQ FIGHTING

Unlike a vehicle, behemoths are allowed to perform the Charge main action and can also perform reactive CQ fighting. Remember that behemoths have the **MASSIVE STRENGTH** ability (page 83) which gives them several advantages during CQ fighting.



VEHICLES

These very basic rules for vehicles are currently only included to cover automated objective makers, but will be expanded upon in future releases as required.

A vehicle is typically a craft with a pilot, although some factions have been known to employ entirely autonomous vehicles. Vehicles are considered to be inorganic models (for attacks, abilities, etc., that specify they affect inorganic models).

Vehicles have the following abilities by default:

- **FEARLESS** (page 82)
- **HEAVY GUNNER** (page 82)
- **KILL MISSION** (page 82)
- **OVERRUN** (page 69)

VEHICLE MOVEMENT

Vehicles treat area terrain and obstacles they move into, out of and over as dangerous ground. Vehicles cannot ascend or descend vertical terrain at all, though they can traverse gentle slopes up or down a hill.

VEHICLES & LINE OF SIGHT

A vehicle's body is considered to be any part of the model except for gun barrels, antennae and any purely decorative items that are inconsequential towards the operation of the vehicle, such as banners, chains, etc. As always, any element considered not to be part of the model's body is ignored while drawing line of sight.

Unlike other models' bodies, a vehicle's body can completely obscure line of sight exactly like a terrain obstacle. However, vehicles that are part of the unit checking line of sight, as well as vehicles in a unit being spotted, are still ignored.

VEHICLES & CQ FIGHTING

Vehicles cannot perform a Charge action, and cannot perform reactive CQ fighting.

WEAPON & UNIT ABILITIES

WEAPON PROFILE

Weapons have a profile of characteristics that define how they function in the game, similar to how models have their own profile of characteristics.

- **Range (RNG)** – The weapon's effective range in inches, keeping in mind that most weapons are able to fire much further than this distance, albeit wildly.
- **Shots (SHO)** – This value is the number of shooting dice the weapon generates during a single round of shooting, representing a combination of the weapon's overall accuracy, rate of fire and destructive force.
- **Penetration (PEN)** – The ability of the weapon's projectiles to penetrate armor.
- **Damage (DAM)** – The amount of damage the weapon's projectiles will inflict upon a model should they manage to get through its armor and past any cover.
- **Special** – Any abilities the weapon has are listed here.

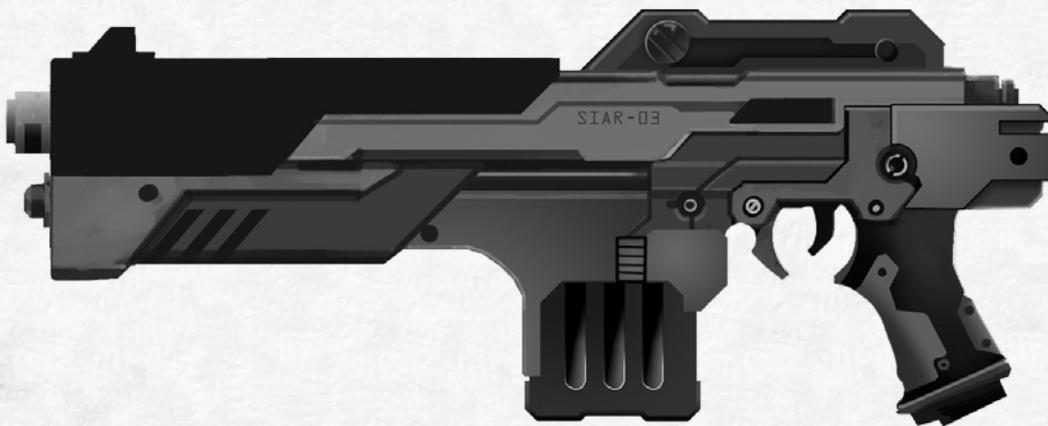
Sometimes a weapon has multiple profiles, which indicate distinct modes the weapon can be fired in. When a player declares which weapon a model will be attacking with for that round, they must also declare at the same time which mode (profile) the weapon will be utilizing.

When a weapon has multiple profiles, it is important to note that any abilities or restrictions a specific profile has, apply **only** when that profile is being utilized. For example, if a weapon has both a melee and non-melee profile, only the melee profile can be used during CQ fighting.

Except where specified otherwise, a model may only fire a single weapon during a round of shooting.

LINKED WEAPONS

When a unit entry specifies that a model is equipped with two or more *linked weapons*, this means those weapons are grouped together as a single *weapon system*. Firing a weapon system counts as firing only a single weapon, no matter how many linked weapons actually comprise it. When firing a weapon system, the firing player chooses only a single weapon profile to use from amongst them. All other weapons in the system do not actually fire and any abilities they may have are completely ignored during that round. Instead, for each additional linked weapon in the weapon system, add +1 SHO to the profile being used.



WEAPON ABILITIES

AREA OF EFFECT

AoE (area of effect) weapons are those that utilize a template to calculate how many shots they fire.

AoE weapons have a number of *base shots* listed in their SHO characteristic plus either SB (small blast – 3" template), LB (large blast – 5" template) or SPR (spray – teardrop-shaped 8" template), which specifies the template used. The number of models found to be under that template is the number of additional *bonus shots* **added to the number of shots the weapon fires** that round (not automatic hits).

When firing an AoE weapon, place the appropriate template so that as many models in the primary target are under it as possible, while not covering any friendly models. If placing either the small or large blast template, its center hole must also be entirely over the base of a model from the primary target. If there are multiple placement positions that will result in the maximum number of models in the primary target being under the template, the firing player chooses between them.

BLAST TEMPLATES



The blast template cannot be placed over all 4 Karist Troopers while also keeping its center hole completely over one of their bases, as doing so would result in the Contractor also being covered. Note that the 3 Troopers under the blast add to the number of **shots** the weapon fires, **they do not constitute automatic hits**.

As long as the primary target is valid, an AoE template is placed as described above, regardless of whether this means the template ends up placed out of line of sight, beyond the weapon's standard range, etc.

When an ability doubles the number of shots an AoE weapon fires (such as the **SHORT RANGED** ability on [page 79](#)), this doubles the number of base shots **before** any bonus shots are added from the models covered by the template.

Secondary Targets

When an AoE template covers a model in a secondary target, the bonus shot generated by that model must be resolved against its unit, while the AoE weapon's base shots must always be resolved against the primary target.

Remember only a primary target gains the +1 psych ST for being the nominated target. However, damage inflicted onto secondary targets by an AoE weapon generates STs onto them as normal.

AoE Weapons & Vertical Terrain

If an AoE template would cover models on different levels of terrain that are separated by 2" or more vertically, such as multiple levels of a ruin, then only the models on one specific level count as being under the template. The level chosen must be the one that will result in the highest amount of bonus shots being generated.

AoE TEMPLATES & VERTICAL TERRAIN



The upper level of the ruin must be chosen to be affected by the template, as doing so means 3 Karist Troopers will count as being covered, as opposed to only 2 if the lower level were chosen.

*Your armour is your second skin,
protecting you from the wrath of the
unbeliever's fury.*

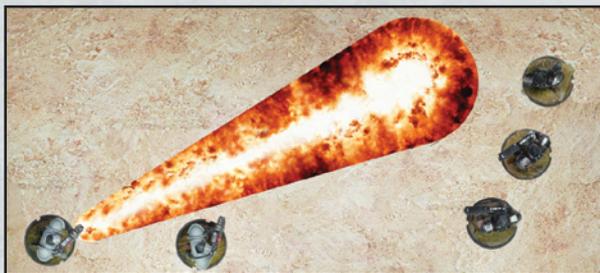
-- Karist litany

Spray

Spray weapons have the following weapon abilities: **SHORT RANGED** (page 79) & **IGNORE COVER** (page 77).

The spray template is placed using the standard AoE rules (covering as many enemy models in the primary target without covering any friendly models) with some additional caveats: the template must be placed so that its narrow tip is touching the firing model's base and it is entirely within the firing model's front arc. If absolutely no models in the primary target can be covered by the template, then only the weapon's base shots are used.

SPRAY TEMPLATES



In the upper example, the template cannot be placed covering all 3 Contractors without also covering a Karist Trooper. In the lower example, no Contractors at all can be covered without also covering a Karist Trooper, and therefore the weapon only fires its **base** number of shots.

BEAM

When an attack with the **BEAM** ability results in a casualty, if that penetration had excess points of damage beyond what was required to cause the casualty, then the affected unit immediately suffers an additional DAM 1 penetration. Additional penetrations generated this way have any and all abilities of the original penetration that caused them.

Example: A DAM 3 penetration with the **BEAM** ability is applied onto a MAS 1, FOR 1 model, causing a casualty. As the model needed only one point of damage to kill it, the beam inflicts an additional DAM 1 penetration on the unit.

BURST (X+)

An attack with this ability that manages to roll the specified value (X) or better on its roll to hit, while also managing to cause a hit, causes two hits instead of just one. Burst has no effect when the attack is fired wildly.

Example: A weapon with the **Burst (5+)** ability fires two shots, needing a 4+ to hit. The rolls to hit come up a 5 and a 6. As both rolls came up 5+, each roll causes two hits instead of one, for a total of four hits.

CQ EXPLOSIVE

A CQ explosive is a melee weapon, and can **only** be used during CQ fighting. A model using a CQ explosive as its primary CQ weapon cannot benefit from a secondary CQ weapon, nor may a CQ explosive be utilized as a secondary CQ weapon.

DRAG UNIT (X")

For each successful hit on an enemy unit with these attacks, all non-large models in that unit may be moved up to a number of inches (X) by the firing player as a forced move, ending closer to the firing unit than where they started and facing the firing unit. Drag unit has no effect when fired at long range, nor on units unable to make a fixed move for any reason, such as those inside a building.

Example: At the end of a round of shooting where 3 hits were successfully inflicted by a Drag Unit (1") weapon (and were not ignored by cover or an ability), the firing player gets to move the target unit up to 3" towards the firing unit.

EMP (X+)

Hits with the **EMP** ability can never be ignored by the **FIELD** ability (page 82).

In addition, an attack with this ability that manages to roll the specified value (X) or better on its roll to penetrate, while also successfully causing a penetration, gains +1 DAM when applied onto an inorganic model.

Example: A weapon with DAM 1 has the **EMP (5+)** ability. When rolling to penetrate for this weapon, any rolls of 5+ that successfully penetrate mean the penetration counts as a DAM 2 attack if applied onto an inorganic model, such as a robot or vehicle.

EXPLOSIVE (X+)

An attack with this ability that manages to roll the specified result (X) or better on its roll to penetrate, while also successfully causing a penetration, gains +1 DAM.

Example: A DAM 2 weapon has the **EXPLOSIVE (5+)** ability. When rolling to penetrate for this weapon, any rolls of 5+ that are also successful penetrations count as a DAM 3 attack.

F-PEN (X+)

Fixed penetration (F-Pen) attacks do not compare their PEN value to the defender's AV to determine what result is needed to succeed for their penetration rolls. Instead, the value (X) represents the minimum result needed to successfully penetrate.

Example: A 'F-PEN (4+)' attack means that the roll to penetrate armor with this attack will always succeed on a result of 4+, regardless of the target's AV.

GRENADE

Grenades have the **SHORT RANGED** ability (page 79). No more than one model in the unit may shoot with (throw) a grenade weapon per round of shooting. See page 63 for details on how grenades can be used while charging.

GUIDED

Attacks with this ability that target a painted unit (see the **PAINT** ability on page 79) gain the **SMART** (page 79) and/or **LONG-RANGED** (page 79) abilities at the firing player's discretion.

HEAVY

Non-Melee Heavy Weapons: Weapons with this ability that fire as part of an action where **any** model in the unit moves count as firing wildly. In addition, if the unit is on the move, then heavy weapons cannot be fired at all, including defensive fire made while on the move.

Heavy Melee Weapons: If a heavy melee weapon is used as a primary CQ weapon, then the model cannot benefit from a secondary CQ weapon. Similarly, a heavy melee weapon cannot be used as a secondary CQ weapon.

HIT & RUN (X+)

An attack with the **HIT & RUN** ability does not compare SKL versus EVS when rolling to hit as part of a hit & run (see **HIT & RUN (SHOOTING)** on the next page). Instead, it automatically hits on a roll of (X) or better, despite a hit & run being wild fire. If fired as part of any other type of shooting, a hit & run attack rolls to hit as normal. If a weapon has 'H&R' listed as its range, then it may **only** be fired as part of a hit & run.

IGNORE COVER

Hits with this ability cannot be ignored by cover. Note that these attacks do not prevent a unit that is taking cover from being a fleeting target.



IND FIRE

- Indirect fire (Ind Fire) weapons do not require line of sight. However, as they are hard to precisely aim, **halve the firer's SKL characteristic while determining the roll needed to hit with an indirect fire attack.**
- Attacks from indirect fire weapons are considered to be attacks from above (see below).
- Indirect fire weapons cannot be utilized when the firing unit is inside a building, unless it is occupying that building's parapet (page 85).
- Indirect fire weapons fired at short range, including as part of defensive fire, automatically miss.
- When placing a small or large blast AoE template that also has the **IND FIRE** ability, the center hole of the template does not have to be placed over a model, but otherwise follows all the other rules for placing an AoE template (such as covering as many models as possible in the target unit, etc.).

ATTACKS FROM ABOVE

- *Attacks from above* are always resolved against a model's rear armor value, if it has one. In addition, if **all** of the attacks being fired are from above, then they are considered to hit the target's rear arc (thereby reducing its cover value by -1), regardless of the actual position of the firing models.
- When an AoE template that is an attack from above is placed over a unit in vertical terrain, **all** models under the template count as being covered by it (not just those on a single level, as is usually the case).

Ind Fire Optional

Some attacks are noted as being 'Ind Fire (Optional)'. Declare before selecting a primary target whether or not any such attacks will be fired indirectly; if not, then these attacks are resolved that round as though they do not have the **IND FIRE** ability. All models firing an Ind Fire (Optional) weapon that round must make the same choice.

LARGE MODELS ONLY

A weapon with this ability may only be utilized when the primary target is a large model unit.

LIMITED USE (X)

Weapons with this ability can only be fired the specified number of rounds (X) during the entire game. If all modes of a weapon are limited use, then once these have all been expended the model no longer counts as being equipped with that weapon.

Example: A weapon that is 'Limited Use (1)', can only be used for a single round of shooting during the entire game.

HIT & RUN (SHOOTING)

A hit & run may only be performed by a unit in very specific circumstances:

1) it is performing a Dash main action, **and also:**

2A) it passes over or through at least one enemy unit with a dynamic move (page 47),

2B) or it passes through at least one enemy unit using the **OVERRUN** ability (page 69).

If these conditions are met, the dashing unit may replace its normal round of shooting with a special hit & run round of shooting. The primary target must be an enemy unit that at least one model in the unit performing the hit & run passed straight over or through with their move.

A hit & run is resolved like a normal round of wild firing with the following exceptions:

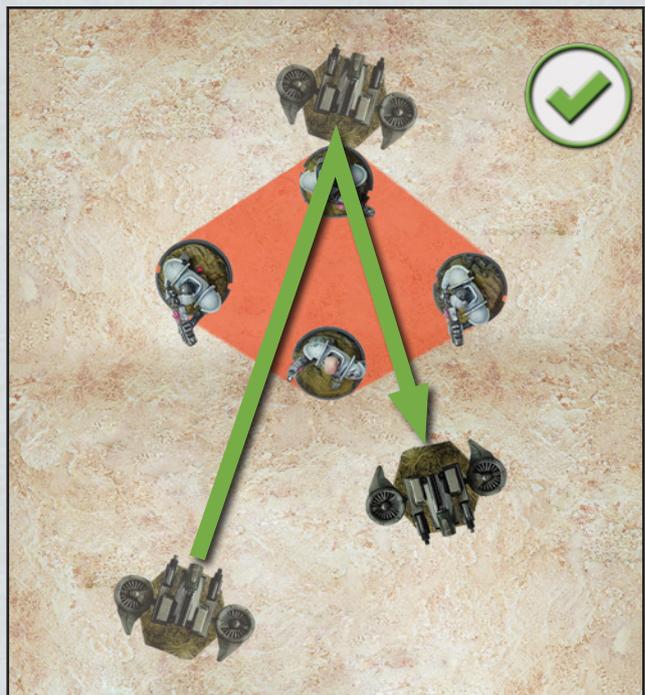
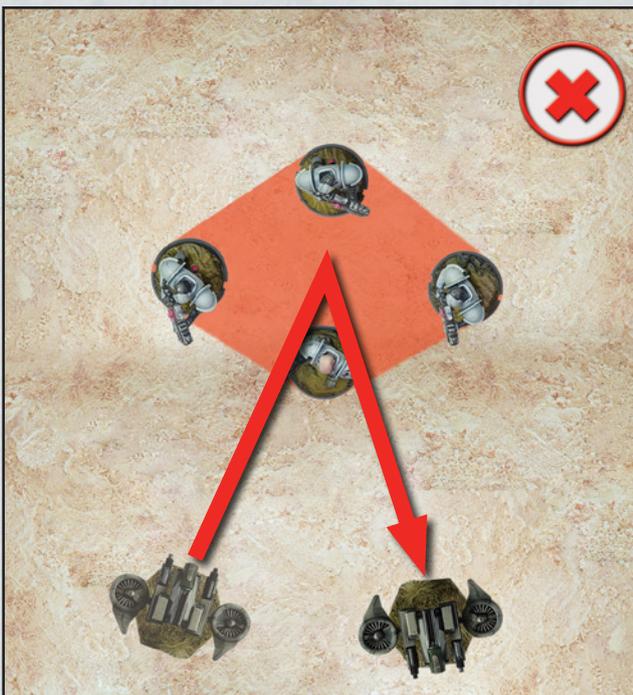
- The target is always considered to be within line of sight and at short range, initiating defensive fire as usual.
- It is always considered to hit the target's rear arc. Defensive fire back at the unit making the hit & run unit can count as hitting either their front or rear arc as desired by the firers.
- The restriction of only a single model in the unit being able to throw a grenade is ignored.

HIT & RUN AoE ATTACKS

While making a hit & run, an AoE (SPR) weapon is treated as an AoE (SB) weapon instead.

If a hit & run is made by passing over or through an enemy unit while making a dynamic move, then these are considered to be attacks from above (page 77).

Hit & run AoE attacks are made far too fast for a precision strike, so when the primary target is a unit inside a building (page 84), no models automatically count as being under the template, despite the attack occurring at short range.



A model making a hit & run must move in a straight line while passing over its intended target. Therefore, if it wishes to double back, it must move completely over the unit first.

LONG RANGED (+X")

Weapons with this ability add a number of bonus inches (X) to their standard listed range unless long range firing is disallowed (such as when fighting in low visibility conditions), in which case these attacks instead use their standard listed range. If no bonus range value is listed, then the ability doubles the attack's standard listed range.

Long ranged weapons fired at short range automatically miss, without rolling to hit (including those fired as part of defensive fire or a hit & run).

MELEE

See **CQ WEAPONS** on page 64 for details.

PAINT (X+)

So long as it isn't wild fired, an attack with this ability that manages to roll the specified result (X) or better on its roll to hit, while also managing to cause a hit, *paints* that unit after the round of shooting is complete.

Being painted is an ongoing unit status that only lasts for the remainder of the turn. Being painted reduces a unit's cover value by -1, or -2 if the unit was painted from its rear arc. A unit's cover value can be reduced by at most -2 by the **PAINT** ability, no matter how many different units successfully paint them during the same turn. Units suffering from a -2 painted modifier are marked with two ongoing unit status tokens instead of the usual one as a reminder of this fact.

Example: A weapon has the **PAINT (5+)** ability. That means if any of its rolls to hit are 5+ and also successfully hit, then the target unit is considered painted once the round of shooting is complete, so long as those hits weren't later ignored by cover or an ability.

PISTOL

Pistols have the **SHORT RANGED** ability. They are also a CQ weapon (page 64). If a model is equipped with two pistols, it can elect to fire them together as linked weapons. However, this cannot be done during CQ fighting, nor if the model is already firing more than one weapon (as behemoths and vehicles are able to do).

POISON (X+)

An attack with this ability that manages to roll the specified result (X) or better on its roll to penetrate, while also successfully causing a penetration, gains +1 DAM when applied onto an organic model.

Example: A DAM 1 weapon has the **Poison (5+)** ability. When rolling to penetrate for this weapon, any rolls of 5+ that are also successful penetrations count as a DAM 2 attack if applied onto an organic model, like a human.

PRECISION KILL

When applying penetrations with this ability onto specific models, these are always applied **first** before other penetrations and the **opposing** player, instead of the owning player, gets to choose where to apply them within the unit. Otherwise, follow all other normal rules for casualty removal, including that the same model must continue to have penetrations applied onto it until it becomes a casualty and also that precision kill penetrations with a higher DAM value must be applied before precision kill penetrations with a lower DAM value.

Example: Matt's unit comprised of MAS 2, FOR 1 models has two DAM 1 penetrations inflicted upon it, with one of those having the **PRECISION KILL** ability. Danielle, the opposing player, gets to choose where to apply the precision kill penetration, and she chooses the unit's squad leader, putting 1 point of damage onto it. Although the other penetration doesn't have precision kill, since the squad leader already has one penetration applied onto it, the remaining penetration must also be applied to the same model, thereby causing the squad leader to become a casualty.

SHORT RANGED (+X)

Weapons with the **SHORT RANGED** ability fire a number of additional shots (X) when their primary target is within short range (6"). Note that this ability also applies to defensive fire, CQ fighting and hit & runs, as they all occur at short range. If no (X) value is listed as part of the **SHORT RANGED** ability, then double the number of shots that weapon fires at short range. Short ranged weapons fired at long range automatically miss, without rolling to hit.

SMART

Smart weapons do not require line of sight. In addition, hits caused by a smart weapon cannot be ignored by the **DODGE** ability (page 82). The **SMART** ability provides no benefit when firing at short range, as the projectiles do not have enough time to correct their course.

SNIPER (X+)

An attack with this ability that manages to roll the specified result (X) or better on its roll to hit, while also managing to cause a hit, gains a +1 DAM bonus and both the **IGNORE COVER** (page 77) and **PRECISION KILL** abilities.

Example: A DAM 2 weapon has the **SNIPER (5+)** ability. When rolling to hit for this weapon, any rolls of 5+ that also successfully hit count as DAM 3 attacks with both the **IGNORE COVER** and **PRECISION KILL** abilities.

SUPPRESS (X)

If a unit is hit by one or more attacks that have the **SUPPRESS** ability, then it gains a number of STs equal to the attack's suppress value (X), regardless of whether those hits actually manage to penetrate or are later ignored by cover or an ability.

If the **SUPPRESS** ability also lists 'psych' in parentheses, such as 'Suppress (psych 2)', then the ability inflicts psych STs instead. Multiple suppress attacks are never cumulative; instead, just utilize the value from amongst the attacks that hit that will result in the affected unit gaining the maximum amount of STs.

If the listed suppress value is random, such as 'Suppress (D3)', then the attacker rolls just once for all attacks with the same random value, no matter how many different firing models managed to cause a hit. This result must be determined **before** the target unit has to decide which hits it will ignore via cover or an ability, if applicable.

Example: If one or more 'Suppress (2)' attacks hit a target, that unit would gain an additional +2 STs, even if all those hits were later ignored by cover or an ability.

TITAN SLAYER (X+)

An attack with this ability that manages to roll the specified result (X) or better on its roll to penetrate, while also successfully causing a penetration, doubles its DAM.

Example: A DAM 2 weapon has the **TITAN SLAYER (5+)** ability. When rolling to penetrate for this weapon, any rolls of 5+ that are also successful penetrations count as a DAM 4 attack.



UNIT ABILITIES

There are three types of abilities a unit can have:

- **Squad Ability:** This ability automatically applies to all models that are part of the unit as long as even a single model in the unit has it. So a character joining a unit with a squad ability would be affected by it, even if the character doesn't actually have the same ability.
- **Individual Ability:** Any unit ability not noted as being either an exclusive or squad ability is an individual ability. This type of ability applies only to the individual models in the unit that are actually noted as having it, and therefore any models in the unit that don't have the ability are not affected by it.
- **Exclusive Ability:** An exclusive ability cannot be utilized at all so long as there is even a single model in the unit that doesn't have the ability. Special movement (like teleporting, etc.) is often an exclusive ability.

Sometimes a model or unit will have a weapon ability listed as one of their unit abilities, such as 'Sniper', 'Precision Kill', etc. These are treated as an individual ability that follows the exact same rules as their weapon ability counterpart, except that they apply to **all** of the model's attacks, regardless of what type of weapon they are firing.

BLOODTHIRSTY

(squad ability) A unit with the **BLOODTHIRSTY** ability that is forced to perform a compulsory Dig-in or Shaken action may instead elect to perform a Charge action. This option may only be chosen if the unit will be able to successfully reach an enemy unit with its charge and it is not otherwise prohibited from making a Charge action. If there are multiple enemy units that could successfully be charged in this case, then the bloodthirsty unit must charge the one it can reach by the shortest possible route.

BODYGUARD (X+)

(squad ability) When a unit containing one or more models with this ability suffers a penetration with the **PRECISION KILL** ability (page 79), the owning player may elect to roll a D6. On a roll of (X) or greater, all precision kill penetrations that round must be applied onto a bodyguard model **first**, if possible, before any other model in the unit. This ability has no effect on shooting that hits the unit's rear arc.

If the unit contains models with differing bodyguard values, use the best (lowest, in this case) value of those available.

COMMAND (X)

The standard range for the **COMMAND** ability (also referred to as *command range*) is 18", measured directly from the command model itself, even when they are part of a multiple model unit.

Models with the **COMMAND** ability generate a number of additional command points (X) for their player's command point pool each turn in the command phase. Command models that are dead or in reserve are ignored for this purpose, but those inside a building are included. Multiple **COMMAND** abilities on the same model are not cumulative; just use the highest value available.

After all bidding wars for reinforcements (page 94) are completed in the command phase, a player may allocate any remaining command points in their pool to any models from their force that are on the table and have the **COMMAND** ability. A command model may not be allocated more command points than its WP characteristic. Command models in reserve cannot be allocated command points, but those inside a building can.

When a friendly unit within command range is activated, including the command model's own unit, the command model may issue an order to this unit. Issuing an *order* just means the command model expends at least one of its command points to remove STs on the ordered unit. For each point expended, the designated unit removes a ST. This ST removal occurs **before** the unit takes its activation discipline check. A command model **cannot issue more orders than their command value per turn**, regardless of how many command points they have. So a Command (2) model could only issue an order to a maximum of two units each turn, for example.

There is no limit to the number of command models that can issue an order simultaneously onto the same unit. However, a command model cannot issue an order to a unit containing another command model with an equal or higher WP characteristic.

Any command points allocated to command models that are not expended during the action phase are returned to the player's command point pool in the turn's end phase. When a model with command points is killed or enters reserve, those command points are lost and **not** returned to the player's command point pool.

A model that has the **COMMAND (0)** ability generates no additional points for the command point pool, but can still have command points allocated to them and may still issue a single order each turn, **although only to the model's own unit.**

DODGE (X)

(exclusive ability) As long as it isn't pinned, a unit with this ability can ignore up to the specified number of hits (X) successfully inflicted upon it in every round of shooting. The owning player gets to choose which hit(s) to disregard, and therefore can choose those that have a particularly nasty ability.

A unit which utilizes its **DODGE** ability to ignore one or more hits cannot also ignore hits via any other method during that same round of shooting, such as via cover or the **FIELD** ability. If the unit contains models with differing dodge values, always use the dodge value that is the most common amongst models in the unit. If no value is most common (a tie), then use the highest value amongst those that are tied for being most common.

DUG-IN (+X)

(squad ability) A unit with this ability gains an additional bonus to their cover value (X) while pinned.

Example: A unit with the **Dug-in (+1)** ability would effectively add +2 to their cover value when pinned, or count as being in low area terrain with a cover value of 2 if pinned while not in or behind actual cover.

DYNAMIC MOVE

(exclusive ability) The model is able to move dynamically (see **DYNAMIC MOVES** on page 47).

FEARLESS

Fearless is a special type of squad ability in that it **only** applies if the squad leader model has the ability, in which case its unit is a *fearless unit*. Fearless units:

- ignore any psych STs they are called upon to gain, discarding them instead.
- never count as being shell-shocked, and models in the unit never flee the battle.
- are never pinned and never retreat.
- upon completing a Dig-in or Shaken action, get to shake-off the extra D3 STs, as though they were pinned.
- do not take suppressive fire and CQ discipline checks.

When performing a Shaken action, a fearless unit must either:

- make a single move,
- or remain stationary and fire a single round of wild shooting.

FEARSOME (X)

(squad ability) While a unit is within 12" of a fearsome enemy unit, they count as having the specified number of additional psych STs (X) on them. If they are within range of more than one fearsome enemy unit, only the highest fearsome value amongst those applies. Fearsome psych STs only count as being on a unit for as long as they are within range of the fearsome enemy, and cannot be removed in any other way.

If a unit has the **FEARSOME** ability, it is only affected by enemy fearsome units that have a higher fearsome value than theirs, and only then by the difference between the two. Multiple fearsome abilities within a unit are not cumulative; use the highest value available. The **FEARSOME** ability affects enemy units inside buildings, but a fearsome unit inside a building **does not** affect enemy units outside.

Example: When a 'Fearsome (2)' unit within 12" of an enemy 'Fearsome (3)' unit takes a discipline check, it only counts as having +1 psych ST due to the enemy's **FEARSOME** ability (as 3-2=1).

FIELD (X)

(squad ability) A unit with this ability can ignore up to the specified number of hits (X) successfully inflicted upon it in every round of shooting. The owning player gets to choose which hit(s) to disregard, and therefore can choose those that have a particularly nasty ability.

A unit that utilizes its **FIELD** ability to ignore one or more hits cannot also ignore hits via any other method during that same round of shooting, such as via cover or the **DODGE** ability. Multiple **FIELD** abilities within a unit are not cumulative; use the highest value available.

HEAVY GUNNER

These models have special rigs or mounts to help them carry their heavy weapons or are just naturally so strong that they're able to carry heavier weapons without being hindered by them. A model with the **HEAVY GUNNER** ability ignores the effects of the **HEAVY** ability (page 77) when firing, except during CQ fighting.

KILL MISSION

(squad ability) A kill mission unit is never able to control mission objective markers, although they are able to contest enemy units from controlling objective markers as normal.

MARKSMAN (+X)

A model with this ability adds the specified value (X) to its SKL characteristic while firing a round of shooting, except during CQ fighting. If no (X) value is listed, then the ability doubles the firer's SKL instead.

MASSIVE STRENGTH

During CQ fighting, a model with this ability:

- adds +1 DAM to its primary CQ weapon, provided it is a melee weapon.
- doubles its MAS characteristic for determining its primary CQ weapon's PEN value, provided it is a melee weapon.
- ignores the **HEAVY** ability on its CQ weapons.

OVERRUN

See **OVERRUN** (page 69) for details.

SCOUT

(squad ability) When deploying a force, units with the **Scout** ability may be set up in no-man's land, provided they are still entirely within their owning player's half of the table (the half of the table measured from their player table edge, as described in **TABLE EDGES** on page 89).

Alternatively, scout units in reserve are allowed to make a flanking maneuver (page 93).

STOIC

(squad ability) A stoic unit that fails its activation discipline check performs a Dig-in action instead of a Shaken action, unless the number of STs on the unit is at least **double** their discipline.

A stoic unit also does not automatically fail a discipline check when they are shell-shocked, instead they require a roll of 6 to pass the check in such a circumstance, but still count as being shell-shocked for all other purposes.

TELEPORT

(exclusive ability) A unit performing a Dash main action may replace their double move with a special *teleport* move. Teleporting is a dynamic move with the following exceptions:

- Teleporting models can move any distance, but cannot end the teleport within 6" of an enemy unit, nor can the unit elect to be on the move.
- If any model ends the teleport touching an obstacle or within area terrain, the unit gains +2D3 STs in addition to any STs the unit might gain for starting or ending its move in dangerous ground.
- Teleporting takes tremendous effort, which requires time for recovery. Therefore, **a unit may not teleport in consecutive turns.**

Sometimes the **TELEPORT** ability is accompanied by a range denoted in parentheses, such as: 'Teleport (24)". This indicates a limitation on how far models in that unit may move when teleporting. Teleporting models cannot utilize open ground bonus movement.

VERT CLIMB (X")

(squad ability) Vertical climber. Models in this unit ignore a number of inches (X) of vertical movement that would normally be counted against them each move.

Example: A unit with the **VERT CLIMB (2")** ability that moves 3" vertically up would only count 1" of that against its total allowance for that move.



BUILDINGS

If a terrain feature that resembles a building has a removable roof or other convenient access method for players to reach inside, then it can be classified as either:

- **Ruins** (using the standard area terrain rules).
- **Building** (see below).

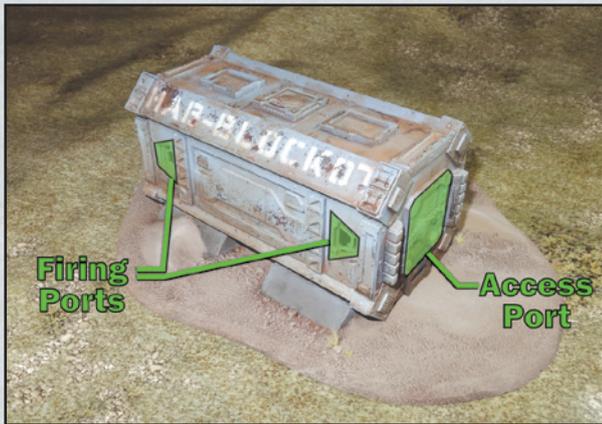
However, if the building terrain feature **does not** have a removable roof or other convenient access method, then it must be classified as either an:

- **Impassable Obstacle** (meaning models cannot move through or into it).
- **Building** (see below).

BUILDINGS

Buildings are an impassable obstacle with additional rules that allow models to enter and leave them. All buildings must have at least one access port and one firing port. If they lack either of these features, then they must instead be classified as a standard impassable obstacle.

BUILDINGS



- **Mass Capacity:** This is the maximum total combined MAS characteristic worth of models that are allowed inside the building at any one time. For example, a building with a Mass Capacity of 10 could hold up to three Mass 3 models plus one Mass 1 model ($3 \times 3 + 1 = 10$) or five Mass 2 models ($5 \times 2 = 10$).
- **Access Ports:** Models may only enter or exit a building via designated access ports. While any enemy models are within 3" of a specific access port, it may not be used to enter or exit.
- **Firing Ports:** Models inside a building are only able to draw line of sight out via designated firing ports.

A building itself cannot be fired at, charged or otherwise directly harmed, and so cannot be destroyed.

STANDARD BUILDINGS

A *standard building* has the capacity to hold **a single unit comprised of any number of standard-sized infantry models**, regardless of their MAS. However, a building can instead be given a specific mass capacity when defining terrain before the game. See [page 86](#) for details of how to allow large models into a building.

ENTERING A BUILDING

An activated unit that finishes a normal single or double move (i.e. not a special or fixed move) with all of its models within 3" of a building's access ports may choose to enter the building. Remove the models entering the building from the table and set them aside. However, for all game purposes they are considered to be physically inside the terrain feature.

A unit entering a building takes cover in it and therefore is not able to utilize open ground bonus movement. In addition, a unit cannot enter a building if:

- performing a charge move,
- the building is occupied by an enemy unit,
- or the action they are performing prohibits them from taking cover.

UNITS INSIDE A BUILDING

Measurements required to and from a unit or model inside a building are measured to and from the edge of the building instead. However, if range has to be measured **from a specific model** inside a building to models or units outside (such as a model with the **COMMAND** ability inside a building checking command range to units outside), then add an extra 6" to the distance measured as a penalty. Some abilities specify they do not apply into or out of a building, which means that if the ability originates from outside a building it will not affect a unit inside a building or vice-versa.

A unit inside a building counts as having no rear arc, unless they are occupying the building's parapet (see the [next page](#)).

A unit inside a building may make shooting attacks as normal, using any of the building's firing ports to check line of sight. This means, for example, that a unit is able to use an Advance & Fire action to move into a building and then immediately make its shooting attacks from inside the building.

A unit inside a building can be fired at as normal, with range being measured to the edge of the building. If the attacking unit can draw line of sight to any firing port on the building, then it counts as having line of sight to all models inside that building. Units outside of a building may not declare a charge against a unit inside a building.

AoE Weapons & Buildings

Units inside a building do not count as being under an AoE template that happens to be placed over their building when the primary target is outside. When the primary target of the AoE weapon is a unit inside a building, then no AoE template is placed at all; just use the weapon's base SHO characteristic instead, unless the AoE weapon is being fired from within short range (including defensive fire), in which case **all** models in the building count as being under the template, even though it isn't actually placed.

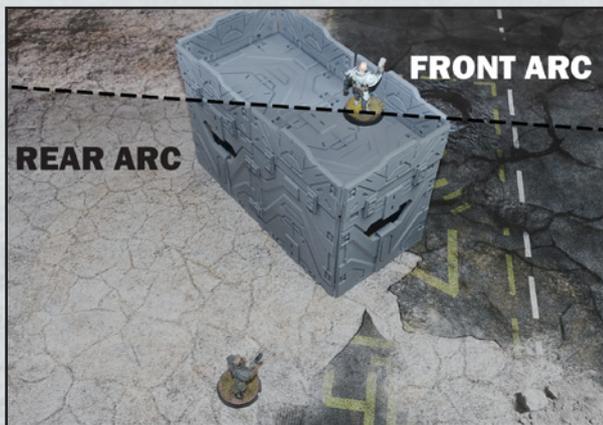
PARAPETS

Sometimes a building has a flat roof with a *parapet* around it. When a unit enters such a building, they must decide whether they will occupy the parapet or not. If the unit chooses to occupy the parapet, then (at the very least) the squad leader is placed on the roof behind the parapet to illustrate that it is occupied. Should the squad leader be removed from the game, then the new squad leader must be placed in the same spot, facing the same direction as the old squad leader.

When a unit occupying a building's parapet is required to draw line of sight, not only can it draw line of sight from any of the building's firing ports, but also from the squad leader model on the roof. However, while occupying the parapet, the unit has a front and rear arc as normal, based on their squad leader model's facing. For all other purposes, all models in the unit, including the squad leader, **count as being inside the building**.

When an active unit inside a building performs a main action that allows it to make a normal move, this move may be used to occupy or vacate a building's parapet or to change the facing of a squad leader that is on the roof.

PARAPETS



As the Karist Trooper unit has elected to occupy the building's parapet, it has normal front and rear arcs, determined by the facing of its squad leader model on top of the building.

Although a unit making a dynamic move is allowed to finish its move on top of a building, doing so does not count as occupying the building's parapet. A unit cannot end a dynamic move on top of a building if its parapet is occupied. Similarly, a unit cannot choose to occupy a building's parapet while another unit is on top of that building.

EXITING A BUILDING

An active unit inside a building may use a normal single or double move to exit the building. Measure movement distance for each model exiting the building from any of the building's available access ports. Units cannot use fixed or special moves to exit a building.

If a unit's exit move will trigger enemy defensive fire, then in order to check their starting position against the front and rear arc of the enemy unit(s) firing defensively, the moving player must nominate a single access port that all their models will exit from. Temporarily place one of the moving models in base contact with that access port. All models in the moving unit count as starting their move from that exact position even though their movement range is still measured from the access port itself.

If all of a building's access ports are inaccessible (there are enemy models within 3" of all of them, for example), then a unit inside is unable to leave the building. If a unit has to make a retreat because the enemy is within 12", they flee the battle as normal if they are unable to leave the building.

LARGE BUILDINGS

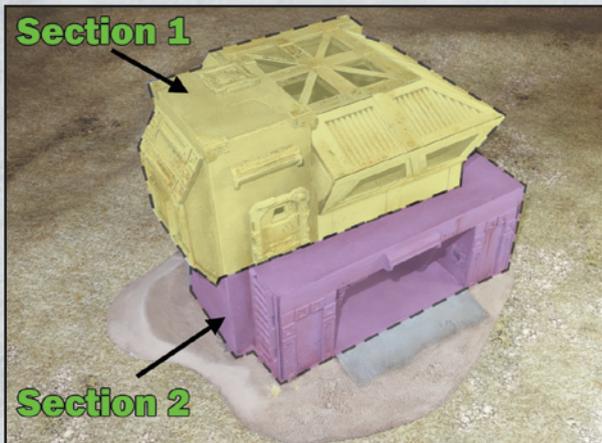
Large buildings are those buildings that are so large that it makes sense to split them up into separate sections that can each contain one or more units. Each *section* of a large building is treated **as an entirely separate building in all regards**. For example, a unit located in one section would **only** use the firing ports for the particular section they're in. The only exception to this is the normal restriction of having at least one access port per building: with large buildings, there just needs to be at least one access port for the **entire** large building.

MOVING BETWEEN SECTIONS

Determine before the game exactly where units will be able to move internally from one section to another; these are referred to as *internally adjacent sections*. Every section of a large building that models are allowed into must either have at least one external access port or be internally connected to a section of the large building that has one. For example, if models are allowed to enter a large building's tower that has no external access ports, then the tower must be internally adjacent to some section of the building that does have an access port, thereby allowing units some way into and out of the large building.

Active units inside a large building making a single move may choose to move into an internally adjacent section of the large building as that move. Similarly, a double move allows a unit to pass through an internally adjacent section to another section directly beyond it. Fixed and special moves cannot be made inside a building. A unit cannot move **into** a section that does not have a high enough mass capacity to hold them, but can move **through** such a section while making a double move, even when it is occupied by another friendly unit.

LARGE BUILDINGS



Large buildings consist of two or more internally adjacent sections, each large enough to be treated like a separate building that can be occupied by its own unit.

FIGHTING BETWEEN ADJACENT SECTIONS

It is possible for opposing units to be inside different sections of the same large building. A unit may not normally move into or through a section occupied by an enemy unit. Opposing units in adjacent sections can fire at each other, resolved like a normal round of shooting with the following exceptions:

- It automatically counts as being within line of sight, fired from the unit's front fire arc and hits the target's front arc.
- Treat any AoE weapons fired as covering all models in the section being fired upon without placing the template, even for defensive fire.
- A charge performed between adjacent sections is always considered successful, resolved against the front arc of the charged unit. The two units are treated as being in base contact **only** for resolving the round of CQ fighting and its subsequent round of reactive CQ fighting. A unit forced to retreat from CQ fighting is allowed to retreat though the section containing the enemy unit that just attacked them.

MEASUREMENTS BETWEEN SECTIONS

Units in internally adjacent sections of a large building always count as being within short range of each other. For units in sections that are not directly adjacent to each other, the actual distance between the two sections is measured normally.

Abilities Between Sections

When a unit inside a building has an ability that doesn't affect units outside (like the **FEARSOME** ability, page 82), it **can** still affect units located in other sections of the same large building. Units in internally adjacent sections are always considered to be within range of one another when checking ability ranges.

*'Even the poorest and most reviled
are welcome in our congregation.
A man with nothing, is the man
with most to gain.'*

-- László Fischer, Broken
Ringleader

EXITING A LARGE BUILDING

Units exiting a large building follow the same rules for leaving a building, with one exception: If the unit is making a double move, then it is allowed to first move through one internally adjacent section of the building before exiting. However, doing this counts as automatically using up half their allotted movement distance (including half their open ground bonus distance, if applicable), and so they will only have the remaining half of their double move left once outside of the building.

A unit inside a building that has to retreat may be forced to leave the building if enemy units are nearby or in another section of the same large building. As always, any retreating models unable to end the move the prerequisite distance away from enemy models flee the battle.

LARGE MODELS IN A BUILDING

By default, large models are not allowed inside buildings. When a specific building does allow this, multiply the model's MAS characteristic by its unmodified FOR characteristic to see how much of the building's mass capacity it takes up. For example, a MAS 4, FOR 4 large model would only be allowed inside a building that had a mass capacity of at least 16.

A large model unit enters and leaves a building the same way as a standard-sized unit, although it cannot be on the move or benefit from open ground movement while entering. A large model unit inside a building is not considered to be in cover, but does automatically count as being a fleeting target if attacked from outside.

If a large model explodes while inside a building, all units in the same building, as well as those in other internally adjacent sections (in the case of a large building), are automatically considered to be within range of the explosion. All units outside of a building are unaffected by an explosion that occurs inside of it.

PLAYING A GAME

1) CHOOSE TYPE OF MISSION

There are two main types of missions: competitive and narrative. *Competitive missions* (also referred to as *competitive games*) are symmetrical between the two sides and are therefore better suited for pick-up games and tournaments where players really value an even match-up. *Narrative missions* tend to be asymmetrical, aiming to recreate a (fictional) historical battle or as a way to link multiple games together into a campaign.



Competitive Mission Icon



Narrative Mission Icon

The basic rules presented in this section detail how to set up and play a competitive mission. See [page 102](#) for details about narrative missions.

2) CHOOSE POINTS LIMIT & FORCES

Competitive missions use a specified points limit for players to construct their force from. Both players must agree ahead of time what the points limit will be for the game. See **SELECTING YOUR FORCE** ([page 99](#)) for details.

3) SET UP TABLE

- A. Table size:** The gaming area (table) must be at least 4'x4'. 4'x6' is recommended for a balanced, competitive game, but any size will work in a pinch as long as it is at least 4'x4'.
- B. Terrain set-up:** Terrain should be set up in a mutually agreeable fashion (both players must agree with the final layout of the terrain). For further terrain placement suggestions, see **APPENDIX 3: SETTING UP TERRAIN** ([page 137](#)).
- C. Define Terrain:** When setting up terrain, players must agree exactly how every piece of terrain will function in the game, as described in **TERRAIN** on [page 49](#).

4) DETERMINE

ATTACKER/DEFENDER & MISSION

- A. Create mission deck:** Shuffle all of the competitive mission cards together into a single mission deck.

REMOVING MISSION CARDS

Players should feel free to remove any mission cards from the deck they both agree they don't want to play, as well as adding any optional expansion mission cards they both agree they'd like to include. Of course, if both players agree to preselect a specific mission (without randomly drawing at all), that's fine as well! If playing in a tournament, the organizer will usually dictate which missions must be included in the mission deck or even specify the exact mission used for each game.

- B. Determine attacker/defender:** Players conduct a bidding war to determine which force will be the attacker and which will be the defender.

ATTACKER/DEFENDER BIDDING WAR

Each player secretly bids a number greater than zero, revealing it at the same time. Whichever player bid higher is the attacker, while the opposing player is the defender. If the bid was a tie, the players roll-off, with the winner choosing whether to add or subtract 1 to their bid, thereby winning or losing the bidding war as desired.

During deployment, the defender gets to place STs onto the attacking force equal to the winning bid (see **DEPLOY FORCES** on [page 89](#)).

- C. Draw mission:** The attacker randomly draws which mission will be used for the game from the mission deck. For competitive missions, both players share the same card.

MISSION CARDS

Each mission card contains several pieces of important information:

- A. Mission Title:** The name of the mission.
- B. Mission Type:** A symbol denoting whether the mission is competitive  or narrative .
- C. Mission Completed Total:** The victory point total required for the game to immediately end (see **MISSION COMPLETED** on page 91).
- D. Deployment Type:** Whether the mission uses standard deployment (see **DEPLOYMENT TYPES** on the next page) or a specific deployment type. In the case of the latter, the card will often feature a deployment map.
- E. Mission Special Rules:** Any special rules used in the mission.
- F. Primary & Secondary Objectives:** The mission's primary and secondary objectives (see **OBJECTIVE TYPES** on page 96).
- G. Objective Markers:** The number and type of objective markers, if any, that the primary and secondary objectives utilize (see **OBJECTIVE MARKERS** on page 95).
- H. Objective Victory Points:** The victory points players gain for completing the primary and secondary objective.  is the amount of victory points earned for partially completing the objective.  is the amount of victory points earned for fully completing the objective (see **TRACKING VICTORY POINTS** on page 90).

MISSION CARD



Purple Gold

DEPLOYMENT Standard

Capture cybel refineries, destroying intervening enemies.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY:  Cybel Refineries  2 
 Refinery Markers

SECONDARY: Decimation  

TERTIARY: Faction Objective 

Mission Completed: 18/+3 VPs

© 2015 Spiral Arm Studios Ltd

5) SET UP OBJECTIVES

Standard objective placement is as follows:

- A. Primary objectives:** Players alternate placing any primary objective markers, starting with the defender.
- B. Secondary objectives:** Players alternate placing any secondary objective markers, again starting with the defender.
- C. Personal objectives:** Note that any personal objective markers a force may have detail when and how they're placed. If both players have personal objective markers to be placed simultaneously, alternate placing these as much as possible, starting with the defender.



OBJECTIVE MARKER PLACEMENT RESTRICTIONS

An objective marker cannot normally break any of these *standard objective restrictions*. These restrictions even apply when an objective marker is placed or its position shifted during the game.

1. An objective marker cannot be placed or shifted into impassable ground, in or on a building, in contact with any model, or in a position where a standard infantry model would be unable to reach it, such as a spot completely surrounded by impassable ground.
2. An objective marker cannot be placed or shifted within 12" of another objective marker of the same objective type.
3. An objective marker cannot be placed or shifted within 6" of a board edge or within 6" of an objective marker of a different objective type.

If it is impossible to place or shift an objective marker while following these restrictions, then the 6" minimum for restriction #3 is reduced, but only by what is necessary to place or shift the marker. When measuring ranges to and from an objective marker that is on vertical terrain, always measure from the closest point of the objective marker's base or, if the marker doesn't have a base, from the closest point where the marker touches the table.

6) CHOOSE DEPLOYMENT ZONE

A deployment zone is the area of the table that each player is allowed to deploy their models wholly within. The exact dimensions of the deployment zone depend upon the mission's deployment type and the size of the gaming area.

- A. Select deployment type:** If the mission utilizes standard (random) deployment, the attacker rolls a D6 to determine which deployment type the game will utilize (see **DEPLOYMENT TYPES** below).
- B. Select deployment zone:** Once the deployment type for the mission is determined, players roll-off. The winner chooses which deployment zone their force will use. The opponent uses the opposite zone.

DEPLOYMENT TYPES

If the mission utilizes standard deployment, the attacker rolls a D6 to determine the deployment type. All deployment zone distances are measured from the center line of the table (the line that splits the table in half):

- **1-3: Pitched:** A Pitched deployment zone is based from one table corner, running one entire long table edge and half of one short table edge, forming an 'L' shape. The edge of the deployment zone is 12" away from the center line parallel to the long table edge, and 18" away from the center line parallel to the short table edge.
- **4-6: Big Flank:** A Big Flank deployment zone is based from one table corner, running half of one long table edge and an entire short table edge, forming an 'L' shape. The edge of the deployment zone is 12" is away from the center line parallel to the long table edge, and 18" away from the center line parallel to the short table edge.

7) DEPLOY FORCES

- A. Defender deploys:** The defender deploys all of their units entirely within their deployment zone. Defending units may be deployed as being pinned, if desired.
- B. Attacker deploys:** The attacker then deploys all of their units entirely within their deployment zone. Attacking units may be deployed as being on the move, if desired.
- C. Place deployment STs:** The defender may place the deployment STs generated via the attacker/defender bidding war as desired onto any of the attacking units deployed on the table, including those inside a building, up to a maximum of +3 STs on any single unit. Any deployment STs that cannot be placed are discarded.

DEPLOYMENT STs

Deployment STs help to illustrate the minor damage and crippling fear attacking forces often suffer from sentries, traps and mines as they approach the battlefield. The higher a player bids to be the attacker, the more reckless their force's desire to surprise the enemy, which in turn makes them more likely to fall prey to any defensive countermeasures set in their way.

Models cannot be deployed in a position they would not be able to reach during the game, such as in impassable ground. No model, not even scouts, may deploy within 6" of an enemy unit that has already been deployed.

8) START THE GAME

The game begins with the first turn. The attacker automatically counts as winning the first turn priority roll, without rolling, and therefore chooses who will be the priority player on the first turn.

DEPLOYMENT TYPES

PITCHED



BIG FLANK



TABLE EDGES

Each deployment type has *player table edges*, which are the table edges their reserve units normally arrive from. The other two board edges are the *non-player table edges*. A player table edge is expressed on deployment maps as a **red edge**.

NO-MAN'S LAND

The area of the table between deployment zones.

9) TRACKING VICTORY POINTS

Victory points (VPs) are calculated in the end phase of each turn, based on the different objective types that each force has managed to partially or fully complete that turn. Each objective type can generate VPs in different ways:

- **Each end phase:** Players cumulatively gain these VPs in each and every turn's end phase.
- **Conditional:** Players only continue to have these VPs if they **currently** (in a turn's end phase) meet the condition of the objective. For example, if the objective is to injure the enemy commander, and that commander is later able to fully heal itself, then the VPs previously earned for injuring the commander would be revoked.
- **End of game:** These VPs are only calculated **after** the final turn's end phase, assuming neither player completes their mission before that (see **MISSION COMPLETED** on the [next page](#)).

VPs earned for **both partially and fully completing a single type of objective are cumulative.**

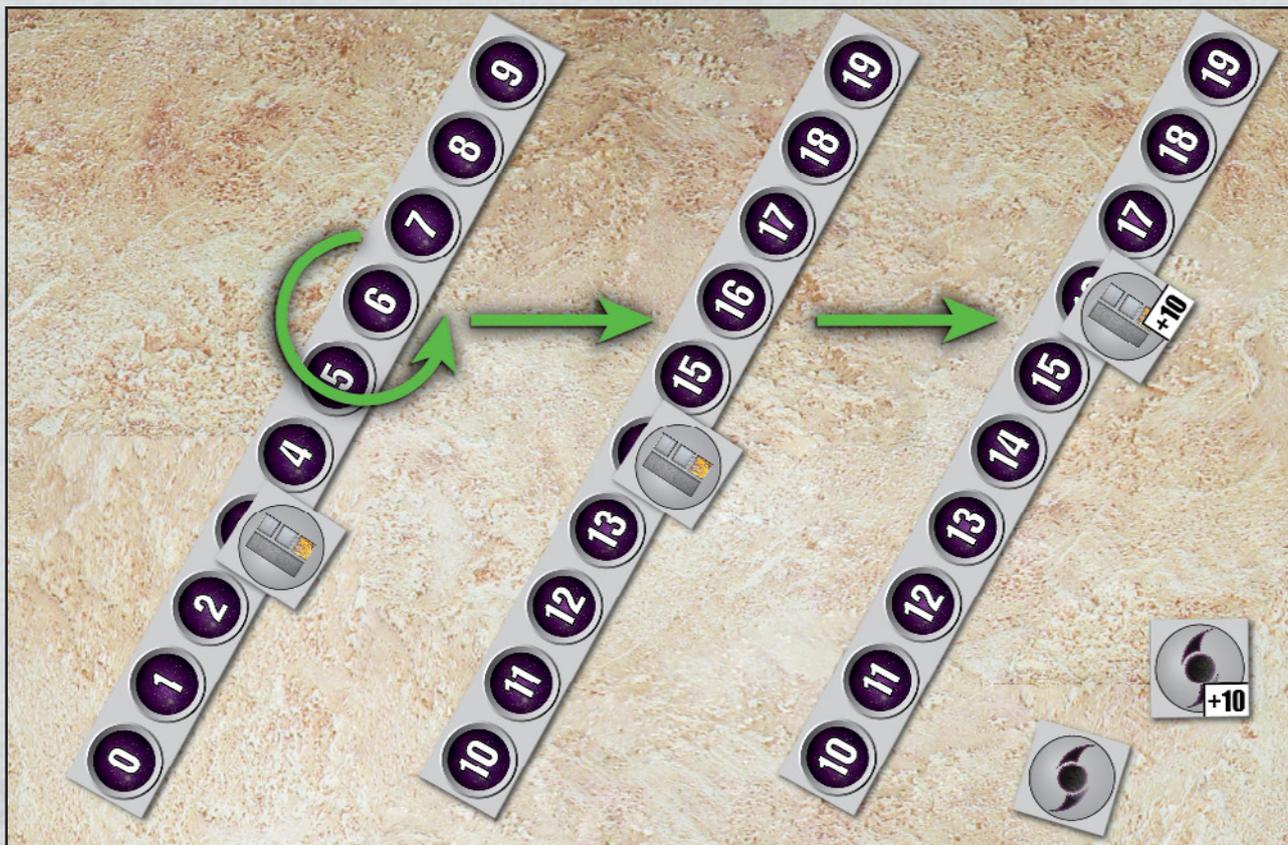
VICTORY POINT TRACKER

The VP tracker, as the name implies, helps keep track of how many VPs each player has managed to accumulate during the course of the game. Although each player has their own unique VP tracker strip, these should be placed in a neutral location, such as along a non-player table edge, to avoid them being inadvertently bumped. When a player gains (or loses) VPs, move their tracker token the corresponding number of spaces along their tracker strip.

Should a player earn more than nine VPs during the game, flip their tracker strip over to reveal the '10-19' side.

Similarly, when a player earns more than nineteen VPs, flip their tracker token over to reveal the '+10' face, and continue along the '10-19' side of the tracker strip, with those spots now counting as '20-29' VPs.

VICTORY POINT TRACKER



Victory points can be counted using the VP tracker and the corresponding faction tracker tokens. Start with the '0-9' face, flip the tracker over for '10-19', then use the '+10' token for '20-29' VPs.

MISSION COMPLETED

Each mission card has two separate VP requirements listed ($X+Y$). X is the *mission completed* total, representing the minimum number of VPs a player needs to accrue to complete their mission. Y is the *margin of victory*, representing the amount of VPs they need to be ahead of their opponent. If a player meets or exceeds both requirements simultaneously in the end phase of any turn, then they have completed their mission and immediately win the game.

For example, if a mission card specifies: '20/+3', this would mean a player needs to earn at least 20 VPs and also have at least 3 more VPs than their opponent has in the end phase of a turn to complete their mission and end the game. Note that a **mission can be completed in the end phase of the final turn** of the game, before any end of game VPs for the mission are calculated.

10) END OF THE GAME

- A. Game length:** The standard length of a game is 5 turns.
- B. End of game VPs:** If neither side completes their mission by the final turn's end phase, **only then** are any end of game VPs for the mission calculated.
- C. Result:** After calculating any end of game VPs, whichever player has the higher VP total wins the game, so long as this total also meets or exceeds the margin of victory required for the mission. If the higher total does not meet or exceed the mission's margin of victory, or the VP totals are tied, then the game is a hard fought draw!



MISSION SPECIAL RULES

BONUS POINTS (+X)

See **CHOOSE NARRATIVE FORCES** (page 103) for details.

COMMAND POINTS

In the command phase of each turn, after determining the priority player, both players generate command points:

- equal to the current turn number. For example, in the third turn of the game each player would generate 3 command points.
- In addition, each model in a force that has the **COMMAND** ability (page 81) that is on the table generates a number of command points equal to the model's command value. For example, a model with the **COMMAND (2)** ability would generate 2 command points.

Command points are formed into a player's *command point pool* and must be represented by tokens. Command points can be expended for a variety of purposes, such as to bring back reinforcements (page 94) and to reduce suppression on nearby friendly units (see the **COMMAND** ability on page 81). Any command points remaining in a player's command point pool at the end of a turn carry over and are combined with command points generated in the following turn.

The rules for command points are utilized in every game, even in missions where there are no reinforcements.

'They stink, they shriek, and they're so freaking gangly. Slavery's only thing Kasmeni are good for.'

-- Anonymous Epirian Landholder

GAME LENGTH

A standard game is 5 turns long. However, mission special rules can specify a different number of turns, such as: 'Game Length: 6 turns'.

LOW VISIBILITY

When *low visibility* conditions are in effect, all long ranged shooting automatically misses and attacks with the **Long RANGED** ability (page 79) do not add the bonus range to their shots. See the **TIME OF DAY** mission special rule

(page 94) for details.

NO DEPLOYMENT

When the mission special rules specify 'No Deployment', then all units, except for those with the **Scout** ability (page 83), must start the game in reserve.



RESERVE UNITS

When deploying their force, a player may elect to put any or all of their units into reserve instead of deploying them. This means instead of starting the battle on the table, these units will arrive during the game.

On each turn, including the first, a player can elect to bring on any or all of their reserves as desired. Units in reserve that are not arriving this turn naturally do not need to be activated for the turn to be completed.

Units still in reserve at the end of the game count as being destroyed for all mission objective purposes, although this does not apply if the game ends with one side completing their mission. Units in reserve do not count as being on the table for any rules, abilities, etc., that affect units on the table, nor do the abilities of a unit in reserve affect units on the table unless they specify otherwise.

The rules for reserves are used in every game unless the mission specifies: 'No Reserves', which means that units cannot be voluntarily placed into reserve before the game. However, even when playing such a mission, if a unit is **forced** to start the game in reserve or enters into reserve during the game, it follows the normal rules for reserves.

Declaring Units Arriving From Reserve

In the command phase, after determining priority, if either player has any units in reserve, they must declare exactly which, if any, will be arriving that turn. The priority player declares first, followed by the non-priority player.

Although these declarations are made in the command phase, the declared units don't actually move onto the table until they are activated in the action phase. A unit arriving from reserve can be a player's very first activation, their last activation, or anywhere in between.

When a unit is declared to be arriving that turn from reserves, its owning player must place at least one model from the unit on or near the edge of the table as a reminder of that fact. Naturally, if any of these models would get in the way of gameplay (blocking line of sight, etc.), temporarily move them out of the way.

Moving Units On From Reserve

When activated, a unit arriving from reserve automatically passes its activation discipline check without having to roll. However, the only two main actions a unit arriving from reserve may choose to perform are Advance & Fire or Dash.

A unit arriving from reserve must move on from along the player's own table edge, measuring movement from the actual table edge. If for some reason a unit isn't able to entirely move onto the table from reserve when it is activated (the entire table edge is blocked by enemy models they can't move through, for example), then the unit counts as having been activated, but remains in reserve.

If a unit's arrival move will trigger enemy defensive fire, then in order to check against the front and rear arc of the enemy unit(s) firing defensively, the moving player must nominate an exact point on the table edge that all their models must move on from. Temporarily place one of the moving models on that exact point, touching the board edge. All models in the moving unit count as starting their move from that exact position, even though their movement range is still measured from the board edge.

Flanking Maneuvers

When a unit with the **Scour** ability (page 83) is placed into reserve, its owning player may immediately declare that the unit is making a *flanking maneuver*. This means that when the unit arrives from reserve, instead of moving on from the player's own table edge, it instead moves on from either of the non-player table edges (to the left or right of the player's own table edge). When a unit performing a flanking maneuver arrives, the owning player must first nominate which of the two non-player table edges it will be moving on from **before** declaring what its main action will be.

Ambushes

When a unit making a flanking maneuver nominates which table edge it will be moving on from, if the opposing player has one or more units of their own in reserve at the time that have also been declared as making a flanking maneuver, then the opposing player may immediately declare that any number of these units are setting an ambush for the arriving unit. For each unit declared as setting an ambush, the ambushing player rolls a separate ambush check.

An ambush check is a single VS roll, with the attacker value being the ambusher's unit strength, and the defender value being the arrival's unit strength. *Unit strength* is equal to the unit's total point cost (see **POINTS & POINTS LIMITS** on page 99 for details). If **any** of these ambush checks are successful, then the arriving unit has to move on from its own table edge instead.

If a unit sets an ambush, then it cannot arrive from reserve the same turn, even if it had already been declared that it would be. A single unit may not set more than one ambush per game.



REINFORCEMENTS

In the command phase, when declaring reserves, a player may also declare they will attempt to return a single one of their units previously destroyed in the game back as a reinforcement. Reinforcement units successfully returned to play arrive exactly like a reserve unit, but may not make a flanking maneuver.

A reinforcement is treated as an exact duplicate of the original unit in all respects: all the same equipment, abilities, etc. It is even possible for a unit that was destroyed by fleeing the battle or one that **permanently** left the game via an ability, etc., to return as a reinforcement. However, **any single unit cannot return more than once per game as a reinforcement.**

In order to successfully return a reinforcement unit back into the game, the owning player has to win a command point bidding war as detailed below. Bidding wars take place after both players have finished declaring all their reserves and reinforcements for the turn, with the priority player's bidding war resolved first if both players wish to bring back a reinforcement that turn.

The rules for reinforcements are used in every game unless the mission specifies: 'No Reinforcements'.

Bidding For Reinforcements

Each player secretly bids a number of command points, revealing this total after both players have finished bidding. The owning player has to **beat** the opposing player's bid in order to win the bidding war, while the opposing player merely has to **match** the owning player's bid to win. The owning player must bid at least 1 command point, while the opposing player may bid 0 command points if desired.



If the owning player wins the bidding war, their declared reinforcement successfully returns to play, while if the opposing player wins the bidding war, the reinforcement does not return. Only the player that actually wins the bidding war expends the command points they bid. Any command points bid by the loser are returned to their command point pool.

Example: Danielle declares she will be bringing back her Epirian Hunter (a powerful unit) as a reinforcement, and secretly bids 3 command points. However, her opponent Matt is rightly scared of the Hunter and so also secretly bids 3 command points. Since Matt equalled Danielle's bid, the Hunter unit does not return, but Matt has to expend 3 command points, while Danielle expends no command points.

Even in a narrative mission where one player is able to bring back reinforcements and the other isn't, reinforcement bidding wars still occur as normal.

Lopsided Engagements

If, when a bidding war starts, the opponent's VP total is currently five or more above the player's own VP total, then should that player win the bidding war, they only expend **half** the command points they bid.

Voluntary Destruction

In the end phase of each turn, **before** calculating VPs, any unit may be voluntarily destroyed and removed from the table at the owning player's discretion, representing the unit retreating from the battle or succumbing to its damage. The priority player must declare whether they are removing any units in this fashion first, followed by the non-priority player.

TIME OF DAY

If the mission specifies: 'Time of Day', then the attacker gets to choose what time of day the battle will occur at after determining the mission, but before any objective markers are placed:

- **Dawn:** The first turn is played in low visibility conditions.
- **Dusk:** From the 4th turn on, the game is played in low visibility conditions.
- **Day:** The entire game is played without any low visibility conditions.
- **Night:** The entire game is played in low visibility conditions.

MISSION OBJECTIVES

OBJECTIVE MARKERS

Many objective types utilize objective markers. An objective marker does not inhibit model movement or block line of sight unless it is a destructible objective marker (detailed below). However, models may not end their move on top of an objective marker. For details about placing objective markers, see **SET UP OBJECTIVES** (page 88).

A unit *controls* an objective marker when at least one model from the unit is in base contact with it and no enemy units are within 3" of the same objective, *contesting* it. A unit that is **on the move or shell-shocked cannot control an objective marker**, although they contest them as normal.

A single unit cannot control more than one objective marker at the same time and therefore may not move into contact with a second objective marker while in contact with another. Similarly, if an objective marker is placed or shifted during the game, it cannot be placed or shifted into contact with a unit that is already in contact with another objective marker.

Objective Marker Sizes

Objective markers are one of two sizes:

- **Large:** Must be mounted on a 46mm base or have that diameter if modeled without a base.
- **Small:** Must be mounted on a 25mm base or have that diameter if modeled without a base.

Destructible Objectives

Destructible objectives are a vehicle model. Once on the table, they are considered a *bonus unit*, which means they are not activated each turn, do not count towards a force's starting unit total and never count as being a unit for any mission objective purposes, such as killing a certain number of units in the opposing force. They can never be a reserve or reinforcement and cannot move or be moved. They do not have a rear arc and do not have STs placed onto them for any reason.

If your force is trying to **destroy** the destructible objective, then it is a bonus enemy unit once placed. If your force is trying to **protect** the destructible objective, then it is a bonus friendly unit once placed.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Destructible Objective	1	1	1	4	4	4	1	Vehicle (Solo)

EQUIPMENT: None.

ABILITIES: None (beyond the standard vehicle abilities).



OBJECTIVE TYPES

ALPHA STRIKE

Hit hard and fast. Do not let them recover.

Partial: (each end phase) If at least one enemy unit was destroyed this turn and your force did not have more units destroyed this turn than the opposing force, gain  VPs specified on the mission card.

Full: (each end phase) If the first unit destroyed this turn was an enemy unit, gain  VPs specified on the mission card.



ASSASSINATION

Find and eliminate the opposing commander.

The opposing model with the highest **COMMAND** ability value is the enemy commander. If tied, the one with the highest WP characteristic is used. If there is still a tie, the owning player chooses from amongst them.

Partial: (conditional) While the opposing commander has at least one injury, including having been removed as a casualty, you get  VPs specified on the mission card.

Full: (conditional) While the opposing commander has been removed as a casualty, you also get  VPs specified on the mission card.

The commander model returning as a reinforcement **does not** count as the commander returning to play.

BREAKTHROUGH

Smash through to reach a strategic location.

Partial: (each end phase) If you have one or more of your units within at least one of your specified breakthrough zones, gain  VPs specified on the mission card.

Full: (end of game) If at least one of your breakthrough zones has more of your units within it than opposing units, gain  VPs specified on the mission card.

Shell-shocked units and those with the **KILL MISSION** ability (page 82) do not contribute towards this objective.

CYBEL REFINERIES

Hold re-activated refineries as they power-up.

Uses  refinery large objective markers specified on the mission card, set up via standard objective placement.

Partial: (each end phase) For every refinery you control in turns 1-3, gain  VPs specified on the mission card. From turn 4 on, gain double the  VPs specified on the mission card instead.

Full: (end of game) If you control at least half the refineries, gain  VPs specified on the mission card.

DECIMATION

Cripple the enemy force, leaving it in tatters.

The opposing player counts the total number of units in their force before the game, which is their *starting unit total*. Each unit is always counted separately, including characters that start the game joined to a unit, etc.

Partial: (conditional) While at least 1/3 of the opposing force's starting unit total have been destroyed, you get  VPs specified on the mission card. For example, if the opposing force started with 11 units, while they have lost at least 4 units, your force has partially completed this objective.

Full: (conditional) While at least 1/2 of the enemy force's starting unit total have been destroyed, then you also get  VPs specified on the mission card. For example, if the opposing force started with 11 units, while they have lost at least 6 units, your force has fully completed this objective.

New units created during the game, such as reinforcements, do not increase a force's starting unit total, and therefore their arrival can cause VPs earned for this objective to be lost.

DEFEND THE ARTIFACT

Protect a valuable object for as long as possible.

The artifact is a single large destructible objective (page 95). This is a personal objective, placed after deployment zones have been chosen but before deploying forces. The artifact must initially be placed wholly within your deployment zone. The opposing player may then shift its location anywhere wholly within 12" of that. Both the initial and final position must adhere to the standard objective restrictions.

Partial: (each end phase) If your artifact has not been destroyed, gain  VPs specified on the mission card.

Full: (each end phase) If your artifact is completely uninjured, also gain  VPs specified on the mission card.

DEMOLITION

Destroy the enemy's prized object.

Demolition uses a single large destructible objective (page 95). This is a personal objective, placed after deployment zones have been chosen but before deploying forces. A demolition objective must initially be placed wholly within no-man's land. The opposing player may then shift its location anywhere wholly within 12" of that. Both the initial and final position must adhere to the standard objective restrictions.

Partial: (conditional) While the enemy's demolition objective has suffered at least one injury, including having been removed as a casualty, you get  VPs specified on the mission card.

Full: (conditional) While the enemy's demolition objective has been destroyed, you also get  VPs specified on the mission card.

EXCAVATION

Investigate sites containing long forgotten relics of power.

Uses  dig site large objective markers specified on the mission card, set up via standard objective placement.

In the end phase of each turn, after calculating VPs, roll a D6 for each dig site you control, adding the current turn number to the result. If this total is 6 or less, the dig site is removed and given to the opposing player. If this total is 7 or greater, the dig site is confirmed and remains. Once a dig site is confirmed, it is never rolled for again. Each dig site given to the opposing player is placed back onto the table in the same end phase. They must place it wholly within no-man's land, but **you** may shift its location anywhere wholly within 6" of that. Both the initial and final position must adhere to the standard objective restrictions. If both players need to place new dig sites in the same end phase, alternate doing so as much as possible, starting with the priority player.

Partial: (each end phase) For every dig site you control, gain  VPs specified on the mission card.

Full: (end of game) If you control at least half of the dig sites, gain  VPs specified on the mission card.

MEAT GRINDER

Wear the enemy down over time.

Partial: (each end phase) If at least one enemy unit was destroyed this turn, gain  VPs specified on the mission card.

Full: (each end phase) If the opposing force had more units destroyed this turn than your force, gain  VPs specified on the mission card.

SUPPLY CACHES

Confiscate valuable caches that litter the battlefield.

Uses  supply cache small objective markers specified on the mission card, set up via standard objective placement.

After all supply caches have been placed, roll a D3 for each one wholly within no-man's land and multiply the result by  specified on the mission card. This total is the maximum number of VPs the marker can provide before it is exhausted. Supply caches placed within a deployment zone automatically have a set max VP total of  multiplied by 2. A counter must be placed next to each supply cache displaying how many VPs it has remaining. Once a supply cache has exhausted its VPs, remove it from the game.

Partial: (each end phase) For every supply cache you control, gain  VPs specified on the mission card.

Full: (end of game) Gain  remaining VPs from every supply cache you control.

Hidden Supply Cache Variant

Do not roll to see how many VPs a hidden supply cache wholly within no-man's land has until the first end phase in which that particular cache is controlled. Hidden supply caches placed within a deployment zone have a set max VP total as normal.

TERRITORIES

Mark tactically valuable positions before moving on.

Uses  territory large objective markers specified on the mission card, set up via standard objective placement.

Once a unit controls a territory in the end phase of a turn, it is considered captured, even if the unit moves away from it later. The territory remains captured until an opposing unit is within 3" of the territory in a turn's end phase, even if that opposing unit does not control the territory itself.

Partial: (each end phase) For every territory currently captured by you, gain  VPs specified on the mission card.

Full: (end of game) If you currently have captured at least half the territories, gain  VPs specified on the mission card.

Plant The Flag Variant

Divide the flag (territory) markers equally between both players. These are not set up before the game, but instead each player must, if able, place one of their flags in the end phase of each turn before calculating VPs, starting with the priority player. Flags must be placed wholly within no-man's land and must adhere to the standard objective restrictions, except that they **can be placed touching a model**, and therefore can be controlled the same turn they are placed. If only one player has this objective type, then that player places all of the flags instead (still only one per turn, though).

VIPS

Capture reluctant individuals of importance.

Uses **X** VIP small objective markers specified on the mission card, set up via standard objective placement. Using a standard-sized civilian model as a VIP is ideal, but remember a VIP is always just a marker (not a model).

In each turn's end phase, after calculating VPs, the position of each VIP may be shifted by the player whose models are **not the closest** to that particular VIP. A shifted VIP must be wholly within 6" of its former position. Shifted VIPs must adhere to the standard objective restrictions, except that they can be shifted within 12" of each other and within 6" of other types of objective markers. VIP positions are not shifted in the end phase of the game's final turn. If both players are eligible to shift the position of one or more VIPs in the same end phase, alternate doing so as much as possible, starting with the priority player.

Partial: (each end phase) For every VIP controlled by you, gain the **X** VPs specified on the mission card.

Full: (end of game) If you control at least half of the VIPs, gain **X** VPs specified on the mission card.

FACTION OBJECTIVES

*Faction objectives function as a tertiary objective type and are utilized in **every mission** (even narrative missions), unless it specifies: 'No Faction Objectives'. The standard Epirian Foundation faction objective is: Automated Uplink Relay (page 117). The standard Karist Enclave faction objective is: Secret Cache (page 130).*

Including certain units as part of a player's force, usually unique characters, can allow a player to replace their force's standard faction objective with a special one. If a force contains one or more such units, the owning player must specify which faction objective type they will utilize immediately after determining their mission for the game. If both players have access to multiple faction objective types, they each secretly nominate which one they will be utilizing, before revealing them simultaneously.



SELECTING YOUR FORCE

UNIT CARDS

To play a game of Maelstrom's Edge, you must first select which units you will take into battle, forming your tabletop *force*. This is accomplished using the faction unit cards included in the **Battle for Zycanthus** box set, which can also be found at MaelstromsEdge.com. Unit cards include all the information you need to select your force for a game:

UNIT CARD

C **A** **B** **D** **9 pts**

Scarecrow Sniper

The ultimate security bot - a Scarecrow is always watching and its Railrifle rarely misses.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scarecrow	5	2	3(6)	3	2	2	3	Infantry (Robot, Solo)

F **UNIT SIZE:** 1 Scarecrow.

G **EQUIPMENT:** Clingfire Sprayer & Maglock Railrifle.

H **ABILITIES:** Advanced Tracking, Bot Protocol - Rapid Fire, Marksman (+3) & Point Defense Action.

I **UNIT OPTIONS** © Spiral Arm Studios Ltd 2015

- May be equipped with Command Array: +5 pts.
- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- May replace all weapons with either:
 - 2 linked Clingfire Sprayers: -2 pts.*
 - 1 Clingfire Sprayer and 1 Chemtek Sprayer: -2 pts.*
- May replace bot protocol **RAPID FIRE** with **OVERDRIVE**: -2 pts.

SPECIAL

Multi-Unit Selection: Up to 2 separate Scarecrow Sniper units may be taken as a single selection.

Command Scarecrow: Each Scarecrow taken with a Command Array is a separate selection. A Command Scarecrow may not take options marked with an asterisk (*).

J **ADDITIONAL UNITS**

None, unless equipped with a Command Array:

2-3 Robot

0-1 Robot

0-1 Robot

0-1 Robot

04.16

- A. Unit Title:** The name of the unit.
- B. Faction Type:** A symbol denoting the unit's faction (see **FACTIONS** on the next page).
- C. Unit Type:** A symbol denoting the unit's type (see **TYPES OF UNITS** on the next page).
- D. Points Value:** The unit's base points value (see **POINTS & POINTS LIMITS** on this page).
- E. Characteristic Profile:** Profiles for each type of model that comprises the unit.
- F. Unit Size:** The minimum number of models that comprise the unit before any options are selected.
- G. Equipment:** A list of the basic equipment each model has before any options are selected.
- H. Abilities:** A list of the abilities that models in the unit have.
- I. Options:** Any options that can be selected for the unit (see **UNIT OPTIONS** on the next page).
- J. Additional Units:** A list of additional units that can be included in your force if this unit is part of it (see **ADDITIONAL UNITS** on page 101).

POINTS & POINTS LIMITS

Each unit is worth a specified amount of points. These points abstractly represent the quality of the unit, which means that the better a unit is able to perform, the more points it will cost to include in your force.

Games are typically played using a points limit that is agreed upon between both sides before forces are selected. When playing in a tournament or campaign, the points limit for the game will usually be decided upon by the tournament or campaign organizer. You are always free to field a force whose point total is less than or equal to the agreed upon limit, but never one that exceeds it, not even by a single point!

If you're unsure about what points limit to use for your games, the following guidelines can help you decide. However, you should also feel free to experiment playing games with both higher or lower points limits than those suggested:

- **120 Points:** This is a good limit if playing a game just using the contents of a single **Battle for Zycanthus** box set. This size game will typically last around 90 minutes to 2 hours once both players are familiar with the rules.
- **150 Points:** This is the suggested points limit for Maelstrom's Edge games to provide players with ample decisions when selecting their forces, while not taking too long to complete. This size game will typically last around 2-3 hours once both players are familiar with the rules.

FORCE ROSTERS

Any units included in a force must be noted on a *force roster*, detailing the point total of each unit chosen and including any options selected for that unit. Unless both sides have agreed otherwise, players may always inspect their opponent's force roster before setting up the table.

FACTIONS

Units belong to a specific *faction*, such as the Karist Enclave or Epirian Foundation, as detailed by the faction symbol on their unit card. All units that comprise a player's force must be chosen from a single faction.

TYPES OF UNITS

A *unit type* identifies the general role of a unit and also determines how many of those units can be included in your force.



Command: represents the upper echelon that is tasked with providing leadership to the rest of the force. They often carry powerful and unique gear befitting their high rank.



Core: are the grunts. The meat-and-potatoes of the force.



Hammer: have superior training and equipment over core units.



Vanguard: are either faster or stealthier (or both!) than other units. This allows them to work their way into forward positions on the battlefield or outflank the enemy in order to surprise them.



Anvil: are the big bruisers, such as artillery, vehicles, giant walkers, etc.

UNIT OPTIONS

Some units have one or more *unit options* listed on the back of their unit card. These include things like adding more models to the unit, giving models additional weapons, etc. Any option selected for a unit, along with the subsequent addition or subtraction of points for selecting it, must be noted on the force roster. See **APPENDIX 1: MODELING** (page 132) for details about representing unit options on models.



DETACHMENTS

Units may only be included in your force as part of a detachment, although a force may contain any number of detachments within the agreed upon points limit. Detachments **only organize** how units are chosen as part of the force, they **do not dictate how units deploy or fight during the game**. The force roster must clearly illustrate which units are part of which detachment.

The *standard detachment restrictions* are as follows:

- the maximum number of units a detachment may ever include is **eight**.
- no single type of selection: command, hammer, vanguard or anvil, may exceed the total number of core units in the detachment.
- The first unit selected for each detachment **must be a command unit**.

ADDITIONAL UNITS

On the back of each unit card is a section labeled *additional units* (or *AUs*). This identifies what additional types of units can be added to the detachment if the initial unit is also part of it.

For example, a typical command unit might have the following additional units listed as its AUs: 1-4 core, 0-2 hammer, 0-2 vanguard and 0-2 anvil units. This means that by including the command unit, you may now add any of those other units to the detachment as well, keeping in mind the standard detachment restrictions. As you may have noticed in the example, selecting a unit for a detachment often **forces** you to include some amount of AUs in the detachment, such as the minimum of 1 additional core unit. These are referred to as *mandatory additional units* (or *MAUs*). If it is not possible for a required MAU to be included, because of the standard detachment restrictions or because it would put your force beyond the game's points limit, then the initial unit **may not be** included in the detachment.

ADDITIONAL UNITS



A Karist Enclave Kaddar Nova's AUs.

Example: Matt must first choose a command unit for his detachment. He selects a Kaddar Nova whose additional unit (AU) section denotes 1-4 additional core units, 0-2 additional hammer units, 0-2 additional vanguard units and 0-2 additional anvil units. This means Matt **must** include at least one additional core unit (a mandatory additional unit).

Matt selects the 1 mandatory core unit, along with 1 hammer, 1 vanguard and 1 anvil unit as well. While this means he has only selected 5 of the 8 units allowed for the detachment, the only way he can select another hammer, vanguard or anvil unit would be to select a 2nd core unit for the detachment first.

Instead, Matt decides to include a second detachment in his force, and starts over again selecting another Kaddar Nova to lead this second detachment.

*'History will judge us harshly;
billions have burnt in a
needless bonfire.'*

-- Governor Trelusker

Additional Unit Descriptors

Occasionally, AUs don't just specify the type of unit (command, core, hammer, vanguard or anvil), but also one or more additional descriptors (such as a human core unit, or a robot hammer unit). In order to include that additional unit in the detachment, at least **half the models in the unit** must match the required descriptor(s).

For example, if an AU specifies: 'robot hammer unit', this means the AU selected must both be a hammer unit and at least half of its models must also be robots.

ADDITIONAL UNIT DESCRIPTORS

None, unless equipped with a Command Array:



An Epirian Foundation Scarecrow Sniper equipped with a Command Array allows only **robot** AUs to be selected.

Specific Additional Units

Sometimes an AU will go a step further and actually specify a particular unit name, instead of just listing a type of unit. This naturally means the AU selected **must** be the specific one listed.

MULTI-UNIT SELECTIONS

Some unit entries allow multiple units to be included in a detachment as a single unit selection. This is a *multi-unit selection*, and counts as a single unit **only** for the purposes of selecting the detachment. The selected units are separate units for all other purposes. For example, up to two Karist Enclave Shadow Walkers can be included in a detachment as a single vanguard unit selection. This counts as a single vanguard unit **only for the purposes of constructing the detachment**, such as against the eight unit detachment limitation. In all other situations, however, they are two entirely separate vanguard units.

NARRATIVE MISSIONS

Narrative missions (also referred to as *narrative games*) differ from competitive missions in that they are asymmetrical: the attacker and defender each have a separate mission card which potentially contains different deployment types, different mission objectives, etc. Most importantly, the goal of a narrative mission is to help create a battle that tells an epic story: whether one side wins or loses becomes secondary to the tale being forged.

NARRATIVE CAMPAIGNS

Narrative missions excel for use in campaigns: where the result of one game has some bearing on which mission is used for the following game. Campaigns can be an extremely engaging part of the tabletop wargaming hobby and we plan to produce many campaigns for Maelstrom's Edge in the future. There are a near infinite number of ways to implement a campaign system, so players should feel free to let their imagination run wild coming up with custom campaign missions and different ways to link games of Maelstrom's Edge together. We look forward to hearing all about your campaigns at www.maelstromsedge.com.

PLAYING A NARRATIVE MISSION

To create more of a level playing field, competitive missions require players to pick their forces without knowing what their mission will be and whether their force will end up being the attacker or defender. In truth, however, a force is almost always hand-picked and deployed to complete a specific mission. Narrative missions represent the perfect opportunity to recreate this dynamic more accurately. When playing a narrative mission it is therefore recommended that some of the steps for setting up the game be re-ordered, as described below.

NARRATIVE MISSION SET-UP

When playing a narrative mission, replace steps 2-4 of **PLAYING A GAME** (page 87), with the following 4 steps:

1. Determine narrative mission
2. Set up narrative table
3. Determine narrative attacker/defender
4. Choose narrative forces

This method can take slightly longer to get the actual game going, as players cannot simply show up ready to go with their forces preselected. Instead, if both players want to play a narrative mission, but prefer to use the more balanced competitive mission set-up order, they should feel free to do so.

1) DETERMINE NARRATIVE MISSION

Narrative missions use both an attacker and defender mission card for the same mission.

It is recommended that players simply agree upon the narrative mission they would like to play. If playing a campaign, the mission is often pre-selected based on the results of the previous game. If players need or want to randomly determine a narrative mission, however, shuffle just the desired attacker cards together to form the mission deck and have one player randomly draw the mission. The attacker naturally uses the attacker mission card, while the defender uses the corresponding defender mission card that shares the same mission title.



The attacker version of narrative mission cards feature the attacker icon.



The defender version of narrative mission cards feature the defender icon.

2) SET UP NARRATIVE TABLE

Some narrative missions require a terrain feature to be placed. If this special terrain feature is not one that is available in the terrain collection, then just substitute a different type of terrain feature that is roughly the same size, treating it as though it were the required type of terrain instead.

In some cases, rather than place the special terrain feature in a specific spot on the table, it instead must be placed within a certain area of the table (such as within a deployment zone or no-man's land) by either the attacker or the defender. This type of special terrain is placed **after** deployment zones have been chosen, but **before** either side has deployed their force. The special terrain feature must be placed at least partially within the area specified without replacing or shifting existing terrain features or objective markers if possible. If this proves to be impossible, then use the following guidelines to resolve the situation:

- The special terrain feature can be placed on top of an existing terrain feature, provided it makes logical sense to do so.
- Existing terrain features can be shifted or removed to make space for the special terrain feature.
- Existing objective markers can be shifted or placed on top of the special terrain feature, as long as doing so does not break the objective marker placement restrictions.

When utilizing any of these guidelines, both players must ultimately agree with the chosen solution.

3) DETERMINE NARRATIVE ATTACKER/DEFENDER

When playing a narrative mission, instead of performing an attacker/defender bidding war, players might simply opt to agree who will be the attacker and who will be the defender. If playing a campaign, this will often be pre-determined by the result of the previous game. Anytime there is no attacker/defender bidding war, the defender automatically gets 1 deployment ST for every 25 points worth of units in the attacker's force, rounding up where necessary. So if the attacker's force was 120 points, then the defender would get 5 deployment STs to place onto the attacking force during deployment.

4) CHOOSE NARRATIVE FORCES

Some narrative missions grant one player bonus points to their force, usually because their mission is much harder to accomplish than their opponent's. This occurs via the **Bonus Points (+X)** mission special rule, where (X) is the extra points added to that player's points limit when selecting their force.

If players have agreed to select their forces **before** determining the narrative mission, and that mission then grants one player bonus points, that player is allowed to reconfigure their force, but only by adding **new units**, not by reconfiguring any previously selected units. Units added this way may be included either as a new detachment or as part of an existing detachment, so long as all the normal rules for selecting the detachment are still followed.



NARRATIVE MISSION ADDITIONAL RULES

NARRATIVE OBJECTIVE MARKERS

If the attacker and defender cards both share the same objective type, and that objective type utilizes non-personal objective markers, then both players share those objective markers, even if it is the primary objective for one player and the secondary objective for the other player.

Example: Matt has Cybel Refineries as the primary objective on his attacker mission card, while Danielle also has Cybel Refineries on her defender mission card, but as her secondary objective. As the Cybel Refineries objective type does not use personal objective markers, this means that both players will fight over the same set of cybel refinery objective markers. Conversely, if both players had the Defend the Artifact objective type on their mission card, then they would each use a separate artifact objective marker, as that objective type utilizes personal objective markers.

If a player does not have an objective type on their mission card, then their units cannot control objective markers for that objective type, though those objective markers can still be contested as normal.

Example: Danielle has the Territories objective type on her mission card, while Matt does not. Therefore, Matt's units cannot control (or capture) Danielle's territory objective markers, though they can contest them as normal.

NARRATIVE DEPLOYMENT ZONES & TABLE EDGES

Narrative missions often feature custom deployment zones for the attacker or defender. Even when one player has a fixed deployment zone, like the center of the table, still roll as normal to see which player chooses deployment zones. If the player with the fixed deployment zone wins the roll, they get to choose where their opponent's deployment zone and player table edge will be, which conversely also determines their own player table edge (the opposite one).

'The tunnels look beautiful, like an aurora over the whole of the night sky. Then you spy the ghostly imprint of a lost hugger and the fear kicks in hard.'

-- Captain Wray, tunnelhugger pilot

NARRATIVE MISSION SPECIAL RULES

When a mission special rule appears **only** on either the attacker or defender mission card, then that special rule applies only to that force. For example, if only the attacker's mission card specified 'No Reinforcements', then **only** the attacking player would be unable to bring back reinforcement units during that game.

COMPLETING NARRATIVE MISSIONS

The attacker and defender in narrative missions sometimes have different mission completed and margin of victory totals listed on their mission cards, making it easier or harder for one side to complete their particular mission.

Example: Danielle has a mission completed total on her attacker card of: 20/+3, which means she needs to accrue at least 20 VPs and be ahead of Matt's VP total by at least 3 VPs in order to complete her mission and immediately win the game. Matt, on the other hand, has a mission completed total on his defender card of: 15/+5, which means he only needs to accrue at least 15 VPs, but also needs to be at least 5 VPs ahead of Danielle's VP total in order to complete his mission.

QUALITY OF VICTORY/DEFEAT

Unlike competitive missions, where victory is victory and defeat is defeat, with narrative missions it can sometimes make a difference whether a victory/defeat was narrow or crushing, especially if playing in a campaign.

A completed mission during the game is always considered a crushing victory for the player that completed their mission and a crushing defeat for their opponent.

If neither side completes their mission during the game, then at the end of the game compare the players' final VP totals:

- **Crushing victory/defeat:** If the player with the higher VP total meets or exceeds the mission completed total on their mission card **and also** meets or exceeds the margin of victory on their mission card, then they have won a *crushing victory* and their opponent has suffered a *crushing defeat*.
- **Narrow victory/defeat:** If the player with the higher VP total **does not** meet or exceed the mission completed total on their mission card **but does** meet or exceed the margin of victory on their mission card, then they have won a *narrow victory* and their opponent has suffered a *narrow defeat*.
- **Draw:** If the player with the higher VP total **does not** meet or exceed the margin of victory on their mission card, or if both players have the exact same VP total, then the game is a hard fought *draw*.

FORCES OF THE EPIRIAN FOUNDATION



JOURNEYMAN BOT HANDLER



Epirian Handlers are highly valued employees of the Foundation and the image of a Handler controlling a group of robots is one of the most iconic representations of the Epirian Foundation's technological prowess. Whether it be piloting starships or making minute adjustments to a terraforming auto-processor by feel alone, Bot Handlers enhance the productivity of any technology they link to. A series of probes and sensors in their helmet directly tracks the Handler's brainwaves and processes them through a cognitive buffer before sending code packets to the recipient robots. The level of control of the linked robot is largely related to the cognitive capacity and multi-tasking threshold of the individual Handler.

The title of Journeyman represents the second major rank of the Handler trade, signifying that the individual has moved beyond the rudimentary tactile interface of an Apprentice and onto the neural interface that Epirian Handlers are synonymous for. This neural interface allows them to control several bot units at once, potentially turning even a diminutive Epirian Force into a very real threat. Journeyman Handlers are therefore deployed either leading a force of their own, or given charge over a detachment of robotic units while under the command of a more senior Foundation associate, such as a Prospector or Master Handler.

Journeyman Handlers prefer to fulfil their role from the back of the battlefield, directing their robotic minions while also communicating with orbital and remote assets to call down targeted airstrikes at critical moments. Although not known for their combat prowess, Handlers are armed with a modified Maglock pistol, which utilises rudimentary micro drone ammunition, allowing the bullet to make minor course corrections during flight. This specialised ammunition vastly improves the pistol's range and lethality over the standard Maglock Guardian pistol upon which it was originally based.



As a Handler's skill improves, they invariably reinvest their earnings back into upgrading their technology suite, often in the form of expensive, personalised micro drones. These insect-sized robots come in a wide variety of dedicated forms: drones that aid the Handler's visual assessment of the battlefield, those that improve the Handler's aim, or even a swarm of personal attack drones capable of overwhelming a foe at close range with thousands of cuts from their bullet-like bodies.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Journeyman Bot Handler	7	4	4	3	2	2	4	Infantry (Character, Human)

EQUIPMENT: Aerial Drone Strike, EMP Grenades, Maglock Dominator Pistol & Neural Bot Interface.

ABILITIES: Bot Handler & Command (1).

OPTIONS: Micro Drones.

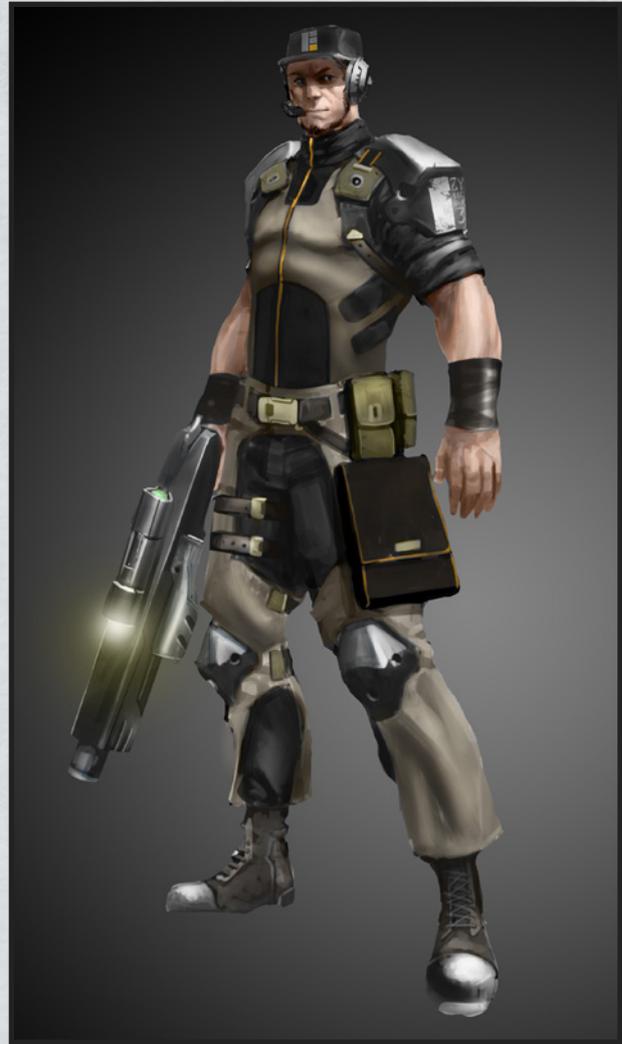
CONTRACTOR ENGINEERS



Although the Foundation is famous for its robots, enlisted Contractors are a common sight, often making up around half of an expeditionary force or security team. The 'meat shields', as Contractors deprecatingly refer to themselves, fulfil many essential roles within the Foundation, from combat and maintenance to interaction with indigenous populations. Most importantly, they are able to utilise a degree of tactical flexibility and intuitiveness that cannot be replicated by the adapted machinery of the Foundation.

Contractors are ubiquitously equipped with the Maglock assault rifle, a ruggedly built gun that is easily repaired and able to function in the harshest of conditions – be it vacuum, desert, swamp or snow. The weight saved by using caseless rounds allows far more ammunition to be carried by each soldier, while their Guardian pistol gives them a powerful backup for close encounters. Contractors also favour the use of Auxiliary grenade launchers, giving them the ability to disable a rogue bot with an EMP grenade or disperse a rowdy crowd with a non-lethal choke grenade.

Engineer teams are made up of Contractors who show a clear aptitude towards maintenance and repair. Given the Foundation's proclivity towards industry and robotics, it is no surprise that Engineer teams are incredibly sought after both in and out of combat, often being referred to as the bedrock of the Epirian Foundation by other units. On the battlefield, while Contractor Engineers are expected to contribute to the fight, they also have the secondary role of combat repair: patching up or rebooting bots that have been damaged by enemy fire. In fact, it is just as common a sight to see a Contractor Engineer on the field of battle with a spanner in their hand as it is for them to be crouched behind a barricade firing their rifle.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)

EQUIPMENT: Maglock Assault Rifle & Maglock Guardian Pistol.

ABILITIES: Minor Bot Repairs.

OPTIONS: Aux Grenade Launcher (Choke & EMP Rounds).

UNIQUE ABILITIES

Minor Bot Repairs: (squad ability) When this unit completes an Advance & Fire or Dash action, as long as it isn't on the move or pinned, it may select one friendly Foundation unit within 6" that contains at least half robot models and isn't on the move itself. The selected unit immediately removes D3 STs. This cannot be used into or out of a building.

SPIDER DRONES



Slower than some of its drone counterparts, the Spider Drone is a popular choice for automated defence in close confines, where the superior range of bots like the Scarecrow offers limited benefit. Originally designed to operate within the rough terrain of mining tunnels, the Spider Drone moves on multiple armoured legs, allowing it to clamber up small vertical inclines with an almost unnatural ease.

The steadiness provided by its legs allows a Spider Drone to accurately fire a higher recoil weapon than most other drones its size, including both the Cutter light machine gun and the Flakk gun. As a Spider Drone is unable to reload its weapon during battle, it is typically fitted with two of the same weapon, firing one until the weapon's ammunition is depleted before automatically switching to the other.

A Spider Drone's flexible leg design allows it to raise or lower its body as needed to maximise the protection provided by cover. Spider Drones are renowned for being able to hide behind even the lowest terrain, 'popping up' just long enough to fire a deadly burst. Few attempting to dislodge a Spider Drone unit from a defended position have lived to tell about it.

An assignment to lead a Spider Drone unit is usually the first step for a fledgling Apprentice Bot Handler's career, giving them the fairly simple responsibility of commanding just a single squad of bots. Utilising a tactile interface attached to their forearm, an Apprentice Bot Handler can both monitor the sensor output of their drones to spot enemies and also micromanage their behaviour during combat.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Spider Drone	6	4	3	3	1	1	3	Infantry (Robot)
Apprentice Bot Handler	7	4	4	3	2	1	3	Infantry (Human, Squad Leader)

EQUIPMENT: **Spider Drone:** Cutter Light Machine Gun.

Bot Handler: EMP Grenades, Maglock Dominator Pistol & Tactile Bot Interface.

ABILITIES: **Spider Drone:** Bot Protocol - Stay Low!, Dug-in (+1) & Vert Climb (2").

Bot Handler: Bot Handler & Command (0).

OPTIONS: **Spider Drone:** Flakk Gun.

UNIQUE ABILITIES

Bot Protocol - Stay Low!: (squad ability) While enabled, the unit's **Dug-in** ability is improved by +1. If the unit doesn't have the Dug-in ability, it instead gains the **Dug-in (+1)** ability.

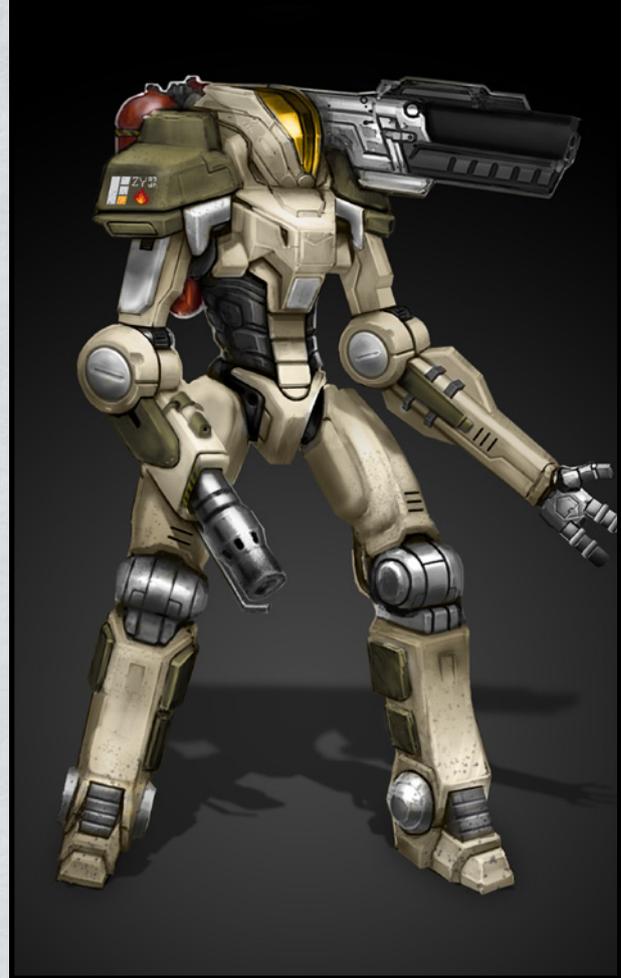
SCARECROW SNIPER



Scarecrows are a mainstay of Foundation design, originally created to protect the wide-open swathes of agricultural assets on newly terraformed worlds, but since reimagined into a deadly military asset. Equipped with an advanced suite of thermal and motion tracking sensors, a Scarecrow can detect any non-authorized biological or technological intrusion into its designated patrol area. With a high powered Maglock Railrifle mounted on its shoulder, a Scarecrow is capable of devastating pinpoint fire at an incredibly long range, often before its targets are even aware of where the shots are coming from.

Scarecrows feature a secondary arm-mounted dispersal weapon, a holdover from their original agricultural application, allowing them to spray either the highly toxic neurotoxin developed for pest control by Chemtek, or the sticky and difficult to extinguish flammable material known as Clingfire.

While ubiquitous for their role as a sniper and a natural defensive strongpoint, the Scarecrow's robotic frame has been modified dozens of times over the years to fulfil a variety of different combat roles. The most common being the 'Burnbot', developed to fight amongst the dense confines of urban warfare, by dropping its Railrifle in favour of a second arm-mounted sprayer. Another common variant is the Command Scarecrow, which fits a Scarecrow with an expensive, advanced relay device. A Bot Handler not present on the battlefield can utilise this relay to issue commands to nearby bot units, effectively turning the Scarecrow into an ad-hoc leader and allowing a single Bot Handler to simultaneously oversee several bot detachments at once.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scarecrow	5	2	3(6)	3	2	2	3	Infantry (Robot, Solo)

EQUIPMENT: Clingfire Sprayer & Maglock Railrifle

ABILITIES: Advanced Tracking, Bot Protocol - Rapid Fire, Marksman (+3) & Point Defense Action.

OPTIONS: Bot Protocol - Overdrive, Chemtek Sprayer & Command Array.

UNIQUE ABILITIES

Advanced Tracking: Long ranged weapons fired by this model at short range do not automatically miss.

Bot Protocol - Rapid Fire: When enabled, during the unit's main action, the model gains +1 SHO for a single weapon that it fires.

Point Defense Action: (squad ability) Once per turn, when another visible friendly Foundation unit within 6" declares it is making a Defensive Fire action, this unit may choose to make a Point Defense action against the same target. This is a free action resolved like a standard Defensive Fire action before the friendly unit takes its defensive fire discipline check, except that the target automatically counts as being at standard range (instead of short range) and short ranged weapons cannot be used.

FIREFLY RECON DRONES



The Firefly is one of the fastest drones in the Foundation's arsenal. Kept aloft by two side mounted rotors, the Firefly is capable of vertical takeoff and landing and can travel up to 150 km/hr. Its armour is minimal and a Firefly can be easily taken out by even small arms fire - providing the shooter can hit its rapidly-moving frame.

Due to the heat-sink and safety requirements, the Drone Class Laser System is used almost exclusively by drones. With their power sources smaller than the equivalent ammunition stores, laser systems exchange range and power for greater mobility and lighter weight. As a result, their standard battlefield application sees them mounted on airborne drone systems, where the movement of the rotors helps to dissipate the immense heat generated by firing the weapon.

One of the first uses of the Firefly design was as a crop-duster for the farms of newly terraformed worlds. This role has since been converted for the battlefield by equipping Fireflies with a deadly payload of scorching Clingfire they dump onto unsuspecting enemies as they fly over - which is also where the drone's Firefly moniker originated from.

The primary purpose of the Firefly is as a forward scout, using its advanced sensor and communications suite to provide real-time information about their targets. Once an enemy position has been successfully painted by a Firefly unit, it is only a matter of time before other Foundation forces obliterate it with all manner of precision, drone-guided munitions.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Firefly Drone	8	5	3	2	1	1	3	Infantry (Hover, Mobile, Robot)

EQUIPMENT: Clingfire Pod & Drone Class Laser System.

ABILITIES: Bot Protocol - Defensive Maneuvers & Scout.

UNIQUE ABILITIES

Bot Protocol - Defensive Maneuvers: (squad ability) While enabled, the unit's **DODGE** ability is improved by +1. If the unit doesn't have the **DODGE** ability, it instead gains the **DODGE (1)** ability.

HUNTER-CLASS WARMECH



Although robots employed by the Foundation come in all manner of shapes – tracked, wheeled and even floating – for some roles, only a walker will work. In the sphere of war, an Epirian staple is the Hunter-class Warmech. A ubiquitous and iconic model for many Epirian franchises, the Hunter is designed purely for battle, and is often the centrepiece of a base’s defence forces.



Designed to intimidate, the bipedal Hunter-class (GDV-1011 model) Warmechs stand over three metres tall and are robustly armoured. Heavily armed as standard with a Maglock Chaingun, a base defended by even a few Hunters can hold its own against all but the most determined of attacks. A Hunter’s legs conceal a variety of impressive shock-dissipation technologies, designed to absorb the recoil created by its massive weapons. When a Handler remotely takes over targeting duties for a Hunter, its internal processors can focus exclusively on stabilisation, allowing it to fire more accurately while on the move, and making it a prime vector for Epirian Battlefield control.

The Hunter’s weapon systems are modular and can be adapted to fit their deployment role. The optional systems range from simple Hydraulic Fists for cargo lifting and close quarters damage, to more exotic weapons like the short-ranged but devastating Flakk Cannon or the sustained fire of Suppressor Machine Guns. In addition, Strike and Cluster Missile pods can be mounted on the Hunter’s shoulders to maximise their firepower.

Hunters armed specifically for close-range domination are sometimes referred to as ‘Rhinos’, as their core programming is altered, removing the focus on stability and allowing their Handler to push the mech’s top speed to dangerous levels for a short period of time. A Rhino can therefore rampage towards unsuspecting foes, who suddenly find themselves face to face with its fearsome armament of short-ranged weapons.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Hunter Warmech	5	2	4	5/4	3	3	3	Behemoth (Robot)

EQUIPMENT: Hydraulic Fist & Maglock Chaingun.

ABILITIES: Bot Protocol - Lock-on.

OPTIONS: Bot Protocol - Overdrive, Flakk Cannon, Cluster Missile Pod, Strike Missile Pod & Suppressor Dual Machine Gun.

UNIQUE ABILITIES

Bot Protocol - Lock-on: (squad ability) While enabled, if the unit performs an Advance & Fire main action, instead of the standard round of shooting normally allowed, it may make either a special focused fire or suppressive fire round of shooting.

EPIRIAN FOUNDATION ABILITIES

BOT HANDLER

- While a bot handler is part of a unit, all robots in the unit have the **BODYGUARD (4+)** ability.
- When a bot handler issues an order onto a friendly Foundation unit containing at least one model with bot protocols, and the unit successfully passes its activation discipline check, then their bot protocols are enabled. A bot handler is allowed to issue an order onto a unit that has no STs on it, so as to enable that unit's bot protocols. Except where specified otherwise, a bot protocol remains enabled only until the unit next activates or until all models in the unit with that bot protocol are killed.

Robotic technology is a major facet of the Epirian Foundation, from the transforming of barren worlds and the construction of starships through to the delivery of food and entertainment. The presence of Epirian drones and mechs on the battlefield often gives Foundation forces the crucial edge needed to achieve victory. Foundation detachments are often joined by Bot Handlers, who monitor and issue protocols to their indentured bot units. An apprentice Handler will usually only control a single bot unit via a tactile interface strapped to their arm, while more senior Handlers have neural interfaces implanted into their skull. A neural interface allows an experienced handler unparalleled access to tactical information gathered by all bots in the force, as well as the ability to jack in directly to their robotic charges and issue command protocols precisely where they are needed the most.

BOT PROTOCOLS

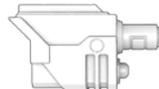
- **Defensive Maneuvers:** (squad ability) While enabled, the unit gains the **DODGE (1)** ability, or adds +1 to its existing **DODGE** ability.
- **Lock-on:** (squad ability) When enabled, if the unit performs an Advance & Fire main action, instead of the standard round of shooting normally allowed, it may make either a special focused fire or suppressive fire round of shooting.
- **Overdrive:** While enabled, increase the model's MV value by +1 for every command point expended this turn issuing an order to that unit by a model with the **BOT HANDLER** ability, up to a maximum of +5.
- **Rapid Fire:** When enabled, during the unit's main action, the model gains +1 SHO for a single weapon that it fires.
- **Stay Low!** (squad ability) While enabled, the unit gains the **DUG-IN (+1)** ability, or adds +1 to its existing **DUG-IN** ability.

EPIRIAN FOUNDATION EQUIPMENT

EPIRIAN FOUNDATION RANGED WEAPONS

MAGLOCK WEAPONS

Maglock technology fires rounds accelerated by magnetic fields at considerable velocity. The weight saved by using caseless rounds allows far more ammunition to be carried by each trooper. Maglock cartridges are also designed to be interchangeable amongst several weapon systems, thereby reducing cost and maximising efficiency.

Name	RNG	SHO	PEN	DAM	Special	
Maglock Guardian Pistol	12"	2	3	1	Pistol	
Maglock Dominator Pistol	24"	2	4	2	Pistol	
Maglock Assault Rifle	24"	2	3	1		
Cutter Light Machine Gun	24"	2	4	1	Burst (6+)	
Suppressor Dual Machine Gun	30"	3	4	1	Burst (5+), Heavy	
Maglock Railrifle	36" (60")	2	5	2	Heavy, Long Ranged (+24"), Sniper (4+)	
Maglock Chaingun	36"	3	5	2	Burst (6+), Heavy	

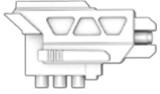
CLINGFIRE WEAPONS

Clingfire was originally developed as a means to deforest large areas of natural foliage during terraforming, but is just as effective in military actions to flush the enemy out of cover. The thick and sticky fuel explodes violently on contact and reacts with most chemicals, making attempts to dampen its flames backfire.

Name	RNG	SHO	PEN	DAM	Special	
Clingfire Pod	H&R	2+SB	3	1	AoE (SB), Hit & Run (4+), Ignore Cover, Suppress (D3)	
Clingfire Sprayer	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)	

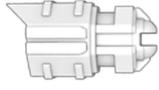
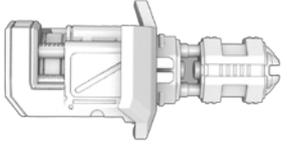
LASER WEAPONS

While originally developed for industrial applications, weaponised lasers are designed to fire either in short, high-power bursts to maximise their armor penetration, or as lower-power, more sustained beams that allow the firer time to adjust their aim. The Drone Class Laser System not only provides Firefly Drones versatile offensive capabilities, it simultaneously relays important location data about their target back to the rest of their force.

Name	RNG	SHO	PEN	DAM	Special	
Drone Class Laser System (Low Power)	24"	4	1	1	Paint (5+)	
Drone Class Laser System (High Power)	24"	1	4	2	Beam, Paint (5+)	

FLAKK WEAPONS

Originally created to fire huge rivets into starship hulls, Flakk weapons are adapted so that the large rivet round shatters as it exits the barrel. The result is a short ranged storm of high velocity metal shards that tears open even the toughest of targets at close range.

Name	RNG	SHO	PEN	DAM	Special	
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged	
Flakk Gun	18"	2	5	1	Short Ranged	
Flakk Cannon	18"	3	5	1	Heavy, Short Ranged	

GRENADE LAUNCHERS

The simple, rugged design of Foundation grenade launchers makes them ideal for the often harsh conditions of terraforming. Whether a rogue bot needs to be deactivated with a controlled EMP blast or a rampaging local beast has to be subdued, a Grenade Launcher is often the right tool for the job. They've proven so popular that the Foundation has even begun to produce its Maglock Assault Rifles with an auxiliary Grenade Launcher option.

Name	RNG	SHO	PEN	DAM	Special	
Aux Grenade Launcher (Choke Rounds)	24"	2+SB	1	1	AoE (SB), Ignore Cover, Poison (6+), Suppress (psych 1)	 
Aux Grenade Launcher (EMP Rounds)	24"	2+SB	1	1	AoE (SB), EMP (5+), Ignore Cover	

LASER-GUIDED MISSILES

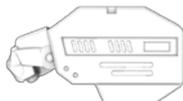
When the cerebral circuitry of a drone is retired from service, this legacy technology is not simply jettisoned, but instead becomes the control circuitry for guided missiles. While these missiles are able to do some minor targeting and course correction on their own, they become quite potent when their target is painted ahead of time by a laser designator.

Name	RNG	SHO	PEN	DAM	Special
Aerial Drone Strike	30"	4+LB	4	1	AoE (LB), Ind Fire, Guided, Limited Use (1), Suppress (D3)
Cluster Missile Pod	30"	1+SB	3	1	AoE (SB), Burst (6+), Guided, Heavy
Strike Missile Pod	30"	1	7	3	Guided, Heavy

EPIRIAN FOUNDATION MELEE WEAPONS

HYDRAULIC FIST

Although the Hunter Mech is primarily designed for combat, its off-weapon arm still maintains a standard humanoid hand that allows the Hunter to lift and grab objects in industrial situations. However, in a pinch it can also be used to tear or punch through even the toughest enemy at close quarters.

Name	RNG	SHO	PEN	DAM	Special	
Hydraulic Fist	CQ	-	+2	1	Heavy, Melee	

MICRO DEFENSE DRONES

Micro Defense Drones are a luxury amongst the Bot Handler community as they are essentially one-use weapons. Once unleashed they fly at enemy combatants with lethal speed, sacrificing themselves against the Bot Handler's attackers like a swarm of angry homing bullets.

Name	RNG	SHO	PEN	DAM	Special
Micro Defense Drones	CQ	10	4	1	Burst (5+), Heavy, Melee, Limited Use (1)

EPIRIAN FOUNDATION GRENADES

CHOKE GRENADES

Choke Grenades are potent gas grenades designed to temporarily stun and disorient their targets, typically causing bouts of uncontrollable coughing and severely irritated eyes. They also incorporate a small amount of electromagnetic radiation designed to disrupt electronic sensors. While non-lethal, the poisonous agent found in choke grenades is powerful enough to put an enemy combatant out of the battle for quite some time.

Name	RNG	SHO	PEN	DAM	Special
Choke Grenades	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (psych 1)

EMP GRENADES

EMP Grenades were originally pressed into service by the Epirians to shut down rogue robots without completely destroying them. However, in an age where almost any enemy is equipped with electronic equipment, EMP grenades are an effective tool in many conflicts.

Name	RNG	SHO	PEN	DAM	Special
EMP Grenades	6"	2+SB	1	1	AoE (SB), Grenade, EMP (5+), Ignore Cover

EPIRIAN FOUNDATION SUPPORT EQUIPMENT

COMMAND ARRAY

The model gains both the **BOT HANDLER** and **COMMAND (1)** ability. If the model already has the **COMMAND** ability, it gains +1 to that ability.

NEURAL BOT INTERFACE

Improves the bot handler's **COMMAND** ability value by +1. For example, a Neural Bot Interface improves a Journeyman Bot Handler's **COMMAND (1)** ability to **COMMAND (2)**.

TACTILE BOT INTERFACE

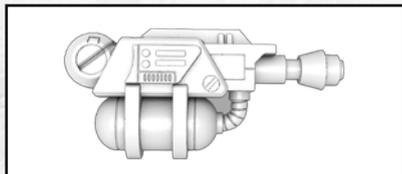
The bot handler has the **COMMAND (0)** ability.

MICRO DRONES

- **Aerial Uplink:** The Aerial Drone Strike's **LIMITED USE** ability improves to (2) instead of (1).
- **Command Booster:** The bot handler's *command range* is increased to 24". If taken by a model with the **COMMAND (0)** ability, this instead allows them to issue their order within 18".
- **Defense:** Can be activated at any point during a turn, but only once per game. When activated, the model gains the **FIELD (2)** ability and use of the Micro Defense Drones weapon profile for the remainder of the turn.
- **Spotter:** The bot handler gains the **PAINT (4+)** ability on all of its attacks, not including CQ attacks and those that have either the **IND FIRE** or **SMART** ability.
- **Targeting:** The model, and any unit it is joined to gains the **MARKSMAN (+3)** ability, which does benefit an Aerial Drone Strike fired by that unit.

CHEMTEK SPRAYER

Enemy units containing at least one organic model treat the area within 6" of a model with a Chemtek Sprayer as lethal ground.



BOT HANDLER INTERFACES

Whilst most Epirian Foundation employees can use digital and analogue interfaces to give commands and instructions to drones, this approach is limited in speed and efficiency. Bot Handlers that pass beyond the rank of Apprentice have semiconductor circuitry implanted directly into their nervous system. These neural interfaces allow the Bot Handler to connect directly to the artificial brain of their robotic charges, accessing camera feeds, giving directions and even taking direct control of a bot, with reflexes and response times greatly higher than that seen by more traditional analogue input methods. The higher ranked Bot Handlers install more expensive and powerful neural interfaces giving them even greater control over squads of bots and drones.

Epirian robotics are not limited to large drones and mechs, but also many smaller units of more specific function, from communication to target recognition. When a Bot Handler reaches a point in their career where they can finally afford micro drones, it becomes a point of pride and a badge of honour to purchase the latest, most advanced design. The type of drones a Bot Handler chooses to employ can cover a huge variety of applications to boost the Handler's area of expertise and their reputation.

Chemtek Industries originally developed their sprayer technology to spread pest-killing neurotoxins over large swathes of land, but they proved just as effective against other organic targets. Chemtek sprayers are a low-cost area defence option, causing blistering of the skin and eyes, disorienting and disabling intruders to an Epirian facility. While the original manufacturer has long since been liquidated, such is the popularity of the product that the brand name lives on.

EPIRIAN FOUNDATION FACTION OBJECTIVE: AUTOMATED UPLINK RELAY

An automated uplink relay is a single automated personal large objective marker placed after deployment zones are chosen, but before forces are deployed. It must be initially placed entirely within your deployment zone; however, the opposing player may shift its location by up to 6". You choose its facing after it has been shifted. Both the initial and final location must conform to the standard objective marker placement restrictions.

The maximum number of VPs this objective can generate is 3 VPs. Once it reaches that total the relay shuts down and is removed from play.

Partial: (each end phase) If the relay is not destroyed or shut down and also the **CONTACT HEADQUARTERS** ability (see below) was not utilized that turn, gain 1 VP.

Full: (end of game) If the relay is not destroyed, gain all of its remaining VPs.

Contact Headquarters: When generating command points in the command phase, so long as the relay hasn't been destroyed or shut down, you may elect to generate 1 additional command point. However, utilizing this ability means that the relay will not generate 1 VP in that turn's end phase.

The dependence on robotic units and information warfare means that the Epirian Foundation relies on electronic communication to function as an effective fighting force. When pursuing conflicts outside of its zone of control, the Foundation uses portable uplinks that link to orbital satellites and airborne recon, providing battlefield intelligence about enemy positions and weaknesses and allowing Bot Handlers to remotely interface with Epirian drones on the ground.

Automated Objective: Once placed on the table, a relay is a bonus friendly Foundation unit that does not count towards your force's starting unit total and does not count as a unit for any other mission objective purposes. It cannot be put into reserve, be a reinforcement or enter a building. The only voluntary main action it can perform is Advance & Fire, and it follows the rules for compulsory main actions normally.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Automated Uplink Relay	2	1	1	4	3	3	1	Vehicle (Robot, Solo)

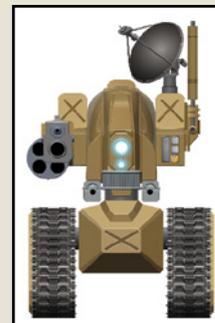
Equipment: 2 Flakk defense batteries.

Abilities: None (beyond standard vehicle abilities).

Name	RNG	SHO	PEN	DAM	Special
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged

MODELING AN AUTOMATED UPLINK RELAY

Although a cardstock version of an automated uplink relay is included in the **Battle for Zycanthus** box set, we encourage the budding Epirian Foundation player to scratchbuild or convert their own if they're up for that modeling challenge. Just remember, an automated uplink relay is a large objective marker, so whether using the cardstock version or creating your own, it should be mounted on a 46mm base. In addition, it is considered a large model and so must be at least as tall as the cardstock version.



FORCES OF THE KARIST ENCLAVE



KADDAR NOVA



While the Kaddar Nova is a member of the Karist Enclave priesthood, they are often granted operational control on the battlefield due to their experience and their revered status amongst members of the Enclave. Kaddar Novae have been exposing themselves to na-cybel energy for significant periods of time, and their bodies are ravaged by it. Towards the end of their careers, they become able to tolerate much larger doses of all kinds of cybel energy, resistant after so much time seeking apotheosis and communion with the Maelstrom.

Kaddar Novae are seen as courageous seers by the Enclave, their intense na-cybel exposure sometimes granting visions, and they are fervent believers in becoming one with the Maelstrom. There is an odd juxtaposition of character for these priests. On the one hand, they believe in destroying themselves slowly for great reward later, yet most treat their fellow cultists with love and respect. They do not seek suffering for its own sake but believe in the sacrifice of their bodies for a better existence after ascension.

A Kaddar Nova carries a large and unwieldy back-mounted cybel reactor, a device their unusual tolerance level to cybel energy uniquely enables them to bear. This reactor pack allows a Kaddar Nova to function on the battlefield in a number of different roles dependent upon the needs of that particular battle. They can use their kinetic shield to protect nearby allies, suddenly leap forward with a kinetic boost and catch the enemy by surprise, or they can overcharge their Kinetic Gauntlet to destroy a powerful enemy unit or knock down whole swathes of enemy troops.



In the most desperate of times, a Kaddar Nova will even detonate their cybel reactor, immolating themselves in a conflagration of cybel energy and real matter to swing the course of a battle and inspire their forces. In the view of most Karists, complete destruction of one's body all but guarantees that person cannot ascend. Yet a Kaddar Nova that chooses to obliterate themselves shows not only their utter dedication to the Karist way, but also a supreme belief that they are so prepared for ascension that not even the total loss of their body will prevent them from doing so.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Kaddar Nova	4(8)	3(6)	5	3(6)	2	2	6	Infantry (Character, Human)

EQUIPMENT: Commune Reactor, Shield Reactor Pack, Kinetic Gauntlet, Rad Grenades & Swarmer Grenades.

ABILITIES: Command (1), Field (1), Inspirational, Martyr & Reactor Detonation.

OPTIONS: None

UNIQUE ABILITIES

Inspirational: All friendly Karist units within 12" of a Kaddar Nova, including itself, have the **Stoic** ability. In addition, if a Kaddar Nova causes at least one enemy casualty by detonating their shield reactor (see the **REACTOR DETONATION** ability), then all friendly Karist units have the **Stoic** ability for the remainder of the game. Units comprised entirely of angels cannot benefit from the **INSPIRATIONAL** ability.

Martyr: (conditional) You get +1 VP if one or more of your Kaddar Novae caused at least one enemy casualty by detonating their shield reactor (see the **REACTOR DETONATION** ability). If one or more of your Kaddar Novae were removed as a casualty by anything other than detonating their shield reactor(s), then your opponent gets +1 VP.

Reactor Detonation: After successfully completing a charge move, and resolving any defensive fire caused by it, a Kaddar Nova may detonate its shield reactor, completely replacing the normal round of CQ fighting. If it does, the model is immediately killed, but center the large blast AoE template directly over the spot where the Kaddar model was removed. All units (friend and foe) under the template suffer D3 hits plus the number of models from that unit which are under the template. These hits are PEN 4, DAM 2 special attacks that have the **IGNORE COVER** ability.

KARIST TROOPERS



The masked face of the Enclave's military forces, Karist Troopers are the instrument by which the message of communal ascension is enforced. Karist Troopers wear plate armour over a softer smart-leather uniform, giving them an imposing and powerful silhouette. Their nanoforged masks are smooth, with a single eyelet exposing their left eye. On the right side of their mask is a trio of sensors, the iconic tri-eye. Karist Troopers are armed with pulse carbines loaded with packets of destructive cybel energy, supported by crippling emissions from a Radwave Emitter or cover-denying blasts from a Ripper Grenade Launcher.

The masks worn by Karist Troopers conceal a wide range of faces from all races and origins. Some are still young and unscarred, others bear the marks of years of service to the cause. Each Trooper carries a commune reactor, releasing na-cybel energy to still the mind during pressure situations and communion. Their bodies are typically scarred and burned by their exposure to na-cybel energy, but to a lower level than many of those in the priesthood.

The more veteran the trooper, the more elaborate their equipment and personalisation becomes. Some embellish their armour, while others take on the role of warrior priest, adding robes or cowls to demonstrate their faith. The Quintarchs that lead each Trooper squad, as with all senior Karists, undertake the Mark of Beroth ceremony, burning out their left eye with na-cybel and replacing it with a jet black bionic, in honour of one of

the Enclave's most revered founders.

Aside from their total dedication to their cause, Karist Troopers are probably best known for their adaptability on the battlefield, with Troopers regularly being reformed into specialised units within the Karist war machine, as required by the needs of that particular campaign. A common variant unit is the Trooper Assault squad, which adds an additional specialty weapon in order to tackle fortified enemy positions.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Karist Trooper	6	3	4	4	2	1	3	Infantry (Human)
Karist Trooper Quintarch	6	3	4	4	2	1	3	Infantry (Human, Squad Leader)

EQUIPMENT: Commune Reactor, Pulse Carbine, Pulse Pistol & Rad Grenades.

ABILITIES: None.

OPTIONS: **Quintarch:** Pulse Carbine Mk2.

Troopers: Radwave Emitter & Ripper Grenade Launcher.

ANGEL MINNOW PACK



The infant form of the Angel species are often referred to colloquially as 'Minnows'. Neither as large or powerful as their adult brethren, Minnows nonetheless possess a multitude of gravitic abilities facilitating both movement and attack. Unlike their larger counterparts, Minnows have only rudimentary control over their void-gel sheathes, and cannot morph as much as the adults do, limiting how specialised they can make their form.

Used to the freedom of movement in space, Minnows prefer to stay away from the ground, and most commonly settle into a winged form around the size of a dog. When released into the air, they will hunt down the biggest source of sustenance in the area, and the Karists often use their cybel weaponry to direct the Minnows attention, sending them into a feeding frenzy on targets painted with cybel fire. Still only a fraction of the size of their adult kin, Minnows are sometimes eaten by Mature Angels driven mad by hunger.

As with their adult counterparts, the Karist Enclave enslaves Angel Minnows via addiction to a uniquely modified form of cybel energy. Trained to attack in packs, the Angel Minnows disrupt enemy lines with swooping melee attacks, or from distance by spitting deadly globules of cybel regurgitation. The most aggressive Minnows are nurtured into maturity as weapons of war by the Keeper Sect of the Karist priesthood.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Angel Minnow	8	5	3	2	2	1	3	Infantry (Angel, Hover, Mobile)

EQUIPMENT: Cybel Maw & Cybel Pulse.

ABILITIES: Bloodthirsty, Cybel Frenzy, Kill Mission & Sacrifice.

OPTIONS: None.

UNIQUE ABILITIES

Sacrifice: When activating a Mature Angel, one or more Minnows from friendly Angel Minnow Packs within 6" may be sacrificed as casualties. For each Minnow sacrificed this way, immediately remove D3 STs from the Mature Angel. The decision of how many Minnows to sacrifice must be made before rolling to see how many STs are removed. This ability cannot be used into or out of a building.

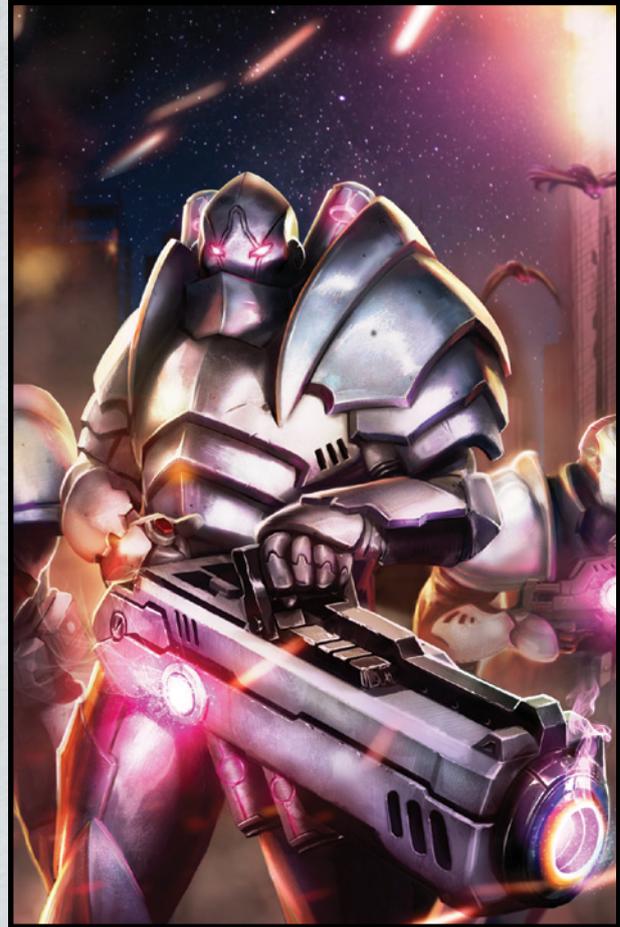
TEMPEST ELITES



Although nobody doubts a Karist Trooper's battlefield effectiveness, a Tempest Elite is a far more intimidating sight. It takes years of training and combat experience before a Trooper is judged worthy of joining the ranks of the Tempest Elites. These are veterans of many campaigns of enlightenment, entrusted with the Enclave's heaviest man-portable weaponry and advanced armoured suits. Each one is a genuine hero of the Karist cause, capable of single-handedly devastating the enemy with staggering levels of firepower from their Ravager pulse cannons and Coriolis energy mortars.

Tempest Elites wear heavy plate armour, augmented with suspensor technologies similar to those seen in the reactor pack worn by Kaddar Novae, which reduce the effective weight of the armour and weapons. The nanoforged armour plates are overlapping composites of ceramic and alloy, giving an effective compromise between mobility, heat and impact resistance. Tempest suits are powered by rear-mounted cybel canisters alongside heat exchange vents to cool the power output of the suspensor array threaded throughout the armour. The amount of damage Tempest armour can suffer before total collapse is legendary, perhaps secondary only to the fabled Lorican armour of the Remnant Fleet.

Tempest Elite units are the anchors of the Karist Enclave military. Inspiring and powerful, even a few Tempest units turn a small Karist detachment into a potent attacking force. Similar to Karist Trooper units, Tempest Elites are highly adaptable, able to swap their weapon loadouts as needed. Those in the Spiral Arm aware of the Karist Enclave particularly fear the Tempest Elite 'Hellstorm' units. The distinctive slow arc of their Hellstorm Energy Mortar projectiles across the sky has been known to cause enemy combatants to flee even before the first casualty is inflicted.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Tempest Elite	5	2	5	5	2	2	4	Infantry (Human)
Tempest Elite Tetrarch	5	2	5	5	2	2	4	Infantry (Human, Squad Leader)

EQUIPMENT: Commune Reactor, Cybel Charges, Rad Grenades & Ravager Pulse Cannon.

ABILITIES: Heavy Gunner.

OPTIONS: Coriolis Energy Launcher & Hellstorm Energy Mortar.

SHADOW WALKER



Shadow Walkers are a mysterious sub-sect, even inside the Karist Enclave itself. Seeming to be neither military nor priesthood, the Shadow Walkers answer only to the Heirarchs, and are a deadly mix of assassin and battlefield intelligence agent. Gifted with unique and terrifying abilities via their lightweight and highly advanced Veil-suits, a Shadow Walker has peerless mobility and infiltration capabilities. The rift technology in their suits is able to tear small tunnels into cybel space, allowing a form of teleportation colloquially referred to as 'rifting'. Shorter jumps can be made with relative ease and rapidity, but attempting to rift over greater distances takes a toll on the Shadow Walker's body, requiring them to spend precious moments to recover after re-emerging.

Shadow Walkers are deployed to target worlds by the Heirarchs decades in advance of the main Karist vanguard. Trained to blend into society, Shadow Walkers ascend to roles of responsibility within the enemy planet's military and political structure, using their influence to hide the arrival of the Enclave's missionaries and soldiers. During the infiltration phase of Karist operations, Shadow Walkers provide intelligence and resources to the hidden Karist forces, and even perform assassinations to eliminate suspicious or obstructive officials.

On the battlefield, Shadow Walkers use their unparalleled mobility to capture important objectives, but also to identify and attack vulnerable enemy units with close quarters fighting.

It is here the Shadow Walkers put their cybel-edged blades and deadly Nox Pistols to devastating use, ripping apart the enemy battle plan with careful executions of enemy leadership, before disappearing once more. Sometimes just the rumour of Shadow Walkers present on a planet can be enough to sow fear amongst the enemy lines.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Shadow Walker	7	5	6	3	2	2	4	Infantry (Human, Mobile, Solo)

EQUIPMENT: Commune Reactor, Cybel Blade, Nox Pistol & Rad Grenades.

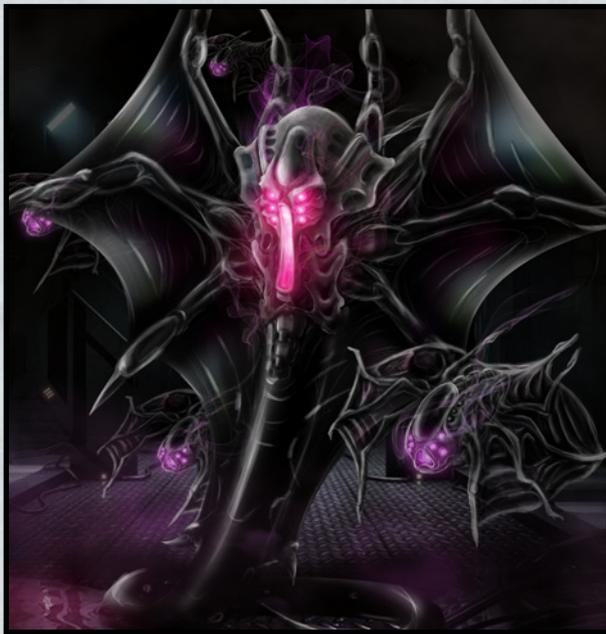
ABILITIES: Dynamic Move, Fearsome (1), Precision Kill, Scout & Teleport (24").

OPTIONS: None.

MATURE ANGEL



The fully mature Angel is a truly terrifying creature to encounter in the flesh, and their otherworldly scream is a harbinger of nightmares across the Spiral Arm. Dwarfing even the tallest of humans, the Angel is a tapering mass of writhing tentacles, gelatinous membranes, and bristled claws, smelling of sulphur and ozone. Angels normally live deep in space, feeding off interstellar hydrogen and cybel energy. Forced away from their natural habitats by the Maelstrom, Angels are usually ravenous with hunger by the time they encounter



humanity, and will resort to consuming inefficient real matter in a desperate attempt to stay alive. The Karist Keepers take advantage of their discomfort, enslaving the aliens with careful rations of cybel energy, before releasing them onto the battlefield to terrify the Enclave's enemies.

An Angel's body consists of both real matter and cybel energy. Its bony torso and void gel limbs are held together by a strange combination of gravitic forces that Karist scientists long to master. Larger Angels use these forces to manipulate gravity, moulding their void gel into appendages for movement, manipulators, attack or flight control. Out of their natural environment, they eschew a singular form and instead adapt their body shape and limbs based purely on the needs of the moment. The only consistency is the ever-present six-eyed visage and gaping, long slit of a mouth, glowing with the cybel energy it feeds off.

Despite their ever-shifting nature, Mature Angels gravitate towards three main states: the flying form, where its upper-most appendages form glider-like wings that help direct its powerful kinetic shockwaves; the crab-like combat form where its void gel hardens into protective armour and giant claws; and the writhing mass of the slasher form, where the Angel moves and attacks via dozens of void gel tentacles.

Mature Angels also have a tremendous reserve of cybel energy within them, and can regurgitate this in the form of a powerful beam weapon that obliterates even the toughest foes. The very last sight many adversaries experience is the Angel's six glowing eyes and screaming mouth before its deadly cybel beam washes over them.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Mature Angel	7	3	3	5/3	4	3	3	Behemoth (Angel)

EQUIPMENT: 2 Cybel Beams, Cybel Maw, Massive Void Gel Claws & 2 Void Gel Tentacles.

ABILITIES: Bloodthirsty, Cybel Frenzy, Fearsome (2), Teleport (24") & Void Gel Forms.

OPTIONS: None.

UNIQUE ABILITIES

Void Gel Forms: Each turn, after determining which main action a Mature Angel will perform, choose one of the following void gel forms. Effects of a void gel form last only until the Angel next activates.

- A. Winged Form:** Gain both the **HOVER** & **MOBILE** designators. In addition, when finishing any teleport, single or double move (including a charge) it may unleash a *kinetic shockwave*. A kinetic shockwave causes +D3 STs on all **other** units within 12" (friend and foe), which are placed before any defensive fire discipline checks caused by the move are taken.
- B. Combat Form:** Choose either the model's front or rear AV characteristic and increase it by +3. In addition, the Massive Void Gel Claws CQ weapon profile may be utilized (this is the only way it may be used).
- C. Slasher Form:** May utilize the Void Gel Tentacles weapon profile (this is the only way they may be used). If targeted by enemy CQ attacks, each model in that enemy unit fires -1 shot with their primary CQ weapon that round.

When deploying a Mature Angel, choose its starting form. This form lasts until the Angel activates for the first time.

KARIST ENCLAVE ABILITIES

ANGEL

(designator) Angels are bizarre and dangerous creatures whose physiology and behavior are barely understood, even by experts within the Karist Enclave. Angels are a xeno model (for any attacks, abilities, etc., that specify they affect xeno models). However, angels are so radically different from all other known organisms in the galaxy, that they do not count as being either organic or inorganic models.

A unit containing one or more angel models may not be joined or issued an order unless the model doing so has the **ANGEL HANDLER** ability. In addition, a unit containing one or more angel models may not enter a building unless the unit contains a model with the **ANGEL HANDLER** ability. A Mature Angel is sentient enough to enter on its own, provided the building is large enough to allow this.

CYBEL FRENZY

While CQ fighting, this model can elect to cybel frenzy. If it does so, for every full 3 STs on the target unit, the cybel frenzied model fires +1 additional shot with its primary CQ weapon, provided it is a melee weapon. However, while cybel frenzied, each to hit roll of 1 means the model inflicts a hit against its own unit with its primary CQ weapon.



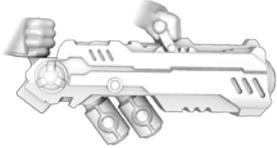
KARIST ENCLAVE EQUIPMENT

KARIST ENCLAVE RANGED WEAPONS

PULSE WEAPONS

The standard type of weapon the Karists have become known for across the galaxy is the pulse energy weapon. These weapons fire electro-magnetically controlled cybel energy packets that vaporize the target upon impact. The Mk2 version of the Carbine allows the bearer the option to trade range for a more powerful projectile at close quarters. The Ravager Vulcan Pulse Cannon's larger bore allows it to fire larger cybel projectiles at a much higher volume.

While other factions shy away from utilising the potent yet unpredictable cybel energy in their weapons, the Karist Enclave embraces it with vigor. Raw cybel energy annihilates with real matter, and is absolutely devastating on unprotected flesh. Solid armor plating and cover can slow cybel energy for a time, however, this is only ever a temporary measure. Each cybel packet ablates away ever more of a target's defenses, eventually leaving them open for the killing blow.

Name	RNG	SHO	PEN	DAM	Special	
Pulse Pistol	12"	2	3	1	Explosive (6+), Pistol	
Pulse Carbine (& Pulse Carbine Mk2)	18"	2	4	1	Explosive (6+)	
Pulse Carbine - Charged Shot (Pulse Carbine Mk2 Only)	12"	2	5	2	Explosive (6+), Short Ranged (+1)	
Ravager Vulcan Pulse Cannon	24"	3	5	1	Explosive (6+), Heavy	

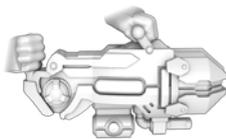
SOLID PROJECTILE CYBEL WEAPONRY

These weapons fire a solid projectile filled with a core of destructive cybel energy. The larger Ripper Grenade bursts into a hail of razor-sharp shrapnel on impact, scattering enemies cowering behind cover before the cybel round at the centre explodes. When the smaller Nox projectile's hardened tips penetrate the enemy's armor, the resulting effects are as horrifying as they are lethal, as the cybel energy annihilates flesh and bone, literally destroying the target from within.

Name	RNG	SHO	PEN	DAM	Special	
Nox Pistol	12"	2	3	2	Explosive (6+), Pistol	
Ripper Energy Grenade Launcher	18"	1+SB	3	1	AoE (SB), Explosive (6+), Ignore Cover, Suppress (1)	

CYBEL ENERGY LAUNCHERS

The Enclave's larger cybel energy mortars are typically crewed by three Karist Troopers, but Tempest Elites can carry them single-handedly with ease. Coriolis Launchers fire a cybel energy projectile designed to burst apart on impact, the resulting firestorm washing over any cover the enemy is hiding behind. The Hellstorm, on the other hand, fires a much tighter energy packet which can punch through even the thickest armor. The Hellstorm also allows the firer a bit of rudimentary control over the projectile mid-flight, although the higher firing arc gives the enemy time to dive out of the way, if they're willing to abandon their positions.

Name	RNG	SHO	PEN	DAM	Special	
Coriolis Energy Launcher	24"	1+SB	4	1	AoE (SB), Explosive (6+), Heavy, Ignore Cover, Suppress (1)	
Hellstorm Energy Mortar	30"	1+SB	5	2	AoE (SB), Explosive (6+), Heavy, Ind Fire (Optional, Slow Projectile)	

Slow Projectile: When fired indirectly, any enemy unit even partially under this AoE template may elect to avoid it before rolls to hit are made. If they elect to avoid, the unit is automatically missed by these attacks but the firing player may move the unit up to 3" as a forced move,

though the owning player still chooses which direction the unit will face. The unit gains +1 ST for each slow projectile weapon fired at them that they avoid this way. Units unable to make a fixed move for any reason, such as those inside a building, may not avoid.

RADWAVE WEAPONS

Radwave weapons fire a massive dose of crippling radiation that can poison the strongest creature in moments and damage electronic equipment. Radwave weapons only use cybel energy internally, by directing it to merge and annihilate a tiny portion of radioactive metal, thereby creating the radiation which is fired out of the weapon.

Name	RNG	SHO	PEN	DAM	Special	
Radwave Emitter	8"	2+SPR	4+	1	AoE (SPR), F-PEN (4+)	

KINETIC WEAPONS

Kinetic weaponry is rare technology used by high ranking members of the Kaddar priesthood. A Kinetic Gauntlet uses the intense force generated when cybel energy annihilates with real matter to propel a wave of kinetic energy from the Gauntlet's fist all the way to its target, potentially even overturning a tank, or shattering a group of infantry. In the case of Kaddar Novae, their Kinetic Gauntlet is slaved to a large, man-portable Cybel Reactor, mounted on their back.

Name	RNG	SHO	PEN	DAM	Special
Kinetic Gauntlet (Standard)	18"	2	6	1	Pistol, Suppress (1)
Kinetic Gauntlet (Overload)	18"	3	8	2	Overload Suppress (D3), Short Ranged, Titan Slayer (4+)

Overload Suppress: All units within 18" and at least partially within the unit's front fire arc gain STs as though hit by a Suppress (D3) attack, regardless of whether

they are actually hit or not. This affects both friendly and enemy units, but not the firing unit.

ANGEL RANGED WEAPONS

Angels sustain their improbable form by converting cybel energy, and can expel their food as a powerful projectile. The more mature an Angel, the more deadly and sustained its ranged cybel attack is. Older Angels are also able to form the void gel that makes up their physical form into deadly tentacles that lash out at the enemy, dragging them out of cover or simply ripping them apart.

Name	RNG	SHO	PEN	DAM	Special
Cybel Pulse	18"	2	3	1	Explosive (6+)
Cybel Beam	18"	3	5	2	Beam, Explosive (6+)
Void Gel Tentacles (Slasher Form only)	12"	3	1	1	Drag Unit (1"), Pistol

KARIST ENCLAVE MELEE WEAPONS

CYBEL BLADE

A Cybel Blade is a mono-molecular blade sheathed in cybel energy. When striking, the outer electromagnetic field temporarily drops, allowing the cybel energy to annihilate a chunk of the target's armour while the follow-through from the blade makes short work of what is left.

Name	RNG	SHO	PEN	DAM	Special
Cybel Blade	CQ	-	5	1	Explosive (6+), Melee

ANGEL MELEE WEAPONS

A close up encounter with an Angel is a fearsome experience. At close quarters their gaping maw expels cybel energy that vaporises chunks of their foe's armour and causes massive damage on unarmoured flesh.

Name	RNG	SHO	PEN	DAM	Special
Cybel Maw	CQ	-	MAS	1	Explosive (6+), Melee
Massive Void Gel Claws (Combat Form Only)	CQ	-	+1	2	Heavy, Melee

KARIST ENCLAVE GRENADES

CYBEL CHARGES

Cybel Charges are the Karist equivalent of a breaching charge. They combine a conventional directional explosive with a reservoir of cybel energy. The explosive charge breaches both the reservoir and target instantaneously, releasing the cybel energy inside, vaporising huge chunks of buildings, vehicles and large enemies.

Name	RNG	SHO	PEN	DAM	Special
Cybel Charges	CQ	-	6	3	CQ Explosive, Explosive (6+), Large Models Only

RAD GRENADES

Rad Grenades, like the rest of the Karist weaponry, utilise the destructive power of cybel energy. Unlike most weapons, they do so indirectly. When a Rad Grenade's timer runs out, a dense block of tungsten is slammed into a reservoir of cybel energy. The resultant reaction emits a powerful blast of gamma radiation that can poison the strongest creature in moments and heavily damage electronic equipment.

Name	RNG	SHO	PEN	DAM	Special
Rad Grenades	6"	1+SB	4+	1	AoE (SB), Grenade, F-PEN (4+), Ignore Cover

SWARMER GRENADES

Swarmers Grenades are filled with na-cybel energy that has been processed through a commune reactor. While this energy is generally non-lethal, its presence can be disorienting to those unfamiliar with its painful, yet euphoric effects. In addition, dosing an enemy unit with a Swarmer Grenade has the side benefit of attracting the ravenous attention of Angels.

Name	RNG	SHO	PEN	DAM	Special
Swarmers Grenades	6"	0+SB	1	1	AoE (SB), Grenade, Suppress (psych 3D3)

KARIST ENCLAVE SUPPORT EQUIPMENT

COMMUNE REACTOR

(squad ability) When the unit fails any type of discipline check it can elect to engage its commune reactors to reduce the result needed to pass the check by 1 (down to a minimum of 2+), thereby potentially passing the failed check. However, if it elects to do so, the unit gains +D3 STs immediately after passing the discipline check.

The Karist Enclave believe that communion with na-cybel energy during life is essential to prepare the body and soul for ascension in the Maelstrom's embrace. Every Karist carries with them a commune reactor, a circular pendant with an irised opening resembling a cybel gate. Activating the commune releases a small quantity of the na-cybel energy held within. In the short term, the euphoria and mild hallucinations give temporary escape from even the horrors of war. However, once the beneficial effects of the commune wear off, the Karist is left with physical damage caused to their body by exposure to this potent energy.

SHIELD REACTOR PACK

Each turn, once a Kaddar Nova has determined which main action it will be performing, choose one of the following three modes for its reactor pack. Ongoing effects of a shield reactor mode last only until the Kaddar Nova next activates.

- A. Kinetic Boost:** MV and EVS characteristics are doubled.
- B. Shield Mode:** AV characteristic is doubled and **FIELD** ability value is increased to (2).
- C. Gauntlet Overload:** The Kinetic Gauntlet must use its Overload profile. This is the only way its Overload profile may be used. This mode cannot be used in consecutive turns.

When deploying a Kaddar Nova, choose its starting mode. This mode lasts until the Kaddar Nova activates for the first time.

A Kaddar Nova's unusual tolerance level to cybel energy uniquely enables them to carry a large and unwieldy back-mounted cybel reactor. This reactor powers a number of different kinetic energy devices, depending on the particular need of the Kaddar Nova at that moment: a kinetic shield generator, able to deflect incoming attacks; a mild anti-grav field, offsetting the weight of the reactor and allowing the Kaddar Nova to move with shocking speed and power; or their Kinetic Gauntlet, a powerful weapon which, at full power, can overturn a tank or shatter a group of infantry. These energy-hungry kinetic devices represent the pinnacle of Karist technology, only made possible through close study and experimentation upon Angels, who regularly display complete mastery of kinetic energy. In the most desperate of times, a Kaddar Nova can even perform the ultimate sacrifice, detonating their cybel reactor in an attempt to wrest control of the battlefield from their enemies.

KARIST ENCLAVE FACTION OBJECTIVE: SECRET CACHE

A secret cache is a single, personal small objective marker placed after deployment zones are chosen, but before forces are deployed. It must be placed entirely within no-man's land, following the standard objective marker placement restrictions. It behaves like a standard objective marker except that only friendly Karist units can control it, although opposing units can contest it as normal.

A Secret Cache can generate a maximum of 3 VPs, once that total has been reached the cache is removed from the table.

The message of the Karist religion is not often welcomed, and frequently missionaries of the Karist way are treated with mistrust and even outright hostility. The Enclave moves to new worlds in secret, spreading their beliefs in hidden prayer meetings that shift from location to location to avoid the prejudice of the local ruling classes. Shadow Walkers infiltrate the societies of these worlds, aiding these clandestine prayer groups and leaving secret caches of supplies for the growing Karist movement.

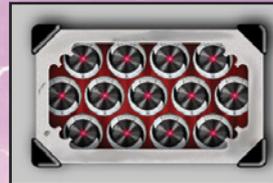
Partial: (each end phase) If your side controls your secret cache and did not utilize the **CACHE RESUPPLY** ability (see below) that turn, gain 1 VP.

Full: (end of game) If your side controls your secret cache, gain all of its remaining VPs.

Cache Resupply: A single friendly Karist unit per turn in control of the cache when firing a round of non-CQ shooting may choose to re-roll their failed rolls to hit during that round only. However, utilizing this ability means that the cache will not generate 1 VP in that turn's end phase.

MODELING A SECRET CACHE

Although a cardstock version of a secret cache is included in the **Battle for Zycanthus** box set, we encourage the budding Karist Enclave player to scratchbuild or convert their own if they're up for that modeling challenge. Just remember, a secret cache is a small objective marker, so whether using the cardstock version or creating your own, it should be mounted on a 25mm base.



APPENDICES



APPENDIX 1: MODELING

MODELING UNIT OPTIONS

If you select a unit option that is physically represented in any Spiral Arm Studios model kit, then you must appropriately represent that option on your model(s). If the unit option has no physical representation in any Spiral Arm Studios model kit, then there is no requirement for you to represent it, though this shouldn't dissuade you from coming up with your own clever conversion for it if you fancy the challenge. Conversely, if a unit has a particular option modeled on it, then that option **must** be selected for the unit. The goal of this rule is to ensure players visually represent their major unit options on their models, making it easier for both players to remember what each unit is equipped with when quickly glancing across the table.

CONVERTING MODELS

The wargaming community has created many amazing converted miniatures and we encourage players to dream big and explore more of the Maelstrom's Edge universe by customising their models. It is important to note, however, that the spirit of the rules presumes that conversions will not confer players an in-game advantage, which can happen when dealing with a dramatically posed model, like a normally standing model that is converted to be kneeling or lying down.

Before setting up a game against an opponent that is unfamiliar with your models, take a moment to show them any and all conversions you have in your force and have a quick discussion about if and how those conversions might give you any kind of advantage during the game.

Unfortunately, as there are near infinite ways to convert a model, we cannot provide hard and fast rules to cover every potential situation. Therefore, you and your opponent instead need to agree upon a satisfactory compromise for any conversions in your game, such as (but not limited to) these recommendations:

- If a conversion is deemed fairly minor, you could choose to allow the model to be used as-is, even with the knowledge that the conversion could potentially affect the game.
- If either you or your opponent have a spare unconverted version of the same model available, then that reference model can quickly be swapped in place of the converted model when needed, such as when checking line of sight.
- If a suitable reference model is unavailable, then to the best of both you and your opponent's ability, you could imagine that the model is unconverted in situations where it would make a difference, such as when checking line of sight. If utilizing this compromise, then in any borderline situation where you and your opponent can't quite agree on how this imaginary unconverted model should look or behave, the owning player of the converted model should always graciously accept the position that will be more detrimental to them.



CUSTOM BASING

Models must normally be mounted on the base specified for them as part of their model kit.

Custom bases can be substituted for a model's standard base, but they must be the same diameter as the model's standard base. If the custom base has elements on it that significantly raise the height of the model compared to a standard base, then this qualifies as the model being converted as detailed above. Custom bases must clearly denote the model's front and rear arcs, by using painted arc markings, for example.

We also recognize that some players desire to use their Maelstrom's Edge models in other games and therefore prefer to mount them on bases from other manufacturers that happen to be a slightly different diameter from their standard base. This is permitted, provided that you replace **all** instances of that same standard base size in your force with the new custom size, and **only** in the specific instances listed here.

STANDARD BASE	CAN BE REPLACED WITH
Spiral Arm Studios hexagonal flight base	Spiral Arm Studios 25mm circular base (flight stand must still be used)
Spiral Arm Studios 46mm circular base	40mm or 50mm circular base
Spiral Arm Studios 54mm circular base	50mm or 60mm circular base

MODELS WITHOUT A BASE

If a Spiral Arm Studios model kit does not specify that a model comes with a base, then it is a *model without a base*. If desired, a model without a base can be mounted on a custom base, but even if this is done, it is still treated as a model without a base for all game purposes.

A model without a base must be marked in some fashion so that it is abundantly clear where its front and rear arcs are. This should always be as close to splitting the model's body in half, from a top-down, two dimensional point of view, as possible. When measuring distances to or from a model without a base, use the closest point of the model's body that also touches the table surface: this counts as an edge of the model's base for all intents and purposes.

Similarly, for a model without a base, the **entirety of their body** is treated as their base for the purposes of rules that require the model to be entirely within a specific area or when something must be placed entirely over the model's base.

Models without a base are often oblong shaped. No matter how an oblong model is pivoted during its movement, this cannot allow it to exceed its maximum total movement allowance in any given direction (measured from where the model started its move), even if this means it isn't able to utilize its entire movement allowance because of this.



ASSEMBLING YOUR SUPPRESSION TOKENS

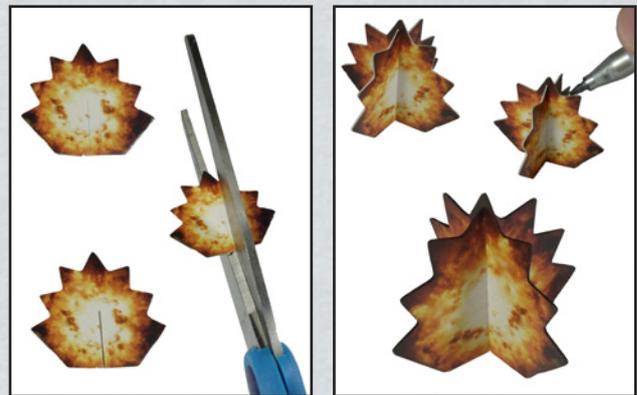
The Maelstrom's Edge boxed set provides a large number of explosive suppression tokens, allowing you to have a very cinematic view on your battlefield instead of looking at a bunch of models surrounded by generic tokens. The tokens are provided as strong cardboard pieces and if you take care with their assembly, they will be extremely durable and will last a long time.

When producing the Suppression Token designs, we found that most similar products had used a very thin card which allowed the tokens to slot together easily, but at the expense of longevity. Because you'll need these tokens in every game of Maelstrom's Edge you play, and because they will need to be transported, we made the choice to use a thicker cardboard than others have done in the past.

When creating cardboard tokens, the smallest viable cutting gap size is 2mm. Our card thickness is 1mm. As such, we had to make a choice of either doubling the thickness of our card and making the tokens look too thick with an obvious cardboard appearance, or, having the thickness at the optimal 1mm, but having the slots in each suppression token be a touch too narrow for perfect assembly without a bit of extra work. Our mantra when developing Maelstrom's Edge has always been focused on making the nicest possible end result, even if it comes at the expense of a longer assembly period, so we naturally went with the second option.

This leaves you two choices when assembling your suppression tokens. You can just pop them off the sheet and force them together, but this may cause a slight shearing effect where the token curves in to itself, and will cause the two parts of the token to not be at a perfect 90 degree angle to itself. This won't have any negative effect on your gaming so if you want to get playing quickly, is completely fine and reasonable.

The recommended alternate option for long term token usage is to use some very sharp scissors or sprue cutters to widen the central slot gaps to approximately 1mm, allowing the tokens to slide together more smoothly as pictured.



If you cut too wide, then don't worry – a dab of superglue on the joining center part of a token will hold them neatly in place.

If you experience any dog-eared edges (where the printed layer on the cardboard separates from the blank middle part of the cardboard), a tiny dab of superglue will solidify them nicely as well.

For additional strength, and a superior aesthetic, we strongly recommend picking up a black acrylic paint pen and running along the edges of your tokens. This will seal the three parts of the cardboard together, as well as providing a neater finish to the cards, making them look even nicer while you are blowing apart your enemy's forces.

APPENDIX 2: ADVANCED RULES INTERACTIONS

ADVANCED CHARACTERISTIC MODIFICATION

Continued from **MODIFYING CHARACTERISTICS** (page 43).

A characteristic can be modified by several modifiers simultaneously, such as a single characteristic being doubled multiple times. For example, a characteristic of 3 doubled twice would be 12 (3 doubled to 6 and then doubled again to 12).

The minimum a characteristic can be reduced to by modifiers is 1, although this limitation is only enforced **after all pertinent modifiers are calculated**. So if a characteristic value of 2 has both a -4 and a +2 modifier, then the modified characteristic would be 1 (as $2-4+2=0$, which then reverts back to the minimum of 1).

If there are two or more *complementary set modifiers* simultaneously affecting the same characteristic, then just calculate the most extreme amongst them. For example, a model with SKL 5 that is affected by one set modifier that would change its SKL to 4 and another that would change its SKL to 3, only the latter would take precedence, as both modifiers reduce its SKL.

However, if there are two or more *conflicting set modifiers* simultaneously affecting the same characteristic, then they cancel each other out and are ignored while the conflict persists. For example, a model with SKL 4 that is affected by one set modifier which changes its SKL to 3 as well as another which changes its SKL to 6, then they cancel each other out and the model's normal SKL 4 is used, as one would improve its SKL and the other would reduce it.



SIMULTANEOUS RULES

The effects of two or more rules occasionally need to be resolved at the same time, but the order they should be resolved in is not specified. If only one player has multiple simultaneous effects, then naturally they choose the order to resolve them. If both players have simultaneous effects, then as much as possible, players alternate resolving a simultaneous effect of their choice, starting with the priority player.

If the simultaneous effects occur before the game begins, such as during deployment, then the defender is treated as the priority player and the attacker as the non-priority player for resolving them.

Simultaneous Re-Rolls

Continued from **RE-ROLLS** (page 41).

In the extremely rare case where a player is forced to re-roll both successful and unsuccessful results, these effects cancel each other out and no dice are re-rolled.

Simultaneous Forced Moves

Continued from **FORCED MOVES** (page 47).

When a unit would be compelled to make two or more simultaneous forced moves, only **the most severe** of these is resolved, using the following guidelines to determine which is more severe:

- A retreat (page 62) is always the most severe.
- A longer forced move is more severe than a shorter forced move. So a 3" forced move would be more severe than a forced pivot, for example.
- If the most severe forced moves are the exact same distance, then they are handled as simultaneous effects (see **SIMULTANEOUS RULES** above), with only the first one chosen being resolved.

MANDATORY MAIN ACTIONS

Continued from **UNIT ACTIVATION & ACTIONS** (page 60).

A unit must sometimes perform a *mandatory main action*, which is a main action where the unit does not take an activation discipline check. If a unit performing a mandatory main action is subject to a rule that normally resolves when the unit activates, but before it takes its activation discipline check, just resolve that rule as soon as the unit activates instead.

ADVANCED LINE OF SIGHT

Continued from **LINE OF SIGHT** (page 53).

Area terrain blocks line of sight **through it** only between the individual elements mounted on it, as illustrated below. While players may find the need to temporarily move individual terrain elements aside on an area terrain feature in order to make space for their models to move, it is important to always remember the exact position where those terrain elements belong in case line of sight **over** that area terrain feature later needs to be checked.

LINE OF SIGHT OVER AREA TERRAIN



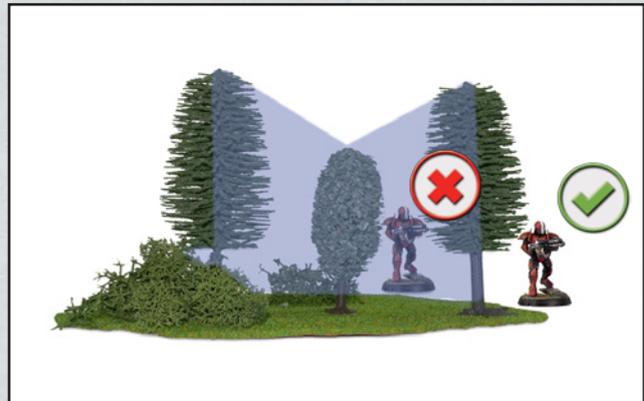
Area terrain with only a single element on it blocks line of sight like an obstacle, so the Karist Trooper can be spotted over the base of the ruins.



Line of sight is only blocked between the tallest points of each individual element on it, so the Karist Trooper on the left can be spotted over the ruins, while the Trooper on the right cannot.



Low area terrain blocks line of sight like an obstacle, so the Karist Trooper can be spotted over the crater.



Area terrain only blocks line of sight **between** the individual elements mounted on it, so the Karist Trooper on the right can be spotted over the edge of the forest's base, while the Trooper on the left cannot.



Intervening Models & Units

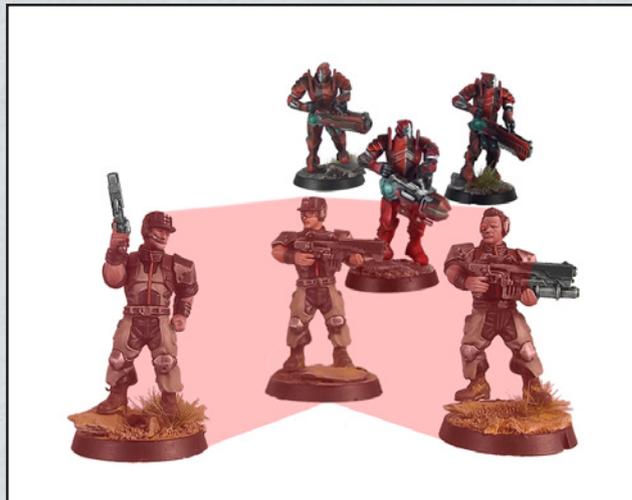
Continued from **FLEETING TARGETS** (page 54).

- Line of sight is considered to pass **through a model** if it passes through their body or an enclosed gap, including the enclosed gap made by a model's legs and its base, as illustrated below.
- Line of sight is considered to pass **through a unit** only up to the height of the models' bodies in that unit, as illustrated below.

INTERVENING MODELS & UNITS



As both the Scarecrow's legs touch its base, line of sight drawn through the gap between its legs would count as passing **through** the model.



As at least half the Tempest Elites can be completely seen **over** the intervening Contractor unit, the Tempests **are not** considered to be partially obscured by the Contractors.

It is theoretically possible for two units to simultaneously (partially) obscure each other from a single firing unit. Should this situation ever arise, whichever of the two units is found to be closer to the firing unit counts as being the intervening unit, but not vice-versa.



APPENDIX 3: SETTING UP TERRAIN

TERRAIN DENSITY

When it comes to the question of how much terrain should be on the table for a game of Maelstrom's Edge, the ultimate goal is for each player to constantly have to choose whether or not to leave their unit in the open for **tactical reasons**, as opposed to not being able to reach cover because there just isn't enough terrain available. We therefore recommend Maelstrom's Edge tables contain slightly more terrain than most comparable sci-fi, squad-based tabletop games: in the neighborhood of 30-50% of the table's surface should be covered by terrain features.

The best way to figure out if you have enough terrain is to first clear off the area you're going to use to play the game, and then, starting from one edge of that table, absolutely pack it with all your available terrain features placed as close as possible to each other, while not overlapping. If the terrain covers 30%-50% of the table surface when placed this way, then you have the suggested amount of terrain for Maelstrom's Edge.

Naturally, the **type** of terrain features you use can greatly help to compensate for an overall lack of terrain. For example, utilizing lots of small area terrain features can break up line of sight across the table, making it much less of a big deal when a unit doesn't end its move in cover. Conversely, a really wide hill that is low enough for every model to see over might cover a lot of the table percentage-wise, but doesn't add much in the way of tactical options for the game. You'll also find that your games tend to be more fun when your table features a wide variety of different terrain sizes and types, such as both big and small obstacles as well as both area terrain and low area terrain.

Heavy cover (cover value 3 terrain) should not be placed on the table unless both sides of the table have access to roughly an equal amount, or when specified by a mission. If your terrain collection contains a high percentage of pieces that look like they should be heavy cover, you and your opponent can agree to use them as regular cover (cover value 2) instead. If this route is chosen, no actual heavy cover should be used to avoid potential confusion.

It is also recommended that the amount of impassable and dangerous ground be kept to a minimum. Maelstrom's Edge shines when units are able to maneuver from cover to cover, so making it overly hard for them to do so can really drag your games down.

Proxy Area Terrain

If you find that you don't have enough terrain to cover 30-50% of the table, one of the easiest ways to quickly rectify this problem (so you can keep playing while slowly building up your terrain collection) is through the use of *proxy area terrain*. Proxy area terrain simply means to cut out a random shape from colored paper or cloth and treat it as though it were standard area terrain like a forest or ruins, even though there are no actual terrain elements mounted on it.

Always assume that proxy area terrain is infinitely tall and can therefore never be seen over no matter how high up the firing unit might be.



ALTERNATING TERRAIN PLACEMENT

The main rules recommend that players mutually agree on how terrain should be set up. We believe that this tends to strike the best balance of creating a table where terrain placement feels both a little random (like real life) while not being too imbalanced or boring. Some players, however, prefer a little more structure for how their terrain gets placed, and for them we present the following system for alternating terrain placement.

ALTERNATING TERRAIN PLACEMENT

1. Separate terrain features
2. Place initial feature
3. Alternate placing features

1) SEPARATE TERRAIN FEATURES

Both players must first agree how many, and which, terrain features will be used for the game. This should be enough to cover roughly 30-50% of the table surface as described previously. Set all the selected terrain features off to the side of the table.

If there are several very small features of the same type, like a bunch of low walls, then both players can agree to clump 3-4 of these together as a single *terrain group*. Creating terrain groups both helps to speed up the process of setting up the table, and also tends to make the terrain placement look a little more natural. A terrain group counts as a single terrain feature for the purposes of placement. Each feature in the group must be placed within 3" of another feature from the same group, making a continuous, unbroken chain.

2) PLACE INITIAL FEATURE

Players must agree upon the terrain feature that will both block the most line of sight and is also not impassable (including buildings). This initial feature is placed centered in the middle of the table.

If playing a narrative mission that utilizes a special terrain feature which must be placed at a **specific location** that would conflict with where the initial terrain feature is supposed to be placed (the center of the table), then in that case, the special terrain feature instead counts as being the initial terrain feature placed.

3) ALTERNATE PLACING FEATURES

Players roll-off, with the winner choosing and placing one terrain feature wholly on the table. Terrain features must be placed within 10" of at least one other terrain feature, but not within 5" of any of them. Players alternate placing features in this manner until it is no longer possible to place a feature more than 5" away from all other features. From that point on, the remaining features must be placed in one of two ways:

- Reduce the 5" minimum distance needed to place the feature, but only by the amount absolutely necessary to do so.
- Alternatively, a feature can be placed on top of a larger terrain feature that has already been placed, provided it can fit entirely on the larger feature and both players agree it makes logical sense to do so. For example, it could make logical sense for a small hill or forest to be placed on top of a larger hill, but not for a larger hill to be placed on top of a smaller hill or a forest. Note that this is the only way that a feature may be placed on top of another feature.

Any features that cannot be placed, even using this revised manner, are discarded and not used for the game. Once all the features have either been successfully placed or discarded (because they could not be placed), terrain set-up is complete!



RULES FINDER



Looking for a particular rule? Use this handy guide to find the page where it is explained.

A

Access Port 84
Action Phase 37
Activated (Unit Activation) 60
Activation Discipline Check 60
Additional Unit (AU) 101
Advance & Fire 60
Advanced Tracking 109
Alpha Strike 96
Ambush 93
Angel 125
Angel Minnow Pack 121
Anvil Unit 100
AoE (Area of Effect) 75
Area Terrain 50
Armor (AV) 43
Assassination 96
Attack From Above 77
Attacker Value 44
Attacker/Defender Bidding War 87
Automated Uplink Relay 117

B

Base Contact 40
Base Shot (AoE) 75
Beam Ability 76
Behemoth 73
Big Flank Deployment 89
Bike 66
Bloodthirsty Ability 81
Body 38
Bodyguard Ability 81
Bonus Point 103
Bonus Shot (AoE) 75
Bonus Unit 95
Bot Handler 112
Bot Protocol 112
Breakthrough 96
Brute Force 64
Building 84
Burst Ability 76

C

Campaign 102
Casualty 56
Casualty Removal 56
Character 66
Characteristic 43
Characteristic Test 44
Charge Action 63
Charge Target 63
Chemtek Sprayer 116
Coherency (Unit Coherency) 39
Command Ability 81
Command Array 116
Command Phase 37
Command Point 92
Command Point Bidding War 94
Command Range 81

Command Unit 100
Commune Reactor 129
Competitive Mission 87
Compulsory Main Action 62
Conditional VP 90
Contractor Engineer 107
Converted Model 132
Core Unit 100
Cover (Applying Cover) 55
Cover (In/Taking Cover) 47
Cover Value 55
CQ Discipline Check 65
CQ Explosive 76
CQ Fighting 64
CQ Weapon 64
Crushing Victory/Defeat 104
Custom Basing 132
Cybel Frenzy 125
Cybel Refineries 96

D

D6/D3 41
Damage (DAM) 74
Dangerous Ground 50
Dash 60
Decimation 96
Decorative Model 38
Defend the Artifact 96
Defender Value 44
Defensive Fire 58
Defensive Maneuver 112
Demolition 97
Denying Cover 55
Deploy Force 89
Deployment ST 89
Deployment Type 89
Deployment Zone 89
Designator 66
Destructible Objective 95
Detachment 100
Dice 41
Dig-In Action 60
Directional Movement 70
Discipline (Unit Discipline) 45
Discipline Check 45
Dodge Ability 82
Double Move 46
Drag Unit 76
Draw (Narrative Mission) 104
Draw (Competitive Mission) 91
Dug-In Ability 82
Dynamic Movement 47
Dynamic Move Ability 82

E

Each End Phase VP 90
EMP Ability 76
End of Game VP 90
End of the Game 91
End Phase 37

Evasion (EVS) 43
Excavation 97
Exclusive Ability 81
Explode/Explosion 72
Explosive Ability 76

F

F-Pen (Fixed Penetration) 77
Face/Facing (Model) 38
Face/Facing (Unit) 39
Facing Off 65
Faction Type 100
Faction Objective 98
Fearless Ability 82
Fearless Dig-In 61
Fearless Shaken 62
Fearsome Ability 82
Field Ability 82
Firefly Recon Drone 110
Firing Port 84
Firing Wildly 54
Fixed Move 47
Flanking Maneuver 93
Flee the Battle 46
Fleeting Target 54
Focused Fire 61
Force (Player's Force) 99
Force Roster 100
Forced Move 47
Fortitude (FOR) 43
Free Action 62
Front Arc (Model) 38
Front Arc (Unit) 39
Front Fire Arc 53

G

Game Length 92
Gentle Slope 49
Grenade 77
Guided Ability 77

H

Hammer Unit 100
Heavy Ability 77
Heavy Cover 55
Heavy Gunner 82
Hidden Supply Cache 97
Hill 49
Hit & Run Ability 77
Hit & Run (Shooting) 78
Hold & Fire 61
Hover 68
Human 68
Hunter-Class Warmech 111

I

Ignore Cover 77
Ignore Hits 55
Impassable Ground 50

Ind Fire (Indirect Fire) 77
Individual Ability 81
Infantry 66
Injury 56
Inspirational Ability 119
Internally Adjacent Section 85
Intervening Model/Unit (Advanced) 136

J

Join Unit Action 67
Journeyman Bot Handler 106

K

Kaddar Nova 119
Karist Trooper 120
Kill Mission Ability 82

L

Large Blast (LB) Template 42
Large Building 85
Large Model 69
Large Model in a Building 86
Large Model Only Ability 77
Leaving a Unit 67
Lethal Ground 50
Light Cover 55
Limited Use Ability 77
Line of Sight 53
Line of Sight (Advanced) 135
Linked Weapon 74
Lock-On 112
Long Range 52
Long Ranged Ability 79
Lopsided Engagement 94
Low Area Terrain 50
Low Visibility Condition 92

M

Main Action 60
Mandatory Additional Unit (MAU) 101
Mandatory Main Action 134
Margin of Victory 91
Marker 38
Marksman Ability 82
Martyr Ability 119
Mass (MAS) 43
Mass Capacity 84
Massive Strength 83
Mature Angel 124
Measuring Distance 40
Meat Grinder 97
Melee Weapon 64
Micro Drone 116
Minor Bot Repair 107
Mission (Mission Card) 87
Mission Completed 91
Mission Special Rule 92
Mobile 68
Model 38
Model Type 66
Model's Eye View 53
Modeling Unit Options 132

Model Without a Base 133
Modifier (Advanced) 134
Modifier (Characteristic) 43
Modifier (Dice Roll) 41
Modifier (VS Roll) 44
Move (MV) Characteristic 43
Movement 46
Multi-Dice Roll 41
Multi-Fortitude Model/Unit 57
Multi-Unit Selection 101

N

Narrative Mission 102
Narrow Victory/Defeat 104
Neural Bot Interface 116
No Deployment 92
No-Man's Land 89
Non-Player Table Edge 89
Non-Priority Player 37
Normal Move 46

O

Objective Marker 95
Objective Placement/Restriction 88
Objective Type 96
Obstacle 49
On the Move 48
Ongoing Unit Status 39
Open Ground 50
Open Ground Bonus Movement 47
Operating Alone 67
Order 81
Overdrive 112
Overload Suppress 127
Overrun Ability 69

P

Paint Ability 79
Parapet 85
Partially Obscured 54
Penetration (PEN) Characteristic 74
Penetration (Penetrating Hit) 56
Penetration Roll 56
Pinned 61
Pistol 79
Pitched Deployment 89
Pivoting a Model 46
Plant The Flag 97
Player Table Edge 89
Point Defense Action 109
Points (Points Limit) 99
Poison Ability 79
Precision Kill 79
Primary CQ Weapon 64
Primary Target 52
Priority Player 37
Proxy Area Terrain 137
Psych ST 45

R

Range (Measurement) 40
Range (Shooting) 52

Range (RNG) Characteristic 74
Rapid Fire 112
Re-Roll 41
Reactive CQ Fighting 65
Reactor Detonation 119
Rear Arc (Model) 38
Rear Arc (Unit) 39
Rear Armor 56
Rear Cover Arc 55
Regular Cover 55
Reinforcement 94
Reserve Unit 92
Retreat 62
Robot 68
Roll to Hit 54
Roll to Penetrate 56
Roll-Off 41
Rolling Multiple Dice 41
Rounding Up 42

S

Sacrifice 121
Scarecrow Sniper 109
Scout Ability 83
Secondary CQ Weapon 64
Secondary Target 52
Secret Cache 130
Section (Large Building) 85
Selecting Your Force 99
Set Up Objectives 88
Set Up Table 87
Severely Injured 57
Shadow Walker 123
Shake-Off STs 60
Shaken 62
Shell-Shocked 45
Shield Reactor Pack 129
Shooting 52
Short Range 52
Short Ranged Ability 79
Shots (SHO) 74
Simultaneous Rules 134
Single Move 46
Skill (SKL) 43
Slow Projectile 126
Small Blast (SB) Template 42
Smart Ability 79
Sniper Ability 79
Solo 68
Special (Weapon Characteristic) 74
Special Attack 59
Special Main Action 61
Special Movement 46
Spider Drone 108
Spray Ability 76
Spray (SPR) Template 42
Squad Ability 81
Squad Leader 38
Standard Building 84
Standard Deployment 89
Standard Model 38
Standard Range 52
Starting Squad Leader 38
Starting Unit Total 96
Stay Low! 112

Stepped Wide Obstacle 49
Stoic Ability 83
Supply Caches 97
Suppress Ability 80
Suppression Token (Placement) 58
Suppression Token (ST) 45
Suppressive Fire 61

T

Table (Tabletop) 49
Table Edge 89
Tactile Bot Interface 116
Teleport Ability 83
Tempest Elite 122
Template 42
Terrain 49
Terrain Effect 50
Terrain Group 138
Terrain Set-Up 87
Territories 97
Time of Day 94
Titan Slayer 80
To Hit Roll 54
Toss Grenades 63
Turn 37

U

Unit 38
Unit Ability 81
Unit Activation 60
Unit Card 99
Unit Discipline 45
Unit Option 100
Unit Strength 93
Unit Type 100
Unstable Footing 48

V

Vanguard Unit 100
Vehicle 73
Vert Climb (Vertical Climber) 83
Vertical Coherency 39
Vertical Terrain 51
Victory Point 90
VIPs 98
Visible 53
Void Gel Form 124
Voluntary Destruction 94
Voluntary Main Action 60
VS Roll (Versus Roll) 44

W

Weapon 74
Weapon Ability 75
Weapon System 74
Wide Obstacle 49
Wild Firing 54
Willpower (WP) 43



MAELSTROM'S EDGE TOKENS

The Battle for Zycanthus box set comes with a range of tokens to make tracking special circumstances in your games easier. Below, you'll find a list of all tokens and what they do. Some of the tokens provided such as 'at high speed', 'stoic', and the A/B/C/D unit mode reminders are provided for use with units and abilities that are yet to be released. If you need additional tokens for your games, feel free to copy and print this page as many times as necessary.



1 COMMAND POINT



3 COMMAND POINTS



5 COMMAND POINTS



ON THE MOVE



AT HIGH SPEED



PINNED



A/B UNIT MODE REMINDER



C/D UNIT MODE REMINDER



EPIRIAN VICTORY POINT TRACKER



KARIST VICTORY POINT TRACKER



UNIT ACTIVATION REMINDER



STOIC ABILITY



BOT PROTOCOLS ENABLED



PAINTED UNIT



KARIST ANGEL WINGED FORM



KARIST ANGEL COMBAT FORM



KARIST ANGEL SLASHER FORM



KADDAR NOVA SHIELD MODE



KADDAR NOVA KINETIC BOOST MODE



KADDAR NOVA GAUNTLET OVERLOAD MODE

MORE MAELSTROM'S EDGE

The Battle for Zycanthus box set is just the beginning of the Maelstrom's Edge universe. In the far future, colonisation of the galaxy's spiral arm has been halted by the emergence of an apocalyptic wave of destructive energy, the Maelstrom. As worlds and civilisations are torn apart by the Maelstrom's implacable approach, the people living on the Edge fight for the chance to escape.

The setting, models and rules contained in this book are the start of our adventures on the Maelstrom's Edge. Further details about current and future releases can be found at our website - <http://www.maelstromsedge.com>, as well as regular hobby updates with painting, terrain and conversion guides, rules updates and brand new fiction from our talented team of sculptors, painters and writers.

BUILDING YOUR MODELS

Before you build your models and suppression tokens, take some time to learn the intricacies of the models contained in this set, see what others have done and learn about our design choices at <http://www.maelstromsedge.com/build>

THE MAELSTROM'S EDGE CARD GAME

Within the Battle for Zycanthus box set you will find the cards that allow you to play Maelstrom's Edge – the Card Game. A fast-paced, tactical two-player game between fleets battling over planets on the Maelstrom's Edge, the card game is designed to offer larger scale space conflicts to complement the skirmishes you play with the miniatures in this set. You can find the current rules and more resources for the card game at <http://www.maelstromsedge.com/cardgame>

THE BATTLE FOR ZYCANTHUS

The story of the Battle for Zycanthus is told in the novels Maelstrom's Edge: Faith and Maelstrom's Edge: Sacrifice by Tomas L. Martin and Stephen Gaskell, available now in ebook through the Amazon Kindle web store, and selectively in paperback at the Maelstrom's Edge website.

When his desert patrol is ambushed by strange warrior cultists in Maelstrom's Edge: Faith, Sheriff Kyle Wynn realises that there are other forces at play on Zycanthus besides the corporate interests of his Epirian Foundation bosses. On the other side of the conflict is Zafah, a missionary from the Karist Enclave, who see the Maelstrom as a chance to ascend to a wondrous higher plane of being. Zafah's mission to save the people of Zycanthus is threatened by the world's heavy-handed security enforcers—and her own conscience. Can Wynn uncover the intentions of the Karists before it is too late, or will Zafah's secretive organisation succeed in their mysterious aims? The second book, Maelstrom's Edge: Sacrifice, brings this confrontation to an explosive conclusion that will change both their lives – and the planet of Zycanthus – forever.

The short story collections Tales from the Maelstrom's Edge explore the Maelstrom's Edge setting beyond Zycanthus, depicting desperate escapes from doomed worlds, epic space battles over cybel gates and tales of intrigue and betrayal as individuals and organisations alike scabble for survival. With stories from award-winning science fiction authors including Alastair Reynolds, Aliette de Bodard, Jaine Fenn, Jeff Carlson, Liz Williams, Rob Ziegler, Stephen Gaskell and Tomas L. Martin, Tales from the Maelstrom's Edge is a step into a new universe of complex politics, advanced technology and human struggles, in the shadow of a universe under threat.

Tales from the Maelstrom's Edge is available on ebook from the Amazon Kindle store, as well as from <http://www.maelstromsedge.com>, where you will also find audiobooks of some of some of the stories, perfect for listening at the painting or gaming table!

We hope you enjoy exploring the universe of Maelstrom's Edge as much as we enjoyed creating it. To see what's coming next, visit <http://www.maelstromsedge.com>!