Elijah M. Kellogg

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Useful cross-reference links are colored Blue throughout this rulebook.

WELCOME TO STAR BREACH

Star Breach is a competitive ruleset for creating and playing tabletop sci-fi skirmishes between opposing alien squads in an embattled dark-future representation of the multiverse. The game pits players against one another, each leading a custom outfit of soldiers and specialists—called "warbands"—to fight for objectives, complete special missions, and generally do as much damage to the enemy as possible. Along with a polished, intuitive and ready-to-play ruleset, Star Breach has three major advantages over your typical sci-fi squad-level skirmisher:

1) The Star Breach interactive PDF ruleset is completely free to access at any time. For our player's convenience and for those gamers who cannot afford the physical rulebook, our ruleset—sans artwork—is completely free on our website to be downloaded and used when desired. Our focus is a quality gaming experience for tabletop gamers from all walks of life, and its important to us that we uphold the integrity of our product over profit.

2) The Star Breach ruleset is unbound from any singular universe, franchise, or company. Without the need to feed a production machine, players are completely free to use whatever 28mm scaled models they'd like when playing out their Star Breach battles. "Any Sci-fi Universe. Any Sci-Fi Models." That's our motto. As long as your models are the appropriate scale and clearly fit into your warband's faction, if you can model it, it can be used. With twenty different factions to choose from—all inspired by a wide variety of sci-fi lore, and each fitting a unique style of play—your gaming community is bound to find the right warband for each and every player.

3) The Star Breach ruleset is a completely unique blend of the best gaming mechanics currently in use in tabletop gaming. We believe this ruleset is as sleek, strategic and balanced as it gets. We've combined some of our all-time favorite game mechanics, along with some ingenious originals, to create a play format that is elegant, efficient, and engaging. Furthermore, along with your models and terrain, we can pretty much guarantee you already have everything you need to play: a handful of six-sided dice, a few chits, measuring tape, maybe some paper and a pencil. Easy! Because there is no need to push a product line, you will never have to buy specialized dice, cards, charts, dials or templates to play our game, whether it be in a casual or competitive setting.

So that's Star Breach! Like the first page of a great sci-fi novel, the Star Breach ruleset is your invitation to discover, explore and battle for worlds infamous or unknown. Honor and power, chaos and pleasure, glory and plunder, prosperity and peace: what will you and your warband fight for in the multiverse of Star Breach? The choice is completely yours. Enjoy!

Elijah M. Kellogg, Creator of Star Breach

THE CORE RULES

SETTING UP THE GAME

Like most tabletop miniature games, Star Breach utilizes a flat playing surface, scale-models, a lot of six-sided dice, and a measuring tape (in inches) for gameplay. Here's everything you'll need to play a game:

+ 28mm scale models to represent your warband (though players may easily choose to play in any other preferred scale)

+ A table with at least 3' square area (36"x 36") of gaming space, covered with lots of appropriately scaled terrain

+ Completed warband roster sheets and a copy of the game rules

+ Identically shaped and sized, but different colored, sets of six-sided dice in a dice bag, specifically for use as "Order Dice". There should be a unique color set of these dice for each player's warband, and one order die per model on the table. (see more about order dice under The Order Dice System section)

+ A few favorite counters and general use tokens to help keep track of in-game numbers and conditions

+ A handful of six-sided dice (commonly referred to as D6) for active rolling

+ At least one measuring tape, in inches (")

All in-game distances and ranges for soldiers' movement, weapons, abilities, and skills are measured in inches. As with many tabletop games, players will need to use a tape measure to play Star Breach. Players are free to measure distances as needed and desired throughout the game. All soldier models must be set on appropriately sized bases (see "Base Sizes" section below), representing the area in which a soldier currently occupies space on the battlefield. Thus, whenever players need to check a range from or to a model, the measurement begins and ends at the edge of the model's base. The same principle applies when measuring distances between objective markers or terrain features: all measurements are made base-to-base.

Star Breach games are best played on a three-dimensional map, among appropriately scaled, model terrain. Star Breach is a true, 360° line-of-sight game. Not unlike real combat situations, your models need to typically see one another to interact. This is called "line-of-sight". In Star Breach, line-of-sight is 360°, meaning a model's facing is not considered when finding line-of-sight. It is assumed a model may be facing any given direction at any given time. To find line-of-sight between two models, players must be able to find a straight line from one model to another on the battlefield, starting and ending measurement somewhere from the bottom of the models' bases to the tops of their heads: following the cylindrical width of each base, and thus excluding extended limbs and/or weapons and gear. Since this is a sci-fi game, dream big with your battlefields: alien wastelands, sprawling cargo holds, hostile jungles, futuristic cities, etc. You cannot go wrong with your setting. The more captivating the terrain, the more captivating the game. If you and friends are playing with balance and competition in mind, then just be sure that the terrain is always evenly placed on the board in a manner that is advantageous for both sides and where line-of-sight is consistently broken-up.

Typical Star Breach games are played between two opposing warband rosters that each total exactly 120 Universal Credits. Most games of Star Breach will be played between two players commanding their respective personalized warbands. As you will find, each soldier a player can include in their warband is worth a certain amount of "Universal Credits", abbreviated "UC", depending on the soldier's rank, weapons, skills and relics. Every faction comes with its own list of soldiers, specialists, weapons and relics to choose from. More on this in the Building a Warband section below.

WINNING THE GAME

A typical Star Breach battle lasts for 6 game turns and the winner is the player who has secured the most UC by the end of the final turn. While there are many unique and challenging scenarios that offer much more variety when it comes to victory conditions (found in the Scenario Log), the end of a Star Breach battle will always involve tallying up UC from eliminated soldiers. When your warband kills a soldier in battle, you count the UC it cost your opponent to acquire the soldier towards your running total. Therefore in most games of Star Breach the object is to kill as many enemy soldiers as possible (gaining UC) while keeping your own soldiers alive (and thus keeping UC from your opponent).

BUILDING A WARBAND

Before engaging in battle, players build and outfit their warbands. To build a warband, players will first determine the size of their engagement and how many points to spend when filling their rosters. In a standard game, each player will get up to 120uc to spend on their warband roster (which ranges from 4-14 soldiers total, depending on the warband faction chosen). Players will use this UC to acquire outfitted soldiers for their warband, clearly listing each squad member and their characteristics on a roster sheet. For every soldier on the roster, the player must have a corresponding model that clearly represents each soldier on the battlefield. Players may add as many different or duplicate types of soldiers as the UC limits allow, unless a soldier is marked as (unique). If the soldier is marked as (unique) in their warband roster, then there can only be one of these soldiers per warband. Also, the only soldier each player *must* include in their warband is their Alpha, who is always free to take at base cost. The Alpha is simply the leader of the warband and may be considered as a player's "avatar" on the tabletop battlefield.

Soldiers and Specialists

Every faction has a unique list of soldiers and specialists available for players to acquire for their warband. Soldiers—except for a warband's Alpha, of course—are common combatants who will make up the core of a warband. There is no restriction to how much of the player's UC limit may be spent on regular soldiers.

Specialists are soldiers who possess unique fighting skills, powers and/or weapons. As their title suggests, these soldiers are harder to come by than the average warrior, and thus players may only spend up to 40% of their UC limit on specialists (48uc for a 120uc limit game).

For the sake of simplicity, both soldiers and specialists are typically referred to as simply "soldiers" throughout this book. If a distinction must be made, it will be clearly noted.

Mechs

Some factions have enhanced their specialist armor with the support of a mechanized battle suit or similar mechanical support-unit: specialists marked as (mech) for short. Below is what makes a (mech) special:

1. Mechs are heavily armed. When executing any ranged attack order or action, mechs may either fire their primary weapon twice or fire both their primary weapon and secondary weapon simultaneously. In addition, they may choose to fire at two different targets when executing these ranged attacks.

2. Mechs tend to be big and easy to hit, and thus do not benefit from partial cover of any kind. Similarly, while mechs may execute a Down Order, mechs do not gain the initiative mod for being down when making dodge rolls.

3. Most mechs have specialized equipment to auto-target enemies and stabilize their weapons while firing. Thus, they do not suffer a -1 initiative modifier when executing an Advance Order or when executing a Fire Order/Action in response to an assault.

4. Mechs can not mend normally during the heat of battle and have a breakdown chart when they start taking a significant amount of wounds. See the Health Effects section for more details.

5. Finally, mechs may only take weapons marked with (m) from their warband's armory and they cannot, with rare exceptions, take any relics. Weapons marked with (m) are exclusively available to mechs alone.

Base Sizes
While Star Breach encourages the use of any and all sci-fi models, the scale of the game is 28mm, and almost all soldier and specialist models should stand on bases that are anywhere between 25mm and 32mm wide. Being the centerpiece of a warband, the Alphas of a faction may be placed on heroic base sizes up to 40mm wide.

Mech models should stand on bases that are anywhere between 32 and 50mm wide. At players' discretion and agreement, a mech's base size may be bumped up to 60mm maximum if necessary.

THE PROFILE OF A SOLDIER

As you'll find, every soldier in every warband has a characteristics profile. It looks like this:

Private   **M5**   **I3**   **H8**   **A4**   **Cost: 10uc**

Let's breakdown this Legion of Mankind's Private profile to better understand what each value means:

Movement (M)

This value stands for a soldier's normal movement value, in inches. Thus, "M5" means the Private can move up to 5 inches. Movement in this game is omni-directional, so long as the move makes real-life sense. All horizontal and vertical movement is measured from the base of the model, and the model is moved from the front lip of their base up to the maximum movement allowed within the measured distance. A soldier's normal movement value counts towards walking, surmounting waist high objects, and climbing up ladders or stairs. If a soldier executes a Run/Assault Order, movement is doubled, and can count towards running, jumping horizontal gaps (no more than 2" wide), and scaling any vertical surface up to 3" without the use of a ladder or stairs.

Initiative (I)

This value stands for a soldier's overall alertness, skill and dexterity in the heat of battle. This Private has a lower initiative value of 3. Initiative is a very important value that highly impacts how a soldier performs in a game. The higher the initiative value, the more effective a soldier will be in taking actions, firing and dodging ranged attacks, casting psychic abilities (if available), and fighting in close combat. A soldier's initiative value is often manipulated throughout the game depending on many different circumstances. See the Gameplay Mechanics and Special Rules section for more on how initiative impacts a soldier's effectiveness on the battlefield.

Health (H)

This value stands for a soldier's maximum health. Thus, "H-8" means the Private can take up to 7 wounds before counting as a causality, as tracked on their roster. If a soldier's health value reaches 0 at any point in the game, then they die and are immediately eliminated from play. Health can be regained in various ways up to a soldier's initial, max value. See the Health Effects section for more about health as it pertains to play.

Armor (A)

This value stands for a soldier's overall protective covering. Armor is important for saving a soldier against wounds when hit by both ranged and close combat attacks, as the total damage count from an attack will first apply against armor before depleting health. Armor values are not depleted over the course of a battle, unlike health, but are a constant value. This Private has an armor value of 4. See the Applying Wounds Section for more on armor.

Cost

This is the soldier's UC value at base cost, without replacing and/or adding any additional weapons or relics. When tallying UC before a game and at the end of the game, players will always count their soldiers' base cost, plus any additional cost that went into equipping them with weapons, relics, skills and/or psychic abilities (see below).

WEAPONS, RELICS, SKILLS & PSYCHIC ABILITIES

Every soldier comes with presets and purchase options for taking different types of weapons and relics. Nearly every soldier has at least a primary weapon slot, if not a secondary weapon slot and option to take grenades as well (see the Weapon Profiles and Special Rules section for more info). Also, alphas can be outfitted with special skills, and at least one soldier per warband has psychic abilities. Under the profile of each soldier is where you will find special notes, abilities, their free gear (included in a soldier's base cost) and gear options. All warband lists—including special rules, soldiers, weapons and relics—can be found under the Warbands Anthology section of this book. All psychic abilities are found under the Psychic Schools section, and descriptions of alpha skills are found under the Alpha Skills section.

THE ORDER DICE SYSTEM

Star Breach utilizes an "order dice" system for determining when soldiers take action in battle. For every warband in a game of Star Breach, there should be a corresponding set of six-sided, colored dice. These are players' order dice. For each warband, there should be one order die in the set per model present on the table. All of the dice in a set should be uniform in color. Players may prefer to purchase and utilize specially designed Star Breach Order Dice, but these are not essential, as normal six-sided dice will do the trick. What is essential is that all players' order dice sets are identical in shape, weight and size. In fact, the *only* difference between opposing players' sets of order dice *must* be their color.

There are six different orders that players may give to the soldiers they control, and each order can be represented by either a number on a normal six-sided die or a special symbol found on the limited edition Star Breach order dice sets. Here are the descriptions of those six orders, by number and symbol:

1. Down- The soldier hits the dirt where they were standing and does not move, nor shoot. A soldier can only use certain relics and perform certain actions when given a Down Order. Also, a downed soldier adds +2 to their initiative when making dodge rolls against ranged-attacks. Furthermore, an order die may be immediately drawn and used to assign a Down Order to any soldier who is targeted by an enemy "ranged attack", but only if they have yet to take an order. If a player chooses to do this, the appropriate die is pulled and the order is immediately executed before any attack rolls are made. If a Down Order is given in this manner, the soldier may not use a relic.

2. Mend- The soldier concentrates all their energy on tending to wounds. The player rolls a D6. The result of the roll is directly proportional to the health regained by the soldier, in a 1:1 ratio. Thus, a roll of a 1 grants the soldier +1 health, a roll of 6 gives +6 health, and so forth, up to the soldier's initial maximum health value.

3. Cover Fire- Instead of aiming at a single enemy target, the soldier centers aim on a general area of the battlefield and then rapidly unloads their weapon. The player chooses a target point on the table, over an enemy model or not, where they want their soldier to aim and execute a ranged attack. This point must be within line-of-sight of the soldier and within range of the weapon used. All soldiers, friend or foe, within 2" of the target point become individual targets of the ranged attack. Because Cover Fire is a poorly aimed volley of fire, the attacking soldier must apply a -2 initiative modifier to all of their resulting attack rolls. (See the Ranged Attacks section for more info on making attack rolls.) If a soldier is hit by a Cover Fire ranged attack, then not only do they apply wounds as normal, but—if they also have yet to take an order—they must immediately pull an order die and execute a Down Order, without the ability to use relics or receive relic effects.

4. Fire- The soldier stands and fires any one of their equipped weapons towards one enemy model within line-of-sight and range. Or, if they are able, the soldier may instead attempt to cast a psychic ability. Except for mechs, all soldiers and special-ists may not fire more than one weapon per Fire Order. (See the Ranged Attacks section for more info on making attack rolls. See the Psychic Abilities section for more info on casting psychic abilities.)

5. Advance- The soldier first moves up to their maximum movement value listed in their profile (see "Movement" under The Profile of a Solider section for details).* Then, the soldier may execute a Fire Order (as described above). If a Fire Order is executed, the soldier incurs a -1 initiative modifier for their attack roll or psychic roll due to moving before shooting.

6. Run (Assault)- The soldier quickly moves across the field up to double their movement value (see "Movement" under The Profile of a Solider section for details of qualifying movements). * *This order may also be used as an Assault Order against one targeted enemy soldier within the running soldier's movement range.* Furthermore, the running soldier must have either a direct line-of-sight to the target, or at least one friendly warband member must have line-of-sight to the target. The player must declare the Run as an Assault before moving the soldier, indicating which enemy soldier they are attempting to engage in close combat. The targeted soldier, if having not already taken an order, may counter the assault by pulling an order die and immediately executing a Fire Order (at -2 initiative). This responsive Fire Order is worked out before the running soldier is brought into close combat, always from the exact distance where the running soldier either started in full view or came into full view, unobscured by any cover. If the shot does not kill the assaulting soldier, or no Fire attempt was made, then the assaulting soldier will move up to double their move-ment value to connect with their target. The two will then immediately enter a round of close combat. (See the Close Combat sec-tion for more info on resolving close combat.)

Soldiers can never leave the battlefield for any reason, including from the results of a movement order. If they are moved in such a way that would place them off the battlefield, then they will instead stop right at the edge of the table. Also, while soldiers may freely move through friendly models, they may never come within 1" of an enemy model without an Assault Order or Action.

PLAYING OUT A BATTLE

Once players have setup the table, compiled their rosters, chosen their models, gathered order dice, and selected a scenario, it is time to battle! Before starting, it is always courteous for players to share their rosters with each other, double-check for point accuracy and make sure they have enough order dice in their sets to represent each of their warband members.

Determine Sides and Deployment

To start the game, players will each roll a D6 to determine which side of the battlefield they will deploy their warbands, and who will deploy first. The player who rolled the higher number gets to choose their deployment side first and then the player who rolled the lower number must immediately deploy the whole of their warband on the opposite side. After this, the player who rolled the higher number deploys their soldiers, on their chosen side, in response. Different scenarios can make deployment areas vary in size and position on the table, but for a typical battle, a player's deployment area is anywhere along the length of their chosen table edge and up to 3" away from this edge.

Alternative Deployment Rules

If players agree to do so, they may choose to use these alternative deployment rules for most Star Breach games:
After rolling a D6 to determine deployment table-edges, players keep all their soldier models off the battlefield and immediately begin the Order Dice Phase for Turn 1. During this phase, and only during Turn 1, players must assign all of their soldiers and specialists either an Advance or Run Order. This means that each soldier model will move onto the battlefield, one-by-one, from their respective deployment edges as part of their Turn 1 order die execution. When moving a model onto the table, simply measure the movement distance from the table's edge and place the model anywhere within this distance. Remember to keep all movement rules in mind when placing and potentially shooting with each new soldier.

Follow the Turn Phases

Games of Star Breach typically run for 6 turns. Each turn has three different phases. They are as follows:

1. ORDER DICE PHASE: Draw Order Dice and Execute Orders

At the start of a new turn, including the first turn, players' order dice should be placed into a single, opaque dice bag and shaken. The players will then take turns blindly drawing a die from the bag, without looking into the bag itself.

The color of the die drawn from the bag will clearly indicate whom it belongs to, and this player must then use their die to give an order to one of their soldiers. To give an order, the player simply places the die next to one of their own available soldier models, with the order number (or symbol) they want the soldier to execute facing up. Once an order is assigned, the soldier must immediately execute that order, following the order's directions under The Order Dice System section above. *Be sure to remember which player got to assign the turn's first order, as it will matter in the next phase.*

Once the effects of this order are fully resolved, then the next player blindly draws a new die from the bag. This order die is again given to its rightful player, and the player uses the die to assign an order to any one of their soldiers who have yet to execute an order. In this manner, the system repeats and play unfolds until all the order dice have been drawn from the bag and each soldier has been assigned (and executed) an order.

Two notes about Order Dice:
1) While this initiative system is designed to simulate the equalizing chaos of battle, sometimes the players may fall into a rare streak of pulling the same warband's dice repeatedly. To help keep this system in check, if players have drawn 4 of the same warband's dice in a row--blindly or with the aid of relics and/or skills-- then the opposing player may openly choose who gets the next order die. After this choice is made, then the following orders revert back to a blind draw.
2) Sometimes a soldier is killed and the model is removed from play before receiving an order. When you remove this model, remember to remove a matching die from the bag. When a soldier is removed, but an extra die remains in the bag, it can slightly skew the odds and makes for a confusing end to the phase.

2. SPECIAL ACTIONS PHASE: Execute Special Actions

When the fighting intensifies, the common soldier keeps their head down, forgoes the heroics and sticks to orders. Then there are those who, whether in instinctive fury or uncommon valor, act and fight beyond the call of duty. The special actions phase represents moments of battle where the exceptionally skilled and alert take advantage of the chaos and choose to execute additional actions.

After all the order dice have been pulled from the bag, and all soldiers from both sides have executed orders, the turn devolves into a furious phase of extended heroics. Per special action phase, *each player chooses three living specialists and/or alphas from their warband to take one special action each.* However, if a specialist or alpha had just executed either a Cover Fire or Run/Assault Order in the previous phase, then they are too preoccupied—either with reloading, or catching their breath—to take a special action this phase and cannot be selected to do so.

These are the four special actions a chosen specialist or alpha may execute during this phase:

Focus Fire- The soldier focuses, slows breathing, and fires a well-aimed shot at one enemy soldier. All Focus Fire ranged attacks are resolved like a normal Fire Order, except the enemy soldier loses their positive initiative modifiers from any cover and/or being Down when making a dodge roll. Also, like a normal Fire Order, instead of firing a ranged weapon, a soldier with psychic abilities may attempt to cast any one of their psychic abilities during a Focus Fire Action. *Remember: if a soldier executed an Advance Order during the order dice phase of this turn, the -1 initiative modifier for moving and shooting still applies when making an attack roll or psychic roll with Focus Fire.*

Assault- The soldier aggressively moves towards an enemy soldier and engages with their opponent in close combat. This special Assault action is resolved similarly to a normal Assault Order during the order dice phase, *but the soldier's move-ment is not doubled.* Also, just like an Assault during the order dice phase, the enemy soldier may execute a Fire Order in response to this Assault action, but only if the enemy soldier is also capable of executing a special action this phase and has yet to do so. When an assaulting soldier is moved into base-to-base contact with an enemy, immediately resolve close combat as normal.

Ambush- The soldier hunkers down into a ready position and patiently waits for the perfect moment to strike against an unsuspecting foe. The player places a token next to the soldier who is executing an Ambush Action. This soldier immedi-ately executes a Down Order and remains down for the remainder of this turn and the next, until the player chooses to trigger the Ambush. *(Note that going Down for an Ambush may still be utilized for using relics, securing objectives, etc. per the nor-mal Down Order rules).* While down, the token must stay with the soldier even if the order die is collected for the new turn. During this turn or the next, the soldier may trigger the Ambush Action when any enemy movement falls within the soldier's line-of-sight: including all movement from Advance, Run or Assault orders or actions. When the soldier triggers the Ambush, movement is imme-diately interrupted, the enemy model halts where they are, and a Fire, Cover Fire, or Run Order (with the intent to Assault into close combat) is executed. An order die is pulled from the bag—if executed during the order dice phase—and the order chosen is resolved according to its normal rules. If the enemy model has not been stopped due to the ambush (from either a Cover Fire Order or close combat), then the soldier is free to finish moving. The controlling player may choose to cancel an Ambush at any time during the next turn by simply assigning the soldier a new order when available to do so. Only one Ambush may be trigged per moving model.

Mend- The soldier concentrates their energy on tending to wounds. The player rolls a D6. The result of the roll is directly proportional to the health regained by the soldier, in a 1:1 ratio. Thus, a roll of a 1 grants the soldier +1 health, a roll of 6 gives +6 health, and so forth, up to the soldier's initial maximum health value.

The player who did not get to assign the first order die of the previous phase goes first in this phase, assigning a special action to any one of the three specialists and/or alphas they have chosen (see Scenario Log for resolving special actions in matches between more than two players). The soldier immediately executes the action given. To show that this sol-dier has executed a special action, the player should place a token of sorts on the soldier's order die. After this soldier has finished taking an action, the opposing player now does the same thing: assigning one special action to any one of their 3 selected specialists or alphas. After this soldier has executed the action, then the play moves back to the previous player and they give a special action to the next of their three selected specialists or alpha. Thus, in this alternating man-ner, players take turns assigning and executing special actions until all selected soldiers have taken one. Once this hap-pens, the phase is over.

3. END PHASE: Clean-up and Prepare for the Next Turn

Once the Special Actions phase has ended, the turn is essentially over. Players now make certain that remaining casualties and unnecessary tokens are cleared from the table. They then collect all of the order dice and place them back into the dice bag for shuffling. Players may now start the new turn and repeat phases 1, 2 and 3. In this manner, the game is played out until the end of the final turn (typically turn 6), which is the end of the battle.

Battle End and Tallying Victory Points

As mentioned under the Winning the Game section, the most basic games of Star Breach will immediately end after the 6th turn, where players will then tally their dead, calculate victory points and declare the outcome of the battle. Also, as mentioned under the Winning the Game section, every enemy casualty, regular or special, is worth their cumulative UC in victory points. The only exception to this rule is a dead Alpha, who, as the leader of a squad, was mandatory for each player to take and costed 0 points to initially acquire at base value. *A dead enemy Alpha will always grant the player an additional 55uc in victory points!*

Whether playing casually or competitively, it is *strongly recommended* that once players get a handle on the basic gameplay of Star Breach, they utilize and enjoy the additional scenarios, objectives and challenges found in the Scenario Log. However, regardless of the scenario—or lack thereof—the outcome of every game can be calculated on this chart and a winner decided:

> **Crushing Victory**- $\geq$ 120 Victory Point Difference
> **Decisive Blow**- 119-90 Victory Point Difference
> **Tactical Success**- 89-60 Victory Point Difference
> **Narrow Advantage**- 59-30 Victory Point Difference
> **Entrenched Stalemate (Draw)**- 29-0 Victory Point Difference

GAMEPLAY MECHANICS AND SPECIAL RULES

Weapon Profiles and Special Rules

Every soldier and specialist in Star Breach will take at least a primary weapon into battle, and often a secondary weapon along with a grenade or two. Weapons have their own mini profiles, highlighting the weapon's range in inches, number of attacks per targeted soldier, and damage modifier. Sometimes a weapon has "melee" listed under range and "NA" under number of attacks because this weapon is suited for close combat. Thus, the weapon is only useful in melee and range is not applicable. Other times, along with the weapon's range, a weapon may grant 2 or even 3 ranged attack rolls per target (see the Ranged Attacks section below). For each soldier being targeted by a ranged attack from this weapon, each of these rolls—and their corresponding dodge rolls—must be calculated and worked out independently from one another. And finally, the weapon's damage modifier adds an additional damage bonus value to successful hits from ranged attacks and close combat (as explained in the Ranged Attacks and Close Combat sections below).

Weapons may also have special rules listed next to their profiles. These rules explain special benefits of the weapon and/or how the weapon works under specific circumstances. Some of these special rules are common enough that they are indicated by a single word or phrase. Here are those common special rules:

Area of Effect Weapon (AoE). A weapon noted as "AoE" under its Special Rules section is an area of effect weapon that always produces a large target area when executing a Fire order or Focus Fire action. These weapons cannot be used to execute a Cover Fire order, but when making other ranged attacks always produces a target area exactly like Cover Fire would (a 2" radius from a chosen point on the battlefield, creating a 4" wide circular area). Also similar to a Cover Fire order, soldiers who have yet to take an order and are hit by an AoE weapon must immediately be assigned an order die and execute a Down order, regardless of total damage applied. Unlike a Cover Fire order, however, the soldier executing a ranged attack with an AoE weapon only applies a -1 initiative modifier. Also, AoE weapons may never be used in close combat. When fighting in close combat while equipped with an AoE weapon, a soldier may either fight with their other equipped weapon (i.e. secondary weapon), or must choose to fight with no weapon in particular and thus forfeit any initiative modifier or damage bonus when rolling for and resolving close combat.

Unwieldy. A weapon noted as "Unwieldy" under its Special Rules section is difficult to aim with effective results. When executing a Focus Fire action with an unwieldy weapon, the action is treated like a normal Fire order.

Compact. A weapon noted as "Compact" under its Special Rules section is light in the hands of a soldier and easy to fire while on the move. Soldiers may execute an Advance order (move and shoot) with a compact weapon without incurring the typical -1 initiative modifier for attack rolls.

Grenade. A weapon noted as a "Grenade" under its Special Rules section is a one-time-use, unwieldy, AoE weapon. A grenade may only be used one time during a Fire order or Focus Fire Action per each grenade taken under a soldier's profile. When executing a ranged attack with a grenade, the grenade may be thrown over obstacles up to 3" tall, needing no line-of-sight when targeting a point on the battlefield. Due to the indirect nature of the weapon, there is a -1 initiative modifier when making a ranged attack with a grenade (like other AoE weapons). Furthermore, when using a grenade without line-of-sight the modifier drops to -2 initiative.

Ranged Attacks

Fire and Cover Fire Orders, as well as the Focus Fire Action, are all considered "ranged attacks". When a soldier executes a ranged attack, the controlling player will need to roll two, six-sided dice (2D6) and add the attacking soldier's current initiative value to the sum of the roll. This is called an "attack roll." After an attack roll is made, the opposing player then responds by rolling 2D6 and then adding the targeted soldier's current initiative value to the sum of the roll. This defensive roll is called a "dodge roll." When calculating the total of either an attack roll or a dodge roll, a soldier's current initiative value may be impacted—momentarily—by initiative modifiers from battlefield situations, such as being behind cover or having the "high ground". Here is a list of all possible modifiers:

Attack Roll Modifiers (not including weapon, skill or relic effects):	
Soldier is "walking wounded" at **3 health value or less** remaining…………….	**-2 Initiative***
Soldier's ranged attack is **"Cover Fire"**………………………………………………..	**-2 Initiative**
Soldier is making a ranged attack **in response to an "Assault"**………………….	**-2 Initiative***
Soldier **moved before shooting** (executed an "Advance" order) this turn…	**-1 Initiative***
Soldier's weapon is an **AoE weapon**……………………………………………………..	**-1 Initiative**
Soldier's target is **within half-range** of their weapon's max range…………….	**+1 Initiative**
Soldier has the **"high ground"**, at 3" or more above their target's base…….	**+2 Initiative**
Dodge Roll Modifiers (not including skill or relic effects):	
Soldier behind **partial cover**………………………………………………………………	**+1 Initiative***
Soldier is **currently Down**…………………………………………………………………	**+2 Initiative***
*These modifiers are not applied to soldiers marked as (mech)	

After both the attack roll and corresponding dodge roll have been calculated, players compare their totals. If the total of the attack roll is equal to or less than the dodge roll, then the ranged attack is a miss and no wounds are applied to the targeted soldier. However, **if the total of the attack roll is greater than the total dodge roll, the attack is a hit.** If the ranged attack is a hit, then the players immediately calculate the difference between the total attack roll and total dodge roll (still including initiative and all applicable modifiers). This final number will be the "initial damage" to be applied against the targeted soldier.

Applying Wounds

Once players have determined the initial damage from an attack, applying wounds is simple. The soldier adds the used weapon's damage bonus (listed under the weapon's profile) to the initial damage and then applies the total damage against the targeted soldier's armor value. Any leftover damage is then applied against the target soldier's health as wounds. It is entirely possible that the total damage inflicted will be too weak to penetrate the soldier's armor value, thus causing 0 wounds against their health. It is also possible that the total far surpasses the soldier's armor value, consumes their current health value, and thus eliminates them from the battle. Just remember: a soldier's armor value is a constant value that is never depleted. A soldier's health value is the only value that fluctuates from wounds and healing.

> *Here's a quick example of the entire Ranged Combat process:*
> *A Legion Private "Fires" his Bolt Rifle from short range and high ground at a Coven Trooper who is currently Down. The Private rolls 2D6 and gets a 9. Adding his modified initiative of 6 (3base+1half range+2high ground), his total attack roll is 14. The Coven Trooper rolls 2D6 and gets a 6. Adding his modified initiative of 5 (3base+2being down), his total dodge roll is 11. The attack hits with an initial damage of 3. The weapon's damage bonus is +3 for a total of 6. The damage total is first applied against the Coven Trooper's armor value of 4 and then against his health value of 7. Thus, the Trooper takes 2 wounds and is left with 5 health value.*

Close Combat

If a soldier successfully executes an Assault towards an enemy, and if a responding Fire or Focus Fire does nothing to kill the assaulting soldier, then the soldiers who are now in base-to-base contact immediately enter and resolve a round of close combat (sometimes noted as CC). To resolve a round of close combat, each player first selects one weapon available to their soldier to use in the combat. Then, each player rolls 2D6 and adds the initiative value of their soldier in combat to the resulting roll (adding any initiative modifiers from the selected weapon). The player with the higher outcome wins the round of combat, and the losing soldier must apply the difference of the two combat roll totals—plus any damage bonuses granted by the winning weapon—first against their armor value and then against their health value.

> **Here's a quick example of the entire Close Combat Process:**
> Player One's Legion Private successfully assaults Player Two's Coven Trooper. Both players roll 2D6, with Player One rolling a 10 and Player Two rolling a 6. The Private's initiative value is 3, so his total combat score is 13. The Trooper's initiative is 3, so his total score is 9. The Private wins the combat by a difference of 4 and adds his used weapon's wound mod to the difference (say, +4) for a total of 8. This damage total is then applied against the Trooper's armor and current health.

If the result of a round of close combat kills a soldier, then they are removed as a casualty and the order is complete. If the result does not kill a soldier, then the winning player has a choice from three options. They may either:
1) push the enemy soldier back, moving the enemy model 2" away in any direction (even off a ledge!),
2) step out of combat and move their own model in any direction up to 2" away from the enemy model, or
3) fight a new round of close combat, but the losing enemy soldier must incur a -2 initiative modifier to their base initiative value (this modifier is only applied to the following round of CC for the soldier who lost the previous round).

If option 3 is chosen, then a second close combat round ensues, with players once again making combat rolls and calculating who is the winner and who takes damage. The winner of this round, if both soldiers are still alive, may then make a choice from the three options above. If a third round of close combat is chosen and completed, and both soldiers are still alive, the winner of this combat round must choose either option 1 or 2 from the list above and the soldiers disengage. If the results of a round of close combat ever end in a tie, then both soldiers immediately disengage without damage taken and safely step away from each other, leaving a 2" gap between them.

Health Effects

Healthy soldiers are essential to the success of a warband's operation. When soldiers lose health players simply keep track of this on the soldier's profile with the use of tokens, a counting die, pencil/eraser, etc.

Walking Wounded

If a soldier's health has dropped to the point where they only have 3 health value or less remaining—until they can be mended back to better health—the soldier must apply -2 movement to their base profile and when executing any ranged attack or fighting in close combat, the soldier must apply a -2 initiative modifier. This rule does not apply to mechs, as losing health impacts their performance differently (see below).

Mech Mend Orders and Malfunction Chart

Because of chaotic nature of quick skirmish fighting, it is typically difficult for mechs to mend efficiently on the field of battle (thus the loads of armor). If a specialist marked (mech) executes a Mend Order, the machine simply regains 3 health value. Also, mechs will breakdown and malfunction at certain points of low health, following this chart:

> **MECH MALFUNCTION CHART**
> **3 or 4 Health Value Remaining:** Drive-train Malfunction. The mech loses 2" from its movement value.
> **2 Health Value Remaining:** Weapons Malfunction. When executing a ranged attack, the mech may only fire one weapon of the controlling player's choice, instead of both weapons (in addition to a Drive-Train Malfunction).
> **1 Health Value Remaining:** Circuitry Malfunction. The mech is reduced to an initiative value of 2 (in addition to a Drive-Train Malfunction and Weapons Malfunction).

Casting Psychic Abilities

Some soldiers and specialists have psychic abilities: utilizing supernatural powers, mystical knowledge, or synthetic compounds to advance their cause on the battlefield. If a soldier has such power, then their psychic school will be noted under their profile, along with the abilities they possess from that school. A psychic's school is the list of abilities they may attempt to cast during a battle. When a player chooses to give a psychic soldier a Fire or Focus Fire order, they may choose to have the soldier attempt to execute one psychic ability instead of making a ranged attack. To successfully execute a soldier's psychic ability, the player will roll 2D6 and then add the soldier's current initiative value. If the total meets or surpasses the ability's required power level, then the ability is successfully executed, immediately enacted, and the order is finished. If the total is less than the required power level, then the ability fails, the soldier applies -1 to their health value and the order is finished.

Under the right conditions, all psychics also have the ability to block or counter opposing psychic abilities immediately after they have been successfully cast. See the Psychic Blocks and Psychic Counters section for more on this.

Terrain Effects

Every game of Star Breach should be unique and exciting to play, largely thanks to the terrain set on the table. The terrain on the battlefield not only enhances the look of a game, but also greatly enhances the strategy and gameplay. Without any interesting terrain features, a game could be potentially very bloody and very boring. Below is a list of different types of terrain, their rules as they relate to the game, and some examples of how they may be represented on the table. After setting up the terrain on your battlefield, be sure that both players know exactly what type of terrain is featured and how it impacts the rules of the game.

Full Cover. If a soldier model is behind a piece of terrain that completely obscures the model from an attacker's line-of-sight, then the soldier is in full cover. When in full cover, a soldier cannot be directly targeted by any type of ranged attack or assault from an enemy soldier who cannot see the model, *with the only exception* of becoming collateral from a Cover Fire ranged attack or AoE weapon (in which case, the full cover is considered partial cover if applying modifiers). Many terrain pieces can act as full cover if a soldier is completely hidden from a certain vantage point. Oppositely, if any part of the model can still be seen from the vantage point of an attacker (except for limbs or weapons/gear that extend beyond the width of a model's base), then even if the model is assumed to be down the model may still be targeted and the cover is not considered full cover, but rather partial cover.

Partial Cover. When drawing line-of-sight from the position of a soldier making a ranged attack, if the targeted soldier model is partially obscured by any piece of terrain, or any soldier model—friend or foe—then they gain a +1 initiative modifier when totaling a dodge roll. To be considered partially obscured, a portion of the model's body should be blocked from line-of-sight. If only the hands or feet or extended weapons/gear of a model are obscured, then the model does not gain partial cover.

Difficult Ground. These terrain pieces may be the most difficult for players to identify and agree upon. Difficult ground would be any surface, greater than 2" of width on the field, where a Run/Assault order (but not Assault *special action*) would be impossible to execute. Sometimes terrain could be both providing cover for a soldier, but also prove to be difficult to maneuver through, such as a ransacked control room, or a densely thicketed jungle. Again, the players should identify these grounds before battle.

High Ground. When the base of a soldier model is at least 3" vertically above the base of an enemy model, they are considered to have the high ground. If a soldier executes a ranged attack on an enemy who is below their position by 3" or more, then they will gain an additional +2 Initiative to the total attack roll. Also, a soldier on the high ground cannot be the target of an Assault Order from any enemy who is 3" or more vertically beneath their position (base to base). A soldier may always jump down from any height instead of climbing down while moving—even when executing an Assault Order—for free movement during the length of the fall. However, if a fall—voluntary or not—is 4" or greater, for every inch fallen the soldier must apply a wound against their health, completely bypassing any armor value.

Thematic Element. Oftentimes, players will want to include thematic elements to their battlefield: terrain that can be interacted with and utilized by both warbands. Outside of defined scenario pieces, the possibilities of such terrain elements are endless (portals, airlocks, construction equipment, explosive containers, etc.). Be creative with how you place and use thematic elements, but just be sure to create sensible and balanced rules for each piece well before a battle begins. All players should know how to properly identify and advantageously interact with (or avoid!) the thematic terrain elements on your battlefield.

PSYCHIC SCHOOLS & ABILITIES

School of Order

(Legion of Man, Coven Empire, L'Orani Empire, The Path, The Inquisition, Intergalactic Marshals, Continuum Syndicate*, Nomadic Raiders**)

1. Mend *Power lvl-9*	If this psychic ability is cast successfully, select one friendly soldier within 12" and line-of-sight of the psychic (including the psychic as well) to regain up to 4 health value, up to their initial maximum health value.
2. Push *Power lvl-10*	If this psychic ability is cast successfully, select any other soldier within 18" and line-of-sight of the psychic and move them up to 8" in any direction, even if the direction places the soldier out of line-of-sight. This movement is free, but it cannot be used to place soldiers into close combat. Also, this movement cannot be directly up into the air.
3. Dismantle *Power lvl-11*	If this psychic ability is cast successfully, select any enemy soldier within 18" and line-of-sight of the psychic and immediately destroy their primary weapon and any grenades they may have. The soldier may no longer execute ranged attacks or fight in close combat with their primary weapon or grenades for the remainder of the battle.
4. Heal *Power lvl-12*	If this psychic ability is cast successfully, select one friendly soldier within 18" and line-of-sight of the psychic (including the psychic as well) to regain full health value.
5. Halt *Power lvl-13*	If this psychic ability is cast successfully, select any enemy soldier within 18" and line-of-sight of the psychic and set their movement value to 1 and initiative value to 2 for the remainder of this turn and the next.
6. Disremember *Power lvl-14*	If this psychic ability is cast successfully, select any one enemy soldier within line-of-sight who possesses an Alpha skill or psychic ability. The enemy soldier may no longer utilize one skill or psychic ability, of the casting player's choice, for the remainder of the battle. This ability may only be cast on the same enemy soldier once per battle.
7. Thrive *Power lvl-15*	If this psychic ability is cast successfully, all friendly soldiers within 12" of the psychic (including the psychic as well) regain 4 health value, up to their initial maximum health value.

School of Disorder

(Terror Legion, Terrors of Abaddon, Terror Cult, Corrupted L'Orani, The Dark Path, U'rak Warlords*, Nomadic Raiders**)

1. Decay *Power lvl-9*	If this psychic ability is cast successfully, select any enemy soldier within 18" and line-of-sight of the psychic and automatically subtract 3 health value from the soldier, regardless of the soldier's armor value.
2. Wither *Power lvl-10*	If this psychic ability is cast successfully, select an area 4" in diameter—like a Cover Fire Order—anywhere within 18" and line-of-sight of the psychic and automatically subtract 3 health value from every soldier standing within the target area, regardless of the soldier's armor value.
3. Scar *Power lvl-11*	If this psychic ability is cast successfully, select any friendly soldier within line-of-sight (including the psychic as well) and apply to them +2 armor value and -1 movement value for the remainder of the battle. This psychic ability cannot be cast more than once on the same soldier.
4. Choke *Power lvl-12*	If this psychic ability is cast successfully, select any enemy soldier within line-of-sight and 18" of the psychic and set their movement value and initiative value to the value of 2 for the remainder of the this turn and the next. At the end of both turns, the targeted soldier subtracts 2 health value, regardless of the soldier's armor value. This ability may only be successfully cast once on one enemy soldier at a time.
5. Blast *Power lvl-13*	If this psychic ability is cast successfully, all soldiers within 6" of the psychic are moved directly away from the psychic, in a straight line and up to 6" or until they collide with a piece of terrain. If a soldier collides with a piece of terrain, even partially, they immediately and automatically subtract 5 health value, regardless of the soldier's armor value.
6. Leech *Power lvl-14*	If this psychic ability is cast successfully, select any enemy soldier within 24" and line-of-sight and automatically subtract 4 health value the soldier, regardless of the soldiers' armor value. Simultaneously, select any friendly soldier within line-of-sight to regain 4 health value, up to their initial maximum. This friendly soldier may also be the psychic himself.
7. Possess *Power lvl-15*	If this psychic ability is cast successfully, select any enemy soldier within 24" and line-of-sight, draw an order die for the soldier (from the opposing player's order dice) and assign them any order of the psychic player's choice. This order may include executing a ranged attack towards a friendly soldier or assaulting a friendly soldier.

School of Time
(**Continuum Syndicate, Intergalactic Marshals, L'Orani Empire*, Corrupted L'Orani, The Inquisition, Nomadic Raiders****)

1. Stride *Power lvl-9*	If this psychic ability is cast successfully, select any friendly soldier within 12" and line-of-sight of the psychic (including the psychic as well). This soldier immediately executes a free Run Order up to 8", drawing no order die to execute the free action, as well as taking the free action even if an order was previously executed. If the soldier selects to Assault as part of the Run, the targeted enemy may not respond with a Fire Order. However, a soldier in Ambush may still select to spring the Ambush action against the moving soldier.
2. Crumble *Power lvl-10*	If this psychic ability is cast successfully, select any flat surface of full cover on the battlefield (such as a wall, ceiling or floor) that is within line-of-sight of the psychic. On this surface, specify a circular area 4" in diameter—like a Cover Fire Order. This target area instantly crumbles in a wrinkle of time and no longer exists for the remainder of the game, giving soldiers full line-of-sight and freedom to pass through (or even immediately fall through) the area.
3. Swap *Power lvl-11*	If this psychic ability is cast successfully, select any two soldiers within line-of-sight of the psychic, one of them possibly being the psychic as well. Immediately swap the battlefield positions of these two soldiers.
4. Teleport *Power lvl-12*	If this psychic ability is cast successfully, select any friendly soldier within line-of-sight of the psychic who is currently Down, including the psychic as well. This soldier immediately and instantly teleports to any new location on the battlefield of the player's choice.
5. Rearm *Power lvl-13*	If this psychic ability is cast successfully, select any friendly soldier within line-of-sight of the psychic (including the psychic as well) and give them a new weapon of the player's choice for both the soldier's primary and secondary weapon choice. Select any weapons listed in the *Warbands Anthology*. This ability may only be cast once per friendly soldier.
6. Retry *Power lvl-14*	If this psychic ability is cast successfully, the controlling player commands both players to replay the entire sequence of the last executed order or special action. The assigned order or action still stands, but the sequence of resulting events is replayed. Move soldiers back to their previous locations as necessary, regain lost wounds as necessary, re-roll D6 rolls as necessary: everything as if the first sequence of events never happened. This ability may only be cast on an order or special action if 1) all the soldiers of the event are still alive and 2) if the action was not already previously "retried" once before.
7. Recall *Power lvl-15*	If this psychic ability is cast successfully, the controlling player selects one soldier—but not a "mech"—from their warband who has been previously eliminated from the battle. Roll a D6. On the result of a 1 or 2, nothing happens. On the result of a 3-6, the soldier warps back to the present from the past and is redeployed anywhere within the player's deployment zone with full health. (For the sake of VP, the opposing player still gains full points for killing the soldier the first time and could potentially gain further victory points for eliminating the soldier again).

School of Bio-Instinct
(**The Hive**, **Hive Cult**, **Hunters***, **Nomadic Raiders****)

1. Burrow *Power lvl-9*	If this psychic ability is cast successfully, select one friendly soldier within 12" of the psychic, a soldier who has already executed an order, and cause them to "burrow" into the ground. The soldier model is removed and replaced with a "burrow" token, which cannot be interacted with whatsoever. During the following turn, when the player wishes to assign an order to the "burrowed" soldier, they place the soldier model back onto the battlefield anywhere within 6" of the token and then remove the token. The player then assigns the soldier any order they wish, per usual game play.
2. Hunt *Power lvl-10*	If this psychic ability is cast successfully, select one enemy soldier within 18" and line-of-sight of the psychic and place a token next to the model. For the remainder of the game, when a soldier from the psychic's warband executes a ranged attack against this soldier, the enemy soldier never gains any initiative modifiers of any kind for dodge rolls. This ability may only be cast on the same enemy soldier once per battle.
3. Adapt *Power lvl-11*	If this psychic ability is cast successfully, select one friendly soldier within line-of-sight of the psychic (including the psychic as well) and select one ranged weapon carried by any enemy soldier which has already caused wounds to one or more friendly soldiers. The friendly soldier selected is immediately immune to attacks from this weapon type until the end of the battle and cannot be hit by ranged attacks from this weapon type whatsoever. This psychic ability may only be successfully cast once per battle.
4. Evolve *Power lvl-12*	If this psychic ability is cast successfully, select one friendly soldier within line-of-sight of the psychic (including the psychic as well). This soldier immediately gains +1 movement, +1 initiative and +1 armor values until the end of the battle. This psychic ability may only be successfully cast on the same friendly soldier once per battle.
5. Roar *Power lvl-13*	If this psychic ability is cast successfully, the psychic unleashes a sub-sonic roar that acts like an EMP burst from the psychic's position. All enemy soldiers within 12" of the psychic model lose 2 movement value and cannot fire ranged attacks for the remainder of the turn.
6. Screech *Power lvl-14*	If this psychic ability is cast successfully, all enemy soldiers within 12" of the psychic must immediately subtract 3 from their health value, regardless of their armor values.
7. Frenzy *Power lvl-15*	If this psychic ability is cast successfully, all friendly soldiers—regardless of their positions on the battlefield—immediately gain +2 movement value and +1 initiative value until the end of the turn.

Plasmids

(The Ancient Machine, Machine Cult, Continuum Syndicate, Intergalactic Marshals, Hunters*, The Resistance*)

1. Hack *Power lvl-9*	If this psychic ability is cast successfully, select one enemy mech within 24" of the psychic model (no line-of-sight needed) and force it to immediately execute a free ranged attack with one of its weapons towards any one of its friendly soldiers within its line-of-sight. If the mech does not have ranged weapons, then simply subtract 3 health value from the mech, regardless of its armor value.
2. Bullseye *Power lvl-10*	If this psychic ability is cast successfully, select one enemy soldier within 24" and line-of-sight of the psychic and place a token next to this model. Until the end of the turn, when a soldier from the psychic's warband executes a ranged attack against the specially marked enemy soldier, this soldier must apply a -2 initiative modifier to his dodge rolls.
3. Freeze *Power lvl-11*	If this psychic ability is cast successfully, select any enemy soldier within line-of-sight and 18" of the psychic and set their movement value to 1 and initiative value to 1 for the remainder of this phase.
4. Enrage *Power lvl-12*	If this psychic ability is cast successfully, select any friendly mech within line-of-sight of the psychic and add +2 movement value and +2 initiative value to the mech for the remainder of this turn.
5. Incinerate *Power lvl-13*	If this psychic ability is cast successfully, select an area 4" in diameter—like a Cover Fire Order—anywhere within 18" of the psychic and automatically subtract 3 health value from all soldiers who stand within the target area, regardless of the soldiers' armor values.
6. Collide *Power lvl-14*	If this psychic ability is cast successfully, select a single point anywhere on the battlefield grounds within 24" and line-of-sight of the psychic. This point becomes a gravity well, violently pulling all soldiers within 4" of the point towards the center of the point and thus colliding with one another. All soldiers pulled together by the gravity well instantly move into a clump surrounding the point and each immediately loses 3 health value, regardless of their armor value. If a friendly soldier is caught in the well, they are pulled to the clump of soldiers and takes wounds just as well, but when repositioned, they are placed 1" away from all enemy models (and thus not entering close combat). Falling damage may also apply.
7. Electro-Bolt *Power lvl-15*	If this psychic ability is cast successfully, the psychic sends a bolt of electricity through the nearest enemy soldier within 24" and line-of-sight. The soldier instantly loses 5 health value, regardless of their armor value. The bolt then jumps to the nearest soldier within line-of-sight and 6" of the original target (friend or foe, but never to the psychic as well) and this new soldier now instantly loses 4 health value. Then the bolt moves on to the next nearest solider within line-of-sight and 6" and this soldier instantly lose 3 health value, and thus the bolt moves on in this manner until a fifth soldier is hit and loses 1 health value or the bolt as no more viable targets. No soldier may be electrocuted by the same bolt more than once.

* Some soldiers of this warband know a few abilities from this school, but the warband does not have access to every ability from this school.
**At the beginning of every game, The Wandering Mage from the Nomadic Raiders warband has the option of choosing which school he has abilities from, but all power levels from that school are increased by 1.

Psychic Block and Psychic Counter

(All Psychics of all warbands)

All soldiers and specialists marked with (Psychic) have, in addition to their other abilities, the defensive ability to cast a Psychic Block or a Psychic Counter. When successfully cast, blocks and counters are useful tools to protect a psychic's warband from the effects of an enemy psychic's abilities. Either a block or counter may be attempted by a controlling player's friendly psychic under the following conditions:
1) An opposing psychic has just successfully cast any one of their psychic abilities, but its effect has yet to be enacted.
2) The friendly psychic is either within 6" of the soldier(s) targeted by the ability (including the psychic themselves) or the friendly psychic is within 6" of the opposing psychic who just successfully cast the ability. No line-of-sight required.
3) The friendly psychic has yet to take an order die this phase (or special action during the Special Actions Phase).
4) The player controlling the friendly psychic verbally declares they are attempting to make a "Psychic Block" or a "Psychic Counter", immediately pulling an available order die from the dice bag and assigning a Fire Order to the psychic (or a Focus Fire Action during the Special Action Phase). The block or counter is then attempted as described below.

Psychic Block	The psychic attempts to block the enemy psychic's ability by meeting the ability's base power level. The controlling player rolls 2D6 and adds their psychic's current initiative value. If the total meets or exceeds the ability's base power level, then the ability has been successfully blocked and nothing happens. If the total is less than the power level, the block has failed, the ability is enacted, and the psychic who attempted the block loses 1 health value.
Psychic Counter	The psychic attempts to not only block the opposing psychic's ability but also harm the opposing psychic with telekinetic feedback by matching the opposing psychic's power level roll. The controlling player rolls 2D6 and adds their psychic's current initiative value. If the total meets or exceeds the roll which the opposing psychic used to cast their ability, then the ability has been successfully blocked and the opposing psychic immediately loses 4 health value, to a minimum of 1 health remaining. If the total fails to match the opposing psychic's roll, then the counter fails, the ability enacted, and the psychic who attempted the counter loses 4 health value, to a minimum of 1 health remaining.

ALPHA SKILLS

Inspiring Presence (1 & 2 & 3)

Inspiring Presence 1. When a soldier with Inspiring Presence 1 executes a Cover Fire, Fire, or Advance Order during the Order Die Phase of a turn, all friendly soldiers within 3" of the soldier's starting position—including the soldier as well—gain a +1 initiative modifier when executing ranged attacks until the end of the Order Dice Phase.

Inspiring Presence 2. Soldier must first possess Inspiring Presence 1 to use this skill. Read as Inspiring Presence 1 but increase the range of this skill to 6".

Inspiring Presence 3. Soldier must first possess Inspiring Presence 2 to use this skill. Read as Inspiring Presence 2, but instead of gaining an initiative modifier for only ranged attacks, all soldiers gain a +1 bonus to their base initiative value until the end of the phase.

Natural Leader (1 & 2)

Natural Leader 1. When a soldier with Natural Leader 1 is assigned an order die, the player may immediately draw 1 more order die for their warband and assign it to any soldier or specialist who is within 6" of the soldier with the Natural Leader skill. Both soldiers may then execute their assigned orders in any sequence of the player's choosing.

Natural Leader 2. Soldier must first possess Natural Leader 1 to use this skill. Read as Natural Leader 1, but instead of drawing only 1 additional order die for their warband, the player draws 2 and assigns these additional dice to any soldier and/or specialist who are within 6" of the soldier with the Natural Leader 2 skill.

Deadeye (1 & 2) & Weapons Mastery

Deadeye 1. When a soldier with Deadeye 1 executes any ranged attack, they gain an additional +1 initiative modifier to all ranged attack rolls.

Deadeye 2. Soldier must first possess Deadeye 1 to use this skill. Read as Deadeye 1, but increase the initiative modifier to +2 when using AoE weapons or grenades.

Weapons Mastery. Soldier must first possess Deadeye 2 to use this skill. In addition to the benefits of Deadeye 2, when assigned a ranged attack order, the soldier with Weapons Mastery may execute two ranged attack orders, one immediately after the other, whether they be the same order type or not, whether they are at the same target or not, and whether they are with the same weapon or not.

Fighting Instinct (1 & 2)

Fighting Instinct 1. When a soldier with Fighting Instinct 1 is engaged in close combat, they gain an additional +1 initiative modifier to their close combat roll.

Fighting Instinct 2. Soldier must first possess Fighting Instinct 1 to use this skill. Read as Fighting Instinct 1 but increase the initiative modifier to +2.

Ruthless Nature (1 & 2) & Terrifying Aura

Ruthless Nature 1. When a soldier with Ruthless Nature 1, and any friendly soldiers within 12" of the soldier with Ruthless Nature 1, are hit by Cover Fire or an AoE weapon, they do not execute Down Orders, but remain free to take orders normally.

Ruthless Nature 2. Soldier must first possess Ruthless Nature 1 to use this skill. Read as Ruthless Nature 1 but increase the range of this skill to 18".

Terrifying Aura. Soldier must first possess Ruthless Nature 2 to use this skill. In addition to the benefits of Ruthless Nature 2, all enemy soldiers within 12" and line-of-sight of the soldier incur a -1 initiative modifier when executing ranged attacks or fighting in close combat.

Psychic Prowess (1 & 2) & Telekinetic Mastery

Psychic Prowess 1. When a soldier with Psychic Prowess attempts to cast a psychic ability, they add +1 initiative modifier to their total power level roll.

Psychic Prowess 2. Soldier must first possess Psychic Prowess 1 to use this skill. Read as Psychic Prowess 1, but increase the initiative modifier to +2.

Telekinetic Mastery. Soldier must first possess Psychic Prowess 2 to use this skill. In addition to the benefits of Psychic Prowess 2, once per game the soldier may automatically cast one psychic ability from their available abilities. No dice roll necessary, and this particular cast cannot be blocked nor countered.

Stealth (1 & 2)

Stealth 1. When a soldier with Stealth 1 must make a dodge roll, apply an additional +1 initiative modifier to the total.

Stealth 2. Soldier must first possess Stealth 1 to use this skill. In addition to the benefits of Stealth 1, when this soldier executes a Down Order and is against any type of cover, they cannot be directly targeted by a Fire or Focus Fire order.

Field Medicine

Field Medicine. When a soldier with Field Medicine executes a Down Order, instead of only using one-time use relics on their own self, they may also use a relic and apply its effect on any friendly soldier or specialist—but not a mech—within 3" of the able soldier's position. Additionally, when the soldier executes a Mend Order, they always regain +3 health value, up to their initial maximum, with no D6 roll required. This soldier may also transfer the effect of their Mend Order to any one friendly soldier or specialist—but not mech—within 3" of their position.

Field Mechanic

Field Mechanic. When a soldier with Field Mechanic executes a Mend Order, they may transfer the effect of their Mend Order to any one friendly specialist marked (Mech) within 3" of their position.

Tough Skin

Tough Skin. Any time a soldier with Tough Skin must apply damage, the soldier temporarily gains +1 armor value when calculating the total damage against their armor.

SCENARIO LOG

TWO PLAYER SCENARIOS
UC Limit Per Player: 120uc
Battlefield Size: 3'x3'
Illicit Caches for Campaigns: 2+D3 (3-5 Total)

1. Secure the Sectors
Deployment- Typical deployment rules are in effect.

Turns- 6 turns total.

Scenario Rules- The opposing warbands have been ordered to control the entire field of battle. Before deployment, divide the battlefield into nine, equally square sectors, with rows and columns of three. The scenario objective for both players is to hold more sectors than your opponent by the end of turn 6. To hold a sector, players must have at least one more soldier fully within the sector's boundary than their opponent does. If a sector is contested—meaning there is an equal number of opposing soldiers within the sector—then the sector is not considered to be in the possession of either player. If there are no soldiers within a sector, then this sector is also not in the possession of either player.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, add bonus points for each sector held by your soldiers in this manner:
+10uc for each of the three sectors held on the player's deployment edge
+15uc for the left-middle and right-middle sectors held, where no soldiers originally deployed
+25uc for the center-middle sector held
+30uc for each of the three sectors held on your opponent's deployment edge

2. Fight to the Center
Deployment- Typical deployment rules are in effect with the exception that each player can deploy their soldiers within their designated edge of the table, as well as the table edge to their left (within 3" of each edge).
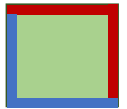
Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- All soldiers from both warbands have been ordered to claim the central position of the battlefield and hold their ground. Before deployment, find the exact center of the battlefield and set a token or terrain piece down on the field to make the center clear to both players. The objective of this battle is to get your Alpha and soldiers as close to the center of the battlefield as possible, without letting the enemy soldiers do the same. In the rare circumstance that the game ends and opposing soldiers are exactly the same distance from the center, then neither warband gains points for each equally distanced soldiers.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+50uc if your lead Alpha is closer to the center of the battlefield than your opponent's
+5uc for every regular soldier closer to the center of the battlefield than your opponent's regular soldiers
+10uc for every specialist closer to the center of the battlefield than your opponent's specialists

3. Rescue Mission

Deployment- Typical deployment rules are in effect.

Turns- 6 turns total, or until a soldier carrying the injured pilot touches or passes the edge of the battlefield where the soldier deployed.

Scenario Rules- The warband who had deployed second is on a rescue mission to save a stranded, injured pilot behind enemy lines. The warband who deployed first is the possessor of this territory and has orders to capture, or at the very least kill, the stranded pilot. *After deployment,* but before anything else happens, find the exact center of the board. Once the center is identified, place on this point a model or token that represents the injured pilot and roll a D6. On a roll of 1, the pilot wanders 3" from his position directly towards the center of the enemy table edge. On a roll of 2-3, the pilot wanders 2" from his position, directly towards the center of the left table edge (from the perspective of the rescuing warband). On a roll of 4-5, the pilot wanders 2" towards the center of the right table edge. On a roll of a 6, the pilot wanders 3" directly towards the center of the friendly table edge. Regardless of where he wanders, once he has reached this final position, the pilot passes out from his injuries and remains immobilized for the rest of the battle.

The objective of this scenario for both players is to pick-up the pilot and bring him back to your table edge before the opposing warband does. To do this, a player's soldier must grab the pilot by coming into base-to-base contact with him as the result of a Run or Advance order. Once a soldier has grabbed the pilot, wherever they move, the pilot will go with. While carrying the pilot, a soldier must apply a -2 initiative modifier to their base initiative value, cannot be assigned any other order or special action except a Run or Down Order, nor be targeted by psychic abilities which involve immediate, free movement. The soldier who is carrying the pilot will not drop the pilot, nor pass him off, and the pilot cannot be killed while in their possession. They will either bring the pilot all the way back to their deployment edge of the field or die trying. If the soldier carrying the pilot dies, however, the pilot is dropped in this location and can be picked-up by any other soldier who touches him.

While not preferable by HQ, the enemy warband who is looking to capture the pilot may choose to kill him instead. From turn 4 onward, instead of capturing the pilot, the Alpha of this squad, and the Alpha model alone, may choose to kill the pilot by either executing a Fire Order or an Assault Order. Assume the pilot is always in a Down position, with a base initiative value of 0. Any wounds done to the pilot will result in his death, and a successful Assault Order will automatically kill the pilot.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+75uc to allied player the If the pilot is successfully rescued by his allies
+60uc to the enemy player if the pilot is successfully captured by his enemies
+15uc to the enemy player if the pilot is killed in action

4. Extermination Order

Deployment- Typical deployment rules are in effect.

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1-2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- Both warbands have each been given special assignments to kill specific men in the opposing force. Each player rolls a hidden D6 and secretly jots down the number rolled for later reference. They will not reveal the numbers they rolled until the end of the game. Here is each secret mission by number rolled:

1-2- Kill at least half (rounding up) of the enemy's listed soldiers (not including specialists).
3-4- Kill at least 3 (or all, if 3 or less are present) of the enemy's listed specialists.
5-6- Kill an enemy Alpha, while ending the game with yours (or one of yours) at full health.

Once the missions are noted, the objective of both players is to fight through the match as normal, while trying to suc-cessfully—and secretly—complete their specific assignment.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+60uc to a player if they complete their secret mission
+15uc if a player can, at the end of the match and in one try, correctly guess their opponent's mission before revealed

5. Search and Destroy

Deployment- Typical deployment rules are in effect, but deployment zones are now 6" deep from the ta-ble's edge, instead of 3".

Turns- 6 turns or until one of the supply drops is destroyed.

Scenario Rules- Before the game starts, each player must designate a "supply drop" position on the battlefield with equally sized tokens/terrain pieces. The supply drop which a player designates must be touching their battlefield deploy-ment edge but must also be at least 6" away from both the left and right neutral table edges of the battlefield. These supply drops are loaded with high-explosives, so while the player's soldiers must protect the drop they deployed around, they will not—at any time during the battle—get within 3" of it themselves.

The objective of this scenario for both players is to destroy your enemy's supply drop before they destroy yours. To do this, before deployment, each player openly designates one soldier—not a specialist—from their roster as "The Bomber". The Bomber cannot transfer the bomb to any other soldier and cannot be targeted by any psychic abilities that involve instant, free movement. To complete their objective, The Bomber must come into base-to-base contact with the enemy's drop and be assigned a Down Order to blow it up. If this happens before turn 6, the game comes to an immediate end. If a bomber is killed before completing the objective, then the game simply continues on without the warband's ability to destroy the enemy supply drop.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+75uc to the player whose warband destroys the enemy supply drop before the end of turn 6

6. Intel Retrieval

Deployment- Typical deployment rules are in effect.

Turns- 6 turns total.

Scenario Rules- A vehicle carrying important intelligence has been shot up and destroyed in this area, scattering multiple pieces of sensitive data across the battlefield. This intel cannot fall into enemy hands. Before deployment, find the exact center of the battlefield and place a token/mini there to imply that a piece of the intel is laying there. After this, both players each place two more tokens on the field at least 6" from the center piece, 6" inches from each other and 9" from the deployment edges of the battlefield.

The objective of this scenario for both players is to secure at least 3 out of the 5 pieces of intelligence by the end of turn 6. To do this, soldiers will need to grab the pieces by coming into base-to-base contact with them as the result of a Run or Advance Order. Once a piece is secured by a soldier, the player has two options. They may either keep the soldier alive—holding the intel on the battlefield—by the end of turn 6, or the may attempt to order their soldier in such a way that the soldier leaves the battlefield, via their deployment edge, with the piece securely in their possession. Once the range of a movement order brings the soldier past their deployment table edge, the player has permanently secured the piece of intel. The soldier who was carrying the piece will not return to the battle for the rest of the game (but the soldier is counted as alive and not as a casualty when tallying victory points). This is one of few situations in which a soldier can voluntarily leave the battlefield. If the soldier carrying the intel is killed, they will drop it where they died for somebody else to pick it up. A soldier will not pass pieces of intel to another but will hold their piece until it is secured or the soldier is dead.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+45uc if your warband has secured (holding on or off the field) at least 3 out of the 5 pieces of intel by the end of turn 6
+10uc for every piece of intel, except the centerpiece, that your warband has successfully removed from the battlefield
+25uc for successfully removing the center piece of intel off of the battlefield for your warband

THREE PLAYER SCENARIOS
UC Limit Per Player: 90uc
Battlefield Size: 3'x3'
Illicit Caches for Campaigns: 3+D3 (4-6 Total)

Order Dice and Deployment Rule Adjustments for Three Players

When playing Star Breach with three players, each player must utilize a different colored set of order dice, but all three sets should still be identical in weight, size and shape. All three sets of order dice will go into the same order dice bag. Other than this, the mechanics of order dice function just like a normal two player game per the core ruleset. When it comes to a turn's Special Actions Phase, players simply take turns assigning and executing Special Actions, starting with the player whose first order die was drawn last during the Order Dice Phase, then the player who was second, and finally the player whose order die was drawn first.

When deploying for battle, all three players will roll a single D6 to determine in what order each player will deploy their warband, and upon where on the battlefield (rerolling any ties). Instead of using a full table's edge per player, matches that have 3-4 players utilize designated deployment zones where players must setup their warbands. The highest roller chooses their deployment zone first but waits to deploy their warband. The second highest roller then chooses their deployment zone second and immediately deploys all their warband within the zone. Finally, the lowest roller immediately deploys all their warband within the remaining deployment zone. After this, the player who had the highest roll deploys their warband in their designated zone and the game begins with the first order die draw.

AN IMPORTANT NOTE FOR ALL MULTIPLAYER MATCHES INVOLVING 3-6 PLAYERS
When calculating UC for victory points at the end of a match, every player equally receives the full UC cost of every eliminated, opposing soldier. So, for example, if players A, B, and C are playing a three-player match, then both players A and B will gain full victory points from player C's eliminated soldiers and specialists. B and C will both fully gain from A's eliminated soldiers and specialists. C and A will both gain fully from B's eliminated soldiers and specialists.

1. Secure the Sectors *(3 Player)*

Deployment- Typical deployment rules are in effect. Deployment zone 1 is exactly centered along any one of the four table edges and is 6" wide by 6" deep. Depending on which table edge deployment zone 1 is placed, deployment zones 2 and 3 are placed along the right table edge and the left table edge respectively, facing each other and their flanks flush against the remaining table edge that has no deployment zone. Zones 2 and 3 are 12" wide by 3" deep.
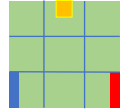
Turns- 6 turns total.

Scenario Rules- The opposing warbands have been ordered to control the field of battle. Before deployment, divide the battlefield into nine, equally square sectors, with rows and columns of three. The scenario objective for all players is to hold more sectors than your opponents by the end of turn 6. To hold a sector, players must have at least one more soldier fully within the sector's boundary than their opponents do. If a sector is contested—meaning there is an equal number of opposing soldiers within the sector—then the sector is not considered to be in the possession of any player. If there are no soldiers within a sector, then this sector is also not in the possession of any player.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, add bonus points for each sector held by your soldiers in this manner:
+10uc for holding the sector your warband started in
+15uc for holding any sector except the center-middle sector and the sectors your opponents' warbands started in
+25uc for holding the center-middle sector
+30uc for holding a sector your opponent's warband started in

2. Fight to the Center *(3 Player)*

Deployment- Typical deployment rules are in effect. Deployment zone 1 is exactly centered along any one of the four table edges and is 6" wide by 6" deep. Depending on which table edge deployment zone 1 is placed, deployment zones 2 and 3 are placed along the right table edge and the left table edge respectively, facing each other and their flanks flush against the remaining table edge that has no deployment zone. Zones 2 and 3 are 12" wide by 3" deep.

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- All soldiers from all warbands have been ordered to claim the central position of the battlefield and hold their ground. Before deployment, find the exact center of the battlefield and set a token or terrain piece down on the field to make the center clear to all three players. The scenario objective for all three players is to get your Alpha and soldiers as close to the center of the battlefield as possible, without allowing the enemy soldiers do the same. In the rare circumstance that the game ends and opposing soldiers are exactly the same distance from the center, then neither warband gains points for these equally distanced soldiers.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+50uc if your lead Alpha is closer to the center of the battlefield than your opponents'
+10uc for every regular soldier closer to the center of the battlefield than your opponents' regular soldiers
+15uc for every specialist closer to the center of the battlefield than your opponents' specialists

3. Sunstone Solstice *(Also adapts well to 2 player matches)*

Deployment- Typical deployment rules are in effect. Deployment zone 1 is exactly centered along any one of the four table edges and is 6" wide by 6" deep. Depending on which table edge deployment zone 1 is placed, deployment zones 2 and 3 are placed along the right table edge and the left table edge respectively, facing each other and their flanks flush against the remaining table edge that has no deployment zone. Zones 2 and 3 are 12" wide by 3" deep.

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- The three warbands have located and prepared to raid a Sunstone Solstice: a rare occurrence where multiple shards of sunstone instantaneously and randomly appear in a single location due to a natural rift in the multiverse. Before deployment, find the exact center of the battlefield and then set a sunstone token/marker/mini (no bigger than 32mm round) on this center point. The scenario objective for all three players is to secure as many randomly appearing shards of sunstone as possible before the end of the solstice.

To secure a shard of sunstone, players must move their models into base-to-base contact with the sunstone token as the result of a Run or Advance Order. Once a shard of sunstone is secured, the warband is considered to keep the shard in its possession for the remainder of the match, even if the securing soldier is eliminated from play. When a shard of sunstone is secured, the securing player rolls a D3. The number rolled is the number of new shards of sunstone that appear on the battlefield at random locations. To randomize the location of a newly appearing shard, the player holds a *small* die over the center area of the battlefield, between 1-2' above the table surface and then drops the die onto the table. Where the die finally rests is exactly where the new shard appears. A player will do this action for each new shard that appears, one die at a time. If a die rolls directly under or into a multi-leveled terrain piece, the player may choose upon which level of terrain the new shard appears. If a die rolls off the table, place the new shard right at the table's edge approximately where the die had rolled off, as agreed upon by all players. If a die rolls into a soldier model and lands in base-to-base contact, then then shard appears right next to the lucky soldier in base-to-base contact (but cannot be secured until the soldier is given a Run or Advance Order).

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+30uc to the player whose warband secures the first shard of sunstone
+15uc for every time a player's warband secures a new shard of sunstone
(And, if playing in a campaign, the player who collects the most shards of sunstone by the end of the game, receives a free Opal Sunstone relic for their inventory during the Post-Battle Regroup)

FOUR PLAYER SCENARIOS
UC Limit Per Player: 60uc
Battlefield Size: 4'x4'
Illicit Caches for Campaigns: 3+2D3 (5-9 total)

Order Dice and Deployment Rule Adjustments for Four Players
When playing Star Breach with four players, each player must utilize a different colored set of order dice, but all four sets should still be identical in weight, size and shape. *For four player matches, two dice bags are used to blindly draw the order dice, with only two players' sets of order dice placed in each bag.* When the scenario is marked "Free-for-All", the warbands facing each other from across the table place all their dice together in the same bag. When a scenario is marked "Team Battle", the warbands on the same team place all their order dice (still different in color) into the same bag. Once the four sets of dice are organized into the two bags, the two bags are blindly drawn from in an alternating fashion. One die is pulled from one bag, the die is given to its owner, the player assigns and executes an order, and then the next die is pulled from the other bag, the die is given to its owner, etc. Play continues like this until both bags are completely empty. When playing a "Team Battle" scenario, teammates may not exchange order dice orders: the order die drawn must stay with its player and be assigned to its designated warband. Other than these rule adjustments, the mechanics of order dice function just like a normal two player game.

For four player games, action begins with blindly drawing an order die from the first of the two order dice bags. The bag containing the order dice of the player(s) who had rolled the lowest for deployment is the bag that is drawn from first. When it comes to a turn's Special Actions Phase, players simply take turns assigning and executing Special Actions, starting with the player whose first order die was drawn last during the Order Dice Phase, then the player who was second to last, then the player who had drawn second, and finally the player whose order die was drawn first.

When deploying for battle, all four players will roll a single D6 to determine the order in which players will deploy and where they will deploy on the battlefield (rerolling any ties). Instead of using a full table's edge per player, matches that have four players utilize designated deployment zones where players are allowed to setup their warbands. For "Free-for-All" games, the highest roller for the deployment roll chooses their deployment zone first but waits to place their warband. The second highest roller then chooses their deployment zone second and immediately deploys all their warband within the zone. The second lowest roller does the same as the second highest. Finally, the lowest roller immediately deploys all their warband within the remaining deployment zone. After this, the player who had the highest roll deploys their warband within their deployment zone. For "Team Battle" games, only two dice are rolled: one for the first team, and one for the second team. The team with the higher roll chooses the table sides and their deployment zones, and then the team with the lower roll must deploy the whole of their warbands in the two remaining deployment zones (one zone per warband; no intermixing warbands in the same zone). After this, the two players with the higher team-roll deploy their warbands in the deployment zones they had chosen.

When playing a "Team Battle" match, naturally, there will be two scenario winners and two losers. When tallying victory point UC, teams add the total of each team member's victory points for a team-score. The two players with the highest team-score wins the scenario. Thus, two players will get to add a Win to their running total of scenario wins if the match was for a campaign. Also note that teammates do not share secured illicit caches. If illicit caches are in play, then individuals are still responsible for securing their own caches and solely reaping the benefits.

1. Fight to the Center *(4 Player, Free-for-All)*
Deployment- Typical deployment rules are in effect. All four deployment zones are each centered along all four table edges, 24" wide by 3" deep.

Turns- At the end of the 4th turn, roll a D6. On a 3+, the game goes to turn 5. 1 or 2 and the game ends. At the end of turn 5, roll a D6. On a 5+, the game goes to turn 6. 1-4 and the game ends. At the end of turn 6 the game ends.

Scenario Rules- All soldiers from all warbands have been ordered to claim the central position of the battlefield and hold their ground. Before deployment, find the exact center of the battlefield and set a token or small terrain piece down on the field to make the center clear to all players. The scenario objective for all four players is to get your Alpha and soldiers as close to the center of the battlefield as possible, without allowing the enemy soldiers do the same. In the rare circumstance that the game ends and opposing soldiers are exactly the same distance from the center, then neither warband gains points for these equally distanced soldiers. (If playing as a "Team Battle", then allied warbands simply work together to get as many allied soldiers and specialists as close to the center of the table as possible)

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+50uc if your lead Alpha is closer to the center of the battlefield than your opponents'
+10uc for every regular soldier closer to the center of the battlefield than your opponents' regular soldiers
+15uc for every specialist closer to the center of the battlefield than your opponents' specialists

2. Steal the Beacon *(Free-for-All)*
Deployment- Typical deployment rules are in effect. All four deployment zones are each centered along all four table edges, 24" wide by 3" deep.

Turns- 6 turns total, or until the beacon is fully retrieved off the battlefield.

Scenario Rules- An outer-orbit beacon containing highly confidential satellite footage has crashed landed in this remote location and must be recovered before falling into the wrong hands! Before deployment, find the exact center of the battlefield and set a beacon token/mini at this location (no larger than 32mm round). The scenario objective for all four players is to secure and retrieve the beacon for their own warband, while preventing the opposing warbands from doing the same.

To secure the beacon, any soldier or specialist from a player's warband must come into base-to-base contact with the beacon as the result of either an Advance or Run Order. Once secured, the beacon must be fully retrieved off the battlefield for the soldier's warband to successfully capture the satellite images. Since the beacon's hardware is quite small, the carrying soldier can execute orders and actions per usual. The soldier will not hand-off the beacon to any other soldier but will attempt to escape the battlefield with the beacon or die trying. If the soldier is killed and eliminated from play, the beacon is dropped at this location and free for any other soldier or specialist to pick-up.

Once a soldier carrying the beacon is successfully moved in such a way that they touch or move beyond the edge of the table, the beacon is fully retrieved for their warband and the match immediately comes to an end. If the beacon remains on the battlefield, having not been secured by any of the four warbands, then none of the warbands gain bonus victory points for the beacon's retrieval.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+50uc to the player whose soldier fully retrieves the beacon for their warband before the end of turn 6
+10uc to a player if their warband had secured the beacon, but failed to get it off the field by the end of turn 6

3. Mech Graveyard *(Free-for-all OR Team Battle; Also adapts well to 3 player matches)*

Deployment- Typical deployment rules are in effect. All four deployment zones are each centered along all four table edges, 24" wide by 3" deep. If playing with teams, teamed warbands may deploy anywhere in relation to one another, whether it be across the table from one another or to each other's flanks.

Turns- 6 turns total, or until a mech is fully retrieved off the battlefield.

Scenario Rules- All four warbands have their eye on looting a Mech Graveyard, hoping to find the perfect specimen to steal away and build into a customized war machine. Before deployment, each player is given two mech models (or representative tokens no larger than 50mm round) and in an alternating fashion each player takes turns placing a mech model on the battlefield with each mech being at least 12" away from any table edge and at least 6" away from each other. Since players have yet to know where they are deploying, distribution of the mechs should be kept fairy even. Once the mechs are placed, players roll for deployment and begin the battle.

The objective for all players of this scenario is to find a working mech, hack it and then fully retrieve it off the battlefield before any of the other warbands can do so. To check if a mech is working or not, a soldier must be moved into base-to-base contact with the mech model and execute a Down Order. Once Down, the controlling player of the soldier rolls a D6. On the roll of a 1-4, the mech is completely unserviceable and nothing happens. On the roll of a 5 or 6, however, the mech has been found to be in repairable condition. If a mech is deemed repairable, then it is fair game for any warband to attempt to hack the mech and bring it to life for their cause. To hack a mech, a soldier must be in base-to-base contact with a repairable mech and then execute a Mend Order or Action. The Mend has no other effect but to successfully hack the Mech and start it up for the controlling player's warband (thus adding a new order die into the order dice bag for the warband). The Mech has a unique profile of its own:

Junkyard Mech   **M6**   **I4**   **H8**   **A5**
Primary Weapon: Rivet Gun (Range: 24" / Attack Rolls: 2 / Wound Mod: +3)
Secondary Weapon: Drilling Blade (Melee / Wound Mod: +4 / +2 Initiative in CC)

A Junkyard Mech has no special rules and must abide by all normal mech rules. Multiple Junkyard Mechs may be hacked in the same match, even by the same warband. Once a mech is hacked, it is the controlling player's main objective to get the Mech off the battlefield before being destroyed. While the mech may be used to fight in the battle, unless it can do a considerable amount of damage, it is probably worth more to the warband safely retrieved. To retrieve the mech for their warband, a player must simply move the mech in such a way so that the model either touches or moves beyond the table's edge. Once a single mech is fully retrieved off the table, the game comes to an immediate end.

If seven out of the eight mechs are found to be unserviceable upon first examination, then the last remaining mech is automatically considered serviceable and ready to be hacked by any warband. If no mech is claimed by a warband by the end of turn 6, or all claimed mechs are destroyed before being retrieved, then none of the warbands gain bonus points.

Victory Conditions- Tally victory points per usual, by adding up the total UC of eliminated enemy soldiers. In addition to these points, bonus points apply:
+50uc to the player whose warband successfully retrieves a Junkyard Mech before the end of turn 6
+15uc every time a player's hacked mech kills and eliminates an enemy soldier or specialist (in addition to their UC cost)
+25uc to the warband which delivers the killing blow and eliminates an enemy hacked Junkyard Mech from battle

FIVE OR SIX PLAYER SECRET OBJECTIVE MATCHES
UC Limit Per Player: 40uc
Battlefield Size: 4'x4'
Illicit Caches for Campaigns: 5+2D3 (7-11 total)

Order Dice Rule Adjustments for Five or Six Player Matches

When playing Star Breach with five or six players, each player must utilize a different colored set of order dice, but all the players' dice sets should still be identical in weight, size and shape.

For five player matches, only one order dice bag is used, and all the players' dice go into the same bag for drawing.

For six player matches, two dice bags are used to blindly draw the order dice, with three sets of order dice placed in each bag. When playing "Free-for-All" matches with six players, it doesn't really matter which players' set of dice go in which bag, so long as they continue to be pulled, recollected and placed back into the same bags they started in. When playing "Team Battle" matches, the warbands on the same team place all their order dice (still different in color) into the same bag. Once the sets of dice are organized into two bags, the two bags are blindly drawn from in an alternating fashion. One die is pulled from one bag, the die is given to its owner, the player assigns and executes an order, and then the next die is pulled from the other bag, the die is given to its owner, etc. Play continues like this until the bags are completely empty. When playing a "Team Battle" scenario, teammates may not exchange order dice orders: the order die drawn must stay with its player and be assigned to its designated warband. When the order dice are collected and placed into the two order dice bags, action begins each new turn by blindly drawing an order die from the first of the two order dice bags. The bag containing the order dice of the player(s) who roll the lowest for deployment is the bag that is drawn from first. Other than these rule adjustments, the order dice mechanics function just like a normal game.

When it comes to a turn's Special Actions Phase for five or six players, players simply take turns assigning and executing Special Actions, starting with the player whose initial order die was drawn last during the turn's Order Dice Phase, then the player who was second to last, then the next player, the next, etc. and finally the player whose order die was drawn first.

KEEP IT MOVING: To keep the game moving at a decent rate of play for five or six player matches, it may be wise to have two players active at a time. To do this during the order die phase, players simply pull a die and the moment the controlling player assigns an order—while the order is being executed—players immediately pull the next order die and the controlling player of that die can get along with also assigning and executing an order. Similarly, during the Special Actions Phase, once a player assigns a special action, the next player in-que can also immediately assign a special action. This method is especially helpful when the two players' actions have nothing to do with each other and engage other players on different areas of the battlefield.

Deployment Rule Adjustments for Five or Six Player Matches

Deployment for five or six player matches works very differently than other matches. Illicit caches are always in play for five or six player matches—even for open play matches—and thus caches should be rolled for and placed before the beginning of any 5-6 player match. When players are ready to begin a game, dice are collected and placed into the dice bag(s) and none of the warbands start the game deployed on the battlefield. Then, as part of the first turn's Order Dice Phase, when a player's initial order die is blindly drawn, they must choose a 6" wide deployment zone along the table's edge—anywhere, along any edge—and then deploy all of their warband models within this 6" zone and touching the edge of the table. Once their deployment zone is chosen, the player then assigns and executes their first order, which must be a Run Order or a Down Order. After this, the next order die is drawn, and if it is for a new player, this player now chooses their own 6" wide portion of the table's edge—anywhere at least 12" away from any other players' chosen deployment zones—and deploys the whole of their warband there. Also, they may only assign a Run or Down Order for their first order. In this manner, every player eventually chooses their own deployment zone and deploys their warband, while also assigning the first order die to any one of their soldiers with a Run or Down Order. *It is important to note* that Warband Special Rules that involve drawing/manipulating order dice draws and/or post-deployment events (such as special movement or bombardments), are not allowed during this first turn of battle in five or six player matches but may be enacted starting at the very beginning of the second turn, before order dice are drawn.

The Secret Objective System for Five or Six Player Matches

Instead of choosing from a list of scenarios, when players organize a five or six player match, players get to individually roll for secret objectives. After the battlefield has been set up and illicit caches placed, but before the first order die is drawn, players each roll a D6 to determine their secret objective number. When rolling the D6, it should be done in a hidden fashion and the number should be jotted-down somewhere hidden for future reference. Once each player has rolled for their number and has noted it, they then consult the secret objective chart below to determine their secret objective for this match:

SO#	Secret Objective
1	Your warband must personally contribute to the elimination of one, entire, enemy warband. As long as your warband applies at least one wound to each of the soldiers and specialists in the eliminated warband, your objective is completed.
2	Your warband must keep your Alpha alive for the entirety of the match, and your Alpha must end the match at full health.
3	Your warband must be the closest warband to the exact center of the battlefield by the end of the match. Even if only a single soldier from your warband is the closest, that is a success. Find the center of the battlefield at the end of the match.
4	Your warband must secure the most illicit caches out of any warband before the end of the match. You cannot tie with another player. You must be solely holding the most caches by the end of the final turn.
5	Your warband must personally contribute to the elimination of three enemy specialists or Alphas—from any warband-- before the end of the match. As long as your warband applies at least 5 wounds to each of the eliminated specialists, your objective is complete.
6	Your warband must move across the entire battlefield and end the match with at least one model touching the table edge directly opposite of where you started.

Once each player has committed their warband's secret objective to memory, the match begins. It is very possible, and highly likely, that a few players will have the same secret objective. This is not an issue for gameplay. If anything, it is an expected outcome that will make for a more intriguing match. Sometimes secret objectives will become not-so-secret as gameplay progresses, and that is also OK. It is acceptable—but potentially unwise—for players to reveal their objectives at their own discretion and to any number of opposing players they wish to inform. Also, it is entirely possible that multiple players will end the match having completed their objective.

If a player comes to the end of a five or six player match and has completed their objective, *their warband gains an additional 75uc when tallying victory points*.

Six Player "Team Battle" Notes
When playing with six players, it may be agreed upon by all the players to do a "Team Battle", in which case the six participants are split into two teams of three. Players may even choose to further split into three teams of two, and the only adjustment necessary to do this is to utilize three order dice bags instead of two: one for each team, and each team drawing dice in an alternating manner (just like the four-player "Team Battle" matches).

After players are split into teams, the play through of the match is essentially identical to a "Free-For-All" match. All Players still roll individually for secret objectives and fight to complete their secret objective in battle before the game ends. The only addition is that teams can share their secret objectives outright with their teammates and work together to complete as many of their objectives as possible. When tallying victory point UC, teams add the total of each team member's victory points for a team-score. The team with the highest team-score wins the scenario, and all team members get to add a Win to their running total of scenario victories if the match was for a campaign. Also note that teammates do not share secured illicit caches. Individuals are still responsible for securing their own caches and solely reaping the benefits.

WARBANDS ANTHOLOGY

WARBAND SELECTOR & SUMMARIES

Legion of Mankind (Human Space Soldiers)

Soldiers

Sergeant (Alpha)	M5	I5	H10	A5	Cost: FREE
Corporal	M5	I4	H10	A4	Cost: 14uc
Lance-Corporal	M5	I3	H8	A3	Cost: 10uc
Private	M5	I3	H8	A2	Cost: 8uc

Specialists

Scout	M6	I3	H8	A1	Cost: 8uc
Engineer	M4	I3	H8	A4	Cost: 15uc
Medic(Unique)	M5	I3	H8	A2	Cost: 10uc
Chaplain(Unique/Psych)	M5	I4	H8	A2	Cost: 12uc
Assault Mech(U/Mech)	M7	I4	H10	A5	Cost: 18uc
Support Mech(U/Mech)	M5	I4	H12	A6	Cost: 20uc

Terror Legion (Corrupted Space Soldiers)

Soldiers

Terror Sergeant (Alpha)	M4	I5	H10	A5	Cost: FREE
Terror Veteran Guard	M4	I4	H10	A3	Cost: 15uc
Terror Guard	M4	I3	H8	A3	Cost: 12uc
Slave to Terror	M6	I2	H8	A1	Cost: 7uc

Specialists

Doomsayer	M4	I4	H10	A3	Cost: 16uc
Corrupted Apothecary	M4	I3	H8	A2	Cost: 10uc
Warlock (Unique/Psych)	M4	I5	H8	A2	Cost: 14uc
Terror Engine (U/Mech)	M6	I4	H10	A4	Cost: 18uc
Terror Mech (U/Mech)	M6	I4	H12	A5	Cost: 20uc

Terrors of Abaddon (Deep Space Demons)

Soldiers

Terror Principality (Alpha/P)	M6	I5	H12	A0	Cost: FREE
Champion of Horror	M6	I4	H10	A0	Cost: 14uc
Champion of Lust	M6	I4	H10	A0	Cost: 14uc
Champion of Chaos	M*	I*	H10	A0	Cost: 12uc
Terror	M5	I3	H8	A0	Cost: 10uc

Specialists

Hell Hound	M6	I2	H8	A0	Cost: 8uc
Changeling	M6	I*	H10	A0	Cost: 10uc
Foul Beast	M5	I4	H12	A0	Cost: 12uc
Ancient Terror Engine (U/M)	M5	I4	H12	A0	Cost: 18uc
Advent of Abaddon (U/P)	M5	I5	H20	A0	Cost: 28uc

The Hive (Monstrous Space Bugs)

Soldiers

Taskmaster (Alpha/Psych)	M6	I5	H12	A4	Cost: FREE
Drone X	M6	I4*	H8	A3	Cost: 8uc
Drone Y	M6	I3*	H7	A3	Cost: 8uc
Drone Z	M7	I3*	H7	A2	Cost: 8uc

Specialists

Harvester	M7	I4*	H8	A3	Cost: 12uc
Warrior X	M6	I4*	H10	A4	Cost: 14uc
Warrior Y	M6	I4*	H10	A4	Cost: 14uc
Reaper (Unique)	M6	I4*	H10	A5	Cost: 16uc
Brood Mother (Unique/P)	M4	I5	H18	A2	Cost: 20uc

The Ancient Machine (Sentient Robot Guardians)

Soldiers

Ancient Seer (Alpha/Psych)	M4	I6	H12	A*	Cost: FREE
Bot Mk2	M4	I4	H10	A*	Cost: 13uc
Bot Mk1	M4	I3	H10	A*	Cost: 10uc
Razor Bot Swarm	M6	I2	H8	A*	Cost: 8uc

Specialists

Shock-trooper Bot	M6	I4	H8	A*	Cost: 12uc
Heavy Support Bot	M4	I3	H12	A*	Cost: 13uc
Ancient Soothsayer (U/Psych)	M4	I5	H8	A*	Cost: 15uc
Razor Bot Mother (U/Mech)	M6	I4	H12	A*	Cost: 17uc
War Machine (U/Mech)	M4	I4	H14	A*	Cost: 20uc

Coven Empire (Disciplined and Fanatical Alien Loyalists)

Soldiers

Coven Sergeant (Alpha)	M5	I5	H9	A5	Cost: FREE
Coven Veteran Trooper	M5	I5	H9	A4	Cost: 16uc
Coven Trooper	M5	I4	H7	A3	Cost: 12uc
Coven Serf	M5	I3	H7	A2	Cost: 8uc

Specialists

Coven Hover Drone	M8	I1*	H7	A1	Cost: 7uc
Coven Scout	M6	I3	H9	A1	Cost: 10uc
Coven Battle Priest (U/P)	M5	I5	H9	A2	Cost: 13uc
Coven Stealth Suit (Mech)	M5	I5	H9	A4	Cost: 17uc
Coven Battle Mech (U/Mech)	M5	I4	H10	A6	Cost: 20uc

L'Orani Empire (Isolationist Super-Brain Alien Warriors)

Soldiers

L'Orani Prince (Alpha)	M7	I6	H8	A5	Cost: FREE
Royal Bodyguard	M7	I5	H8	A5	Cost: 17uc
Warrior	M6	I4	H8	A4	Cost: 13uc
Squire	M6	I3	H8	A3	Cost: 10uc

Specialists

L'Orani Assassin	M7	I6	H8	A2	Cost: 15uc
L'Orani Healer (U/Psych)	M6	I4	H8	A3	Cost: 10uc
L'Orani Oracle (U/Psych)	M6	I5	H8	A3	Cost: 15uc
L'Orani Weapon Platform(M)	M5	I3	H10	A5	Cost: 13uc
L'Orani Walker (U/Mech)	M7	I4	H12	A5	Cost: 18uc

Corrupted L'Orani (Evil Isolationist Super-Brain Aliens)

Soldiers

L'Orani Warlock (Alpha/P)	M7	I6	H10	A5	Cost: FREE
Bloodsworn	M6	I5	H8	A5	Cost: 15uc
Black Warrior	M6	I3	H8	A4	Cost: 12uc
L'Orani Cultist	M6	I3	H8	A3	Cost: 10uc

Specialists

Butcher	M6	I4	H10	A4	Cost: 12uc
Black Assassin	M7	I5	H8	A2	Cost: 13uc
L'Orani Witch (U/Psych)	M7	I5	H8	A3	Cost: 14uc
L'Orani Jester (U/Psych)	M7	I6	H10	A3	Cost: 16uc
Black Walker (Unique/Mech)	M6	I4	H12	A6	Cost: 18uc

U'rak Warlords (Combative and Hulking Alien Marauders)

Soldiers

Big Bad Boss (Alpha)	M4 I4 H12 A5	Cost: FREE
Big Bad Muscle	M4 I3 H10 A4	Cost: 14uc
Big Muscle	M5 I3 H9 A3	Cost: 12uc
Grunt	M6 I2 H8 A3	Cost: 8uc

Specialists

Toothy Pet	M7 I2 H10 A0	Cost: 6uc
Tinker	M4 I3 H10 A4	Cost: 14uc
Doc Shaman (Unique/Psych)	M4 I4 H10 A4	Cost: 12uc
Blood Painta (Mech)	M4 I3 H12 A5	Cost: 16uc
Guts Stompa (Unique/Mech)	M5 I4 H12 A6	Cost: 20uc

Nomadic Raiders (Space Explorers and Pirates)

Soldiers

Captain (Alpha)	M5 I5 H10 A4	Cost: FREE
1st Mate (Unique)	M5 I5 H10 A4	Cost: FREE
Merchant Marine	M5 I4 H10 A4	Cost: 22uc
Raider	M5 I4 H8 A3	Cost: 16uc
Crew	M5 I3 H8 A2	Cost: 12uc

Specialists

Scrap Bot	M5 I3 H10 A*	Cost: 10uc
Mercenary Engineer	M5 I4 H8 A4	Cost: 16uc
Mercenary Surgeon (U/P)	M5 I4 H8 A2	Cost: 12uc
Wandering Mage (U/Psych)	M5 I5 H8 A1	Cost: 14uc
Scrap Mech (Unique/Mech)	M6 I4 H12 A6	Cost: 18uc

The Resistance (Coalition of Rebel Space Soldiers)

Soldiers

Squad Leader (Alpha)	M5 I5 H10 A5	Cost: FREE
Veteran Rebel	M5 I4 H9 A4	Cost: 14uc
Resistance Fighter	M5 I3 H9 A3	Cost: 10uc
New Recruit	M5 I2 H8 A2	Cost: 7uc

Specialists

Loyal Animal Companion	M7 I2 H10 A0	Cost: 7uc
Hacked Bot	M4 I4 H10 A*	Cost: 12uc
Hired Gun	M6 I4 H10 A4	Cost: 14uc
Hacker (Unique/Psych)	M5 I4 H8 A2	Cost: 10uc
Paramedic (Unique)	M6 I3 H8 A2	Cost: 8uc
Modified Labor Mech (U/M)	M6 I4 H12 A6	Cost: 16uc

The Inquisition (Human Anti-Alien Warrior Zealots)

Soldiers

Terror Hunter (Alpha)	M5 I5 H10 A5	Cost: FREE
Witch Hunter	M5 I4 H10 A5	Cost: 16uc
Brother in Arms	M5 I3 H9 A4	Cost: 12uc
Sister in Arms	M6 I3 H9 A3	Cost: 12uc
Zealot	M6 I2 H8 A2	Cost: 8uc

Specialist

Exorcist (Unique)	M5 I3 H10 A4	Cost: 12uc
Prophetess (Unique/Psych)	M6 I4 H8 A2	Cost: 14uc
Priest (Unique/Psych)	M5 I4 H8 A2	Cost: 14uc
Engine of Redemption (U/M)	M7 I4 H11 A6	Cost: 22uc

Hunters (Elitist Prize Fighters and Bounty Hunters)

Soldiers

Blooded (Alpha/Psychic)	M7 I6 H12 A5	Cost: 45uc
Manta'lur (Alpha)	M6 I6 H10 A5	Cost: 45uc
Varia (Alpha/Psychic)	M8 I5 H10 A4	Cost: 40uc
Assassin Bot (Alpha)	M6 I5 H14 A4	Cost: 40uc
Lone Wolf (Alpha)	M6 I4 H10 A4	Cost: 30uc

The Path (Ancient Space Warrior Monks)

Soldiers

Knight of the Path (A/Psych)	M7 I6 H12 A2	Cost: FREE
Padawan (Unique/Psych)	M6 I5 H10 A2	Cost: 22uc
Disciple (Peace/Psych)	M6 I4 H10 A2	Cost: 16uc
Trooper (War)	M5 I3 H8 A4	Cost: 12uc

Specialists

Heavy Trooper (War)	M5 I4 H8 A5	Cost: 13uc
Assault Trooper (War)	M6 I4 H8 A4	Cost: 15uc
Servant Android	M5 I3 H10 A2	Cost: 10uc
Hired Gun (Unique)	M6 I4 H10 A4	Cost: 16uc

The Dark Path (Evil Ancient Space Warrior Monks)

Soldiers

Knight of the Dark Path (A/P)	M7 I6 H10 A4	Cost: FREE
Dark Acolyte (Unique/Psych)	M6 I5 H10 A2	Cost: 23uc
Dark Veteran Trooper	M5 I4 H9 A4	Cost: 15uc
Dark Trooper	M5 I3 H8 A4	Cost:12uc

Specialists

Dark Heavy Trooper	M5 I4 H8 A5	Cost: 13uc
Dark Assault Trooper	M6 I4 H8 A4	Cost: 15uc
Hired Gun (Unique)	M6 I4 H10 A4	Cost: 16uc
Red Guard	M6 I5 H10 A4	Cost: 18uc

Continuum Syndicate (Time-Bending Rogues)

Soldiers

Chronomancer (Alpha/P)	M7 I6 H10 A3	Cost: FREE
Looper	M6* I5* H8 A3	Cost: 16uc
Hired Gun	M6* I4* H10 A3	Cost: 14uc
Henchman	M6* I3* H8 A2	Cost: 10uc

Specialists

Servant Android	M5 I3 H10 A4	Cost: 10uc
Clairvoyant (Unique/Psych)	M7* I5* H10 A2	Cost: 14uc
Seamstress (Unique/Psych)	M7* I5* H8 A2	Cost: 12uc
Stolen Over-Dated-M (U/M)	M6* I4* H12 A5	Cost: 18uc
Stolen Out-Dated-M (U/M)	M5* I4* H12 A4	Cost: 15uc

Intergalactic Marshals (Space PIs and Vigilantes)

Soldiers

Marshal (Alpha)	M5 I5 H10 A5	Cost: FREE
Psycher Deputy (Uniq/Psych)	M5 I4 H10 A3	Cost: 16uc
Senior Officer	M5 I4 H8 A3	Cost: 14uc
Officer	M5 I3 H8 A2	Cost: 8uc

Specialists

Robotic Hound	M8 I2 H8 A2	Cost: 8uc
Cyborg Specialist	M6 I4 H10 A4	Cost: 14uc
Cyborg Marksman	M5 I4 H10 A3	Cost: 14uc
Precog (Unique/Psych)	M5 I4 H8 A2	Cost: 12uc
Breaching Mech (Unique/M)	M7 I4 H10 A6	Cost: 20uc

Terror Cult (Space Demon Religious Fanatics)

Soldiers

Terror Summoner (Alpha/P)	M5	I5	H10	A4	Cost: FREE
Terror Templar	M5	I5	H10	A3	Cost: 15uc
Possessed Fanatic	M7	I4	H8	A1	Cost: 12uc
Terror Cultist	M5	I3	H8	A2	Cost: 10uc

Specialists

Specter of Horror (Unique)	M5	I5	H12	A0	Cost: 12uc
Specter of Lust (Unique)	M6	I6	H10	A0	Cost: 12uc
Specter of Chaos	M*	I*	H12	A0	Cost: 10uc
Possessed Mech (U/Mech)	M*	I*	H12	A6	Cost: 18uc

Machine Cult (Chem-Tech Singularity Religious Fanatics)

Soldiers

Cyborg Prophet (Alpha/P)	M6	I5	H10	A5	Cost: FREE
Cyborg Soldier	M5	I5	H10	A4	Cost: 15uc
Machine Cultist	M5	I4	H8	A4	Cost: 12uc
Splicer	M6	I2	H8	A2	Cost: 8uc

Specialists

Hacker (Unique/Psych)	M5	I4	H8	A2	Cost: 10uc
Big Brother Mk1 (Mech)	M5	I4	H10	A5	Cost: 16uc
Big Brother Mk2 (U/Mech)	M6	I5	H12	A5	Cost: 20uc
Big Sister (U/Mech)	M8	I5	H8	A4	Cost: 18uc
Little Sister	M*	I5	H8	A0	Cost: 8uc

Hive Cult (Monstrous Space Bug Religious Fanatics)

Soldiers

Hive Apostle (Alpha/Psych)	M4(7) I4(7) H12 A4 Cost: FREE
Drone Soldier X	M4(6) I3(6) H12 A3 Cost: 13uc
Drone Soldier Y	M4(6) I2(4) H12 A3 Cost: 10uc
Hive Cultist	M4(6) I1(3) H10 A2 Cost: 7uc

Specialists

Pure-Gene Twitcher	M7	I4	H8	A3	Cost: 12uc
Pure-Gene Brute	M4	I5	H12	A3	Cost: 16uc
Pure-Gene Hunter	M6	I4	H10	A4	Cost: 16uc
Brood Daughter (U/Psych)	M6	I5	H8	A2	Cost: 14uc
Living Mech (Unique/Mech)	M7	I4	H12	A5	Cost: 18uc

ANTHOLOGY NOTES & REMINDERS:

*For the sake of simplicity, the term "soldier" is used generally throughout this section to refer to both soldiers <u>and</u> specialists. If a distinction is necessary, it will be clearly noted.

*Weapons and Relics pre-listed under a soldier's profile are included in the soldier's base cost for free, unless otherwise noted.

*Every warband has their own weaponry list and relics list, from which the warband's soldiers' weapons and relics are chosen. Unless otherwise noted, warbands must work within their own lists.

*If a soldier is free to equip any weapons of the player's choice, and the player equips the soldier with both a ranged weapon and a weapon marked as "melee", then the ranged weapon must always be slotted as the "primary weapon" and the melee weapon must be slotted as the "secondary weapon." If the soldier is equipped with both ranged weapons or both melee weapons, then the weapon which cost the most uc is slotted as the "primary weapon." If the weapons are equal in cost, then it does not matter which weapon is slotted where.

LEGION OF MANKIND

The last hope for human progress, peace and prosperity in the known universe, the Legion of Mankind is an army of super-human soldiers. These heavily armored troops are genetically modified and trained from birth to be loyal only to Terra (Mankind's universal empire and colonies) and to fight anything the depths of space may throw their way. The Legionaries utilize only the best of human engineering and warfare, both ancient and new, and will stop at nothing to ensure that Mankind will forever call the known universe their rightful "home".

Warband Special Rules

Overwatch- Once per turn, when a soldier or specialist is assigned and executes a Fire Order during the Order Dice phase, one additional friendly soldier within 6"—and who has not already executed an order—may also be assigned, and immediately execute, a Fire Order. This rule may also apply when executing a Fire Order in response to an Assault Order.

Fire and Movement- Legion of Mankind soldiers and specialists do not suffer a -1 initiative modifier for moving and shooting (and for psychic abilities) due to executing an Advance Order.

Soldiers

Sergeant (Alpha)   M5   I5   H10   A5   Cost: FREE
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Natural Leader 1 and any one skill for FREE, plus one additional skill for 3uc

Corporal   M5   I4   H10   A4   Cost: 14uc
Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any single relic at cost

Lance-Corporal   M5   I3   H8   A3   Cost: 10uc
Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any single relic at cost

Private   M5   I3   H8   A2   Cost: 8uc
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun
Relics: May take any single relic at cost

Specialists

Scout   M6   I3   H8   A1   Cost: 8uc
Primary Weapon: Bolt Rifle (Scoped)   Secondary Weapon: Bolt Pistol

Engineer   M4   I3   H8   A4   Cost: 15uc
Primary Weapon: Flamethrower OR Rocket Launcher   Secondary Weapon: Bolt Pistol
Grenades: May take two of any type for FREE   Alpha Skill: Field Mechanic

Medic (Unique)   M5   I3   H8   A2   Cost: 10uc
Primary Weapon: Bolt Pistol
Relics: Steroid Pack and Opiate Pack   Alpha Skill: Field Medicine

Chaplain (Unique/Psychic)   M5   I4   H8   A2   Cost: 12uc
Primary Weapon: Power Gauntlet or Power Saber   Secondary Weapon: Bolt Pistol
Relics: May take any single relic at cost   Psychic Abilities: All abilities from the School of Order

Assault Mech (Unique/Mech)   M7   I4   H10   A5   Cost: 18uc
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: Crushing Claw(m) or Chain Blade(m)

Support Mech(U/Mech)   M5   I4   H12   A6   Cost: 20uc
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Legion of Mankind Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Gauntlet	2	melee	na	+4	+1 initiative in close combat
Power Claws	2	melee	na	+2	+2 initiative in close combat
Power Saber	3	melee	na	+4	+2 initiative in close combat
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Bolt Rifle (Scoped)	1	36	1	+3	If used to execute an Advance Order, read all stats like a normal Bolt Rifle and apply -1 initiative modifier to attack roll as normal
Heavy Bolt Repeater	2	24	2	+3	AoE; Unwieldy
Plasma Shotgun	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Ion Cannon (m)	FREE	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Plasma Cannon (m)	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*

Legion of Mankind Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Service Medal	3	Grants +1 initiative value to the soldier for the entirety of the battle.
Battle Forged Armor	2	Grants +1 armor value to the soldier for the entirety of the battle.
Artifact of Old Earth	1	Once per game, before executing an assigned order, the soldier gains +1 initiative value until the end of the turn.
Kevlar Under Armor	1	Once per game, before applying damage to the soldier, the player may add to the soldier +2 armor value.
Steroid Pack	2	Once per game, before executing an assigned order, the soldier gains +1 movement and may take a special action during the Special Action Phase, for this turn only.
Opiate Pack	2	Once per game, when executing a Down Order, the soldier regains 4 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

T E R R O R L E G I O N

The Terror Legion are corrupted legionaries who have turned from the light of Mankind and willfully given themselves to the horrendous power of the Terrors of Abaddon. Once elite and faithful soldiers for the peace and prosperity of humanity, they have long since been forgotten and left to rot away in the darkest regions of space. This seemingly eternal damnation has since broken the soldiers psyche, causing them to mindlessly sacrifice their bodies to demonic punishment and power, and forsake their faith in Mankind for faith in only chaos and terror.

Warband Special Rules

Unnatural armor- When Terror Legion soldiers and specialists reach 3 health or less remaining, they gain +1 to their armor value for the remainder of the battle, even after mending back to a higher health value.

Numb- All Terror Legion soldiers and specialist ignore the "walking wounded" rule and perform normally even at low health. Terror Legion Mechs are also unaffected by low health and disregard the Mech Malfunction Chart.

Soldiers

Terror Sergeant (Alpha)	M4	I5	H10	A5	**Cost: FREE**

Primary Weapon: May take any weapon at cost   Secondary Weapon: Corrupted Blade
Grenades: two of any type for FREE   Relics: May take any two relics for FREE
Alpha Skills: Ruthless Nature 1 and any one skill for FREE, plus on additional skill for 3uc

Terror Veteran Guard	M4	I4	H10	A3	**Cost: 15uc**

Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any single relic at cost

Terror Guard	M4	I3	H8	A3	**Cost: 12uc**

Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any single relic at cost

Slave to Terror	M6	I2	H8	A1	**Cost: 7uc**

Primary Weapon: Corrupted Claws OR Corrupted Blade

Specialists

Doomsayer	M4	I4	H10	A3	**Cost: 16uc**

Primary Weapon: Disease Expeller OR Rocket Launcher   Secondary Weapon: Corrupted Blade
Grenades: 1 Pestilence Grenade   Relics: May take any single relic at cost

Corrupted Apothecary	M4	I3	H8	A2	**Cost: 10uc**

Primary Weapon: Corrupted Blade   Secondary Weapon: Bolt Pistol
Relics: Corrupted Steroid Pack and Tainted Opiate Pack   Alpha Skill: Field Medicine

Warlock (Unique/Psychic)	M4	I5	H8	A2	**Cost: 14uc**

Primary Weapon: Corrupted Claws OR Corrupted Blade   Secondary Weapon: Bolt Pistol
Relics: May take any single relic at cost   Psychic Abilities: All abilities from the School of Disorder

Terror Engine (Unique/Mech)	M6	I4	H10	A4	**Cost: 18uc**

Primary Weapon: Disease Expeller (m)   Secondary Weapon: Searing Probe

Terror Mech (Unique/Mech)	M6	I4	H12	A5	**Cost: 20uc**

Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Terror Legion Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Corrupted Gauntlet	FREE	melee	na	+3	+1 initiative in CC
Corrupted Claws	1	melee	na	+2	+2 initiative in close combat
Corrupted Blade	1	melee	na	+6	-
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Disease Expeller (soldier or mech)	3	12	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Pestilence Grenade	3	12	2	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 5 health from the target
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Searing Probe (m)	2	melee	na	+6	+2 initiative in close combat
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Hell Cannon (m)	3	30	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy

Terror Legion Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Amulet of the Damned	1	Once per game, before executing an assigned order, the soldier may lose 3 health value to gain +1 initiative value until the end of this turn. Once the turn has ended, the soldier immediately regains 3 health value and returns to their base initiative value (removing the +1 bonus they had in the previous turn).
Pestilence Censor	2	Enemy soldiers who must apply damage within 6" of the soldier who bears Pestilence Censor, including those in close combat, must apply an additional 2 damage to the total taken.
Corrupted Steroid Pack	2	Once per game, before executing an assigned order, the soldier gains +2 movement and +1 initiative values and may take a special action during the Special Action Phase, for this turn only. However, on the next turn, the soldier must be assigned and execute a Down Order during the Order Dice Phase.
Tainted Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

T E R R O R S   O F   A B A D D O N

Though once worshiped and intimately intertwined with the chaotic history of humans, the Terrors of Abaddon were eventually forsaken by Mankind in favor of orderly societies and technological advancement. The Terrors were forgotten; outlawed as "ancient delusion". But then a day of reckoning came, when humans probed into the fabric of space too far and tore open the only material divide between them and their daemonic kin. It was then that the Terrors of Abaddon reached through the divide and catastrophically clarified that they were no mere "delusion". And now these evil spirits-of-old easily tear their way through the material world, ceaselessly warring for physical dominion. They will not be forgotten again.

Warband Special Rules

Ethereal Presence- _Instead of adding their initiative value to a dodge roll, all Terrors of Abaddon soldiers and specialists add their current movement value. However, they do not ever gain initiative modifiers for partial cover or being Down. Furthermore, when hit by a ranged attack or in close combat, the difference in dice rolls is irrelevant, and only the weapon's damage modifier value and an additional +1 point of damage (or simply the special rule damage without a +1) is applied against the armor and health value of the Terrors of Abaddon soldier or specialist. If the weapon has no damage modifier, then only the +1 point of damage is applied._

Soul Leech- _When an enemy soldier is removed as a casualty for any reason during the battle, all Terrors of Abaddon soldiers and specialist within 6" of the death instantly gain +2 health. In addition, Terrors of Abaddon soldiers and specialists ignore the "walking wounded" rule._

Soldiers

Terror Principality (Alpha/Psychic)   M6   I5   H12   A0   **Cost: FREE**
Primary Weapon: Staff of Terror   Secondary Weapon: Claws and Fangs
Relics: May take any two relics at cost   Psychic Abilities: All abilities from the School of Disorder
Alpha Skills: Psychic Prowess 1 and 2, plus one additional skill for 3uc

Champion of Horror   M5   I4   H10   A0   **Cost: 14uc**
Primary Weapon: Sword of Horror   Secondary Weapon: Fire Breath
Relics: May take any two relics at cost

Champion of Lust   M6   I3   H10   A0   **Cost: 14uc**
Primary Weapon: Blade of Vanity   Secondary Weapon: Claws and Fangs
Relics: May take any two relics at cost

Champion of Chaos   M*   I*   H10   A0   **Cost: 12uc**
Primary Weapon: Maul of Corruption   Secondary Weapon: Fire Brands
Relics: May take any two relics at cost
Special Note: A Champion of Chaos does not have set movement or initiative values, but the player rolls a D6 at the beginning of each turn to see what each of the values are for this turn. If the player rolls a 1 or 2: M2 and I2. A result of 3 or 4: M4 and I4. A result of 5 or 6: M6 and I6.

Terror   M5   I3   H8   A0   **Cost: 10uc**
Primary Weapon: Firebrands OR Fire Breath   Secondary Weapon: Fire Blade

Specialists

Hell Hound   M6   I2   H8   A0   **Cost: 8uc**
Primary Weapon: Claws and Fangs

Changeling   M6   I*   H10   A0   **Cost: 10uc**
Primary Weapon: Firebrands OR Fire Breath   Secondary Weapon: Claws and Teeth
Special Note: A Changeling does not have a set initiative value, but the player rolls a D6 at the beginning of each turn to see what the value is for this turn. If the player rolls a 1 or 2: I2. A result of 3 or 4: I4. A result of 5 or 6: I6.

Foul Beast   M5   I4   H12   A0   **Cost: 12uc**
Primary Weapon: Fire Breath   Secondary Weapon: Huge Daemonic Claws
Special Note: While not a Mech, this soldier may be fixed to a base up to 50mm round.

Ancient Terror Engine (Unique/Mech) M5   I4   H12   A0   **Cost: 18uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Advent of Abaddon(Unique/Pyschic)   M5   I5   H20   A0   **Cost: 28uc**
Primary Weapon: Fire Breath   Secondary Weapon: Huge Daemonic Claws
Relics: Black Mirror and one additional relic at cost   Psychic Abilities: All abilities from the School of Disorder
Special Note: While not a Mech, this soldier may be fixed to a base up to 50mm round.

Terrors of Abaddon Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Staff of Terror	FREE	24	2	+4	+2 initiative in close combat; Compact
Sword of Horror	FREE	melee	na	+4	+2 initiative in close combat
Blade of Vanity	FREE	12	3	+2	+1 initiative for ranged attacks; Compact
Maul of Corruption	FREE	melee	na	+7	-
Firebrands	FREE	24	2	+2	-
Fire Breath	FREE	12	2	+3	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Fire Blade	FREE	melee	na	+4	+1 initiative in close combat
Claws and Fangs	FREE	melee	na	+4	+2 initiative in close combat
Huge Daemonic Claws	FREE	melee	na	+5	+3 initiative in close combat
Disease Expeller (m)	FREE	24	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target
Hell Cannon (m)	FREE	30	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Fire Sword (m)	FREE	melee	na	+4	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat

Terrors of Abaddon Relics

Relic Name	Cost (uc)	Special Effect:
Wings	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Amulet of the Damned	1	Once per game, before executing an assigned order, the soldier may lose 3 health value to gain +1 initiative value until the end of this turn. Once the turn has ended, the soldier immediately regains 3 health value and returns to their base initiative value (removing the +1 bonus they had in the previous turn).
Vestibule of Souls	2	Once per game, when executing a Down Order, the soldier regains 3 health value, up to initial maximum.
Ruby Moonstone	3	Grants +2 health value to the soldier for the entirety of the battle.
Onyx Moonstone	2	When a psychic bearing a Onyx Moonstone attempts to cast a Psychic Counter, they gain a +1 initiative modifier for their roll.
Amethyst Moonstone	2	All psychic abilities attempted by the bearer are decreased in their Power Level by 1.
Pestilence Censor	2	Enemy soldiers who must apply damage within 6" of the soldier who bears Pestilence Censor, including those in close combat, must apply an additional 2 damage to the total taken.
Black Mirror	3	Unique relic (one per warband); once per game, when the soldier who bears the Black Mirror must apply damage, before the total damage is applied, the controlling player may choose any enemy soldier within line-of-sight of this soldier and then both soldiers must simultaneously apply the total damage per normal rules (armor first, health second).

T H E   H I V E

Fearfully referred to by humans as simply "The Hive", this alien race of highly evolved, insect-like creatures is devastatingly massive in scale. Research indicates that the instinctually reflexive behavior of The Hive's endless drone soldiers are telepathically directed by resident Taskmasters, which in turn answer to one of only a dozen Brood Queens reigning from distant planets. Estimated to currently consume or threaten 60% of all habitable systems, The Hive seemingly hold to no values as a species but to devour and propagate until they are the only beings left in the universe.

Warband Special Rules

Hivemind- *As long as The Hive's warband Alpha is alive, Hive soldiers and specialists may use the base initiative value listed in their profiles. When The Hive Alpha is killed, however, then all soldier and specialist initiative values are instantly and permanently dropped to a base value of 1.*

Scuttering Horde- *All Hive soldiers and specialists ignore difficult terrain for movement and freefall at any height without applying damage. Similarly, they can climb up and over any vertical surface (measuring for upward movement). In addition, at the beginning of every turn, before any order dice are drawn, The Hive player may immediately and freely move any three of their soldiers and/or specialists up to 3" in any direction.*

Soldiers

Taskmaster (Alpha/Psychic)   M6   I5   H12   A4   **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Relics: May take any two relics at cost   Psychic Abilities: All abilities from the School of Bio-Instinct
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Drone X   M6   I4*   H8   A3   **Cost: 8uc**
Primary Weapon: Acidic Talons
Relics: May take any single relic at cost

Drone Y   M6   I3*   H7   A3   **Cost: 8uc**
Primary Weapon: Needle Gun OR Needle Rifle OR Acid Spitter at cost
Relics: May take any single relic at cost

Drone Z   M7   I3*   H7   A2   **Cost: 8uc**
Primary Weapon: Needle Rifle
Relics: May take any single relic at cost
Special note: Drone Z has wings and can fly, meaning it ignores all terrain rules while executing movement of any kind.

Specialists

Harvester   M7   I4*   H8   A3   **Cost: 12uc**
Primary Weapon: Acidic Claws and Teeth
Relics: May take any two relics at cost

Warrior X   M6   I4*   H10   A4   **Cost: 14uc**
Primary Weapon: Acidic Lash   Secondary Weapon: Acidic Sword
Relics: May take any two relics at cost

Warrior Y   M6   I4*   H10   A4   **Cost: 14uc**
Primary Weapon: Spike Cannon OR Spore Cannon at cost   Secondary Weapon: Acidic Talons
Relics: May take any two relics at cost

Reaper (Unique)   M6   I4*   H10   A5   **Cost: 16uc**
Primary Weapon: Acidic Lash   Secondary Weapon: Acidic Claws and Teeth
Relics: May take single relic at cost
Special Note: When assigned an order die, a Reaper may use the single die to execute two Fire Orders back-to-back, whether they are at the same target or not. Also, a Reaper may be fixed to a base up to 50mm round.

Brood Mother (Unique/Psychic)   M4   I5   H18   A2   **Cost: 20uc**
Primary Weapon: Spore Cannon   Secondary Weapon: Eggs
Psychic Abilities: All abilities from the School of Bio-Instinct
Special Note: If a warband includes a Brood Mother, then the "Hivemind" warband special rule must replace the word "Alpha" with the words "Brood Mother". Also, a Brood Mother may be fixed to a base up to 50mm round.

The Hive Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Acidic Talons	FREE	melee	na	+4	+1 initiative in close combat
Needle Gun	FREE	12	2	+2	+1 initiative in CC; Unwieldy; Compact
Needle Rifle	FREE	24	1	+4	-
Acidic Claws and Teeth	1	melee	na	+4	+2 initiative in close combat
Acidic Sword	2	melee	na	+6	+2 initiative in close combat
Acidic Lash	1	12	2	+4	Compact; cannot be used for Cover Fire Order
Spike Cannon	FREE	30	1	+6	-
Acid Spitter	2	24	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target
Spore Cannon	2	24	3	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 3 health from the target. If a soldier is killed by the Spore Cannon, the model is replaced with an "Egg". See below for how "Eggs" work.
Eggs (Brood Mother only)	FREE	6	na	na	Instead of executing a ranged attack during a Fire order or Focus Fire action, the Brood Mother may choose to lay a single egg. Place the egg anywhere 6" from the base of the Brood Mother. At the beginning of the following turn, the controlling player rolls a D6. On a roll of 1-3, the egg is sterile and immediately removed from play. On a 4-6, the egg hatches into a single Drone Y soldier with a Needle Gun. The soldier is immediately ready for orders, and a corresponding order dice is added to the dice bag. Before hatching, eggs may be destroyed by enemy soldiers by executing any ranged attack or assault on the egg. This will automatically kill and remove the egg from play, no dice rolling necessary.

The Hive Relics

Relic Name	Cost (uc)	Special Effect:
Adrenalin Sac	1	Once per game, before executing an assigned order, the soldier may gain +1 initiative value until the end of the turn.
Toxin Sac	1	Once per game, before making any single attack roll or combat roll, the player may declare they are using the soldier's equipped Toxin Sac. If this roll is successful and the target is hit, the total damage is immediately applied directly to the target's health and ignores armor.
Elongated Limbs	2	Grants +1 movement value to the soldier for the entirety of the battle.
Oversized Mandible	2	Increases the damage bonus applied by the soldier's melee weapons by +2
Magnified Oculus	2	Increases the range of all the soldier's ranged weapons by 6"
Scales of the Fallen	2	Grants +1 armor value to the soldier for the entirety of the battle.
Hyper Adaptive Scaling	2	Grants +2 health value to the soldier for the entirety of the battle.

THE ANCIENT MACHINE

The Ancient Machine is a robotic, automaton army rumored to be ruled and controlled by a single, mastermind overlord called "The Machine". This godlike central nervous system is well hidden, heavily guarded, and far scattered over hundreds of frozen planets, each containing ancient server-archives of The Machine's sentience and being. While it is entirely uncertain how "The Machine" came to be—or if it even really exists at all!—one thing is presently clear: this endless, relentless, robotic legion has set its aim on subjugating all lesser, "fleshly" races to its iron, eternal will.

Warband Rules

Plasma Shielding- When Ancient Machine soldiers and specialists apply damage, instead of applying the total damage count against armor first and then health, the damage total is simply halved (rounding up) and then applied against health. If the Ancient Machine Alpha dies, then this shield connection is broken and all soldiers and specialist are left with an armor value of 2. If a soldier with the "Plasma Shielding" rule has the opportunity to add an armor value (from a skill or relic), then damage against the soldier is first applied against this armor value, and then halved (rounding up) before damage are applied to their health.

Auto-Mend Protocol- When executing a Mend Order, any Ancient Machine soldier or specialist automatically gains +4 health, with no D6 roll necessary.

Soldiers

Ancient Seer (Alpha/Psychic)   M4   I6   H12   A*   **Cost: FREE**
Primary Weapon: Electrified Scythe   Secondary Weapon: Beam Rifle
Relics: May take any two relics at cost   Psychic Abilities: All Plasmid abilities
Alpha Skills: Field Mechanic, and any two additional skills for FREE

Bot Mk2   M4   I4   H10   A*   **Cost: 13uc**
Primary Weapon: Beam Rifle   Secondary Weapon: Electrified Knife
Relics: May take any two relics at cost

Bot Mk1   M4   I3   H10   A*   **Cost: 10uc**
Primary Weapon: Beam Rifle   Secondary Weapon: Electrified Knife
Relics: May take single relic at cost

Razor Bot Swarm   M6   I2   H8   A*   **Cost: 8uc**
Primary Weapon: Searing Razors

Specialists

Shock-trooper Bot   M6   I4   H8   A*   **Cost: 12uc**
Primary Weapon: Electrified Rod   Secondary Weapon: Electrified Knife
Relics: May take any two relics at cost

Heavy Support Bot   M4   I3   H12   A*   **Cost: 13uc**
Primary Weapon: Beam Cannon OR Lightning Cannon at cost   Secondary Weapon: Electrified Knife
Relics: May take any two relics at cost

Ancient Soothsayer (Unique/Psychic) M4   I5   H8   A*   **Cost: 15uc**
Primary Weapon: Electrified Scythe   Secondary Weapon: Electrified Knife
Relics: May take any two relics at cost   Psychic Abilities: All Plasmid abilities

Razor Bot Mother (Unique/Mech)   M6   I4   H12   A*   **Cost: 17uc**
Primary Weapon: Razor Bot Swarm   Secondary Weapon: Searing Razors

War Machine (Unique/Mech)   M4   I4   H14   A*   **Cost: 20uc**
Primary Weapon: Lightning Coil OR Precision Laser Beam
Secondary Weapon: Precision Laser Beam OR Dual Beam Cannon

The Ancient Machine Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Electrified Knife	FREE	melee	na	+2	+1 initiative in close combat
Electrified Rod	FREE	6	2	na	+2 initiative in close combat and ranged attacks; Compact; If this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 3 health from the target; if used in close combat, when the soldier wins a round of close combat, also apply wounds in the above manner (subtracting 3 health)
Electrified Scythe	FREE	12	2	na	+2 initiative in close combat and ranged attacks; Compact; If this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 3 health from the target; if used in close combat, when the soldier wins a round of close combat, also apply wounds in the above manner (subtracting 3 health)
Searing Razors	FREE	6	3	+2	+3 initiative in close combat
Beam Rifle	FREE	24	1	+3	-
Beam Cannon	FREE	30	1	+6	-
Lightning Cannon	2	24	2	na	If this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; when used in close combat resolve damage normally
Lightning Coil (m)	FREE	12	3	na	If this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; when used in close combat resolve damage normally
Razor Bot Swarm (m)	FREE	6	na	na	Twice per game, instead of executing a ranged attack during a Fire or order, the Razor Bot Mother releases a Razor Bot Swarm, which is placed anywhere within 6" of the Mother. The Razor Bot Swarm is immediately ready for battle, and a corresponding order die is added to the dice bag.
Precision Laser Beam (m)	FREE	30	1	+6	Target(s) from this attack do not add positive initiative modifiers to their dodge roll of *any kind*
Dual Beam Cannon (m)	FREE	24	2	+4	-

The Ancient Machine Relics

Relic Name	Cost (uc)	Special Effect:
Overclocked Driver	1	Once per game, before executing any assigned order, the soldier may add +1 initiative value until the end of the turn.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.
Telescoping Optics	2	The soldier treats all ranged attacks as if they were shooting from close-range (+1 initiative to attack rolls)
Sub-Gamma Gun Cell	2	When this soldier executes any ranged attack with a weapon that has "Beam" in the name, the targeted soldier immediately and automatically applies -1 to their health value, even if the ranged attack is a miss.
Sub-Gamma Radiation	2	When this soldier comes into close combat with an enemy, the enemy soldier must immediately, automatically apply -1 to their health value, before the close combat round is fought.
Dark Crystal Diode	2	When this soldier causes damage against an enemy target while using a weapon that has "Electrified" in the name, the soldier regains 2 health value, up to their initial maximum.

COVEN EMPIRE

While physically distinct from the human species, the people of Coven are extremely similar to Mankind in both scope of dominion, knowledge and power. Where the Coven Empire differs from the Legions of Mankind is in their preservation of ancient societal structures, traditional practices and overwhelming technological prowess. Disciplined, unyielding, and heavily armed, the soldiers of the Coven Empire are completely fearless and unflinching in their willingness to die for the glory of their Emperor and their personal honor.

Warband Special Rules

EMP Barrage- At the beginning of a battle, before the first order die is drawn, the player rolls a D6 for every enemy soldier and specialist on the table. On a roll of 1-3, nothing happens. On a 4-6, the enemy soldier cannot execute any ranged attacks of any kind during the first full turn.

Death Before Dishonor- Coven soldiers and specialists never apply the -2 initiative modifier for losing a round of close combat. Also, if a Coven soldier or specialist kills an enemy in close combat, the victorious soldier will gain +1 to their base initiative value for the rest of the game (once per soldier).

Soldiers

Coven Sergeant (Alpha)   M5   I5   H9   A5   **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Inspiring Presence 1, and two additional skills for FREE

Coven Veteran Trooper   M5   I5   H9   A4   **Cost: 15uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Pulse Handgun or Electrified Knife
Grenades: May take two of any type at cost   Relics: May take single relic at cost

Coven Trooper   M5   I4   H7   A3   **Cost: 12uc**
Primary Weapon: Pulse Rifle OR Pulse Carbine   Secondary Weapon: Electrified Knife
Grenades: May take one of any type at cost   Relics: May take single relic at cost

Coven Serf   M5   I3   H7   A2   **Cost: 8uc**
Primary Weapon: Pulse Rifle OR Pulse Carbine   Secondary Weapon: Electrified Knife

Specialists

Coven Hover Drone   M8   I1*   H7   A1   **Cost: 7uc**
Primary Weapon: Pulse Carbine   Relics: May take Shield Generator at cost
Special Note: A Coven Hover Drone has a base initiative value of 1 when outside of 3" from a friendly soldier or specialist (not including other Hover Drones). But, when within 3" of a friendly soldier or specialist, the Drone's initiative value gains +2, for a total of 3.

Coven Scout   M6   I3   H9   A1   **Cost: 10uc**
Primary Weapon: Pulse Jezail OR Fusion Blaster   Secondary Weapon: Electrified Knife
Grenades: 1 EMP Grenade

Coven Battle Priest (Unique/Psychic)   M5   I5   H9   A2   **Cost: 13uc**
Primary Weapon: Electrified Battle Staff
Relics: May take any two relics at cost   Psychic Abilities: All abilities from the School of Order

Coven Stealth Suit (Mech)   M5   I5   H9   A4   **Cost: 17uc**
Primary Weapon: Pulse Jezail OR Incinerator   Secondary Weapon: Incinerator OR Electrified Knife
Alpha Skill: Stealth 1

Coven Battle Mech (Unique/Mech)   M5   I4   H10   A6   **Cost: 20uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Coven Empire Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Electrified Knife (Soldier or Mech)	FREE	melee	na	+2	+1 initiative in close combat
Pulse Handgun	FREE	12	1	+1	+2 initiative in CC; Cannot be used to execute Cover Fire Orders
Pulse Rifle	FREE	24	1	+3	-
Pulse Carbine	FREE	18	2	+2	+1 initiative in CC; Compact; Unwieldy
Pulse Jezail	1	30	1	+3	Cannot be used to execute Cover Fire Orders
Line Gun	2	24	1	+5	AoE, following these additional rules: The Player creates a 4" wide, horizontal line and places the line starting from the height of the soldier's gun who fired the weapon. The player then moves the horizontal line directly away from the soldier and straight towards the point on the table which the player chose as the gun's target area. All soldiers, foe or friendly, who are cut directly by the path of this line are considered targets of the attack. Full and partial cover rules are still to be considered. Unwieldy
Fusion Blaster	2	12	2	+4	-
Plasma Grenade	2	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
EMP Grenade	1	12	1	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind.* All targets hit take no damage, but lose 3 movement value and cannot make ranged attacks until the end of the turn.
Electrified Battle Staff	FREE	melee	na	+4	+2 initiative in close combat
Pulse Jezail (m)	FREE	30	1	+5	Cannot be used to execute Cover Fire Orders
Incinerator (m)	FREE	12	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Fusion Blast Cannon (m)	2	24	2	+4	AoE, but target does not add positive initiative modifiers to their dodge roll for cover OR choose a single target, target does not add positive initiative modifiers to their dodge roll for cover, and attack rolls per target are upped to 3
Homing Plasma Missiles (m)	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind;* Mech does not need line-of-sight of target, as long as at least one friendly soldier has line-of-sight of target

Coven Empire Relics

Relic Name	Cost (uc)	Special Effect:
Hover Engine	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Armored Bracing	3	Grants +1 movement value and +1 armor value to the soldier for the entirety of the battle.
Icon of the Emperor	2	Once per game, when executing a Down Order, the soldier gains +1 movement and +1 initiative values until the end of the turn.
Shield Generator	1	Hover Drones only; All friendly soldiers within 6" of a drone with a shield generator, including the drone itself, momentarily add +1 to their armor value while positioned within the shield range. This effect does not multiply if there are several Shield Generator areas overlapping.
Life Pack	2	Once per game, when executing a Down Order, the soldier regains 4 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

L'ORANI EMPIRE

The L'Orani are an ancient people, few in number, but nearly immortal under the proper conditions. True isolationists, a single tribe of L'Orani will spend thousands of centuries patiently crafting their own utopian worlds, utilizing a mysterious knowledge from universes long forgotten. It is uncertain as to whether the L'Orani of this universe are remnants of legitimate dwellers, or immigrants in galactic exile. Either way, they claim to be nobility: the only surviving prodigy of the original creator of existence. Whether the claim is true or not, there is no denying that the proud L'Orani are strong, wise and willing to use any means necessary to protect their species and advance their claim of divine heraldry.

Warband Special Rules

Ancient Spring- When executing a Mend Order, all L'Orani soldiers and specialists automatically regain up to +4 health, with no need to roll a D6.

Starfire Dance- When executing an Assault Order or Special Action, all L'Orani soldiers and specialists ignore the "difficult terrain" and "higher ground" rules. Further, the assaulting soldier cannot be targeted by a sprung Ambush order and an enemy soldier or specialist executing a Fire response order to the assault must apply an additional -1 initiative modifier to their attack roll.

Soldiers

L'Orani Prince (Alpha)   M7   I6   H8   A5   Cost: FREE
Primary Weapon: May take any weapon at cost   Secondary Weapon: Sunstone Saber
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Royal Bodyguard   M7   I5   H8   A5   Cost: 17uc
Primary Weapon: Starfire Rifle OR Shotgun OR Devastator at cost   Secondary Weapon: Sunstone Blade
Grenades: May take two of any type at cost   Relics: May take any single relic at cost

Warrior   M6   I4   H8   A4   Cost: 13uc
Primary Weapon: Starfire Rifle OR Shotgun OR Devastator at cost   Secondary Weapon: Starfire Pistol
Grenades: May take one of any type at cost   Relics: May take any single relic at cost

Squire   M6   I3   H8   A3   Cost: 10uc
Primary Weapon: Starfire Rifle   Secondary Weapon: Starfire Pistol
Relics: May take any single relic at cost

Specialists

L'Orani Assassin   M7   I6   H8   A2   Cost: 15uc
Primary Weapon: Sunstone Shuriken   Secondary Weapon: Sunstone Saber
Grenades: Starflare Grenade   Relics: May take any two relics at cost
Alpha Skill: Stealth 1

L'Orani Healer (Unique/Psychic)   M6   I4   H8   A3   Cost: 10uc
Primary Weapon: Sunstone Blade   Relics: May take any single relic at cost
Psychic Abilities: Abilities 1 and 4 from School of Order

L'Orani Oracle (Unique/Psychic)   M6   I5   H8   A3   Cost: 15uc
Primary Weapon: Sunstone Blade   Relics: May take any single relic at cost
Psychic Abilities: All abilities from School of Order and abilities 1, 2 and 3 from School of Time

L'Orani Weapon Platform (Mech)   M5   I3   H10   A5   Cost: 13uc
Primary Weapon: Starfire Cannon OR Starfire Repeater (FREE of cost)

L'Orani Walker (Unique/Mech)   M7   I4   H12   A5   Cost: 18uc
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: may take any (m) weapon at cost

L'Orani Empire Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Starfire Pistol	FREE	12	1	+3	+1 initiative in CC; Cannot be used for Cover Fire Order
Starfire Rifle	FREE	30	1	+4	-
Starfire Shotgun	1	12	2	+4	+2 initiative in CC; Compact; Unwieldy
Starfire Devastator	2	24	2	+4	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Sunstone Saber	FREE	melee	na	+4	+2 initiative in close combat
Sunstone Blade	FREE	melee	na	+3	+2 initiative in close combat
Sunstone Shuriken	FREE	12	2	+3	Compact
Starflare Grenade	2	12	1	0	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind.* All hit targets apply damage and drop to movement and initiative values of 1 until the end of the turn.
Starblast Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Starfire Cannon (m)	2	30	2	+4	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Starfire Repeater (m)	2	24	3	+3	-
Sunstone Great-Sword (m)	FREE	melee	na	+4	+3 initiative in close combat

L'Orani Empire Relics

Relic Name	Cost (uc)	Special Effect:
Jet-Wings	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Meteorite Gauntlet	2	The soldier bearing a Meteorite Gauntlet gains additional +1 initiative value while fighting in CC, and, if they lose close combat, they gain +1 armor value before applying the total damage.
Meteorite Helm	2	Grants +1 armor value to the soldier for the entirety of the battle.
Emerald Sunstone	3	Unique Relic (one per warband); Grants +3 health value to the soldier for the entirety of the battle.
Opal Sunstone	1	Once per game, when the bearer is at a health value of 3 or below and must apply damage from a successful ranged attack roll, roll a D6. On a result of 1-4, nothing happens. On a 5-6, ignore all damage as if the attack roll failed and the ranged attack missed entirely.
Sapphire Sunstone	1	When a psychic bearing a Sapphire Sunstone attempts to cast a Psychic Block, they gain a +1 initiative modifier for their power level roll.
Ancient Data-Script	2	If the bearer has psychic abilities, then they may not only attempt to cast any of their own abilities, but may also attempt to cast any abilities from any list the opposing warband may have on their roster.

C O R R U P T E D L ' O R A N I

When you can live for eons, you tend to see and learn a lot about existence: the good, the bad, and the ugly. While most L'Orani seem to have hardened their societies against the evils of existence with ancient wisdom and morals, there are a significant number of "corrupted" tribes whose taste for twisted pleasures and dark power drives them forward into millennia of avaricious rampage. The corrupted L'Orani war eternally and with nihilistic ruthlessness, stealing worlds instead of creating them, and then draining each new planet of its life until nothing of use remains.

Warband Special Rules

Ancient Decay- _The first time, and only the first time, a Corrupted L'Orani soldier or specialist loses health down to a value of 3 or less, they instantly regain 3 health. This does not apply if the soldier or specialist reaches a health value of 0, in which case, they are killed and eliminated from play._

Shadow Step- _When declared as a target for ranged attacks, a Corrupted L'Orani soldier or specialist may immediately make a special move of 2" in any direction of the player's choice, as long as the move does not cause close combat. This may include any movement that would render the ranged attack impossibly out of line-of-sight, in which case, the opposing player may choose a new target for their attack or new order altogether._

Soldiers

L'Orani Warlock (Alpha/Psychic)   M7   I5   H10   A5   **Cost: FREE**
Primary Weapon: Poisoned Saber   Secondary Weapon: Starfire Pistol
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Psychic Prowess 1, and two additional skills for 3uc each
Psychic Abilities: All abilities from the School of Disorder

Bloodsworn   M6   I5   H8   A5   **Cost: 15uc**
Primary Weapon: Starfire Rifle OR Shotgun OR Devastator at cost   Secondary Weapon: Poisoned Blade
Grenades: May take two of any type at cost   Relics: May take any single relic at cost

Black Warrior   M6   I3   H8   A4   **Cost: 12uc**
Primary Weapon: Starfire Rifle OR Shotgun OR Devastator at cost   Secondary Weapon: Starfire Pistol
Grenades: May take one of any type at cost   Relics: May take any single relic at cost

L'Orani Cultist   M6   I3   H8   A3   **Cost: 10uc**
Primary Weapon: Starfire Rifle   Secondary Weapon: Poisoned Blade
Relics: May take any single relic at cost

Specialists

Butcher   M6   I4   H10   A4   **Cost: 12uc**
Primary Weapon: Poisoned Saber   Secondary Weapon: Poisoned Blade
Relics: May take any single relic at cost
Special Note: When a Butcher is in close combat, the player may reroll their 2D6 combat roll once per close combat engagement

Black Assassin   M7   I5   H8   A2   **Cost: 13uc**
Primary Weapon: Poisoned Shuriken   Secondary Weapon: Poisoned Saber OR Moonbeam Whip at cost
Grenades: Starflare Grenade   Relics: May take any two relics at cost
Alpha Skill: Stealth 1

Witch (Unique/Psychic)   M7   I5   H8   A3   **Cost: 14uc**
Primary Weapon: Moonbeam Whip   Secondary Weapon: Starfire Pistol
Relics: May take any single relic at cost   Psychic Abilities: Abilities 1 and 2 from the School of Disorder

Jester (Unique/Psychic)   M7   I6   H10   A3   **Cost: 16uc**
Primary Weapon: Poisoned Saber   Secondary Weapon: Starfire Pistol
Grenades: Starflare Grenade   Relics: Meteorite Gauntlet
Psychic Abilities: All abilities from the School of Time

Black Walker (Unique/Mech)   M6   I4   H12   A6   **Cost: 18uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Corrupted L'Orani Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Starfire Pistol	FREE	12	1	+3	+1 initiative in CC; Cannot be used for Cover Fire Order
Starfire Rifle	FREE	30	1	+4	-
Starfire Shotgun	1	12	2	+4	+2 initiative in CC; Compact ; Unwieldy
Starfire Devastator	2	24	2	+4	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Poisoned Saber	FREE	melee	na	+6	+1 initiative in close combat
Poisoned Blade	FREE	melee	na	+4	+1 initiative in close combat
Poisoned Shuriken	FREE	12	2	+4	Compact
Moonbeam Whip	1	6	2	+4	+2 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Starflare Grenade	2	12	1	0	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind.* All hit targets apply damage and drop to movement and initiative values of 1 until the end of the turn.
Starblast Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Starfire Cannon (m)	2	30	2	+4	AoE, but target does not add positive initiative modifiers to their dodge roll for cover *of any kind*
Starfire Repeater (m)	2	24	3	+3	-
Moonstone Cleaver (m)	FREE	melee	na	+6	+2 initiative in close combat

Corrupted L'Orani Relics

Relic Name	Cost (uc)	Special Effect:
Jet-Wings	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Meteorite Gauntlet	2	The soldier bearing a Meteorite Gauntlet gains additional +1 initiative value while fighting in CC, and, if they lose close combat, they gain +1 armor value before applying the total damage.
Meteorite Helm	2	Grants +1 armor value to the soldier for the entirety of the battle.
Ruby Moonstone	3	Grants +2 health value to the soldier for the entirety of the battle.
Onyx Moonstone	2	When a psychic bearing a Onyx Moonstone attempts to cast a Psychic Counter, they gain a +1 initiative modifier for their roll.
Amethyst Moonstone	2	All psychic abilities attempted by the bearer are decreased in their Power Level by 1.
Corrupted Data-Script	2	If the bearer has psychic abilities, then they may not only attempt to cast any abilities from their list, but they may also choose one psychic ability from any other psychic school and add the ability to their own for casting.

U'RAK WARLORDS

The Warring Tribes of the U'rak are a species simultaneously destined for greatness and catastrophe. Live or die, the U'rak have learned to do both spectacularly. While their origin is ancient, their evolution has been a path favoring "brawns" far above "brains". Thus, the U'rak tend to prefer forcefully stealing wealth, dominion and technology instead of creating their own. Also, they are swarming in number, as their high-rate of propagation (thankfully for them) barely outnumbers their desperately low life-expectancy. The young and puny U'rak grunts quickly learn that survival solely rests in serving their hulking and ruthless older brothers' appetites for glitter and glory, staying loyal to their local, planetary tribe until they either die or grow big enough to inevitably rebel and lead a new planetary tribe of their own.

Warband Special Rules

Armed to the Teeth- All U'rak Warlord soldiers and specialists with a base initiative value of 3 or higher, when executing any ranged attack, may execute one additional ranged attack immediately after resolving their initial attack. This special additional ranged attack is worked out like a normal Fire order, may be aimed at the same target or a new target, and may be executed with any weapon currently equipped."

Brawlers- All U'rak Warlord soldiers and specialists fight in close combat with a +2 modifier to their base initiative value.

Soldiers

Big Bad Boss (Alpha)   M4   I4   H12   A5   Cost: FREE
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Big Bad Muscle   M4   I3   H10   A4   Cost: 14uc
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Big Muscle   M5   I3   H9   A3   Cost: 12uc
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Grunt   M6   I2   H8   A3   Cost: 8uc
Primary Weapon: May take any weapon at cost
Relics: May take any one relic at cost

Specialists

Toothy Pet   M7   I2   H10   A0   Cost: 6uc
Primary Weapon: Claws and Teeth

Tinker   M4   I3   H10   A4   Cost: 14uc
Primary Weapon: Rocket Launcher   Secondary Weapon: Flamethrower
Grenades: May take any two types for FREE   Alpha Skill: Field Mechanic

Doc Shaman (Unique/Psychic)   M4   I4   H10   A4   Cost: 12uc
Primary Weapon: May take any weapon at cost   Relics: 2x 'Shrooms
Alpha Skill: Field Medicine   Psychic Abilities: Abilities 1, 2, and 3 from the School of Disorder

Blood Painta (Mech)   M4   I3   H12   A5   Cost: 16uc
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Guts Stompa (Unique/Mech)   M5   I4   H10   A6   Cost: 20uc
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

U'rak Warlord Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Claws and Teeth (Toothy Pet Only)	FREE	melee	na	+3	+2 initiative in close combat
Power Claws	2	melee	na	+2	+2 initiative in close combat
Chainsaw	3	melee	na	+5	+2 initiative in close combat
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Boomstick	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher (soldier or mech)	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Nerve-Gas Grenade	3	12	2	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind;* if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Also for each hit, the target loses -1 movement value for the remainder of the game, down to a minimum value of 1.
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Ion Cannon (m)	2	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Flak Cannon (m)	3	24	3	+3	AoE; Unwieldy

U'rak Relics

Relic Name	Cost (uc)	Special Effect:
Extra Metal Plating	2	Grants +1 armor value to the soldier for the entirety of the battle.
Illicit Steroid Pack	1	Once per game, before executing an assigned order, the soldier gains +2 movement.
Illicit Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum.
'Shrooms	2	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum, and gains +2 initiative value until the end of the turn.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.
War Paint	FREE	The soldier may gain +1 initiative and +1 movement values at the expense of -2 armor value for the entirety of the battle.

N O M A D I C   R A I D E R S

The known galaxies are full of many nomadic raiders: wanderers who sail the stars in massive, ancient vessels; scuttling from planet to planet in search of a variety of personal treasures. While most raiders are simply after contracts and bounties, others fight for adventure, ancient artifacts, scientific discovery, or even simply a port to call home. Regardless of their purpose, these gangs of space pirates are all an equally fierce and curious breed: outcasts, vagabonds and/or criminals exiled by their own kind and now loyal only to their ship and crew. While a bit rugged and unrefined, most civilizations still shudder at the sight of an infamous raider's flagship on the horizon.

Warband Special Rules

Thick as Thieves- *While within 12" and line-of-sight of the Captain, the 1st Mate soldier possesses, and may use, any of the Alpha Skills the Captain possesses. Also, the 1st Mate is FREE of cost at base value (but worth 25uc to the opposing warband if eliminated from a battle).*

Black Market Goods- *When building their warband, all Nomadic Raider soldiers and specialists with a base initiative value of 4 or better may each take their weapons and relics (but not grenades) from either the "Legion of Mankind", "Coven Empire" or "L'Orani Empire" lists, FREE of listed costs. Also, all soldiers with an initiative value of 3 or less, may take any relics from those same lists, but they must pay the listed cost. Except for the weapons listed in the Nomadic Raiders Weaponry, no two soldiers or specialists may ever be equipped with the same weapons and/or relics.*

Soldiers

Captain (Alpha)　　　　　　　M5　　I5　　H10　　A4　　**Cost: FREE**
Primary Weapon: May take any weapon for FREE　　　Secondary Weapon: Plasma Cutlass
Grenades: May take two of any type for FREE　　　Relics: May take any one relic for FREE
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

1st Mate (Unique)　　　　　　M5　　I5　　H10　　A4　　**Cost: FREE**
Primary Weapon: May take any weapon for FREE　　　　Secondary Weapon: Plasma Cutlass
Grenades: May take one of any type for FREE　　　Relics: May take any one relic for FREE
Alpha Skills: Whatever Skills the Captain possess (See "Thick as Thieves" Warband special rule)

Merchant Marine　　　　　　M5　　I4　　H10　　A4　　**Cost: 22uc**
Primary Weapon: May take any weapon for FREE　　　Secondary Weapon: May take any weapon for FREE
Grenades: May take one of any type at cost　　　Relics: May take any one relic for FREE

Raider　　　　　　　　　　M5　　I4　　H8　　A3　　**Cost: 16uc**
Primary Weapon: May take any weapon for FREE　　　Secondary Weapon: Bolt Pistol
Relics: May take any one relic for FREE

Crew　　　　　　　　　　M5　　I3　　H8　　A2　　**Cost: 12uc**
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun　　　Relics: May take any one relic at cost

Specialists

Scrap Bot　　　　　　　　M5　　I3　　H10　　A*　　**Cost: 10uc**
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun
Special Note: When a Scrap Bot must apply damage, instead of applying the total damage count against armor first and then health, the damage total is always simply halved (rounding up) and then applied against health.

Mercenary Engineer　　　　M5　　I4　　H8　　A4　　**Cost: 16uc**
Primary Weapon: May take any weapon for FREE　　　Secondary Weapon: May take any weapon for FREE
Grenades: May take one of any type at cost　　　Alpha Skill: Field Mechanic

Mercenary Surgeon (Unique/Psychic)　M5　　I4　　H8　　A2　　**Cost: 12uc**
Primary Weapon: Subcompact Bolt Gun　　　Relics: 2x Opiate Pack (See Legion of Man Relics)
Alpha Skill: Field Medicine　　　Psychic Abilities: 1 and 2 of School of Order

Wandering Mage (Unique/Psychic)　M5　　I5　　H8　　A1　　**Cost: 14uc**
Primary Weapon: Bolt Pistol　　　Relics: May take any two relics at cost
Psychic Abilities: Before a new battle begins, choose one Psychic School. The Wandering Mage knows all the abilities of this School, but all the abilities from this school have an additional +1 power level for casting.

Scrap Mech (Unique/Mech)　　M6　　I4　　H12　　A6　　**Cost: 18uc**
Primary Weapon: May take any (m) weapon for FREE　　　Secondary Weapon: May take any (m) weapon for FREE

Nomadic Raiders Weaponry *See "Black Market Goods" warband special rule

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Plasma Cutlass	1	melee	na	+4	+2 initiative in close combat
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover

Nomadic Raiders Relics *See "Black Market Goods" warband special rule

T H E   R E S I S T A N C E

Where there are emperors and senates reigning on high, there are inevitably rebels brooding below. The Resistance is a coalition force of mixed species who wage guerilla war against all claims to race-based dominion and power-hungry empires. Rarely well organized, nor entirely sure of their own long-term objectives, The Resistance fighters nonetheless hunger for change and war with a fearless passion to see all individuals of all species self-governed and free to live in peace.

Warband Special Rules

Bleeding Hearts- During the first two turns of any battle, all Resistance soldiers and specialists add +1 to their movement value and +1 to their initiative value. From turn three onward, the values are dropped back down to their original, normal values.

Weapons of Rebellion- All Resistance soldiers and specialist with an I4 or better may take their weapons or grenades from either the "Legion of Mankind", "Coven Empire" or "L'Orani Empire" lists at cost. When a weapon from another warband list says "FREE" in the cost, consider it as costing 1uc for your soldier to acquire, unless the weapon is also listed as "FREE" in The Resistance weaponry below.

Soldiers

Squad Leader (Alpha)   M5   I5   H10   A5   **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics for FREE
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Veteran Rebel   M5   I4   H9   A4   **Cost: 14uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Resistance Fighter   M5   I3   H9   A3   **Cost: 10uc**
Primary Weapon: Subcompact Bolt Gun OR Bolt Rifle   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any one relic at cost

New Recruit   M5   I2   H8   A3   **Cost: 7uc**
Primary Weapon: Subcompact Bolt Gun OR Bolt Rifle
Relics: May take any one relic at cost

Specialists

Loyal Animal Companion   M7   I2   H10   A0   **Cost: 7uc**
Primary Weapon: Claws and Teeth

Hacked Bot   M4   I4   H10   A*   **Cost: 12uc**
Primary Weapon: May take any weapon at cost
Relics: May take any one relic at cost
Special Note: When a Hacked Bot must apply damage, instead of applying the total damage count against armor first and then health, the damage total is always simply halved (rounding up) and then applied against health.

Hired Gun   M6   I4   H10   A4   **Cost: 14uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Hacker (Unique/Psychic)   M5   I4   H8   A2   **Cost: 10uc**
Primary Weapon: Bolt Pistol   Relics: May take any one relic at cost
Psychic Abilities: Ability 1 and 4 from Plasmids   Alpha Skill: Field Mechanic

Paramedic (Unique)   M6   I3   H8   A2   **Cost: 8uc**
Primary Weapon: Bolt Pistol   Relics: Illicit Steroid Pack and Illicit Opiate Pack
Alpha Skill: Field Medicine

Modified Labor Mech (Unique/Mech) M6   I4   H12   A6   **Cost: 16uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

The Resistance Weaponry *See "Weapons of Rebellion" special warband rule*

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Claws and Teeth (Loyal Animal Only)	FREE	melee	na	+3	+2 initiative in close combat
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover

The Resistance Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Token of the Resistance	3	Unique Relic (one per warband); Grants +1 initiative value to the soldier during every Special Action Phase of a battle.
Stolen Legionary Armor	2	Grants +1 armor value to the soldier for the entirety of the battle.
Artifact of Old Earth	1	Once per game, before executing an assigned order, the soldier gains +1 initiative value until the end of the turn.
Kevlar Under Armor	1	Once per game, before applying damage to the soldier, the player may add to the soldier +2 armor value.
Illicit Steroid Pack	1	Once per game, before executing an assigned order, the soldier gains +2 movement.
Illicit Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

T H E   I N Q U I S I T I O N

While they see themselves as divinely ordained paladins on a "Holy Crusade" against all evil, corruption and defilement in the universe, most authorities recognize The Inquisition as simply a delusional—albeit powerful—band of fanatical and dangerous vigilantes. Which-ever story is to be believed, one truth remains: The Inquisition is a terrifying force of ancient zeal and modern firepower to be reckoned with. While on their warpath to devouring entire galaxies, even the most pervasive alien scourges and demonic principalities carve nota-ble bubbles around the strongholds of The Inquisition.

Warband Special Rules

Psychic Resistance- _Every soldier and specialist in an Inquisition warband has the ability to attempt a Psychic Block, even if the soldier or specialist is not marked (psychic). However, no soldier or specialist may attempt a Psychic Counter, even if the soldier or specialist is marked (psychic)._

Divine Shielding- _Once per Phase, when making a dodge roll—and after the opposing attack roll is made—The Inquisition player may choose to roll 3D6 instead of 2D6 and use the sum of the two highest dice towards their total dodge roll._

Soldiers

Terror Hunter (Alpha)   M5   I5   H10   A5   **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics for FREE
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Witch Hunter   M5   I4   H10   A5   **Cost: 16uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Brother in Arms   M5   I3   H9   A4   **Cost: 12uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any one relic at cost

Sister in Arms   M6   I3   H9   A3   **Cost: 12uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any one relic at cost

Zealot   M6   I2   H8   A2   **Cost: 8uc**
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun
Relics: May take any one relic at cost

Specialist

Exorcist   M5   I3   H10   A4   **Cost: 12uc**
Primary Weapon: Flamethrower   Secondary Weapon: Power Hammer
Grenades: May take two of any type for FREE   Relics: May take any one relic with "Script" in the name for FREE

Prophetess (Unique/Psychic)   M6   I4   H8   A2   **Cost: 14uc**
Primary Weapon: Power Saber   Secondary Weapon: Bolt Pistol
Relics: May take any one relic with "Script" in the name for FREE
Psychic Abilities: Abilities 1, 2, and 3 from the School of Time

Priest (Unique/Psychic)   M5   I4   H8   A2   **Cost: 14uc**
Primary Weapon: Power Gauntlet   Secondary Weapon: Bolt Pistol
Relics: Script of Judgement
Psychic Abilities: Abilities 1 and 4 from the School of Order

Engine of Redemption (Unique/Mech) M7   I4   H11   A6   **Cost: 22uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost
Relics: May take any two relics with "Script" in the name for FREE

The Inquisition Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Gauntlet	2	melee	na	+4	+1 initiative in close combat
Power Hammer	2	melee	na	+6	-
Power Saber	3	melee	na	+4	+2 initiative in close combat
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Bolt Rifle (Scoped)	1	36	1	+3	If used to execute an Advance Order, read all stats like a normal Bolt Rifle and apply -1 initiative modifier to attack roll as normal
Plasma Shotgun	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Ion Cannon (m)	FREE	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Plasma Cannon (m)	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*

The Inquisition Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Blessed Helm	3	Unique Relic (one per warband); Grants +1 armor value and +1 movement value to the soldier for the entirety of the battle.
Banner of Light	1	Once per game, when the soldier bearing the Banner of Light executes a Down Order, all friendly soldiers within 6" of the bearer gain +1 initiative until the end of the turn.
Chain of Hope	1	Once per game, before applying damage to the soldier from a ranged attack, the player may roll a D6. On a result of 1-4, the damage is applied as normal. On a 5-6, the damage is disregarded as if the ranged attack had missed entirely.
Script of Life	2	Once per scroll taken, when executing a Down Order, the soldier regains 3 health value, up to initial maximum.
Script of Vengeance	2	Once per scroll taken, when this soldier executes an order that results in rolling 2D6 for any reason, the controlling player may choose to re-roll the 2D6 once.
Script of Redemption	2	Once per scroll taken, after the soldier who bears this script loses a round of close combat and applies damage, they may choose to immediately disengage from the combat and step back 2" away from the enemy soldier (regardless of what the opposing player wishes to do).
Script of Judgement	3	Unique Relic (one per warband); Once per game, the controlling player may command the opposing player to re-roll any 2D6 roll for any reason. The command must be given immediately after the dice roll, and before any new action is taken by either player.

H U N T E R S

The galaxies are filled with innumerable merchant marines and soldiers of fortune. Most of these individuals are found working with crews of nomadic raiders and simply looking to cash-in danger and adventure for universal credit. But then there are those uniquely skilled assassins who work, and kill, solely for honor and the thrill of the hunt. While typically working alone, Hunters can be occasionally found prowling in small hunting parties, stalking their targets with unmatched skill and striking with lethal precision. Uninterested in monetary wealth or political power, Hunters answer to no one and fight throughout the darkest regions of the universe for personal vendetta and glory.

Warband Special Rules

Hunting Party- Hunters are a unique warband in that they do not have any typical soldiers or specialists within their warband list. That is because every hunter is considered an Alpha in their own respect. These Alphas, however, are acquired at a cost to the player and are not FREE to take. Because of this, when a Hunter Alpha is eliminated from battle, they are worth 55vps to the opposing player like any Alpha. When a player assembles a Hunters' warband, they may add as many Alphas to the list as the battle's total UC limit allows. Also, they may take multiples of any Alpha type.

Prize Fighters- For every single Hunter Alpha in a warband roster, the player must bring three order dice to a battle. (For example: if a player has three Hunter Alphas in their roster, they should have nine order dice in total in the dice bag at the start of a game.) Throughout the Order Dice Phase of every turn, a single Hunter Alpha will be assigned and execute three orders. When an order die is drawn for the Hunter Warband, the player may assign an order to any one of their Alphas up to three times, in any sequence of their choice (such as giving one Alpha three orders in a row, or skipping around to different Alphas and assigning them each their three orders in no particular arrangement). A Hunters Alpha may be assigned any order in any sequence, however, out of the three order dice available, *each Alpha may only execute one order type per turn* (such as a Run Order, Mend Order, and Cover Fire Order, but never two alike orders such as a Run Order and two Mend Orders). When a Hunter Alpha dies and is eliminated from play, be sure that their three corresponding order dice are also removed from play, whether they be on the table or still in the dice bag. During the Special Actions Phase, Hunter Alphas may always take one special action, regardless of the orders previously executed in the Order Dice Phase.

Soldiers

Blooded (Alpha/Psychic)   M7   I6   H12   A5   **Cost: 45uc**

Primary Weapon: Plasma Cannon   Secondary Weapon: Razor Net OR Hunting Spear
Melee Weapon: Power Claws   Grenades: May take two of any type for FREE
Relics: Self-Destructing Gauntlet   Alpha Skills: Stealth 1 and Fighting Instinct 1
Psychic Abilities: Abilities 2 and 5 from the School of Bio-Instinct

Manta'lur (Alpha)   M6   I6   H10   A5   **Cost: 45uc**

Primary Weapon: Custom Twin Blasters   Secondary Weapon: Flamethrower OR Homing Plasma Missiles
Melee Weapon: Electrified Knife   Grenades: May take two of any type for FREE
Relics: Jet Pack and Auto Targeting System   Alpha Skills: Deadeye 1 and 2, Weapons Mastery

Varia (Alpha/Psychic)   M8   I5   H10   A5   **Cost: 40uc**

Primary Weapon: Beam Cannon   Secondary Weapon: Homing Plasma Missiles OR Line Gun
Melee Weapon: Power Gauntlet   Relics: Life Energy Capsules
Alpha Skills: Deadeye 1 and Field Medicine   Psychic Abilities: Abilities 3 and 5 of Plasmids

Assassin Bot (Alpha)   M6   I5   H14   A4   **Cost: 40uc**

Primary Weapon: Beam Cannon OR Custom Twin Blasters   Secondary Weapon: Flamethrower OR Razor Net
Melee Weapon: Power Gauntlet   Grenades: May take take two of any type at cost
Relics: Noxious Gas Dispenser and Auto Targeting System   Alpha Skills: Deadeye 1 and 2

Lone Wolf (Alpha)   M6   I4   H10   A4   **Cost: 30uc**

Primary Weapon: Plasma Cannon OR Custom Twin Blasters   Secondary Weapon: Electrified Knife OR Razor Net
Grenades: May take one of any type at cost   Relics: May take any two relics at cost
Alpha Skills: Any one skill for FREE

Hunters Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Gauntlet	FREE	melee	na	+4	+1 initiative in close combat
Power Claws	FREE	melee	na	+2	+2 initiative in close combat
Electrified Knife	FREE	melee	na	+2	+1 initiative in close combat
Hunting Spear	FREE	12	1	+5	+2 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Razor Net	FREE	12	2	+1	AoE; All targets hit by a Razor Net must apply -3 movement value and -3 initiative value until the end of the turn; Unwieldy
Custom Twin Blasters	FREE	24	3	+1	-
Beam Cannon	FREE	30	1	+6	-
Plasma Cannon	FREE	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Flamethrower	FREE	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Homing Plasma Missiles	FREE	18	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind;* Soldier executing ranged attack does not need line-of-sight of target, as long as at least one friendly soldier has line-of-sight of target
Line Gun	FREE	24	1	+5	AoE, following these additional rules: The Player creates a 4" wide, horizontal line and places the line starting from the height of the soldier's gun who fired the weapon. The player then moves the horizontal line directly away from the soldier and straight towards the point on the table which the player chose as the gun's target area. All soldiers, foe or friendly, who are cut directly by the path of this line are considered targets of the attack. Full and partial cover rules are still to be considered. Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Nerve Gas Grenade	3	12	2	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind;* if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Also for each hit, the target loses -1 movement value for the remainder of the game, down to a minimum value of 1.

Hunters Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Self-Destructing Gauntlet	3	When this soldier is eliminated from play, before removing the model, all soldiers—foe or friend—within 6" of the eliminated model immediately lose 3 health value, regardless of armor.
Life Energy Capsules	2	Once per game, when executing a Down Order, the soldier regains 4 health value, up to initial maximum.
Noxious Gas Dispenser	2	Enemy soldiers who must apply damage within 6" of the soldier who bears Noxious Gas Dispenser, including those in close combat, must apply an additional 2 damage bonus to the total taken.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.

T H E   P A T H

The Path is an ancient belief and martial art that reaches back to epochs long ago and galaxies far away. While The Path is open to all beings of all species, there is only a small commune of individuals throughout the universe who truly dedicate their lives to knowing and using The Path. Typically avoiding violence at all costs—and never fully aligning themselves to any single nation or cause—followers of The Path still recognize that the responsibility of their knowledge often involves confronting evil with strong and swift judgment. By the great powers of The Path, even a single, humble Knight and his few disciples have the ability to completely decimate an entire company of trained soldiers.

Warband Special Rules

Light of the Path- Once per turn, whenever it may be time to pull an order die, The Path player may choose to blindly pull three order dice from the dice bag instead of only one. After pulling the dice, the player then selects the order in which the dice will be played and both players must abide by this order. If The Path Alpha dies, then this ability is lost for the warband.

The Art of War- At the beginning of the Special Actions Phase, The Path player may choose any 4 soldiers to take special actions, instead of only 3, and regardless of whether they are specialists, alphas, or soldiers.

Peacetime/Wartime Selector- When building a warband for The Path, the player may choose to run either a "peacetime" list or a "wartime" list. If the player builds a peacetime list, they may only choose soldiers and specialists who are either untagged or tagged with (Peace), and the warband alpha's base initiative value is raised to I7. If the player builds a wartime list, they may only choose soldiers and specialists who are either untagged or tagged (War), and the warband alpha's base armor is raised to A4.

Soldiers

Knight of the Path (Alpha/Psychic)   M7   I6   H12   A2   **Cost: FREE**
Primary Weapon: May take any weapon with the word "Power" in it at cost
Relics: May take any two relics at cost   Psychic Abilities: All abilities from the School of Order
Alpha Skills: Psychic Prowess 1 and 2, and may take one additional skill for 3uc

Padawan (Unique/Psychic)   M6   I5   H10   A2   **Cost: 22uc**
Primary Weapon: May take any weapon with the word "Power" in it at cost
Relics: May take any two relics at cost
Psychic Abilities: All abilities from the School of Order

Disciple (Peace/Psychic)   M6   I4   H10   A2   **Cost: 16uc**
Primary Weapon: Training Rod   Secondary Weapon: Blaster Pistol
Relics: May take any one relic at cost   Psychic Abilities: Abilities 1 and 2 from the School of Order

Trooper (War)   M5   I3   H8   A4   **Cost: 12uc**
Primary Weapon: Laser Blaster   Secondary: Blaster Pistol

Specialists

Heavy Trooper (War)   M5   I4   H8   A5   **Cost: 13uc**
Primary Weapon: Blaster Cannon OR Rocket Launcher at cost   Secondary Weapon: Blaster Pistol
Grenade: May take one Thermal Detonator Grenade at cost   Relic: May take Auto Targeting System at cost

Assault Trooper (War)   M6   I4   H8   A4   **Cost: 15uc**
Primary Weapon: Dual Blaster Pistols OR Flamethrower at cost   Secondary Weapon: Training Rod
Grenade: May take one Thermal Detonator Grenade at cost   Relic: May take Auto Targeting System at cost

Servant AnBot   M5   I3   H10   A2   **Cost: 10uc**
Primary Weapon: Laser Blaster   Relics: May take Accuracy Lock AND/OR Auto Targeting System at cost

Hired Gun (Unique)   M6   I4   H10   A4   **Cost: 16uc**
Primary Weapon: Laser Blaster or Rocket Launcher at cost   Secondary Weapon: Dual Blaster Pistols
Grenades: One Thermal Detonator Grenade   Relics: May take any one relic at cost
Alpha Skills: Deadeye 1

The Path Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Saber	FREE	12	1	+4	+2 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Dual Power Saber	3	12	2	+4	+3 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Power Lance	2	melee	na	+6	+2 initiative in close combat
Power Whip	2	6	2	+4	+2 initiative in CC; Compact
Training Rod	FREE	melee	na	+3	+2 initiative in close combat
Blaster Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Laser Blaster	FREE	24	1	+3	-
Blaster Cannon	FREE	24	2	+4	AoE; Unwieldy
Dual Blaster Pistols	FREE	12	2	+2	+1 initiative in CC
Flamethrower	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	2	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Thermal Detonator Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*

The Path Relics

Relic Name	Cost (uc)	Special Effect:
Ancient Familiar (Knight of the Path or Padawan Only)	12	Unique Relic (one per warband); An Ancient Familiar is the ghost of a Knight of the Path from ages long ago. If a player acquires an Ancient Familiar for their warband, a token or model is deployed in base contact with either a Knight of the Path or Padawan. The Ancient Familiar then moves with the friendly soldier throughout the game. If a friendly soldier—not specialist—is within 3" of the Ancient Familiar, the soldier may reroll any first-attempt 2D6 or D6 rolls made, for any reason. If the soldier who is attached to the Ancient Familiar is eliminated from the battle, the Ancient Familiar is also removed from the battle.
Amulet of The Path	2	All psychic abilities attempted by the bearer are decreased in their Power Level by 1.
Stone of Alignment	2	Once per game, when the bearer attempts to cast a psychic ability and fails, the controlling player may re-roll the dice result.
Twig of Healing	3	Once per game, when the bearer executes a Mend Order, all soldiers—friend or foe, including the soldier as well—within 6" of the bearer regain 4 health value, up to each of the soldier's initial maximum. There is no need to roll a D6.
Concealing Cloak	2	When the soldier executes a Down Order, they gain +3 initiative modifier for their dodge rolls, instead of the normal +2.
Auto Targeting System (Specialists Only)	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock (Specialists Only)	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

THE DARK PATH

While they seek to master similar martial practices and mystical powers as disciples of The Path, those who follow the Dark Path use their powers for selfish gain and dominion: seeing empathy and meekness as foolish betrayals of The Path's full potential. Often found leading large armies of lesser beings towards the construction and growth of personal empires. Though they are very few in number, there is little stopping the masters of the Dark Path from having their evil will be done throughout the galaxy.

Warband Special Rules

Shadow of the Path- Once per turn, at the very beginning of the turn before any order dice are drawn from the dice bag, The Dark Path player blindly draws three order dice from the dice bag and puts them aside. These dice must be the last order dice assigned at the end of the Order Dice phase, and when it is time to assign them (meaning there are no more dice in the bag to draw), the player chooses in which sequence the order dice will be played. All players must follow this sequence.

Disturbing Lack of Faith- Once per game, if either a Knight of the Dark Path or Dark Acolyte can attempt to cast a Psychic Counter and the player chooses to do so, the counter automatically happens and the opposing psychic's ability is countered, causing the ability to fail, and the opposing psychic to automatically lose 4 health value, to a minimum of 1. This special counter is limited to once per game, regardless if it is enacted by either the Knight of the Dark Path or the Dark Acolyte.

Soldiers

Knight of the Dark Path(Alpha/Psychic) M7   I6   H10   A4   Cost: FREE
Primary Weapon: May take any weapon with the word "Power" in it at cost
Relics: May take any two relics at cost   Psychic Abilities: All abilities from the School of Disorder.
Alpha Skills: Ruthless Nature 1 and 2, and Psychic Prowess 1

Dark Acolyte(Unique/Psychic)   M6   I5   H10   A2   Cost: 23uc
Primary Weapon: May take any weapon with the word "Power" in it at cost
Relics: May take any two relics at cost
Psychic Abilities: All abilities from the School of Disorder.

Dark Veteran Trooper   M5   I4   H9   A4   Cost: 15uc
Primary Weapon: Laser Blaster   Secondary Weapon: Blaster Pistol
Grenades: May take up to two Thermal Detonators at cost

Dark Trooper   M5   I3   H8   A4   Cost: 12uc
Primary Weapon: Laser Blaster   Secondary Weapon: Blaster Pistol

Specialists

Dark Heavy Trooper   M5   I4   H8   A5   Cost: 13uc
Primary Weapon: Blaster Cannon OR Rocket Launcher at cost   Secondary Weapon: Blaster Pistol
Grenades: One Thermal Detonator   Relic: May take Auto Targeting System at cost

Dark Assault Trooper   M6   I4   H8   A4   Cost: 15uc
Primary Weapon: Dual Blaster Pistols OR Flamethrower at cost   Secondary Weapon: Electrified Rod
Relic: Auto Targeting System

Hired Gun (Unique)   M6   I4   H10   A4   Cost: 16uc
Primary Weapon: Laser Blaster or Rocket Launcher at cost Secondary Weapon: Dual Blaster Pistols
Grenades: One Thermal Detonator Grenade   Relics: May take any one relic at cost
Alpha Skills: Deadeye 1

Red Guard   M6   I5   H10   A4   Cost: 18uc
Primary Weapon: Electrified Rod   Secondary Weapon: Blaster Pistol
Alpha Skills: Fighting Instinct 1 and Stealth 1

The Dark Path Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Saber	FREE	12	1	+4	+2 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Dual Power Saber	3	12	2	+4	+3 initiative in CC; Compact ; Cannot be used for Cover Fire Order
Power Lance	2	melee	na	+6	+2 initiative in close combat
Power Whip	2	6	2	+4	+2 initiative in CC; Compact
Electrified Rod	FREE	6	2	na	+2 initiative in close combat and ranged attacks; Compact; If this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 3 health from the target; if used in close combat, when the soldier wins a round of close combat, also apply wounds in the above manner (subtracting 3 health)
Blaster Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Laser Blaster	FREE	24	1	+3	-
Blaster Cannon	FREE	24	2	+4	AoE; Unwieldy
Dual Blaster Pistols	FREE	12	2	+2	+1 initiative in CC
Flamethrower	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	2	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Thermal Detonator Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*

The Dark Path Relics

Relic Name	Cost (uc)	Special Effect:
Amulet of The Path	2	All psychic abilities attempted by the bearer are decreased in their Power Level by 1.
Stone of Suffering	2	When the bearer attempts to cast a psychic ability and fails, the controlling player may choose to have the bearer lose -4 health and successfully cast the ability instead.
Shard of Fear	2	While within 12" and line-of-sight of the bearer, all enemy soldiers and specialists cannot execute a Mend Order.
Concealing Cloak	2	When the soldier executes a Down Order, they gain +3 initiative value for their dodge rolls, instead of the normal +2.
Auto Targeting System (Specialists Only)	1	When executing any ranged attack with any weapon, if the attack roll hits its target, add an additional +1 to damage applied.

C O N T I N U U M   S Y N D I C A T E

In the multiverse of Star Breach, most beings have the ability to travel through space, but only a handful of beings have mastered the ability to travel through time. Time-traveling is a complicated and painful lifestyle: exotic and miraculous in theory, but extremely dangerous and unpredictable in reality. It's no wonder then that most advanced societies have outlawed the practice, with only a handful of "criminal" masterminds still using their knowledge to risk traveling the continuum in search of treasure and power. The largest organization of these despots are known as the Continuum Syndicate, a vast network of Chronomancers and henchmen who believe the future is in the hands of those who can manipulate the past.

Warband Special Rules

Synthetic Wrinkle in Time- All Continuum Syndicate soldiers and specialists sustain their base movement and initiative values as long as the warband's alpha is alive. If the warband's alpha is eliminated, however, then all soldiers and specialists immediately lose -2 movement and -2 initiative to their base values for the rest of the battle.

Second Chance- When a Chronomancer, Looper or Clairvoyant reaches a health value of 0 for the first time, before being eliminated from play, the Continuum Syndicate player rolls a D6. On a roll of 3 or less, the soldier/specialist dies and is eliminated. On a roll of 4+, the soldier is not eliminated, but rather warps back to the present battle from the past. The soldier model is moved up to 12" on the board from their current location and their health value is reset to 4. This soldier must execute a Down Order immediately, without the ability to use an item, and, if they have not already done so, they cannot take a special action this turn.

Soldiers

Chronomancer (Alpha/Psychic) M7 I6 H10 A3 Cost: FREE
Primary Weapon: May take any weapon at cost Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE Relics: May take any one relic for FREE
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc
Psychic Abilities: All abilities from the School of Time

Looper M6* I5* H8 A3 Cost: 15uc
Primary Weapon: Blunderbuss Secondary Weapon: Bolt Magnum
Grenades: May take two of any type at cost Relics: May take any one relic for FREE

Hired Gun M6* I4* H10 A3 Cost: 14uc
Primary Weapon: May take any weapon at cost Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE Relics: May take any one relic at cost

Henchman M6* I3* H8 A2 Cost: 10uc
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun Secondary Weapon: Bolt Magnum
Relics: May take one relic at cost

Specialists

Servant AnBot M5* I3* H10 A4 Cost: 10uc
Primary Weapon: Bolt Rifle OR Subcompact Bolt Gun Relics: May take Jetpack at cost

Clairvoyant (Unique/Psychic) M7* I6* H10 A2 Cost: 14uc
Primary Weapon: May take any weapon at cost Secondary Weapon: May take any weapon at cost
Relics: May take any two relics at cost Psychic Abilities: Any Plasmid ability at the cost of 1uc per ability

Seamstress (Unique/Psychic) M7* I5* H8 A2 Cost: 12uc
Primary Weapon: Bolt Rifle (Scoped) Relics: May take any two relics at cost
Psychic Abilities: Abilities 1 and 2 of School of Order

Stolen Over-Dated-Mech (U/Mech) M6* I4* H12 A5 Cost: 18uc
Primary Weapon: Ion Cannon Secondary Weapon: Chain Blade

Stolen Out-Dated-Mech (U/Mech) M6* I4* H12 A4 Cost: 15uc
Primary Weapon: Rivet Gun Secondary Weapon: Drill

Continuum Syndicate Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Power Saber	3	melee	na	+4	+2 initiative in close combat
Bolt Magnum	1	12	1	+3	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Bolt Rifle (Scoped)	1	36	1	+3	If used to execute an Advance Order, read all stats like a normal Bolt Rifle and apply -1 initiative modifier to attack roll as normal
Heavy Bolt Repeater	2	24	2	+3	AoE; Unwieldy
Blunderbuss	3	18	2	+4	+2 initiative in CC; Compact; Unwieldy
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Nerve Gas Grenade	3	12	2	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind;* if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Also for each hit, the target loses -1 movement value for the remainder of the game, down to a minimum value of 1.
Chain-blade (m)	FREE	melee	na	+3	+2 initiative in close combat
Drill (m)	FREE	melee	na	+5	+1 initiative in close combat
Ion Cannon (m)	FREE	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Rivet Gun (m)	FREE	24	2	+1	-

Continuum Syndicate Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Synthetic Moonstone	1	Once per game, when a psychic bearing the Synthetic Moonstone attempts to cast an ability, they may choose to reroll a single D6.
Stolen Sunstone	1	Once per game, when the bearer is at a health value of 3 or less and must apply damage from a successful ranged attack roll, roll a D6. On a result of 1-4, nothing happens. On a 5 or 6, ignore all damage as if the attack roll failed and the shot missed entirely.
Stolen Legionary Armor	2	Grants +1 armor value to the soldier for the entirety of the battle.
Kevlar Under Armor	1	Once per game, before applying damage to the soldier, the player may add to the soldier +2 armor value.
Eyedrop	2	Once per game, when executing an assigned order, the soldier regains 2 health value up to their initial value, and then gains +1 initiative value until the end of the turn. During the following turn, when assigned an order, this soldier must execute a Down Order.
Illicit Steroid Pack	1	Once per game, before executing an assigned order, the soldier gains +2 movement.
Illicit Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial max.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.

INTERGALACTIC MARSHALS

When local, governing authorities have trouble neutralizing criminal syndicates, raiding parties or alien menaces, the Intergalactic Marshals are their first call. An Intergalactic Marshal and their posse are a real force to be reckoned with, working simultaneously as police investigators, judges, jurors and executioners. Typically comprised of ex-special forces from a large variety of armed services and special intelligence offices, the Marshals know exactly how to overcome in the heat of a fire-fight.

Warband Special Rules

I am the Law- Once per turn, when a single order die is blindly drawn, the Intergalactic Marshal player may choose to have the die mixed back into the bag and the order die draw happen again.

Infamous Reputation- All enemy soldiers and specialists who are within 18" and line-of-sight of an Intergalactic Marshals' Alpha (at any given moment within the battle) must apply a -2 initiative modifier when making attack rolls and close combat rolls against any member of the Alpha's warband.

Soldiers

Marshal (Alpha)   M5   I5   H10   A5   **Cost: FREE**
Primary Weapon: May take any weapon for FREE   Secondary Weapon: Razor Net
Grenades: May take two of any type for FREE   Relics: May take any one relic for FREE
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc

Psycher Deputy (Unique/Psychic)   M5   I4   H10   A3   **Cost: 16uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any one relic for FREE
Psychic Abilities: Any 3 abilities from either the School of Order OR Plasmids

Senior Officer   M5   I4   H8   A3   **Cost: 14uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take one of any type at cost   Relics: Plasma Riot Shield

Officer   M5   I3   H8   A2   **Cost: 8uc**
Primary Weapon: Bolt Rifle   Grenades: May take one of any type at cost

Specialists

Robotic Hound   M8   I2   H8   A2   **Cost: 8uc**
Primary Weapon: Claws and Teeth

Cyborg Specialist   M6   I4   H10   A4   **Cost: 14uc**
Primary Weapon: Flamethrower or Rocket Launcher   Secondary Weapon: Power Gauntlet
Grenades: May take two of any type for FREE   Relics: Plasma Riot Shield

Cyborg Marksman   M5   I4   H10   A3   **Cost: 14uc**
Primary Weapon: Bolt Rifle (Scoped)   Secondary Weapon: Razor Net
Alpha Skills: Deadeye 1 and 2

Precog (Unique/Psychic)   M5   I4   H8   A2   **Cost: 12uc**
Primary Weapon: Bolt Rifle   Alpha Skills: Stealth 1
Psychic Abilities: All abilities from the School of Time

Breaching Mech (Unique/Mech)   M7   I4   H10   A6   **Cost: 20uc**
Primary Weapon: Any (m) weapon at cost   Secondary Weapon: Chain Blade OR Crushing Claw

Intergalactic Marshals Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Claws and Teeth (Robotic Hound Only)	FREE	melee	na	+3	+2 initiative in close combat
Power Gauntlet	2	melee	na	+4	+1 initiative in close combat
Razor Net	FREE	12	2	+1	AoE; All targets hit by a Razor Net must apply -3 movement value and -3 initiative value until the end of the turn; Unwieldy
Custom Twin Blasters	3	24	3	+1	-
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Bolt Rifle (Scoped)	1	36	1	+3	If used to execute an Advance Order, read all stats like a normal Bolt Rifle and apply -1 initiative modifier to attack roll as normal
Heavy Bolt Repeater	2	24	2	+3	AoE; Unwieldy
Plasma Shotgun	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Smoke Grenade	1	12	na	na	Grenade, but the grenade automatically hits and target area fills with smoke and creates a momentary full cover—but passable—terrain piece that is 4" round and 6" tall for the entirety of this turn and the next. Smoke between soldiers blocks line-of-sight like full cover, but while standing within smoke, soldiers are treated as being within partial cover and may be assaulted.
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Ion Cannon (m)	FREE	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Plasma Cannon (m)	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*

Intergalactic Marshals Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Plasma Riot Shield	2	Grants a +1 initiative modifier to the soldier when making a dodge roll or close combat roll
Kevlar Under Armor	1	Once per game, before applying damage to the soldier, the player may add to the soldier +2 armor value.
Steroid Pack	2	Once per game, before executing an assigned order, the soldier gains +1 movement and may take a special action during the Special Action Phase, for this turn only.
Opiate Pack	2	Once per game, when executing a Down Order, the soldier regains 4 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

T E R R O R C U L T

Every civilization known across the universe has garnered a healthy respect, if not a blatant fear, for the Terrors of Abaddon. But then there are those who find themselves a bit overly fascinated by the daemons of old. Where there are terrors wreaking havoc among species, there is inevitably a crazed Terror Cult nearby, not only *not* resisting their tormentors, but actually embracing the daemonic world and seeking glory in their own pain and death. The Terror Cult is a surprisingly organized society of wretched power and twisted religion, seeking only to be violently glorified as ambassadors of their spiritual masters who have yet to fully materialize.

Warband Special Rules

Worthy Sacrifice- All Terror Cult soldiers and specialists immediately gain +2 initiative value for the rest of the battle if the warband's Alpha is at any point eliminated from the battle.

Abaddon's Favor- All enemy psychic abilities must add +2 to their power levels when fighting against Terror Cultists.

Specialists with "Specter" in the name also benefit from the Terrors of Abaddon Warband Special Rules: "Ethereal Presence" and "Soul Leech".

Soldiers

Terror Summoner (Alpha/Psychic)   M5   I5   H10   A4   **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc
Psychic Abilities: All abilities from the School of Disorder

Terror Templar   M5   I5   H10   A3   **Cost: 15uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Possessed Fanatic   M7   I4   H8   A1   **Cost: 12uc**
Primary Weapon: Claws and Fangs
Relics: May take any one relic for FREE

Terror Cultist   M5   I3   H8   A2   **Cost: 10uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Bolt Pistol
Grenades: May take one of any type at cost   Relics: May take any one relic at cost

Specialists

Specter of Horror (Unique)   M5   I5   H12   A0   **Cost: 12uc**
Primary Weapon: Firebrands   Secondary Weapon: Fire Blade

Specter of Lust (Unique)   M6   I6   H10   A0   **Cost: 12uc**
Primary Weapon: Fire Breath   Secondary Weapon: Fire Blade

Specter of Chaos   M*   I*   H12   A0   **Cost: 10uc**
Primary Weapon: Firebrands OR Firebreath   Secondary Weapon: Corrupted Blade
Special Note: A Specter of Chaos does not have set movement or initiative values, but the player rolls a D6 at the beginning of each turn to see what each of the values are for this turn. If the player rolls a 1 or 2: M2 and I2. A result of 3 or 4: M4 and I4. A result of 5 or 6: M6 and I6.

Possessed Mech (Unique/Mech)   M*   I*   H12   A6   **Cost: 18uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost
Special Note: A Possessed Mech does not have set movement or initiative values, but the player rolls a D6 at the beginning of each turn to see what each of the values are for this turn. If the player rolls a 1 or 2: M2 and I2. A result of 3 or 4: M4 and I4. A result of 5 or 6: M6 and I6.

Terror Cult Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Corrupted Claws	1	melee	na	+2	+2 initiative in close combat
Corrupted Blade	2	melee	na	+6	-
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Heavy Bolt Repeater	2	24	2	+3	AoE; Unwieldy
Plasma Shotgun	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Firebrands (Specters Only)	FREE	24	2	+2	-
Fire Breath (Specters Only)	FREE	12	2	+3	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Fire Blade (Specters Only)	FREE	melee	na	+4	+1 initiative in close combat
Claws and Fangs (Possessed Fanatic Only)	FREE	melee	na	+4	+2 initiative in close combat
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Nerve Gas Grenade	3	12	2	na	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Also for each hit, the target loses -1 movement value for the remainder of the game, down to a minimum value of 1.
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Searing Probe (m)	2	melee	na	+4	+3 initiative in close combat
Heavy Chain Gun (m)	FREE	24	2	+4	Unwieldy
Hell Cannon (m)	3	30	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy

Terror Cult Relics

Relic Name	Cost (uc)	Special Effect:
Jetpack	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Psychoactive Agent	2	Unique Relic (one per warband); Once per game, when the soldier bearing the Psychoactive Agent executes a Down Order, all friendly soldiers within 6" of the bearer gain +1 initiative until the end of the turn, while all enemy soldiers within 6" lose -1 initiative until the end of the turn.
Daemon Blood	2	Once per game, when executing a Down Order, the soldier may drink Demon Blood and the controlling player rolls a D6. On a result of 3-6, the soldier regains all of their health, back to their initial maximum. On the result of 1 or 2, the soldier is instantly killed and eliminated from the battle.
Amulet of the Damned	1	Once per game, before executing an assigned order, the soldier may lose 3 health value to gain +1 initiative value until the end of this turn. Once the turn has ended, the soldier immediately regains 3 health value and returns to their base initiative value (removing the +1 bonus they had in the previous turn).
Pestilence Censor	2	Enemy soldiers who must apply damage within 6" of the soldier who bears Pestilence Censor, including those in close combat, must apply an additional +2 damage bonus to the total taken.
Corrupted Steroid Pack	2	Once per game, before executing an assigned order, the soldier gains +2 movement and +1 initiative values and may take a special action during the Special Action Phase, for this turn only. However, on the next turn, the soldier must be assigned and execute a Down Order during the Order Dice Phase.
Tainted Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum.

M A C H I N E   C U L T

The universe is, of course, inundated with technology, but the belief in singularity between beings and their technology as the salvation of mortal existence has been mostly disavowed throughout the galaxy. As the L'Orani have stated for centuries: flesh and spirit always quickly fail their mechanical scaffolding. Still, there are societies known as Machine Cultists who nonetheless attempt to live with a cyber and chemical elevated immortality. "Is there not the Ancient Machine? Was he not just once a man?" These are common rhetorical questions in the mouth of Machine Cult Prophets. Their argument seems to be well taken, as now many millions of beings have devoted themselves to the worship of salvation through technology and the violent eradication of all who disbelieve their vow: "No gods or kings. Only man and his machines."

Warband Special Rules

Computed Precision- Once per round, the Machine Cult player may change any single die rolled (of their own dice rolls) to a value of their choice.

Synthetic Blessing- Once per game, the Machine Cult player may reroll for a failed psychic ability attempt.

Soldiers

Cyborg Prophet (Alpha/Psychic) M6 I5 H10 A5 **Cost: FREE**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: Two Plasma Grenades   Relics: May take any two relics at cost
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc
Psychic Abilities: All Plasmid abilities

Cyborg Soldier M5 I5 H10 A4 **Cost: 15uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any two relics at cost

Machine Cultist M5 I4 H8 A4 **Cost: 12uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Electrified Baton
Grenades: May take one of any type at cost   Relics: May take any one relic at cost

Splicer M6 I2 H8 A2 **Cost: 10uc**
Primary Weapon: May take any weapon at cost   Relics: Vigor

Specialists

Hacker (Unique/Psychic) M5 I4 H8 A2 **Cost: 10uc**
Primary Weapon: Pulse Rifle   Secondary Weapon: Electrified Baton
Psychic Ability: Ability 1 and 4 from Plasmids   Alpha Skill: Field Mechanic

Big Brother Mk1 (Mech/Psych*) M5 I4 H10 A5 **Cost: 16uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost

Big Brother Mk2 (Uniq/Mech/Psych*) M6 I5 H12 A5 **Cost: 20uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost

Big Sister (Unique/Mech/Psychic*) M8 I5 H8 A4 **Cost: 18uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Needle

Little Sister M** I4 H8 A2 **Cost: 8uc**
Relics: Adam, Vigor, and Gene Tonic   Alpha Skill: Field Medicine
Special Note: A Little Sister has no weapons of her own. If a player acquires a Little Sister for their warband, her model is deployed in base contact with either a Big Brother or Big Sister, one Little Sister per mech. The Little Sister then moves with the friendly mech throughout the game. The Little Sister cannot be targeted by any ranged attack, nor can she be the target of an Assault (since her mech counterpart will protect her at all costs and take the target instead). Little Sisters possess the Field Medicine Skill, with the bonus that they can give relic and mend effects to mechs and not just soldiers. If her mech counterpart is eliminated from battle, the Little Sister is also eliminated.

*Special Note: A Big Brother or Big Sister may be equipped with a "Plasmid Glove" as a weapon. If the Plasmid Glove is equipped, the bearer becomes a "psychic", giving him or her the ability to use any two Plasmid psychic abilities of the Player's choice.

Machine Cult Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Electrified Baton	FREE	melee	na	+2	+2 initiative in close combat
Electrified Hook	1	melee	na	+4	+1 initiative in close combat
Electrified Saber	2	melee	na	+4	+2 initiative in close combat
Pulse Handgun	FREE	12	1	+1	+2 initiative in CC; Cannot be used to execute Cover Fire Orders
Pulse Rifle	FREE	24	1	+3	-
Pulse Carbine	FREE	18	2	+2	+1 initiative in CC; Compact ; Unwieldy
Pulse Jezail	1	30	1	+3	Cannot be used to execute Cover Fire Orders
Heavy Bolt Repeater	2	24	2	+3	AoE; Unwieldy
Plasma Shotgun	2	18	2	+4	+1 initiative in CC; Compact; Unwieldy
Plasma Rocket Launcher	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Drill (m)	FREE	melee	na	+6	+1 initiative in close combat
Rivet Gun (m)	FREE	24	2	+3	-
Ion Cannon (m)	2	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a movement value of 2 and initiative value of 2 until the end of the turn.
Plasmid Glove (m)	2	na	na	na	Gives the bearing mech the ability to use any two psychic abilities from the Plasmids table, as well as the use of Relics
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Plasma Cannon (m)	3	24	1	+5	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*
Needle (m)	FREE	melee	na	+3	+3 initiative in close combat

Machine Cult Relics

Relic Name	Cost (uc)	Special Effect:
Jet-boots	2	Grants +1 movement value to the soldier and the soldier ignores all terrain rules while the model moves.
Armored Bracing	3	Grants +1 movement value and +1 armor value to the soldier for the entirety of the battle.
Vigor	2	Once per game, when executing a Down Order, the soldier gains +2 movement and +1 initiative values until the end of the turn.
Adam	2	Once per game, when attempting to cast a psychic ability, automatically cast the ability without needing to roll 2D6.
Gene Tonic	2	All psychic abilities attempted by the bearer are decreased in Power Level by 1.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.
Auto Targeting System	1	Once per game, before executing any ranged attack with any weapon, the soldier gains a +1 initiative modifier to their attack roll.
Accuracy Lock	2	When executing a Fire or Advance Order, ranged attacks made by this soldier prohibit the target from adding initiative modifiers to their dodge roll for being behind cover and/or Down.

H I V E   C U L T

With The Hive having consumed at least half of the planetary systems in the known galaxy, many peoples have succumb to the belief that The Hive may not be a menace as much as a providential cleansing of lesser species. The Hive Cult is a massive society of beings who willfully give themselves over to the powers of the Hive, hoping to be "blessed by unity" with their alien invaders. Societal practices include Hive gene injections, intentional communication with, and broadcasting of, Hive Queen psychic abilities, and the overall violent overthrow of established worlds in preparation for Hive invasion.

Warband Special Rules

Gene Splicing- *The Hive Cult player may decrease the base health value of any of their soldiers (not specialists) in order to equally increase the soldier's movement or initiative value at a 1:1 ratio. For example: -1 health base value to add a +1 to the soldier's movement value. The maximum movement and initiative values for each soldier are listed in parenthesis next to the base value*

Unification- *When any Hive Cult soldier or specialist wins close-combat and eliminates the enemy soldier, the Hive Cult soldier regains all of its health value back to full.*

Soldiers

Hive Apostle (Alpha/Psychic)   M4(7)   I4(7)   H12   A4   **Cost: FREE**
Primary Weapon: Staff of the Marker   Secondary Weapon: Acidic Saber
Grenades: May take two of any type for FREE   Relics: May take any two relics at cost
Alpha Skills: Any two Skills for FREE, and may take one additional skill for 3uc
Psychic Abilities: All abilities from the School of Bio-Instinct

Drone Soldier X   M4(6)   I3(6)   H12   A3   **Cost: 13uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: May take any weapon at cost
Grenades: May take two of any type at cost   Relics: May take any one relic at cost

Drone Soldier Y   M4(6)   I2(4)   H12   A3   **Cost: 10uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Acidic Dagger
Grenades: May take two of any type at cost   Relics: May take any one relic at cost

Hive Cultist   M4(6)   I1(3)   H10   A2   **Cost: 7uc**
Primary Weapon: May take any weapon at cost   Secondary Weapon: Acidic Dagger
Relics: May take any one relic at cost

Specialists

Pure-Gene Twitcher   M7   I4   H8   A3   **Cost: 12uc**
Primary Weapon: Acidic Scythes   Secondary Weapon: Acidic Vomit
Relics: May take any one relic at cost

Pure-Gene Brute   M4   I5   H12   A3   **Cost: 16uc**
Primary Weapon: Barbed Fists and Teeth   Secondary Weapon: Acidic Vomit
Relics: May take any one relic at cost

Pure-Gene Hunter   M6   I4   H10   A4   **Cost: 16uc**
Primary Weapon: Massive Talons   Secondary Weapon: Acidic Vomit
Relics: May take any one relic at cost

Brood Daughter (Unique/Psychic)   M6   I5   H8   A2   **Cost: 14uc**
Primary Weapon: Acidic Saber   Relics: Marker Fragment
Psychic Abilities: All abilities from the School of Bio-Instinct

Living Mech (Unique/Mech)   M7   I4   H12   A5   **Cost: 18uc**
Primary Weapon: May take any (m) weapon at cost   Secondary Weapon: May take any (m) weapon at cost

Hive Cult Weaponry

Weapon Name	Cost(uc)	Range(")	Attack Rolls per Target	Damage Bonus	Special Rules:
Acid Saber	1	melee	na	+3	+2 initiative in close combat
Staff of the Marker (Alpha Only)	FREE	melee	na	+2	+2 initiative in CC; All psychic abilities attempted by the bearer have their power level reduced by 1.
Acid Daggers	FREE	melee	na	+2	+2 initiative in CC
Bolt Pistol	FREE	12	1	+2	+1 initiative in CC; Cannot be used to execute Cover Fire
Subcompact Bolt Gun	FREE	18	2	+2	+1 initiative in CC; Unwieldy; Compact
Bolt Rifle	FREE	24	1	+3	-
Line Gun	2	24	1	+5	AoE, following these additional rules: The Player creates a 4" wide, horizontal line and places the line starting from the height of the soldier's gun who fired the weapon. The player then moves the horizontal line directly away from the soldier and straight towards the point on the table which the player chose as the gun's target area. All soldiers, foe or friendly, who are cut directly by the path of this line are considered targets of the attack. Full and partial cover rules are still to be considered. Unwieldy
Flamethrower	3	18	2	+5	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Rocket Launcher	3	24	1	+6	AoE, but target does not add positive initiative modifiers to their dodge roll for cover; Unwieldy
Frag Grenade	2	12	2	+6	Grenade, but target does not add positive initiative modifiers to their dodge roll for cover
Acidic Vomit (Specialists only)	FREE	12	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target
Barbed Fists and Teeth	FREE	melee	na	+7	+2 initiative in close combat; only a Pure-Gene Brute may equip
Acidic Scythes	FREE	melee	na	+3	+3 initiative in close combat; only a Pure-Gene Twitcher may equip
Massive Talons	FREE	melee	na	+4	+3 initiative in close combat; only a Pure-Gene Hunter may equip
Chain Blade (m)	FREE	melee	na	+5	+2 initiative in close combat
Crushing Claw (m)	FREE	melee	na	+7	+1 initiative in close combat
Spike Cannon (m)	FREE	30	1	+7	-
Acid Spitter (m)	2	24	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll *of any kind*; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Unwieldy

Hive Cult Relics

Relic Name	Cost (uc)	Special Effect:
Hive Toxin	2	Once per game, before the soldier executes a ranged attack, the player states that the soldier is using Hive Toxin. If the attack hits, add an additional +3 damage modifier is added to the damage total.
Marker Fragment	2	Once per game, for the soldier bearing Marker Fragment, when executing any order that involves the rolling of 2D6, the player may choose to reroll the dice results for any reason.
Ancient Unity Script	2	Alpha only; Once per game, whenever it may be time to pull an order die, the controlling player may choose to pull their own order die. When this is done, the die must be assigned to the Hive Cult Alpha.
Stem-Cell Serum	2	Once per game, when executing a Down Order, the soldier may drink Stem-Cell Serum and the controlling player rolls a D6. On a result of 3-6, the soldier regains all of their health value, back to its initial maximum. On the result of 1 or 2, the soldier loses -2 health value.
Kevlar Under Armor	1	Once per game, before applying damage to the soldier, the player may add to the soldier +2 armor value.
Illicit Steroid Pack	1	Once per game, when executing a Down Order, the soldier gains +1 movement and +1 initiative values until the end of the turn.
Illicit Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 health value, up to initial maximum.
Com-link	2	Any Skills possessed by the soldier have an additional 4" radius of effect.

ROSTER SHEET
&
QUICK
REFERENCE

STAR BREACH ROSTER SHEET

Name: _____ Warband: _____

Warband Name & Total UC: _____

Warband Special Rules: _____

_____

Alpha:	M	I	H	A	Total Cost:		
Primary Weapon:	Range	Attacks	Dam+	Special Rules			
Secondary Weapon:							
Relics:							
Skills and Abilities:							

Soldier:	M	I	H	A	Total Cost:		
Primary Weapon:	Range	Attacks	Dam+	Special Rules			
Secondary Weapon:							
Relics:							
Skills and Abilities:							

Soldier:	M	I	H	A	Total Cost:		
Primary Weapon:	Range	Attacks	Dam+	Special Rules			
Secondary Weapon:							
Relics:							
Skills and Abilities:							

Soldier:	M	I	H	A	Total Cost:		
Primary Weapon:	Range	Attacks	Dam+	Special Rules			
Secondary Weapon:							
Relics:							
Skills and Abilities:							

Soldier:		M	I	H	A	Total Cost:	
Primary Weapon:		Range	Attacks	Dam+	Special Rules		
Secondary Weapon:							
Relics:							
Skills and Abilities:							
Soldier:		M	I	H	A	Total Cost:	
Primary Weapon:		Range	Attacks	Dam+	Special Rules		
Secondary Weapon:							
Relics:							
Skills and Abilities:							
Soldier:		M	I	H	A	Total Cost:	
Primary Weapon:		Range	Attacks	Dam+	Special Rules		
Secondary Weapon:							
Relics:							
Skills and Abilities:							
Soldier:		M	I	H	A	Total Cost:	
Primary Weapon:		Range	Attacks	Dam+	Special Rules		
Secondary Weapon:							
Relics:							
Skills and Abilities:							

CAMPAIGN NOTES	1	2	3	4	5	6	TOTALS	ALPHA POINTS TALLY	
Power									
Plunder								ILLICIT CACHES LOOT	
Predator									
Prestige									
Misc.									

QUICK REFERENCE SHEET

The Three Phases of a Turn:

Phase 1) Draw Order Dice and Execute Orders
Orders by their dice number:
1) Down- Soldier takes cover and gains a +2 modifier to their initiative when making dodge rolls.
2) Mend- Roll a D6 and the soldier heals at a 1:1 ratio. Roll a 1, soldier gains +1 health. Roll a 4, gain +4 health. Etc.
3) Cover Fire- Shoot one weapon at a target point on the battlefield. All soldiers within 2" of point become targets.
4) Fire- Stand and shoot one weapon at a single enemy soldier OR attempt to cast a psychic ability.
5) Advance- Move up to max movement value and Fire with a -1 initiative when making an attack or psychic roll.
6) Run (also used for Assault)- Move up to double movement. May be used to Assault a nearby enemy soldier.

Phase 2) Execute Special Actions
Players each choose three specialists and/or alphas to take one of four special actions (as long as they did not previously execute a Cover Fire or Run/Assault Order in the previous phase):
1) Focus Fire-Shoot, ignoring cover and Down initiative bonuses of target enemy, OR attempt a psychic ability.
2) Assault- Move soldier into close combat with enemy soldier who is within movement value. No double movement.
3) Mend- Roll a D6 and the soldier heals at a 1:1 ratio. Roll a 1, soldier gains +1 health. Roll a 4, gain +4 health. Etc.
4) Ambush- Soldier goes Down, waiting to spring a surprise Fire, Cover Fire, or Assault Order for the rest of this turn and the next.

Phase 3) Turn End Clean-Up
Remove all casualties, collect and recount order dice, and then put dice back into bag for a new turn.

Situational Initiative Mods for Ranged Attacks:

Attack Roll Modifiers (not including weapon, skill or relic effects):

Soldier is "walking wounded" at **3 health value or less** remaining................	**-2 Initiative**
Soldier's ranged attack is **Cover Fire**..	**-2 Initiative**
Soldier is making a ranged attack **in response to an Assault**......................	**-2 Initiative**
Soldier **moved before shooting** (executed an Advance Order) this turn.....	**-1 Initiative**
Soldier's weapon is an **AoE weapon**..	**-1 Initiative**
Soldier's target is **within half-range** of their weapon's max range................	**+1 Initiative**
Soldier has the **"high ground"**, at 3" or more above the target's base........	**+2 Initiative**

Dodge Roll Modifiers (not including skill or relic effects):

Soldier behind **partial cover**..	**+1 Initiative**
Soldier is **currently Down** (but not for "mechs")..	**+2 Initiative**

Walking Wounded
If a soldier's health has dropped to the point where they only have 3 health value or less remaining—until they can be mended back to better health—the soldier must apply -2 movement to their base profile. Also, when executing any ranged attack or fighting in close combat, the soldier must apply a -2 initiative modifier.

Mech Mend Orders and Malfunction Chart
If a specialist marked (mech) executes a Mend Order, the machine simply adds +3 to its health. Also, mechs will breakdown and malfunction when at certain points of low health, following this chart:

MECH MALFUNCTION CHART
3 or 4 Health Value Remaining: Drive-train Malfunction. The mech loses -2" from its movement value.
2 Health Value Remaining: Weapons Malfunction. When executing a ranged attack, the mech may only fire one weapon of the controlling player's choice, instead of both weapons (in addition to a Drive-Train Malfunction).
1 Health Value Remaining: Circuitry Malfunction. The mech is reduced to an initiative value of 2 (in addition to a Drive-Train Malfunction and Weapons Malfunction).