WARPATH

First Edition

By Alessio Cavatore

Mantic's WARPATH is a new sci-fi mass-battle miniatures wargame – a game that is easy to learn and fast to play, yet will take time and experience to master. With few and simple rules, there is little to get in the way of the fun and slaughter. Warpath is a challenging game of strategy, where you can pit your wits against your opponent without devoting half of your brainpower to remember a great number of convoluted rules.

And that's not all! Warpath uses the same innovative turn structure implemented by Mantic's fantasy wargaming system, Kings of War. This allows you to play the game using a stopwatch or a chess clock to time your moves. As the seconds tick away, the pressure and excitement build up, giving you an extra dimension of gameplay and an extra resource to manage during the battle.

Following the same successful development pattern we employed last year with KoW, we have decided to release Warpath at a very early stage of development. The system, and particularly the army lists, are still in need of accurate balancing… and that's where you can help.

Please play as many games as you can and give us your feedback at:

www.manticgames.com/Forum.html

In exchange we'll keep your rulebook up to date for free, posting all new and improved versions on the Mantic website for you to download. In the end, we'll get a game that is made by gamers for gamers!

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This leaflet includes all the rules for Warpath.

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Units

All units are made up of models. These must be glued on the bases provided with them and formed up into units as described below. Each unit belongs to one of the following types:

Infantry (Inf)

Infantry units consist normally of five to twenty models, as shown in Diagram A. The number of models that make up a unit is specified in its stats (stats are explained later), and will normally correspond to the number of models you get in the boxes supplied by Mantic. Models in a unit must at all times be within 1" of another member of that unit and within 5" of the unit's Leader (see Diagram A).

Heroes & Monsters (H/M)

A Hero or Monster is a unit consisting of a single model, either a mighty commander or a large beast, or even a combination of the two, like a hero mounted on a great war-beast.

Ordnance (Ord)

A unit of Ordnance consist of a single large gun and a number of crew models. The crew are usually purely decorative, and should be arranged around the machine, and within 1" of it, in a suitably evocative fashion.
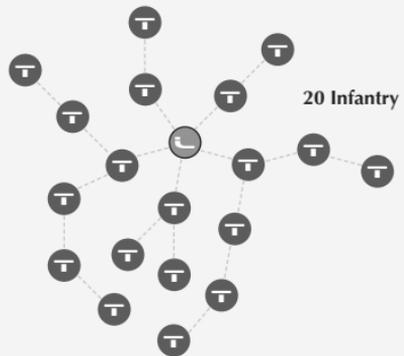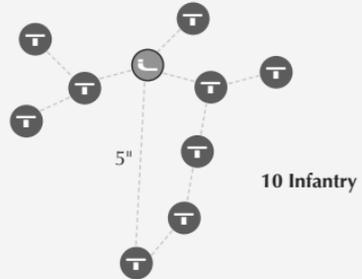
Armour (Arm)

Armoured units consist of a single model and range in size from mighty battle tanks to smaller armoured personnel carriers, and include armoured cars and other lighter vehicles.

Aircraft (Air)

These are vehicles that fly at high speed and cannot land in battle conditions, like fighters and fighter-bombers.

Diagram A – Units

Dice

In these rules, when we refer to a die or dice, we mean a six-sided die, which we call D6. Sometimes we also use terms like 'D3' (the result of a D6 divided by 2 (rounding up)), or 'D6+1' (roll a D6 and adding 1 to the result), or 2D6 (roll two dice and add them together).

Re-rolls

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first.

Measuring Distances

You can measure distances at any time.

The distance between two models is measured to/from the closest point of their bases. If a model has no base, use the closest part of its hull or torso.

The distance between two units is measured to/from the closest models in the two units.

To avoid confusion, keep your units more than 1" away from other units at all times (except when charging – see Charge!).

Stats

Each unit in Warpath has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- **Type.** The unit's type and how many models it comprises. Single models have no number.

- **Speed (Spd).** How fast the unit moves, in inches.

- **To Hit (Hit).** The score needed by the unit to hit, both with ranged attacks and in melee.

- **Firepower (Fire).** The number of dice the unit rolls when using ranged attacks.

- **Range (Ran).** The effective range in inches of the unit's ranged attacks.

- **Attacks (Att).** The number of dice the unit rolls when attacking in melee.

- **Defence (Def).** The score the enemy requires to damage the unit.

- **Nerve (Ner).** A combination of the unit's size and its training and discipline, this stat shows how resistant it is to damage suffered.

- **Special.** A unit's entry will also list any unusual equipment and special rules the unit has.

EXAMPLES:

Forgefathers Steel Warriors Team

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	4	4+	8	24	5	5+	11/13

Special: Headstrong.

Forgefathers Steel Warriors Section

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	4	4+	16	24	10	5+	14/16

Special: Headstrong.

Forgefathers Steel Warriors Platoon

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	4	4+	32	24	20	5+	21/23

Special: Headstrong.

Unit Leaders

A unit's Leader is very important, and should be represented by a suitably imposing model so that he clearly stands out from the rest of the unit. The Leader is the commander of the unit, the one making the decisions and issuing orders to his subordinates, and is used as an important point of reference during some stages of the game. If a unit consists of a single model (such as an Armoured unit, a Hero or Monster), that model obviously counts as a 'Leader'.

Line of Sight

During the game, you will at times need to determine whether one of your units can see another one, normally an enemy unit that your unit intends to charge or shoot.

Unless stated otherwise, models can see all around regardless of the direction they are actually facing.

Of course, terrain and other units can still get in the way and hide targets from sight. To determine whether your unit can see a target, simply lean down on the table and peek from behind the head of the unit's Leader. If the Leader can 'see' the torso of any model in the target unit (ignore weapons, banners or other decorations, heads, limbs, tails, wings, etc.), then his entire unit can see it. In reality some members of the unit might not see any enemies directly, but they will direct their fire in the same general area as the members of their unit that can see the enemy. When checking the Leader's line of sight, ignore your own unit's models, and move them temporarily out of the way if you need to (in reality the Leader would order them down anyway).

If you're not sure whether a unit's Leader can see a target or not, roll a die. On a 4+ he can see, on 3 or less he cannot.

The Turn

Much like chess, Warpath is played in turns. Just roll a die to decide who is going to have the first turn – the player winning the die roll decides who goes first. That player moves, shoots and strikes blows in melee with his units – this concludes Turn 1 of the game. After that, his opponent takes a turn (Turn 2 of the game), and the players keep alternating this way until an agreed time limit or turn limit is reached.

In his turn a player goes through the following three phases:

1) Move phase

2) Shoot phase

3) Melee phase

Let's examine each of these phases in detail.

Movement

During the Move phase of your turn, pick each of your units in turn, and choose one of the following orders for the unit's Leader to give them:

Halt!
The unit does not move at all.

Advance!
Move each of the unit's models in any direction up to a number of inches equal to the unit's Speed. During this move, the models can make any number of changes of direction, as long as no model moves further than the unit's Speed. Remember that models must end their move within 1" of another model in the unit and within 5" of the unit's leader. See Diagram B.

At The Double!
The unit can move as described for *Advance!* above, but up to double its Speed. See Diagram C.

Charge!
This is the most exciting of the orders. It is also the most complicated and is described in detail below.

UNIT INTERPENETRATION

A unit can move through friendly units, but cannot end its move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends. Enemy models on the other hand, block movement.

For the sake of clarity, always make sure that there's at least a 1" gap in between friendly and enemy units. This ensures that both you and your opponent can clearly tell them apart.
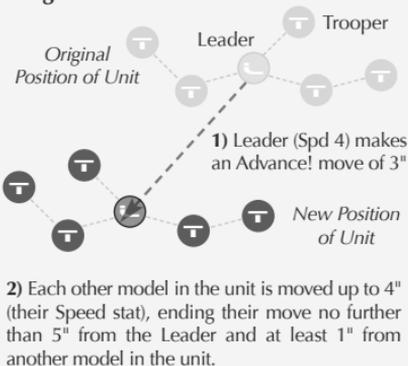
CHARGING

A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- the unit's Leader can see the target.
- the distance between the units is equal to or less than double the unit's Speed and the model(s) can physically reach the target (as described in Moving Chargers below).
- it is actually possible for the unit to damage the target in the ensuing melee.

Moving Chargers
Begin the charge by measuring the movement of the model in the charging unit that would take the least movement to reach a model in the target unit, going around blocking terrain and enemy units.

Diagram B – Advance!

Original Position of Unit

Leader

Trooper

1) Leader (Spd 4) makes an Advance! move of 3"

New Position of Unit

2) Each other model in the unit is moved up to 4" (their Speed stat), ending their move no further than 5" from the Leader and at least 1" from another model in the unit.

Diagram C – At The Double!

1) Leader (Spd 4) moves 6" of its At The Double! move.

2) Leader moves 2" in another direction, completing its At The Double! move

3) Each other model in the unit is moved up to 8" (double their Speed stat), ending their move no further than 5" from the Leader and at least 1" from another model in the unit.

During a charge, a unit can move through obstacles and areas of difficult terrain without reducing its movement, but if any of its models does so, the entire unit suffers a slight penalty in the ensuing melee (more on this later).

If the model can go around blocking terrain and enemy units, and reach the closest model in the target unit with a move of double its Speed or less, the charge is successful otherwise the unit cannot charge (and it can be given another order instead).

If the charge is successful, move the first model into base contact with the closest model in the target unit. Then, move all other chargers into base contact with models in the target unit by the shortest route possible. This follows the rules for a normal Run move (other than difficult terrain not slowing them down) and these models must end their move as normal within 1" of another model in their unit and within 5" of their unit's leader. As you move into contact with the enemy, spread your models as evenly amongst the enemies they can reach. If there is no space for all of your models to make it into base contact with an enemy in the target unit, or if some of the charging models cannot reach an enemy, simply place as close as possible behind the rest of their comrades. Note that the individual model's position is not going to make any difference in the ensuing fight, so we are doing this just to determine the final position of the charging models and because it looks cool.

The models in the target enemy unit are not moved, as they brace themselves for the impact.

When charging, units don't have to end their move 1" away from friends and enemies, and this means that sometimes a charging unit may end up very close to one or more enemy units it has not charged (e.g. when charging tightly packed enemies). In this case, just make sure your models are only in base contact with models other than the ones belonging to the unit they have charged.

MULTIPLE CHARGES AGAINST THE SAME TARGET

You are allowed to order one of your units to charge a target that has been already charged by one (or more) of your units. Execute your charge as normal, treating friendly models as blocking terrain. You can pile in more and more friendly units against a single enemy unit, as long as there is space for at least one model to make contact.
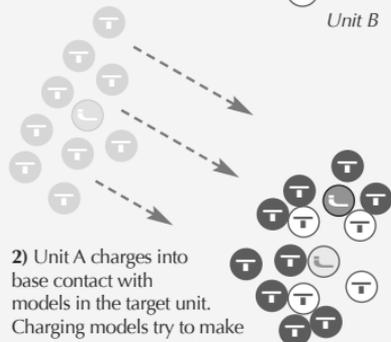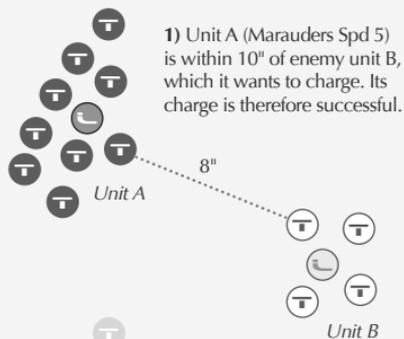
TERRAIN

Elements of terrain make your table look more impressive, but they also make the game more complex, so don't use too much terrain in your first games of Warpath. In wargames, terrain is normally one of two types: a single terrain piece or an area of terrain. The rules for both are given below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

SINGLE TERRAIN PIECES

These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They are going to be either blocking terrain, an obstacle or decorative terrain.

- **Blocking Terrain.** Units cannot move across blocking terrain and must go around it. We recommend treating buildings, high walls and other large pieces as blocking terrain.

- **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, fence,

Diagram D – Charge!

1) Unit A (Marauders Spd 5) is within 10" of enemy unit B, which it wants to charge. Its charge is therefore successful.

8"

Unit A

Unit B

2) Unit A charges into base contact with models in the target unit. Charging models try to make it into base contact with enemy models and are spread as evenly as possible amongst the enemies they can reach. Note that no charging models could reach the enemy model furthest away (too far!), and two chargers could not make it into base contact with any enemy (no more space!), so they are left at the back.

hedge, a stream, etc. – something that a man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double'.

- **Decorative Terrain.** A unit can move over decorative terrain pieces as it pleases, ignoring them altogether. However, it is best if you still make sure your models don't end up on top of them. This is best for small terrain pieces like individual bushes or trees.

AREAS OF DIFFICULT TERRAIN

This type of terrain consists of things like ruined buildings, alien jungles, scattered mining or colonial infrastructures, cratered areas or broken, rocky terrain, scree, and so on. These are normally made by gluing a number of pieces of terrain onto a large base. This conveniently demarcates the area of the terrain – the entire area of the base counts as difficult terrain. Units can move through these areas, but every inch they cross counts as two inches.

Shoot

When you're done moving all of your units, it's time to shoot with any that can do so. Pick one of your units at a time, choose a target for them, and fire!

MOVING AND SHOOTING

Units that have received an 'At the Double!' order that turn are too busy moving to shoot.

Some cumbersome weapons can fire only if they received a Halt! order that turn, and this will be specified in their rules.

MELEE AND SHOOTING

Units that have any models in base contact with enemies cannot shoot, and cannot be shot at.

PICKING A TARGET

A unit can pick a single enemy unit as a target for its ranged attacks as long as the following conditions are met:

- the unit's Leader can see the target.
- the distance between the units is equal to or less than your unit's Range (Ran).

RANGE

The stats of each unit show the Range of its weapons.

FIRING AND HITTING THE TARGET

Once the target has been picked, roll a number of dice equal to the firing unit's Firepower (Fire) value.

Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its To Hit (Hit) value in order to hit its target. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- **-1 extreme range.** The target is over half of the unit's range away.
- **-1 soft cover.** The target is in soft cover.
- **-2 hard cover.** The target is in hard cover.
- **-1 moving.** The firing unit received an Advance! order that turn.
- **-1 fragged.** The firing unit has an amount of damage equal to or higher than its Nerve.

For each of these factors, deduct one from the score rolled by the dice. For example, if your unit normally needs a 4+ to hit, but it's shooting at a target in soft cover, you will need to score 5 or more to hit instead. If the target was in hard cover, you'd need 6s.

Cover

To decide whether the target unit is in cover, take a look at it from behind the heads of the firing unit's models. Ignore models in the firing unit (they're trained to get down) and models in the target unit (you cannot use your team mates as cover!).

- If at least half of the models in the target unit have no cover whatsoever from the point of view of at least half of the firing models, the target is not in cover.
- If at least half of the models in the target unit are completely or partially obscured by intervening terrain or other units (friend or foe), from the point of view of at least half of the firing unit, the target is in cover.
- If the majority of the target unit's models are on, or in base contact with, an area of difficult terrain, the target is in cover.
- If the majority of the firing unit's shots have to go through 3" or more of an area of difficult terrain, the target is in cover.
- If the majority of the cover is made of things that in reality would hide the unit but not stop any bullets or shrapnel, use the soft cover modifier. Otherwise, use hard cover. Agree before the game what is going to count as hard and soft cover.
- If you're not sure the target is in cover, roll a die. On a 4+ it is not, on 3 or less it is.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still shoot and will need 6 to hit, but it only rolls dice equal to half of its Firepower, rounding down (note that this means that weapons with a Firepower of 1 cannot hit in these conditions).

DAMAGING THE TARGET

After discarding any dice that missed, pick up the dice and roll them again, to try and damage the enemy unit. The number your unit needs to damage the target is equal to the target's Defence value.

This roll can sometime be modified by special rules. For example, some units (normally, Armoured units), have a Defence value of 7 or more, so they cannot be damaged unless the firer has some positive modifiers to this roll.

Any dice that rolls a 1 always fails to damage, regardless of modifiers.

Recording Damage

For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and casualties as well as a decline in the unit's morale, cohesion and will to fight on.

As the unit accumulates damage markers, it might be more convenient to record this by writing it down, or placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to a single damage marker behind the unit, or using some other suitable tokens.

TESTING NERVE

At the end of the Shoot phase, you can test the Nerve of any unit you inflicted damage on in that phase. This test is described on page 8, but basically it will determine whether the damaged units will stand, be suppressed or destroyed.

BFGS

Sometimes, units can be upgraded by giving one or more of their models a Ballistic Firepower Guarantor, or BFG for short. These are especially powerful man-portable weapons, which vary enormously in nature depending on the race utilising them. In general, they either increase the firepower of the unit, or are used to take on enemy tanks and large alien creatures.

Each BFG has its own profile, specifying its Firepower, Range and any other special rules it might have. For example:

	Fire	Ran	Special
Laser Cannon	1	60	Piercing (6)

Independent Fire

BFGs are always fired independently from their unit and can be fired either at the same target as their unit or at another target. Resolve their fire in any order you like, but you must resolve all of the fire coming from a unit before moving to another one.

For example, let's say you have a unit with two BFGs. You first fire one BFG at target A, rolling to hit and to damage. Then pick unit B as target for your unit's normal weapons. Finally, you decide that your second BFG is going to fire at unit A again and resolve that.

Note that the fact that one or more models are firing BFGs does not reduce the Firepower of the unit – their comrades compensate for that.

Line of Sight

When firing a BFG, always determine line of sight and cover by looking along its barrel or from the viewpoint of the model carrying it, ignoring models from the BFG's own unit (basically, imagine that the rest of the unit does not exist).

MELEE

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged. In reality the enemy warriors would also be striking against yours, but for the sake of playability, we imagine that the impetus of the charge means your men are doing most of the attacking. If the enemy is not destroyed, your men will fall back and brace themselves, because the enemy will charge back in during their turn to avenge their fallen comrades.

STRIKING

To attack the unit you charged, roll a number of dice equal to the charging unit's Attacks value.

HITTING

Same as hitting with ranged attacks, but uses the modifiers below instead.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- **-1 defensive positions/disrupted charge.** The target is behind an obstacle and/or the chargers' move has gone through any part of one or more areas of difficult terrain or obstacles.

- **-1 fragged.** The attacking unit has an amount of damage markers equal to or higher than its Nerve value.

DAMAGING THE TARGET

Same as rolling for damage with ranged attacks.

Recording Damage

Same as recording damage from ranged attacks.

TESTING NERVE

At the end of each combat, you must test the Nerve of the enemy unit that your unit(s) inflicted damage on. This test (described below) will determine whether the enemy will stand or be destroyed, see Follow-on Combat below. Note that in melee, results of 'Suppressed' count as 'Steady' instead.

REGROUPING AND FOLLOW-ON COMBAT

Regrouping

At the end of each combat, if your unit(s) managed to destroy the enemy it was fighting, it can either stay where it is or move up to D6" in any direction, following all of the rules for a normal move.

If, on the other hand, your unit did not manage to destroy its enemies and is therefore still in contact with them, you must pull back, executing a D6" move as described above. The enemy models are left in place.

Follow-on Combat

If a unit is not destroyed by a charging enemy, in its next turn it can only be ordered to move At The Double! or Charge! one of the units that charged it in the previous turn. This represents the unit either disengaging from the combat or deciding to stay and fight back.

Testing Nerve

As a unit accumulates damage, it will become more and more likely to lose cohesion, until eventually it will turn tail and run from the field, never to return.

WHEN TO TEST

At the end of both your Move and Shoot phase, test the Nerve of any enemy unit you managed to inflict damage upon during that phase. In the Melee phase, however, this test is taken at the end of each combat.

HOW TO TEST

Each unit has two numbers under its Nerve value. The first number is the unit's Suppression limit, the second number is its Destruction limit.

To test the Nerve of an enemy unit, roll 2D6 and add to the result the points of damage currently on the unit, plus any other modifiers that apply (such as a special rule). This is the total you're using to 'attack' the enemy unit's Nerve. This total is then compared with the Nerve value of the enemy unit.

- If the total is equal to or higher than the units's Destruction limit, the unit suffers a **Destroyed!** result (see below).

- If the total is lower than the Destruction limit, but equal to or higher than the Suppression limit, the unit suffers from a **Suppressed** result (see below).

- If the total is lower than the unit's Suppression limit, then the unit is **Steady**, which means it is completely unaffected and continues to fight on as normal.

For example, let's say you are testing the Nerve of an enemy unit that has a Nerve of 11/13 and has suffered 3 points of damage. If you roll a seven or less, your total will be 10 or less and the enemy will be Steady. If you roll an eight or nine, your total will be 11 or 12 and the enemy will be Suppressed. If you roll a ten or more, your total will be 13 or more and the enemy is Destroyed!

Suppressed

The unit continues to fight, but drops to the ground and takes cover for a while. In its next Move phase, it can only be ordered to Halt! In addition, the unit is so disrupted that it will not be able to shoot in its next Shoot phase. It is normally a good idea to mark Suppressed units with a token of some kind.

If the Nerve test is caused by melee attacks, treat Suppressed results as Steady instead (laying flat on the ground is not a great defence against bayonet thrusts...).

Destroyed

The unit is scattered, surrenders or is utterly destroyed, remove it.

SPECIAL RESULTS

Double Six – We Are Doomed!

If you roll double six when testing Nerve and the unit is not Destroyed, it will still suffer from a result of Suppressed... it's the noise!

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

ARMOUR

Armoured units follow the rules as given previously, but they consist of a single model and use the exceptions listed here below.

ARMOUR MOVEMENT

Armoured units move in a very different way from other units. So when ordering an Armoured unit, you can give it the following orders:

Halt!
This is just the same as any other unit – the Armoured unit remains stationary.

Hard Turn!
The unit simply pivots around its centre to face any direction. See Diagram E.

Manoeuvre!
The unit can advance straight forward or straight backwards up to its Speed in inches. At any point during this move (i.e. before or after moving, or anywhere along the move), the Armoured unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram F.

Full Speed Ahead! (or simply 'Full Speed!')
The unit advances straight forward, without any pivot, up to double its Speed. See Diagram G.

COLLISIONS & OVERRUNS

Armoured units cannot charge. Just as normal, they cannot move into contact with other units, friends and foes, as this is simply too dangerous. However, when they are moving at Full Speed, they are allowed to move into contact with enemy Armoured units (smash!) and even right through Infantry and other units (squash!), and they all have a Crushing Strength value in their entry, used for this purpose.

Collisions
In a Collision, an Armoured unit moves at Full Speed into contact with another Armoured unit. A Collision causes D6 automatic hits on both vehicles. Roll a separate die for each vehicle and roll for damage against both your and the enemy's Armoured unit. If any unit is damaged in the process, take a Nerve test for them, including against your own unit!
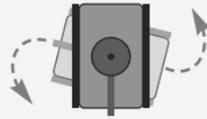
So, it's better to launch your hardest vehicles against low-Defence enemy Armoured units than the other way around, otherwise you risk inflicting more damage against yourself than the enemy.
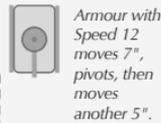
Overruns
When moving at Full Speed, Armoured units are allowed to move through enemy units (other than Armoured units, see Collisions).

When doing so, you must ensure that they can clear the entire unit and end their move at least 1" away from any unit, just as normal. If this is impossible and your Armoured unit would stop over enemy models, move your Armoured unit forward faster than it's normally allowed, until it's 1" away from the enemy. If this too is impossible, move the enemy models as little as possible to make room for your Armoured unit. See Diagram H.

Every enemy unit moved over suffers D6 automatic hits, representing a combination of soldiers being run over and the demoralising effect of having to run away from an armoured behemoth.

TERRAIN

Armoured units move at normal speed across any type of terrain other than blocking terrain. However, if they move at Full Speed across an obstacle or into an area of difficult terrain, roll a die. On a result of 1, they get bogged down – as soon as they come into contact with the obstacle or they are fully inside the area of difficult terrain. If this happens, they cannot move (i.e. they must Halt) for the rest of the game.
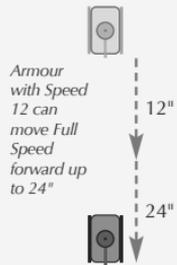

Diagram E – Hard Turn!

Diagram F – Manoeuvre!

Armour with Speed 12 moves 7", pivots, then moves another 5".

Diagram G – Full Speed!

Armour with Speed 12 can move Full Speed forward up to 24"

12"

24"

Diagram H – Overrun

SHOOTING AGAINST ARMOUR

Armoured units are normally more vulnerable to enemy fire coming from their flanks and rear, as their armour is normally thicker at the front and their more delicate parts, like the engine, tracks, fuel tanks, are more exposed to fire coming from the side and especially the back.

When shooting against an Armoured unit, work out if the shots are coming from the front, flank or posterior arc of the target. In order to determine where these arcs lie, use two imaginary lines crossing perpendicularly on the centre of your vehicle, as shown in Diagram I.

Prolong these imaginary lines until it's clear which direction the shots are coming from. In the case of units comprising of several models, consider the shots coming from the arc where the majority of the models in the firing unit are, but remember to always work out the fire of any BFG individually.

Any weapon and unit that has the Piercing special rule (i.e. very powerful weapons) will count its Piercing bonus as one higher (+1) if its shots are coming from the flank of the target, or two higher (+2) if coming from the posterior arc.

Weapons and units without the Piercing special rule NEVER get these bonuses, as they are simply too weak to penetrate armour, regardless of the direction their shots come from.

Obvious targets

As they are very large and not very good at making use of cover, any units firing at an Armoured unit benefits from an additional +1 modifier to hit.

In addition, armoured units only count as in cover if at least 50% of the model is in cover from the point of view of the majority of the firers.

ARMOUR SHOOTING

Thanks to their advanced fire control systems (or numerous crew), Armoured units can split their fire against different targets. This means that you fire each weapon carried by the vehicle separately and in any order you like – they are all BFGs, really.

Arc of Fire

Each weapon on an Armoured unit can only be fired at targets that lie at least partially in one or more of the unit's arcs (see Diagram I). Each of an Armoured unit's weapons has a notation showing in which arc it can be fired. These can be [F] for the front arc, [L] for left arc, [R] for right, [P] for posterior. Some weapons can be fired in multiple arcs, and this will be indicated as, for example, [F/L/R], or even [A] for weapons that can be fired All Around.

Line of Sight

Work out the line of sight of each weapon (and cover of its target) by looking along its barrel just as you would for a unit with multiple BFGs.

Diagram I – Armoured Unit Arcs

Front Arc

90°

Left Arc

Right Arc

Posterior Arc
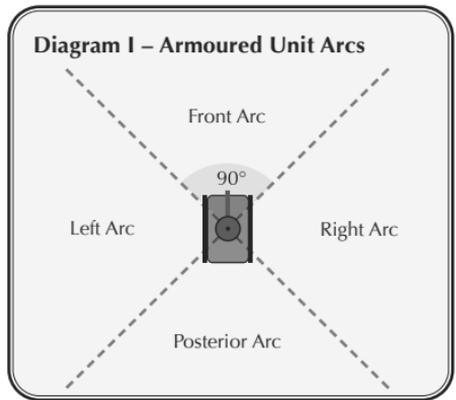
When working out the line of sight of a vehicle's guns, always assume that they are free to swivel, traverse and otherwise move as much as the design of the model indicates. If you have glued your tank's turret in a fixed position, for example, still assume that it can rotate all around.

MELEE AGAINST ARMOUR

Hitting Armoured units

When rolling to hit an Armoured unit in melee, the following additional to hit modifiers apply:

- **+2 stationary target.** The target did not move in its previous turn or is Damaged.

- **–2 fast target.** The target is not Damaged and moved over 12" in its previous turn.

Armoured units and follow-on combat

Unlike other units, if an Armoured unit survives a melee, it is free to act normally in its following turn.

ARMOUR NERVE

Systems off-line

This is the same as Suppressed, except that it applies to hits from both shooting and melee.

Damaged

If, on a Nerve test for an Armoured unit, you get a result that is exactly the same as the unit's Destruction limit, the unit is not Destroyed. Instead, it is Damaged. This means it has suffered some critical damage to its motion units – tracks, wheels, engine – and it cannot move (i.e. it must Halt!) for the rest of the game.

If the same unit then suffers a second Damaged result, it is Destroyed.

Note that this happens only on a result that is *exactly the same* as the unit's Destruction limit. If the result is *higher* than the Destruction limit, the Armoured unit is immediately Destroyed as normal.

Ordnance

Ordnance units follow the rules as given earlier, but have a few exceptions. We thought it convenient to sum up all such unique rules in a separate section, so that they are easier to find.

MOVEMENT

All Ordnance units have the Lumbering special rule, and therefore cannot move At the Double! In addition, they are not allowed to Charge!

Ordnance units treat all type of terrain as blocking terrain. They can be deployed in areas of difficult terrain, but in that case they can only be ordered to Halt! for the rest of the game.

SHOOTING

As they are so bulky, Ordnance units can shoot only if they received a Halt! order that turn.

When firing an Ordnance unit, first pivot it around its centre to face its intended target (this does not count as moving), and then check its line of sight along the barrel of the gun.

MELEE

Ordnance units are really useless in melee, so any units attacking them always treble their Attacks.

When charging an Ordnance unit, it looks better if your models charge the crew as well. This does not make any difference (the crew normally get butchered anyway), but certainly appears more pleasing to the eye.

As they cannot move At The Double! or Charge!, Ordnance units must be ordered to Advance! in the turn following the one when they have been attacked in melee – they are attempting to redeploy under cover from friendly units.

Note that Ordnance units, not being very good at getting out of the way of Overrunning armoured units, and suffer 3D6 hits instead of D6 – crunch!

Heroes and Monsters

Heroes and Monsters follow the rules as given in the previous pages, except that these units consist of a single model rather than a group of models.

In addition, these models are Obvious Targets as described for Armoured units.

Aircraft

Aircraft follow the rules as given earlier, except that these units consist of a single model rather than a group of models and have quite a list of exceptions due to their very different nature.

MOVEMENT

An Aircraft unit is never deployed at the start of the game.

At the beginning of your second turn, the unit is simply placed anywhere on the battlefield (this counts as ordering it to Manoeuvre!), except on top of other units or any type of terrain.

At the beginning of its next turn, the unit is removed from the table, as it needs a full turn to pull away from the ground, bank around and prepare for another pass.

During the Move phase of any of your following turns, you can then place it anywhere on the table, exactly as above. You'll then have to remove it again the next turn, and so on.

The unit cannot Overrun or Collide.

SHOOTING AGAINST AIRCRAFT

When shooting against Aircraft, always add 18" to the measured range in order to compensate for the height at which they move.

Also, to simulate the fact they are so high up, intervening terrain and models never block the line of sight of units firing against aircraft and never offer any cover to them, simply measure the range to the target aircraft.

AIRCRAFT SHOOTING

Weapons mounted on Aircraft are BFGs exactly like the ones mounted on Armoured units, and will therefore have the same kind of notation.

All Aircraft have the Stabilised special rule, and so suffer no -1 to hit penalty for moving and firing.

All weapons fired by Aircraft count as hitting armoured units from the left/right arc, as they always hit the thinner top armour.

MELEE

Aircraft can neither charge nor be charged (and cannot take part in collisions either!).

NERVE

Aircraft cannot be Suppressed, and so they don't have a Suppression limit – we assume that the aircraft simply decides to disengage, rocked by the enemy anti-aircraft fire.

If they suffer any Destroyed result, they are Destroyed as normal.

Transports

Some units (normally Armour or Monsters) have the ability of carrying squads of infantry into battle.

If a unit has the Transport (n) special rule, it can transport a single unit of Infantry with a number of models equal or lower than (n) and/or a single model with the Individual special rule.

MOUNTING UP

A unit can be deployed directly inside a Transport during deployment. Otherwise it can mount up by moving to within 1" of a Transport that has been ordered to Halt! that turn. Transported units are removed from the table – clearly mark which unit is inside which transport for your opponent to see.

Transported units cease to exist from the point of view of the game until they dismount. While they are transported, they cannot suffer any damage. However, if their Transport is destroyed, the unit is placed in the Transport's place and it immediately suffers D6 hits with Piercing (1).

DISMOUNTING

For a transported unit to dismount, the Transport must be ordered to Halt!, Hard Turn! or Advance. Then the transported unit's leader is placed 1" away from the Transport and the rest of his unit is placed around him as normal. The unit **must** then be ordered to Advance.
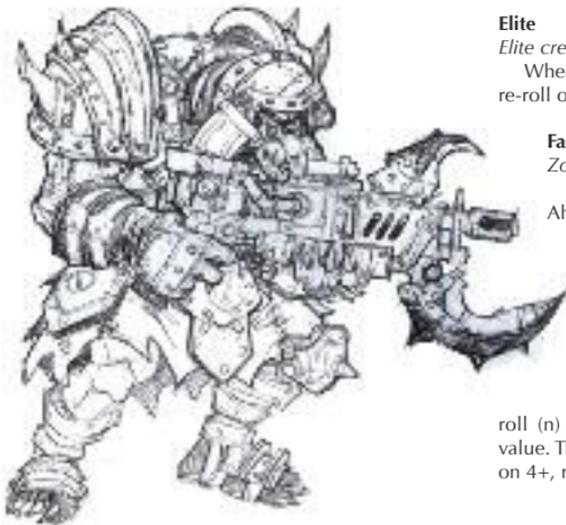
Special Rules

Units, or entire armies, sometimes possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. The most common of them are listed here, but we will undoubtedly add more to this list at a later date.

Ack-Ack
This weapon is designed to track fast-moving targets like aircraft and engage them.

If the unit is ordered to Halt!, in that turn it will not suffer from the additional 18" of range for firing against Aircraft.

Blast (n)
Boooooooommmmm!!!

Roll to hit and to damage normally. Then, any point of damage caused is multiplied by the number indicated in the bracket.

Bulky
Size matters.

The unit cannot be transported.

Craven
Not everyone is cut out to be a warrior...

If the unit is ordered to Charge!, roll a die. On a result 2+ the Charge proceeds as normal. On a 1, the units 'misunderstands' the order and Halts instead.

Crushing Strength (n)
This rule is used to represent the devastating effects of melee hits from creatures of terrible strength, or equipped with specialised close combat weaponry.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Elite
Elite creatures are true masters of the art of war.

Whenever the unit rolls to hit or to damage, it can re-roll one of the dice that failed to hit/damage.

Fast
Zooooooooooommmmm!!!

When ordered At The Double! or Full Speed Ahead!, this unit trebles its speed rather than doubling it. All Fast Armoured units also have the Nimble special rule.

Flamer (n)
This rule is used for flame throwers and other attacks where a great gout of incendiary liquid or toxic gas fills an area.

The unit has a ranged attack for which you roll (n) dice rather than use the unit's Firepower value. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

Headstrong

"I've got no time to bleed."

When this unit begins a turn Suppressed, it rolls a die. On a 4+, it shrugs off the effects of being Suppressed and can act normally that turn.

Howitzer

Some flexible weapons can either be fired directly at the enemy or used to bombard very distant targets.

The unit may either fire normally or by using the Indirect Fire special rule. Declare before you fire.

Indirect fire

The unit fires its shots in high arcing trajectories. Receiving coordinates from observers in orbit, the unit can engage targets it cannot see. However, the unit cannot fire at enemy who get too close.

The unit never suffers any to hit modifiers for range or cover. However, it can never shoot targets within 12".

In addition, the unit may fire at targets that it cannot see, but if it does so, it will suffer a -1 to hit modifier.

Individual

A single enemy running around the battlefield is difficult to pinpoint in the confusion of battle.

Not only this model is not an Obvious Target, but when shooting against it, enemies suffer an additional -1 penalty on their rolls to hit.

However, if the model suffers any point of damage from a weapon/unit with a Piercing or Crushing Strength of (4) or higher, it is killed outright and removed from the table without testing for Nerve – all that remains is a pair of smoking boots.

Inspiring

The bravery of a heroic individual, the presence of a feared superior officer or indeed the mind-link of some controlling alien creature, are all factors that contribute to make troops fight that much harder.

If the unit or any friendly units within 6" of it are Destroyed, the opponent must re-roll that Nerve test. The second result stands. This rule does not work on Armoured units.

Jump Troops

Some troops use anti-grav personal systems, jump jets, short-range teleporters and other more exotic gear allowing them to cross the battlefield at speed, bounding over friends, enemy and terrain alike.

The unit can move normally on the ground using its Speed value, or can activate its jump jets. If it does so, its Speed increases to 10 (so, 20" at the double), and it can move over anything without penalties (blocking terrain, difficult terrain, enemy units, etc.), but still cannot land on top of them. If it does so as it charges, in the ensuing melee it never suffers the -1 to hit penalty for charging a defensive position or for a disrupted charge.

Lumbering

Some machineries of war are not build for speed, but more than compensate for it with firepower.

The unit cannot be ordered 'At The Double!' or 'Full Speed Ahead!'. Its Charge! range is also halved, being the same as a normal move rather than a double move.

Piercing (n)

This rule is given to high-powered ranged attacks that have a better chance of penetrating the armour of enemy units.

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Sniper

A weapon designed to hunt and kill enemy leaders.

If the unit is ordered to Halt!, in that turn its shooting will ignore any cover modifiers and the -1 modifier for firing against Individuals.

Stabilised

This weapon is designed to fire on the move.

Even if ordered to Advance!, Manoeuvre! or Hard Turn!, the unit counts as having received a Halt! order when firing its weapons in that turn.

Steadfast

No retreat! No surrender!

The unit treats Suppressed results on the Nerve test table as Steady instead.

Stealthy

The unit is extremely adept at infiltrating and hiding, or benefits from thermo-optical screening.

During your set-up, you can set this unit up anywhere on the table outside of the enemy's set-up area and more than 12" from an enemy unit.

In addition, enemies shooting against the unit suffer an additional -1 to hit modifier.

Recon

This unit is trained to range ahead of the main force, scouting the terrain and gathering information.

The unit can make a single At the Double!/Full Speed move after set-up is finished, but before the players roll to decide who goes first.

If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his Recon units first, then the players alternate until all Recon units have been moved.

Zap! (n)

This represents all sort of assorted alien mind-burning powers and other exoteric modes of attack.

The unit has a ranged attack. You roll (n) dice for this ranged attack rather than using the Firepower value of the unit. This attack has a range of 24", always hits on 4+ (regardless of modifiers) and is Piercing (1).

Armour Special Rules

The following special rules are normally given to armoured units.

Hoverer

Used for vehicles that can fly at low altitude, hover in stationary flight and land vertically at will, much like a helicopter or anti-grav gunship.

The unit can move over anything without penalties (blocking terrain, difficult terrain, enemy units, etc.), but cannot land on top of them. As a consequence, it cannot Overrun enemy units, and it can only initiate a Collision against another unit with this rule. The unit cannot be charged unless it is Damaged. The unit also has the Nimble special rule.

Nimble

Used for vehicles with little or no armour, this rule makes the unit much more manoeuvrable.

If ordered to Manoeuvre! or Full Speed Ahead!, the unit can make a single extra 'Hard Turn!' move at any point during its movement.

Open Top

Used for vehicles that have soft skin and/or have no cover at all, so that the crew and passengers are exposed to enemy fire.

Transported troops can fire – place the Leader and any BFGs on the transporting model in order to work out their line of sight and range. If the Transport is given a Manoeuvre! order, the transported troops count as Advancing, and if it moves at Full Speed!, they count as moving At The Double!

In addition, these units can be ordered to Advance!, Charge! or move At The Double! after dismounting.

The drawback for all these bonuses is that Open Top vehicles have a considerably lower Def value, as the enemy shooting can cut down the crew and hit other vital components from the inside.
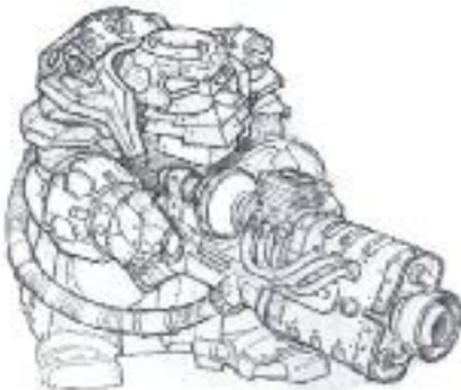
Reinforcements

At the beginning of your first turn, before issuing any orders, roll a die for each unit you left behind as Reinforcements (see page 16). If you roll a 1, the unit arrives onto the battlefield. At the beginning of your second turn, roll again for all units that have not entered the battle yet. This time they will arrive on a result of 1 or 2. On your third turn, Reinforcements will arrive on 1, 2 or 3. Continue like this every turn until all of your Reinforcements have entered the battle, or until you reach your sixth turn, when all remaining Reinforcements arrive automatically.

When a reinforcing unit arrives, immediately choose an entry point for the unit. This can be anywhere on your long table edge, or on either short table edge, a number of feet equal to your current turn number away from your long edge. Imagine that the unit is running forward every turn, just outside the table and along the short table edges.

For example, on your third turn, the entry point can be on your long table edge or on either short table edge within three feet of your edge. If the unit arrives on your fifth turn, it can also enter from the enemy long edge, but within a foot of either corner, or within two feet of the corners if it arrives on your sixth turn (the unit has obviously encircled the enemy position).

Place the unit's Leader in contact with the entry point and position the remaining models around him as normal. Then you must immediately order the unit to Advance! (or Manoeuvre! if it is an Armoured unit).

Picking a Force

You can play Warpath with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and amassed a large collection of models, you might want to try a game where the forces are balanced, so that both players have an equal chance of winning the game.

To achieve this, you and your opponent must pick an army before the game. First agree a maximum total of points, say 2,000 points. Then start picking units from the army lists provided by Mantic – each unit costs a certain amount of points, as listed in its entry in the appropriate army list (including any options like BFGs). For example, a squad might cost around 100 points. As you pick units and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total.

The only limit we set to stop ruthless gamers from concocting absurd armies is that for every 'solid unit' in your army (i.e. units of at least 10 infantry), you can include 1 Ordnance unit, 1 Aircraft, 1 Armoured unit and 1 Hero or Monster.

So, for example, including 3 solid units gives you access to up to 3 Ordnance units, 3 Aircraft, 3 Armoured units and up to 3 Heroes or Monsters.

In addition, if a unit has [1] after its name in the list, only one such unit can be included in the army.

ALLIED ARMIES

You are free to mix units from different races in your army, as long as you always keep in mind that you need a solid unit of a specific race to include each Ordnance unit, Armoured unit and Hero or Monster of that race.

You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

However, alliances between races that are hated enemies in the Warpath background are not very 'realistic', so we have given a specific list of Possible Allies to each army.

So please try to follow these guidelines and don't include units of an army that is not a Possible Ally in your army, unless your opponent agrees, of course.

Timed Games

We really enjoy playing Warpath in a relaxed atmosphere, with the accompaniment of epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you can also decide to introduce another dimension to the fight: time. This way you'll be able to experience some of the pressure of real battle, when snap decisions make the difference between victory or defeat, life or death!

CHESS CLOCKS

The best tool for timed games is a chess clock, a clever device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced wargame.

Simply agree a number of turns for the game and an amount of time per player, and set the chess clock accordingly. For a 2,000 points game, we suggest six turns and one hour per player, but it's up you to find the pace you prefer for your games. Then, after deciding which player begins to deploy, start that player's clock. Once he's finished deploying the first unit, he stops his clock and activates the opponent's clock, and so on.

Once deployment is finished, stop both clocks and roll to see who has the first turn.

Once the winner of the roll has made his choice, re-start that player's clock. That player plays a turn and then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player runs out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Destroyed result, and work out the victory conditions as normal.

OTHER TIMERS

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine.

If you use one of these, then each player gets an agreed amount of time per turn (agree first how many turns the game is going to last for). We suggest that each turn should take around two to three minutes per 500 points in your game (say, ten minutes in a 2,000 points game).

If a player runs out of time during his turn, his move ends and any melee that has not been fought yet is cancelled – move the chargers back 1".

Make sure that you also set a time limit for deployment (30 seconds per unit works fine).

BE NICE!

Of course, it's only fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight, etc.

It is also best if any unit you destroy during your turn is removed by your opponent, together with all of its damage markers, at the beginning of his turn.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...

Game Scenario

1) Prepare your Forces

First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking a Force'.

2) Choose a gaming area

We assume that games of Warpath will be played on a 6x4 foot area, either on a table or another flat surface, like the floor.

3) Terrain – Alien Worlds

Before the game, you should place some terrain on the battlefield. Try to recreate an evocative landscape of the futuristic/alien world your armies are battling on, and always keep in mind that Warpath plays better if the is quite a lot of terrain on the table. Ideally, you need a few large pieces of terrain completely blocking the models' line of sight, so that units have to move around to engage targets.

Also, you need a fair amount of smaller terrain that gives your units some cover from enemy fire. Without enough terrain on the table, units might just sit on the edge blasting away at each other, which is not much fun, especially on the receiving side. A good solution is to find a third (and neutral!) person to lay out the terrain for you. During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain, or an area of difficult terrain?

4) Set Time

Decide whether the game is going to continue for a set number of turns (we suggest twelve turns – six per player), or a set amount of time (we suggest two hours), after which the game continues until each player has had the same number of turns. Alternatively, you could also play a Timed Game, as explained in the Timed Games section.

5) Engagement Brief

So, when the game ends, who is going to be the winner? In order to determine that, roll a dice:

D6	Type of Game
1-2	Meat Grinder
3-4	Scorched Earth
5-6	Total Global Domination

Meat Grinder

At the end of the game, add up the cost of all of enemy units you Wasted/Destroyed. That is your score. Your opponent does the same and you compare scores. If the difference between the scores in favour of a player
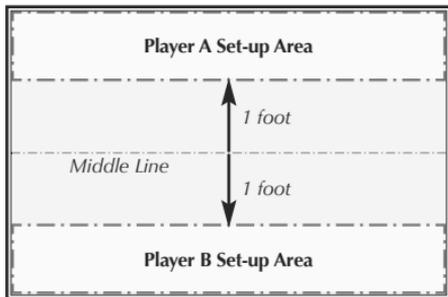
is at least 20% of the total cost of the armies, that player wins, otherwise the game is a draw (e.g. in a game where armies are 2,000 points, you need at least 400 points more than the opponent to win).

Scorched Earth

Place D6+1 objectives on the battlefield. These can either be tokens, like a coin, or pieces of terrain already on the board. Both players roll a die. Whoever scores highest either places a token or designates a piece of terrain as an objective. Objectives must be outside of the players' deployment zones and more than 12" apart from one another. Players then take turns to place/designate objectives.

If, at the end of the game you have a unit within 1" of an objective and no enemies within 1" of it, you control that objective. A unit can only control a single objective. If you control two more objectives than your opponent, you win, otherwise the game is a draw.

Total Global Domination

Proceed as for Scorched Earth above, but at the end of the game count the points just like in a Meat Grinder game. In addition to points for killing units, any objective you control at the end of the game (as described above) is worth an extra 250 points.

6) Set-up

Both you and your opponent roll a die. The highest scorer chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than one foot from the middle line (see the diagram above). His opponent then does the same on the opposite side of the table.

The players keep alternating in doing this until they have placed all of their units onto the table or declare that they will leave any undeployed unit behind as a Reinforcement (see page 14).

7) Who Goes First?

Both you and your opponent roll a die. The highest scorer chooses whether he is going to have the first turn or give the first turn to his opponent instead. Game on!

Demo Scenario:

First Contact

The following is a scenario describing how to go about playing your first battle of Warpath, ideally using the contents of the Fate of the Forgestar battleset. This scenario is a perfect way to learn the rules of the game, because it uses a limited number of units that belong to three unit types – Infantry, Ordnance and Armour.

This scenario is also useful to run very quick and easy demo games, whether in a store, club or event. The only extra elements you are going to need other than the contents of the battleset are a tape measure, ruler, or other measuring tool, and a 2' x 2' gaming area, but we recommend placing some terrain on the table to both break up the lines of sight and make your demo more attractive.

If you don't have Fate of the Starforge, you can still use this scenario for your introductory games – just employ two small forces of roughly 700 points each.

Assemble the Units

Fate of the Starforge includes a Marauders and a Forgefathers force. Before you start, you'll need to assemble and glue the models together, and group them up into units as shown in the picture opposite. The rules and statistics for the units used in this scenario are summarised opposite for your convenience, to save you from having to find them during your first game.

Set Up the Game

Each player stands behind one side of the table so that they are facing each other. The Forgefathers player sets up his force first, placing all of his units within 3" of his own table edge. Then the Marauders player does the same with his force on the opposite side of the table.

Game On!

The Marauders player has the first turn. He moves, shoots and resolves any melee (not that you're going to have any in Turn 1...). Then the Forgefathers player has his turn and the game continues as normal until one player completely wipes out the enemy force and (quite obviously) wins the game.

Swap Sides!

The easiest way to find out if you're better than your opponent is to play the game again after swapping sides. This way you can show him the way things should be done!

Time It!

Another fun way to add a new element to the game is to time each player's moves. You each have three minutes to finish your move. When time runs out, you finish the action you were performing and then the enemy turns starts.

Other Options

It's easy to add variety and complexity to the game by using the contents of the battleset. If you find that the Marauders are losing too often, you can replace their machine guns with anti-tank guns. If it is the Forgefathers that seem to suffer, you can give the Steel Warriors a BFG.

Then, when you feel ready to move on and learn more about *Warpath*, you could for example add terrain to the battlefield (and/or play on a larger surface), but the best thing to do is to purchase a Hero model to bolster each of the forces, and then maybe other units of Infantry, Ordnance, Armour, or even Aircrafts! And you can continue to expand your initial force, until you will be able to field a vast army of your favourite race. Have fun!

The models included in the Fate of the Forgestar battleset, assembled, painted and ready for a fight.

Forge Fathers

All units are *Headstrong*. All ranged weapons are *Piercing (1),* unless otherwise specified.

1 STEEL WARRIORS SECTION

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	4	4+	16	24	10	5+	14/16

Special: One heat hammer (see below).

1 STORMRAGE VETERANS TEAM

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	4	3+	4	24	5	5+	11/13

Special: Two heat-cannons – BFG (see below).
Two hailstorm autocannons – BFG (see below).
One heat hammer (see below).

1 JOTUNN HEAVY HAILSTORM CANNON

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Ord	4	4+	16	60	–	6+	10/12

Special: Piercing (2).

WEAPONRY

Hailstorm autocannon

	Fire	Ran	Special
Hailstorm autocannon	4	36	Piercing (2)

Heat-cannon

	Fire	Ran	Special
Heat cannon	1	24	Blast (D3), Piercing (7)

Heat Hammer

Roll separately an extra die in melee for the unit. If this Attack hits, it is resolved at Crushing Strength (6).

Marauders

All units have the Crushing Strength (1) special rule, unless otherwise stated in their entry.

4 GRUNT SECTIONS

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	5	4+	8	12	20	4+	13/15

Special: One machine gun (see below).
One Ripper Talons (see below).

1 RAPTOR

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	12	4+	*	*	–	6+	9/11

Special: Fast, Open Top, Crushing Strength (1). One anti-tank gun (see below).

WEAPONRY

Machine gun

	Fire	Ran	Special
Machine gun	5	36	Piercing (1)

Ripper talons

Roll separately two extra dice in melee for the unit. If these Attacks hit, they are resolved at Crushing Strength (5).