

mantic

EPIC WARPATH™



RULEBOOK



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Over the centuries, humanity has spread inexorably into the far reaches of space. Since the creation of the Galactic Co-Prosperity Sphere (GCPS), humanity's touch has never been felt so keenly and by so many. The sphere now encompasses myriad planets and hundreds, if not thousands, of different species. Some join the Sphere willingly, while others resent the GCPS and bide their time, waiting for humanity to fall or prepare to take their own revenge. Memories of Old Earth are but a shadow, lost in a haze of light speed and technological advancement. Now there are only two things that drive humanity: progress and profit.

Behind the advancement of the GCPS are gigantic corporations – massive, system-spanning commercial entities that are hungry for revenue. The ever-growing bottom line of these conglomerates means they're constantly on the hunt for resource-rich planets, or alien species with advanced technology they can repackage and rebrand as their own. Whether or not the planet wants to become part of the corporation is immaterial. Contracts can be signed in blood, just as easily as a datasig.

As a result, the private armies of each corporation swell to immeasurable numbers. Tanks, carbine rifles and airstrikes are signed off by the board of directors just as casually as a new IT system or a marketing campaign showcasing the hottest new OverDrive star. The military of each corporation is then dispatched to protect the business assets of their shareholders, or control the local population, should they become hostile.

And things often become hostile. Humanity's journey into the stars has not been without consequence. A plague from the depths of time, which wiped out ancient alien civilisations, has matched the expansion of the corporations. The disease turns the inhabitants of a planet into a horde of vicious, blood-thirsty beasts. This can occur when a world is first encountered, other times it may be months, years or even decades after it has been settled before the danger is realised.

Yet, the co-prosperity is vast beyond imagination, and the Plague isn't the only threat to a corporation's share price. The proud Forge Fathers are an ancient race that have a culture steeped in tradition. Although mostly happy to treat with the GCPS, it only takes a wrong word or broken contract to send tempers soaring. Open conflict with the Forge Fathers is a risky business, as their technology far outstrips that of the GCPS, and there aren't many soldiers that live to tell the tale of warfare against the Star Realm.

Meanwhile, the aloof Asterians watch from the side-lines and only enter into warfare when they deem that the balance of the galaxy is threatened. Once driven to battle, the consequences can be swift and brutal as their advanced mechs dispatch the risk with cold and calculated efficiency. Elsewhere, a former ally of the corporations is becoming increasingly antagonistic toward the efforts of humanity to expand its influence.

Humanity isn't without its own counter to the alien menace though. The corporations are overseen by the indefatigable Council of Seven - a shadowy cabal that wields ultimate authority over the GCPS. This authority is brutally imposed by the Enforcers – a faceless army of utterly ruthless and dedicated super humans who enact the will of the Council without question and with devastating results. When the Enforcer dropships arrive, it spells doom for any that stand in their way.

The galaxy has never been so deadly... or so profitable.



EPIC WARPATH™

WELCOME TO EPIC WARPATH

Set in and around the vast Galactic Co-Prosperity Sphere, Epic Warpath is an immersive and exciting game of futuristic battles fought on alien worlds.

All of this is represented by collections of highly detailed Mantic models and is played out on your tabletop with evocative terrain, special dice and tokens to keep track of the action.

A game of Epic Warpath is usually played between two players, each controlling an army of highly trained (or degenerate) warriors and futuristic vehicles, all vying for control of strategic objectives.

Games involving more players and/or more armies are possible, but they require additional rules and so will be treated separately in their own expansions or articles.



GETTING STARTED

WHAT YOU NEED TO PLAY EPIC WARPATH

ARMIES

Each player will need suitable Mantic models to assemble their army. Each army could range from a mix of infantry and vehicles to vast hordes of troops with walker and flier support - there really is no limit!

GAME AREA

Epic Warpath is normally played on a 6'x4' (72" x 48") table space. For truly epic games, larger table spaces can be used to accommodate all the models and scenery you are using. Likewise, for smaller games, you can play on a smaller area.

8-Sided Dice

Epic Warpath uses 8-sided dice (abbreviated to D8) for most rolls in the game. Once rolled, the result is the number showing on the top face - just like on a standard six-sided die.



For most rolls in the game, you roll the required number of D8s and then compare the scores to the appropriate models' or weapons' statistic (stat). For example a value of 4+ for a Shoot stat means scores of 4 or more are successes. Thus, all dice that equal or exceed the stat value are successes, and all that are less than the target number are failures. If a base has a stat value of "-“ then no dice are rolled and therefore no successes can be achieved.

For example, Paul rolls four D8s to shoot using his Unit's Shoot value of 6+. He rolls a 3, 5, 6 and 7 scoring 2 successes.

Sometimes a D4 or D2 may be required. In such cases, simply roll a D8 and determine the result using the table below.

D8 roll	D4 result	D2 result
1-2	1	1
3-4	2	1
5-6	3	2
7-8	4	2

Modifiers

Some dice rolls are modified by adding to, or subtracting from the number rolled, making a success more or less easy to achieve. In all cases a natural roll (regardless of modifiers) of 1 is always a failure.

Modifiers are cumulative, so two modifiers that are both -1, result in a total modifier of -2 to the score on the dice for example; and -1, -1 and +1 would result in a final modifier of -1.

Returning to our previous example, if Paul's roll suffered a -1 modifier, his dice would have scored 2, 4, 5 and 6, resulting in only one success. If the modifier was +1 his results would have been 4, 6, 7 and 8 and three dice would have achieved the 6 or more he required, and so would all be successes.

Sometimes a rule will state that there is a maximum modifier that can apply. In such cases, apply all modifiers first and then apply the maximum "cap" to the result.

Re-rolls

Some Keywords and orders will allow you to re-roll dice to improve your chances of a success, or force your opponent to re-roll successful dice rolls. In all cases, you may only ever re-roll each die once - you cannot re-roll a re-roll, even if the source of the re-roll is different.

If both players have rules allowing them to make re-rolls to the same roll, the player whose Turn it is, makes their re-rolls first.

Rounding up

Throughout the game, whenever a number is divided and the result is not a whole number, always round the result up. For example, 3.5 would round up to 4.



Targeting Dice

Some weapons or effects are unpredictable. To represent this, Epic Warpath uses a special Targeting Die, which indicates direction using the natural points of the die, distance (3,3,4,5,6), and 'ON TARGET' symbols (x3). The Targeting Die is 8-sided and is read just like a normal die, using the face-up side as the result. The point to use for direction is marked with a chevron/arrow.



Command Dice

To play Epic Warpath you will need a set of **Command Dice**. These 6-sided Command Dice are coloured black, orange or green, which represent the capability of progressively more powerful commanders or units. Each die face is either blank or has a number of energy swords on them. The number of energy swords rolled is the number of Command Points scored for that die.



There are a number of tokens, counters and markers used in games of Epic Warpath, for tracking things like Unit Actions and Pinning. What these look like and when to use them are described within the rules.



Exploding 8s

For some rolls in the game a mechanism called Exploding 8s is used. This means that for each natural result of 8 in the roll (that is also a success), another bonus die can be rolled to see if a further success is achieved. It's possible to keep rolling 8s and to keep getting bonus dice!

The rules will state when the Exploding 8! mechanic applies to a roll.

Bonus dice can be re-rolled just like any other dice if permitted. Finish accumulating and rolling any bonus dice before any re-rolling.

e.g. five dice are rolled with the Sustained Attack keyword, requiring scores of 5 or more to be a success. The results are 2, 4, 5, 6 and 8. Three results are successes and a bonus die is rolled which scores another 8 - another success and so a further bonus die is rolled. This time a 3 is rolled and the sequence stops. Overall, four successes were rolled.

GETTING STARTED

Bases and Units

Groups of models that are selected within an army and which move and fight together are called **Units**. All the models within a Unit will be mounted on one or more **Bases**.

When the rules refer to a Unit, it means all the Bases within that Unit.

All models in Epic Warpath, except some vehicles, are mounted on round bases. A Base could represent a single walker or a small squad of infantry models, for example.

One or more Bases are formed into Units. Bases in a Unit operate together during the game.

Vehicles without Bases

If a vehicle is supplied and used without a base, consider the footprint of its hull to be its “Base”.

Some people prefer to create their own bases for these vehicles. This is fine, but such scratch-built bases should not be much larger than the vehicle itself. Measure from this base as normal.

Base Contact

A Base is in base contact with something when it is physically touching it (such as an enemy base, building, Objective etc.). When two Bases are touching, they are in **base contact**.



A company of Plague models comprising a variety of Units:

- | | | |
|---|---|--|
| 1. Stage 3a Command Unit
(1 Infantry Base) | 4. Stage 3z Zombies Unit
(9 Infantry Bases) | 7. Plague Strider Unit
(3 Walker Bases) |
| 2. Stage 3a Ghoul Unit
(6 Infantry Bases) | 5. Stage 2a Leapers Unit
(6 Heavy Infantry Bases) | 8. Plague Artillery Unit
(3 Vehicle Bases) |
| 3. Stage 3a HMG Unit
(6 Infantry Bases) | 6. Stage 2b Bursters Unit
(6 Heavy Infantry Bases) | 9. Plague Mule Units
(3 Vehicle Bases each) |



GETTING STARTED

Status Markers

Several Keywords and effects in the gamemay require use of a Status Marker. These are generic tokens in various colours for you to use as you wish.



UNIT PROFILES

All Units in Epic Warpath have a profile of statistics or 'stats' which show how effective the Bases in the Unit are at moving, shooting, assaulting and surviving in a combat zone. In addition, the height of the Bases in a Unit, their Keywords and weaponry are all included in the profile.

Some Units may be so poor at doing something they will be effectively unable to do it at all! Such Units will have a stat value of "-" where appropriate.

Here is an example of a Unit profile for Enforcer Jet Bikes, made of 6 Bases.



1. The name of this Unit
2. The number of Bases in this Unit
3. The type of Unit
4. Height
5. Unit Strength (Full/Reduced)
6. Points Value
7. Speed Values (Advance/Sprint)
8. Shoot Value
9. Assault Value
10. Armour Value
11. Save Value
12. Any Keywords that this Unit has
13. The Weapons that this Unit has
14. How far the Weapons can be fired (in inches) or if they are used in Assault (A)
15. How many Attack Dice each Weapon rolls (per Base in the Unit)
16. Any Keywords that this Weapon has

1 Jet Bikes (6)		3 Type	4 HT	5 US	6 Pts
		Bike	2	2/1	200
7 SP	8 SH	9 AS	10 AR	11 SV	
12/18	5+	6+	6+	6+	
Keywords					
Anti-Grav					
13 Weapons		14 Range	15 ADice	Keywords	
Dominator Rifles		12	2	Sustained Attack	
Assault Weapons		A	1	-	





A Unit profile details the following information:

Unit Name: Each Unit is identified by its title.

Bases: The number of Bases the Unit starts with. This is indicated next to the Unit's name in brackets. For example (6) means the Unit starts with 6 Bases.

Type: The type of Unit is used for a number of rules in the game. Types include Infantry, Heavy Infantry, Vehicle, Bike, Walker and Super-heavy. Units listed as Command, will also have a type in Brackets. For example Command (Infantry), or Command (Vehicle). For the purposes of the rules, they are both types.

Speed (SP): How far a Unit can move in inches, given as two values (n/n – Advance/Sprint). The first number is used to represent the Unit's basic Advance movement. The second number is used when the Unit Sprints.

Shoot (SH): The ability of a Unit to fire ranged weapons accurately. A Unit with a stat value of “-” cannot *Shoot*.

Assault (AS): The skill or strength of a Unit in hand-to-hand combat. If a Unit has a stat value of “-” it will roll no dice to attack in an Assault.

Armour (AR): The armour, or toughness of a model when potentially taking damage.

Save (SV): This represents supernatural foresight, plain luck, uncanny reflexes, shielding technology, or any other way to evade damage.

Height (HT): The Unit's Height value. This value is used primarily to determine Line of Sight and Cover.

Unit Strength (US): These values represent the ability of the Unit to take and hold an Objective. Units with higher US values will win out if an Objective is contested. Typically, infantry will have better US than bikes or vehicles, representing their ability to bed in and lock down an area. The value is usually expressed as n/n (e.g. 4/2 or 3/1). A Unit uses the first number as its US value until it has lost half or more of its Bases, after which it immediately uses the second number. See page 55 for more on Objective scoring.

ARMY NERVE

Nerve is a single value that is set for an Army as a whole, instead of an individual Unit. If a Unit has to make a Nerve test for any reason, roll a single D8 and compare the result to the Army Nerve value. If the result equals or beats the Army Nerve value, the test is passed. Otherwise, it is a failure.

Points (PTS): The cost to purchase the Unit when building your army. The points cost includes a number of Bases and standard equipment. PTS cost is also used to determine the winner in some Scenarios.

Weapon Stats: The Ranged and Assault (range A) weaponry of the Bases within the Unit, and their Keywords. Where Attack Dice (ADice) are listed, this is the number of dice that a weapon gets for each Base in the Unit.

Keywords: Some Units and weapons will have special abilities that allow them certain advantages, or disadvantages, in the game. These Keywords may be for the Unit as a whole or for individual weapons within the Unit. This will be clearly shown in the Unit profile.

For example, in the profile opposite, all the Bases in the Unit have the Anti-Grav Keyword, and their Dominator Rifles have the Sustained Attack Keyword.



GETTING STARTED

Armies

In a game of Epic Warpath, you and your opponent each take control of an **Army** of soldiers to play an exciting battle game. Once the battlefield has been set up with terrain and any objectives, your chosen Scenario will tell you how to deploy your Units and how to achieve victory!

Friendly Elements

If a rule refers to friendly Units/Bases, this means all Units and Bases in your army.

Enemy Elements

If a rule refers to enemy Units/Bases, this means all Units and Bases in your opponent's army.

Neutral Elements

If a Scenario requires the use of third party elements, these are considered neutral and are classed as enemy elements for both players.

In Play

All Units and Bases are **In Play** if they are currently placed on the gaming table, including Flying Units, but also includes Units within transports and buildings (even if the actual models are currently placed to one side). Units and Bases that are currently in Reserve (awaiting deployment), or that have been destroyed, are not In Play.

Measuring

A tape measure marked in inches is required to play Epic Warpath in order to determine how far Bases move or shoot etc.

Measurement between Bases, Objectives, and range to targets is always taken as the distance between the closest points on the two elements involved (e.g. base edge to base edge, rather than centre to centre).

You can measure to check distances or range at any time.





LINE OF SIGHT

Line of Sight (**LOS**) is determined by using a top-down view, looking down on the table as if from a drone or satellite. Often whether Bases and Units have LOS to a target is obvious, but the top-down approach makes it clear when there is any doubt.

All Bases have a 360 degree arc of sight – so they can see all around them.

To determine if a Unit has LOS to a target, draw a straight, imaginary line from any part of a Base in the friendly Unit to any Base in the target enemy Unit. Bases from the friendly Unit checking for LOS, or target Unit, and any Bases with the Fly Keyword, do not block LOS. Any Bases, or gaps between Bases, in other intervening Units will block LOS up to that Unit's height.

Players should check for LOS from each Base in a Unit, as only some may be able to see a target (or not all the Bases in an enemy Unit may be visible).

If a Base checking for LOS can draw an uninterrupted line to all parts of an enemy Base, then LOS is considered to be **Clear**.

If it's impossible to draw this imaginary line to any part of an enemy Base, without it being interrupted by terrain or Bases with a Height equal or greater than both target and the Base drawing LOS, then LOS is **Blocked**.

LOS from a Base to the enemy is considered **Partially Blocked** if:

- The imaginary line can be drawn to some, but not all of the enemy base, because it is obscured by something that blocks LOS.
- The line passes over a Base or terrain feature that is lower than both target and shooter (e.g. firing over an intervening wall or shorter Unit).
- The line passes over a Base or terrain feature that is equal in height to either the target or shooter, and lower than the other.

An enemy Unit can be seen so long as LOS is either Clear or Partially Blocked. When LOS is Partially Blocked, the enemy Unit is often said to be **In Cover**.

The Benefit of Elevation

Units can ignore any intervening terrain elements or Units that are 3 or more Height levels lower than they are.

For example, a Unit in a solid building is Height 5 and so can ignore (see clearly over) intervening elements of Height 2 or less.

Large Targets

Conversely, targets that themselves are 3 Height levels or taller than intervening terrain or Units, cannot claim LOS is Blocked or Partially Blocked by those elements.

For example, a Height 2 Unit can ignore a Height 1 barricade when shooting up at a Unit in a Height 6 building.



ROUNDS, PHASES AND TURNS

A game of Epic Warpath is played over a series of **Rounds**, which are each conducted in a number of **Phases**. Within each Phase each player will alternate taking **Turns** to activate their Units, one at a time, until both players have completed activating all the eligible Units in their army. Once one of the players has completed all their possible activations in a phase, the other player then completes all of theirs.

The Scenario being played will determine the number of Rounds in a game, together with terrain set-up, troops deployment, victory conditions and so on; see the Scenario Section on page 51.

Round sequence

Each Round in Epic Warpath is played in the same order through a sequence of phases as follows.

ROUND SEQUENCE

1. Command Phase
2. Movement Phase
3. Overwatch Phase
4. Combat Phase
5. End Phase

Command Phase

In the Command Phase, players perform the following in order.

1. Roll for Command Points
2. Assign Action Tokens
3. Roll for Initiative
4. Reveal Hidden Action Tokens

Movement Phase

Units that have been assigned *Sprint* or *Advance* Action Tokens take it in turn to move in this Phase. Units which will engage the enemy in Assault, swap their Sprint token for a Combat Token, otherwise the token is simply removed once the Sprint is complete. Units with *Advance* tokens perform any movement and then swap them for Combat Tokens.

Overwatch Phase

Units with *Overwatch* Action Tokens take it in turns to shoot at the enemy using any ranged weapons they have. Once a Unit has fired, its token is removed.

Combat Phase

Units with Combat Tokens take it in turn to either fight in close combat (Assault) with enemy troops, or shoot with ranged weapons. As each Unit completes its action, its token is removed.

End Phase

Any special rules which take place in the End Phase are carried out. Players roll for Pin marker removal. Players then check the Scenario conditions to see if someone has achieved victory. If not, the game continues and the next Round starts with the Command Phase.





COMMAND PHASE

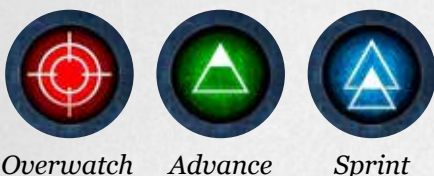
In the Command Phase, players perform the following in order.

Roll for Command Points

Each player rolls three black **Command Dice**, plus any additional **Command Dice** generated by **Tactician units** (see page 50), to generate their own Pool of **Command Points**.

Assign Action Tokens

The three possible Action Tokens to place in this phase are:



Overwatch

Advance

Sprint

Mandatory Tokens

First of all, players place the following Tokens, **face up** next to the relevant units, as described below.

- **Engaged Units**

Units that are engaged in Assault with each other from a previous Round must be given Combat Tokens instead of one of the Action Tokens listed above.

- **Pinned Units**

Unengaged units that start the Round with a Pin marker must be given an Advance Token. Units that are both Pinned and Engaged receive no tokens of any kind.

- **Command Units**

Unengaged Command Units that are not Pinned must be given both a Sprint and an Overwatch Token.

Hidden Tokens

Simultaneously, both players select the **Action Token** they want for each remaining unit they have In Play (and Reserves that will be entering the battle this Round, see page 58) that has not yet received a Token (i.e. that was not included in the Mandatory Tokens listed above).

These Action Tokens should be placed **face down** next to the Unit receiving the Token.

Note that Units aboard transports are not assigned any Token, but are assumed to have the same Token as their transports (see page 41).

Roll for Initiative

Unless a Scenario instructs otherwise, both players roll a D8 in the first Command Phase and the winner has the **Initiative** for the Round. Re-roll ties.

In each subsequent Command Phase, players roll for Initiative again to see which one has it for that Round. If a tie is rolled, the player that didn't have the Initiative in the previous Round wins.

The player with the Initiative for the Round should take the Initiative Token as a reminder.



The Initiative Token

For the rest of the Round, the player with the Initiative Token can decide which players goes first in each phase.

In addition, whenever two rules are triggered at the same time, the player with the Initiative can decide in which order all of these simultaneously triggered rules are resolved (unless the rules state otherwise).

For example, imagine a Unit is assaulting another and it has a rule like a Strategic order which can be triggered 'when assaulting an enemy'. Similarly, the defender could have a rule that can be triggered 'when assaulted'. The player with the Initiative decides which player must trigger their rule first.

Reveal Hidden Action Tokens

Both players turn over and reveal all the hidden Action Tokens they gave to their Units.

If a player has forgotten to place a Token on a Unit, it is now given a Combat Token.

Note that this is the last chance for a unit to receive Action Tokens. If you forget to do so and you start the Movement phase, then any forgotten Units will have no action for this Round.

Command Points & Orders

Soldiers will work best if properly led and organised which involves solid leadership and good orders. To simulate this, we use **Command Points** and **Orders** to represent your ability to get the most from your army.



Generating the Command Pool



Epic Warpath Command Dice

At the start of each Round both players create their **Command Dice Pool** by taking three **BLACK Command Dice**. Additional dice of the appropriate colour (BLACK, ORANGE or GREEN as shown on a Unit's profile) are added to the roll for any of their Units In Play with the Tactician Keyword.



Note that the *Tactician* Keyword may be on some Units that are not Command Units, and these Units will contribute their Command Dice as normal but may not themselves issue orders (see below). A player's Command Dice may be reduced as the game goes on if they are careless with their Commanders!

Each player rolls all of their Command Dice, and may immediately re-roll one Command Die for each Command Unit they have In Play.

After this is done, add up the Power Swords shown on the dice. This is the total number of Command Points each player has available for the Round about to be played (so a die showing two Power Swords means two Command Points for example).

Keep aside the Command Dice you rolled and use them as counters to keep track of how many Command Points you have available that Round.

During a Round, Command Points are spent in a number of ways to increase the utility of an army. Players must either spend all their available Command Points for the Round or lose them. They cannot be saved for future Rounds.

As you spend your Command Points, rotate the Command Dice down to the appropriate number to reflect how many Command Points you have spent and that you have left for the Round.



Tactical Orders

The following Tactical Orders are available to both players during a Round by spending Command Points from their pool.

These orders can be used on any friendly unit that is In Play, as it is assumed that they are issued by squad commanders or vehicle squadrons' commanders, which are imbedded in their unit.

Tactical Orders (available to all armies)

Command Point Cost	Order	Timing	Effect
1	Keep Going! (Extra Activation)	After activating a Unit in a Phase and completing its action	Activate another Unit before returning play to your opponent to have their turn. A player may only interrupt the normal turn sequence like this once before their opponent must take another turn. This order may not be used with the first player's first Activation in a Phase (i.e. the player going first in a Phase may not Activate two Units until their opponent has Activated at least one).
1	Fight on! (Re-roll)	After rolling to hit or to damage a target	Re-roll up to two dice in a Unit's roll that failed to hit or damage a target with a Shooting or Assault attack. Remember though that you cannot re-roll any dice that have already been re-rolled for other reasons. You can only do this once per roll against a specific target (with all the involved weapons). <i>For example, you roll eight dice and roll five misses. You can spend a Command point to re-roll two misses, but you cannot then decide that you are going to re-roll two more misses. You could however, then choose to spend another Command Point to re-roll up to two dice that then failed to damage.</i> When engaging multiple targets (in multiple assaults or when a unit is allowed to split fire by a special rule, or a Blast Template covers different targets...) you could for example roll three dice against target A, and spend a Command point to re-roll two misses. Then you roll five dice to hit against target B, and you could also spend another Command point to re-roll two misses.
1+	Courage! (Clear Pin marker)	In the End Phase (Roll for Pin markers removal step) before any dice are rolled.	Each Command point spent removes one Pin marker from one friendly Unit.

Strategic Orders

Each faction has Strategic Orders that are unique to their armies. So, for example, the Enforcers have access to different Strategic Orders than the Plague.

Like Tactical Orders, Strategic Orders are special effects that are paid for using Command Points.

All Strategic Orders must be declared before any relevant dice are rolled.

RULES

Unlike a Tactical Order, a Strategic Order comes from more senior commanders, so unless specified otherwise, it can be used only on friendly Units that are within the Command Radius (in inches) of a friendly Command Unit (as normal, at least one Base needs to be within range). Strategic Orders can be used on the Command Unit itself. Units that are out of the Command Radius of any friendly Command Units, cannot have any Strategic Orders played on them.



If a Command Unit is occupying a building or being transported by a vehicle (as explained in the relevant sections of these rules), measure the Command Radius from the building itself or any of the transport vehicles carrying the Command Unit. Likewise, to issue an order to a Unit inside a transport or a building, the Command Unit must be in range of the transports or the building.

Only one Strategic Order may be used each activation. The Strategic Order may be used before or after, but not during, an action – and each order will specify when it can be used. Most Strategic Orders will affect a single Unit and are resolved immediately, or will affect that Unit's next action.

For Example: An Enforcer player wants to use the Go, Go, Go! Strategic Order on one of their units with a Sprint Action Token, that is within the 16" Command Radius of an Enforcer Captain.

To use this Strategic Order, the player pays the cost of 2 Command Points when the target unit activates. When the Unit has completed its movement, and if it is not engaged in base contact with the enemy, its Sprint Action Token is replaced with a Combat Token.

SIMULTANEOUS RULES

Sometimes two or more strategic orders, or indeed any other rules, may be triggered at the same time (e.g. when a unit moves within a certain range). If it matters in which order these rules are going to be resolved, then the player with the Initiative Token decides the order in which they are resolved (unless the rules state otherwise)





MOVEMENT PHASE



In the Movement Phase, only Units that have Advance or Sprint Action Tokens may activate and move. Units that have Overwatch Action Tokens are preparing to offer covering, aimed or snap-fire in support of their comrades later (or if they know they may be assaulted so they can fire as a reaction).

The player with the Initiative chooses to go first or second. Players then take it in alternating turns to “activate” and move their Units one at a time. Players cannot elect to pass their turn. Once a player runs out of Units to move, the other player finishes moving their remaining Units.

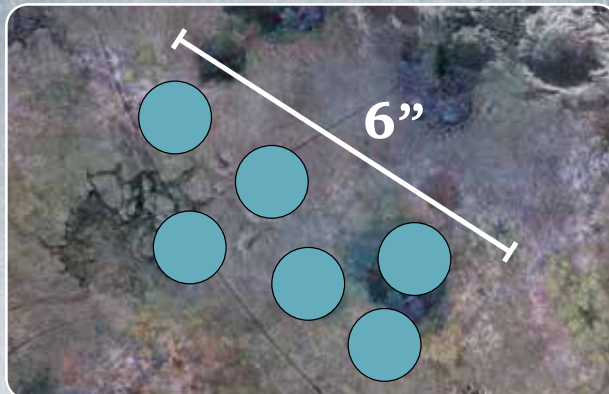
Coherency

Soldiers in Epic Warpath have been trained to act as part of a team following the directions of their Unit and squad leaders. They must move and fight together.

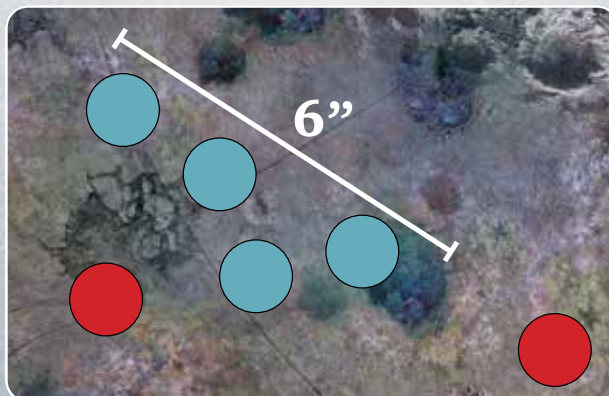
Each Base in a Unit must be within 1” of at least one other Base in the Unit, in an uninterrupted chain or group, and within 6” of all the other Bases in the Unit. This is called **Coherency**.

Removal of Bases from a Unit (e.g. due to casualties) should be performed to maintain Unit Coherency whenever possible.

If any Base from a Unit finds itself outside of Coherency, the first time the Unit moves it must return within Coherency.



This Unit is in Coherency.



This Unit is not in Coherency. Two of its Bases are more than 1” away from any other base and one is also further than 6” away from other Bases.



Moving Units

To move a Unit, simply measure the distance from the edge of the Bases and move them up to the maximum the Unit can move for the action being performed. This move can be in a straight line, or curved to avoid other models or terrain, and end up facing in any direction. Do make sure that the final positions of all the Bases in the Unit keeps it in Coherency and that no part of any base has moved more than the maximum distance allowed.

When a Unit with an Advance action moves, it may move up to the first of its Speed stat values. So, a Unit with a Speed of 4/8, could move up to 4".

When a Unit with a Sprint action moves, it may move up to the value of its second Speed stat value. So, a Unit with a Speed of 4/8, could move up to 8". Only Units with Sprint actions are permitted to engage enemy Bases in an Assault by moving in to base-to-base contact (see below).

A player may elect not to move a Unit at all when it activates.

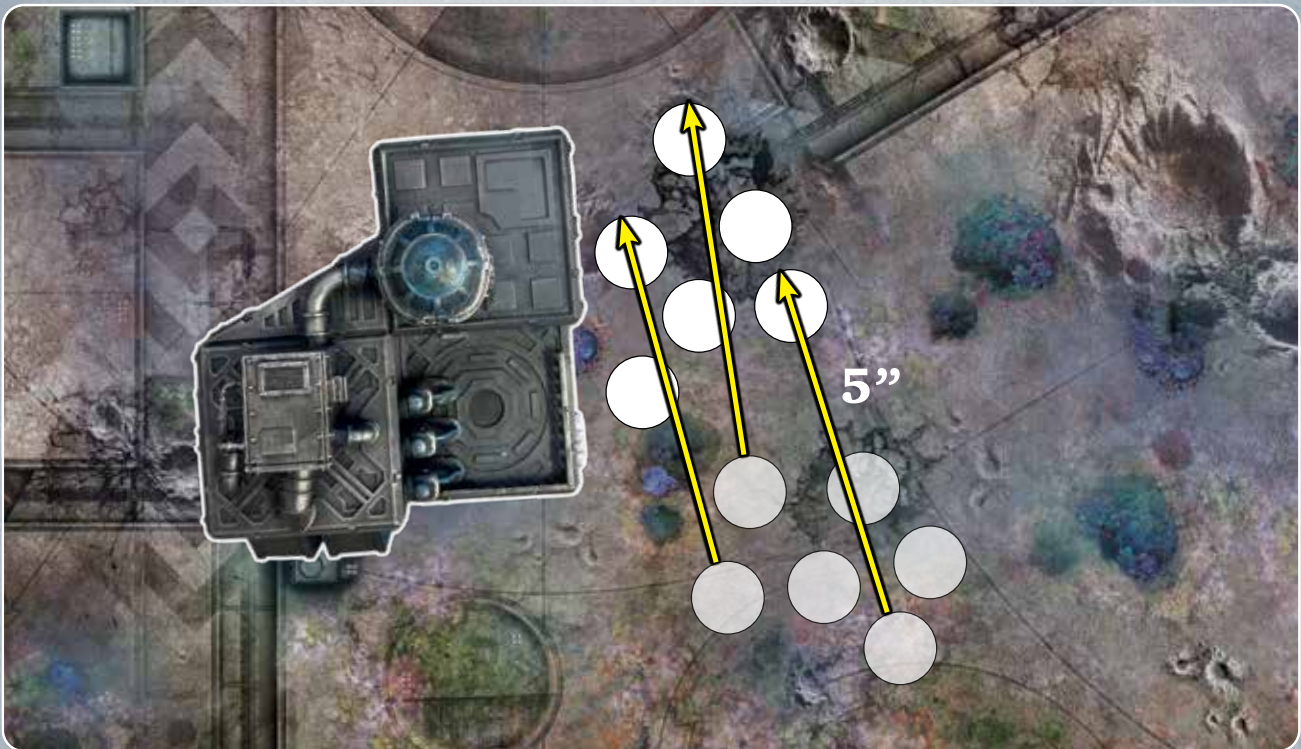
Interpenetration of Units

No Units' Bases may come within 1" of any enemy Unit unless they are engaging that Unit in an Assault (see below) by moving into base-to-base contact. Such Units are also then permitted to be within 1" of other enemy Units that happen to be in close proximity, while they are engaged. Units can come within 1" of friendly Units so long as they end their move clear of them (see below).

A Unit may move through another, unengaged (not in base-to-base contact with the enemy), friendly Unit as long as its Bases end their moves at least 1" away.

Some very large vehicles can even just turn on their centre point and rotate through Friendly models, so long as they finish any turning clear of other Bases.

In general, friendly Units should, as much as possible, be kept apart, and should never be in base contact with other friendly Units (except where the rules specify otherwise). If you cannot keep friendly Units at least 1" apart, a smaller distance is acceptable, but make sure it is clear to your opponent which Bases belong to which Unit.



The Unit has a Sp of 5/8 and makes an Advance move down the side of a building. Each of its Bases can move up to 5", and at the end of the move, the Unit must remain in Coherency.



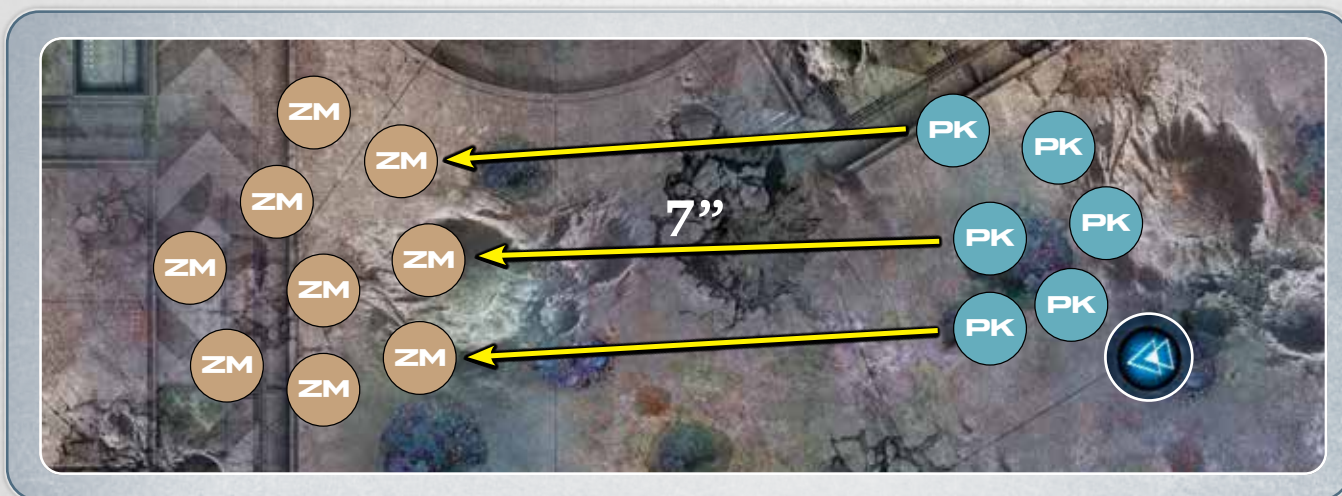
Moving Units off of the Table

No Unit may move off the table under normal circumstances and must immediately stop at the edge of the table if forced to do so. If permitted to leave the table by Scenario-specific rules then all Bases must be able to reach the table edge during its movement to do so. If a Unit leaves the table, simply remove all the Bases from the Unit and place them off the table, making it clear they have not been destroyed. They are, however, no longer In Play.

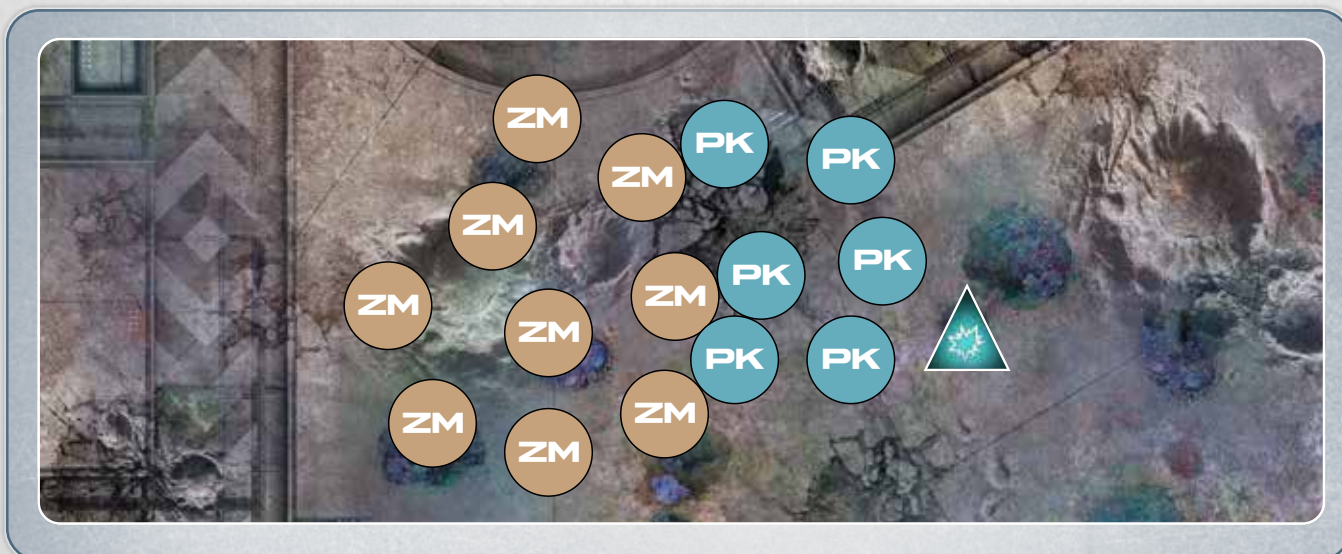
Assaults - Engaging the enemy

A Unit with a Sprint token may move into base-to-base contact with a single enemy Unit, to engage them in an Assault. Simply move each assaulting Base into contact with at least one base in the target unit, contacting unengaged Bases first, so that as many enemy Bases as possible (normal movement rules permitting) are engaged, while still keeping the Assaulting Unit in coherency.

Note that Units with the APC keyword cannot move to engage and Assault Units that have an Action Token (see page 46).



In this example, the Peacekeepers (PK) have a Sprint Action Token and want to move to Assault the Zombies. Each PK Base can move up to 8" when Sprinting, so only three are able to reach and make base contact with as many of the Zombies as they can. The other Bases in the Unit will move as far as they can to try and support the attack while remaining in Coherency.



While engaged in a multiple combat involving several Units, the 1" rule for keeping Units separate does not apply to the Units involved.

After engaging the enemy as described above, Assaulting Units swap their Action Token(s) for a Combat Token.



However, if any part of the moving Unit's movement (even a single Base) was in or through Difficult terrain, or into or from a Building, they are **Hindered** and their Combat Token is swapped for a Combat (-1) token instead.



Any Unit that is Assaulted and therefore engaged in base-to-base contact by the enemy, swaps any Sprint or Advance tokens it still has for a Combat Token (losing its chance to move!).

Assaulting a Unit on Overwatch

If a Unit assaults an enemy Unit that has an Overwatch Token, move the assaulting Bases in as normal, then immediately resolve the Overwatch fire against the assaulting Unit (see page 22), and finally remove the Overwatch Token from the shooting Unit (do not give it a Combat Token). The Unit will still fight the Assault in the Combat Phase, but will not have the chance to trigger the assault when it wants to.

Note however, that weapons with the Blast keyword and weapons with a minimum range (like some artillery) cannot be used to shoot at an engaging enemy in this way. If the Unit being assaulted has no other weapons, swap its Overwatch token for a Combat Token instead and it does not fire (but will have the chance to trigger the assault later itself when it wants).

If a Command Unit is Assaulted, it loses any Tokens it has, but immediately resolves any Overwatch Action it still had against the Assaulting Unit as above.

VEHICLES AND WALKERS

If a Vehicle/Walker Unit is assaulted by anything other than another Super-heavy/Vehicle/Walker while they still have an Advance or Sprint Token, they retain their Advance/Sprint Token.

When activated, they can move out of base contact with the unit(s) that engaged them. If they can't (or choose not to) move out of base contact when activated, they swap their Token for a Combat Token.

SUPER-HEAVY UNITS

If a Super-heavy Unit is assaulted by anything other than another Super-heavy Unit while they still have an Advance or Sprint Token, they retain their Advance/Sprint Token.

When activated, they can move out of base contact with the unit(s) that engaged them. If they can't (or choose not to) move out of base contact when activated, they swap their Token for a Combat Token.





End of activation

After a Unit activates, removing or swapping tokens as described below helps keep track of which Units each player has activated, and also acts as reminders for future phases and actions.

After a Unit is activated:

- If it has an Advance Token, swap it for a Combat Token.



Combat Token

- If it has a Sprint Token, but didn't engage the enemy in base-to-base contact, simply remove its Token.
- If it has a Sprint Token and engaged the enemy in an Assault (base-to-base contact) then swap the Sprint Token for a Combat Token, or a Combat (-1) Token if Hindered, as described above.



Combat (-1) Token

Using a Combat (-1) Token is simply a helpful reminder that the Unit was Hindered when making its Sprint into the enemy. Both types of Token are Combat Tokens.

COMMAND UNITS

If Command Units move and don't engage the enemy in base-to-base contact, they discard their Sprint Token, but keep their Overwatch Token.

If Command Units assault an enemy unit, they swap both of their Tokens for a Combat Token.

If they are assaulted, they lose any Tokens they have, but immediately resolve any Overwatch Action they had against the Assaulting Unit as normal.



Unit with advance token moving.



Advance token is swapped for a combat token

OVERWATCH PHASE



In the Overwatch Phase, only Units that have Overwatch Tokens may activate, shooting any ranged weapons they have.

The player with the Initiative chooses to go first or second. Players then take it in alternating turns to “activate” and fire with their Units one at a time. Players cannot elect to pass their turn. Once a player runs out of Units to fire with, the other player finishes firing with their remaining Overwatch Units.

When a player activates a Unit with an Overwatch token, instead of firing, they may choose to swap the Overwatch Token for a Combat Token to use later and not fire in this phase.

A Unit can only fire weapons it has with a Range presented as a number. Weapons with a range of “A” are used in Assaults.

Weapons	Range	ADice	Keywords
HMX-32 Missile Launchers	20	1	AP1, Vicious
Assault Weapons	A	1	-

In this example, the Missile Launchers have Range of 20” and roll one Attack Dice per Base in the firing Unit when rolling to hit. The weapons also have the Armour Penetration (1) and Vicious Keywords.

This Unit’s Assault weaponry gives 1 Attack Dice per Base, with no additional Keywords.



How to Resolve Shooting

Summary of Steps

1. Nominate a target
2. Check Range and LOS
 - a. In Cover?
3. Determine Number of Dice to Roll
4. Roll to Hit
5. Roll to Damage
6. Roll to Save
7. Remove Casualties

1. Nominate a target

When a Unit fires, it can select a single enemy Unit to shoot at (Units cannot normally split their fire against multiple targets). The target must be valid however, so players need to check for LOS and Range as follows below. If a target cannot be seen and/or is out of range, a different target must be selected.

2. Check LOS and Range

The Unit firing its weapons must be able to see its target, and the target must be in range of its weapons.

Check LOS for each Base in the firing Unit to Bases in the target Unit. A Base must have partial or Clear LOS to at least one enemy Base to be able to shoot.

Next, check the range from Bases that have LOS to the enemy Bases. The range of each weapon a Unit has is listed in its profile. For example, a weapon with a Range of 18”, can shoot at targets up to 18” away, but no further.

Sometimes, things like artillery weapons may have a minimum range. Targets closer than this minimum range cannot then be shot at. For example a weapon listed with a range of 6-40”, cannot shoot at targets that are closer than 6”, or further away than 40”.

If a Unit has more than one weapon option they may fire with all eligible weapons (meaning the target must be in range of that weapon!) against the same enemy unit. Any weapons with a maximum range less than the measured distance are not eligible and cannot fire.

Some weapons have two (or more) firing modes on their profile, indicated by a two-line profile each with a * as shown below. Every time the unit fires these weapons, the player chooses which mode to use before resolving the shooting.



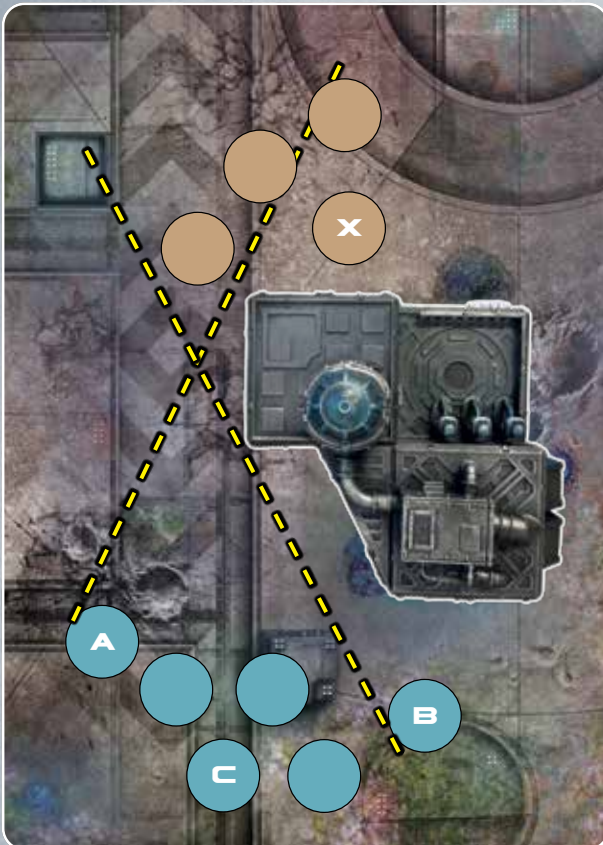
Weapons	Range	ADice	Keywords
Heavy Weapons			
• TAC Autocannons*	24	2	<i>Pinning</i>
• TAC Missile Launchers*	24	1	<i>AP2</i>
Assault Weapons	A	1	-

In this example, when firing the Heavy Weapons, the Unit can choose either the TAC Autocannons, or the TAC Missile Launchers.

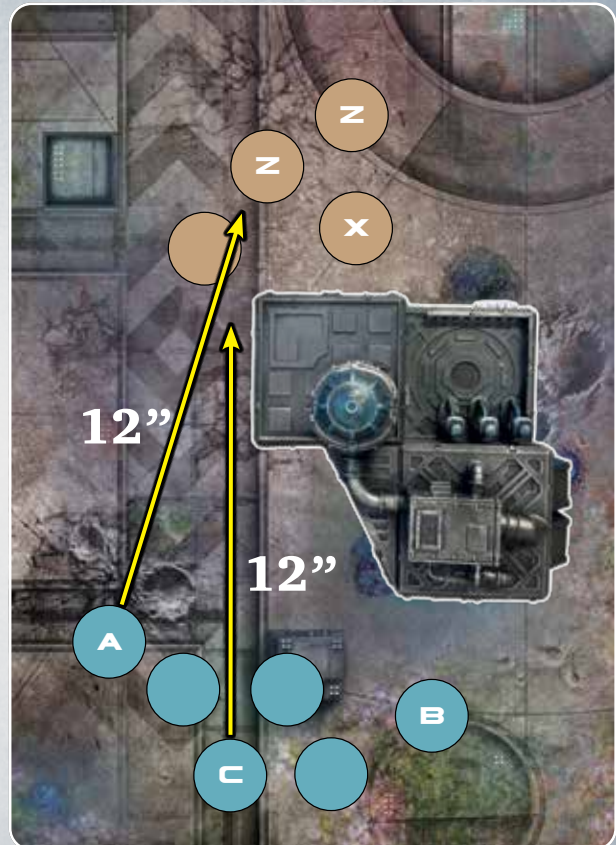
When a Unit fires, check each of its Bases to see which ones are eligible to fire. Some may be out of range or have Blocked LOS to the enemy. Only those Bases with weapons in Range, and that can see at least one enemy Base, may shoot.

ATTACKING COMMAND UNITS

Unless it is a Super-heavy Unit, a Command Unit can only be selected as a target for Shooting (including being intentionally covered by a Blast Template, see page 27) if it is the closest viable target within range and LOS of the shooting Unit.



Enemy Base X cannot be seen by any of the shooting Unit. Base B cannot see any enemy Bases in the Target Unit.



Enemy Bases Z are out of the firing Unit's 12" weapons. Base C is out of Range to any of the enemy Bases.

2a. In Cover?

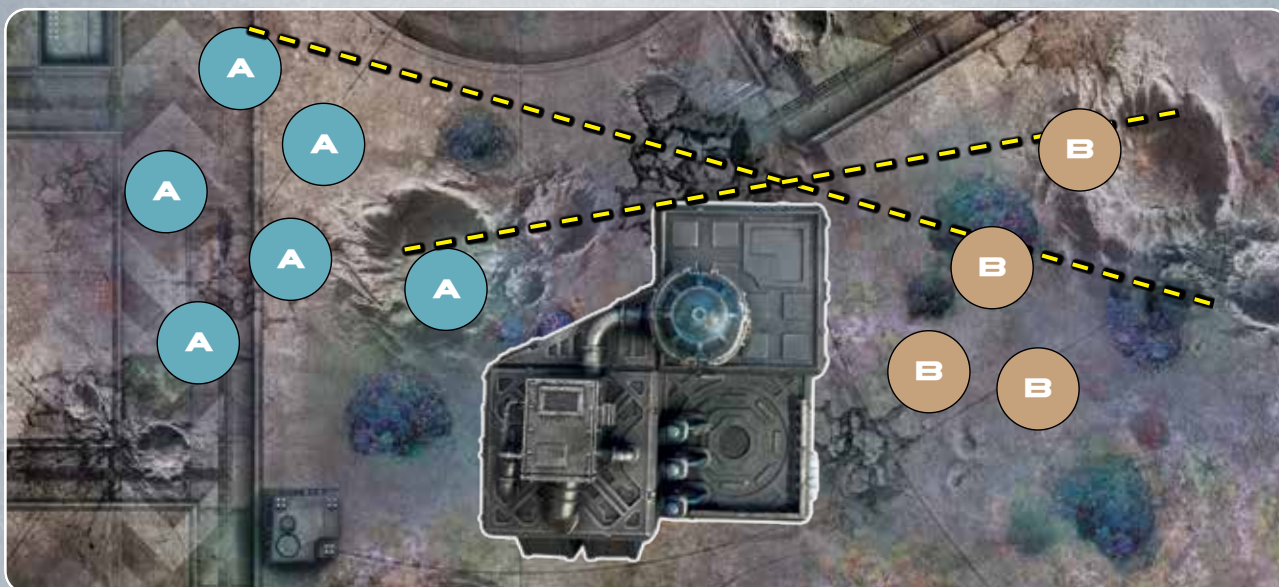
Often, the enemy target will get the benefit of being In Cover.

When is a target In Cover?

- Bases wholly within some terrain types will be In Cover (see page 36).
- Bases partially obscured by terrain or other Units will be In Cover (see page 11).
- Some special rules or Keywords may mean a Base is In Cover.

If the majority of Bases in the target Unit (even if they are out of range) are In Cover, or out of sight, from the majority of the eligible shooting Bases the whole target Unit is In Cover. Otherwise, there are no additional penalties to shooting.

If it's not entirely clear whether the target is In Cover, the shooting player rolls a die. On a 5+ the target is not In Cover, on 4 or less it is.



Here, the majority of the target Unit B are partially obscured or cannot be seen by the majority of shooting Unit A. Therefore, target Unit B is In Cover. Only two Bases in Unit B can be seen at all and so are eligible to be hit and take damage.

3. Determine Number of Dice to Roll

Take a number of D8s equal to the number of eligible firing Bases multiplied by the Attack Dice value of the ranged weapons being used. If a Base has multiple ranged weapons, all those in range can be fired.

If there are Weapons with different AP values, or Keywords, then dice should be rolled separately for those weapons, or alternatively, use different coloured dice so that both players know which weapons have resulted in a hit.





4. Roll to Hit

Roll the dice and apply any relevant modifiers to the results. Any dice that then equal or exceed the Shoot value of the firing Unit, will each result in a hit. Modifiers are cumulative unless specified otherwise.

If, due to modifiers, a player would need to score more than 8 in order to hit, roll anyway, and natural rolls of 8 (regardless of modifiers) are always a successful hit.

Natural rolls of 1 always miss.

Standard Shooting Modifiers

-1	Target is In Cover
-2	Target has the Fly Keyword. (-1 for Super-heavy target).
-1	Target has the Stealthy Keyword
-1	Shooting Unit has a Pin marker

5. Roll to Damage

For each hit take a die and roll again. If, due to modifiers or a high Armour value, it is impossible to Achieve the target number, these dice cannot be rolled. In such cases where a target has a high Armour stat, the firing Weapon will need a Keyword like Armour Penetration, to increase its chances of defeating the target's armour.

For each die that equals or exceeds the Armour value of the target Unit one Base is removed (see below). The AP (Armour Piercing) of weapons that hit will be added to the rolls to damage, improving the chance to damage.

Only a single point of damage can be allocated to a Base to destroy it. If more damage is caused than there are eligible Bases to remove, excess damage is wasted.

Natural rolls of 1 always fail to damage.

If any other modifiers are applicable, they are cumulative, unless specified otherwise.



6. Roll to Save

Some Units have a Save (n+) value on their profile. This represents supernatural foresight, plain luck, uncanny reflexes, shielding technology, or any other way to evade damage. When a Unit would take damage, roll a D8 for each point of damage potentially suffered. On a score of n or more, that point of damage is cancelled. Finally, allocate any unsaved points of damage as normal onto the Unit's Bases.

For example, a unit of four Bases with Save (7+) is attacked and would suffer three points of damage. Three save dice are rolled, and one dice rolls 7 or more. Two points of damage are still unsaved, so the unit removes two Bases.

7. Remove Casualties

When Bases take damage and are removed, they are considered destroyed. They are removed from the table and are no longer In Play.

The player using the Unit suffering casualties chooses which Bases are removed, but only from those that were eligible targets. Bases that were out of LOS from any shooting Bases, or beyond the range of all the firing weapons, cannot normally be removed and so excess damage may be wasted.

If a Unit loses half or more than its current number of Bases from a single shooting attack, it will receive a Pin marker (see page 34).

e.g. A Unit that currently has five Bases will receive a Pin marker if a shooting attack causes three or more to be removed as casualties.

SHOOTING AND ASSAULTS

Units with Overwatch Tokens that were engaged by the enemy in base-to-base contact that Round will have used them to fire at the assaulting enemy in the Movement Phase.

Otherwise, Units engaged in an Assault cannot fire any ranged weapons. They are far too busy dealing with the immediate enemy at close quarters.

Units cannot fire at any enemy Units engaged in Assault either, nor intentionally cover them with a Blast Template. There is too great a risk of inflicting casualties on their own side.

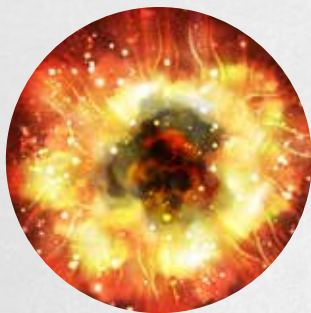
On the other hand, because of the imposing size of the target, Units are allowed to shoot at enemy Super-heavy Units even when they are engaged in combat. When doing so, non-Blast weapons suffer an additional -1 to hit. Blast weapons can be fired so that they intentionally cover enemy Super-heavy Units, but in this case, they will only hit Super-heavy targets (friend and enemy) – it is assumed they are fired to explode high above any smaller units engaging the Super-heavy target.





BLAST WEAPONS

Some Weapons spread their effects into a wide area, or have shells or other ammunition that explodes. Such weapons have the Blast Keyword and use the 60mm round Blast Templates to show the weapon's area of effect.



Blast Template

Blast weapons can be fired directly at a target point of the table within range and LOS. If the weapon also has the Indirect keyword, they can alternatively be fired at any target point within range, regardless of whether the shooting Unit can see it or not.

Note that a Unit must have an Overwatch Action Token, and fire in the Overwatch Phase, to fire Indirectly.

If only some Bases in the firing unit can see the target point directly, then you must choose whether to fire with the entire unit Indirectly (if they can), or fire directly with the Bases that can see the original target point (before any scatter), while the other Bases hold their fire.

Firing Blast Weapons

Summary of Steps

Whether a Unit is firing Directly or Indirectly, the steps are the same:

1. Place First Template
2. Roll Potential Scatter (Indirect Fire Only)
3. Place Additional Templates
4. Roll to Hit
5. Roll to Damage
6. Roll to Save
7. Remove Casualties

1. Place First Template

Direct Fire: Place a Blast Template, centred on a point on the table one of the firing Unit's Bases has LOS and range to. In other words, the centre of the Blast Template must be within range and LOS.

Indirect Fire (Overwatch Phase only): Place a Blast Template, centred on a point on the table one of the firing Unit's Bases has range to (it can be out of LOS). In other words, the centre of the Blast Template must be within range.

2. Roll Potential Scatter (Indirect Fire only)

If the Unit is firing using Indirect Fire, now roll the Targeting Die (see page 29). If an 'On Target' result is rolled, the template lands where intended. If a number is rolled, move the template the distance in inches shown on the die in the direction of the marked point of the die) – the template has "scattered" to here instead.

This is then where the first template actually lands (and if it touches the edge of the table, it is removed, together with any other templates that were part of this attack!).

3. Place Additional Templates

You now add an additional Blast Template for each additional Base in the Unit that is firing. Usually this is just one per Base, but some Weapons may each fire multiple templates. This is indicated on their profile, for example 'Blast (2)'.

The procedure for placing additional templates is as follows, representing the wider, more indiscriminate area of firing Blast weapons.

Roll the Targeting Die for each additional template. If an 'ON TARGET' is rolled, place the template anywhere you wish touching edge-to-edge with the first template. Otherwise, ignore the number and simply place the template edge-to-edge with the first template in the direction indicated by the marked die point and relative to the centre of the initial template (as shown in the diagram below). Any template that ends up touching the edge of the table is removed instead. Once all templates are placed, they form the entire area affected by the blast (the "area of effect"). Note that additional templates may end up overlapping each other.

4. Roll to Hit

Now determine how many dice you are going to roll against each Unit covered by the templates in the area of effect by counting the number of Bases in each Unit covered fully or partially by at least one template. Thus, if three Bases in a Unit are covered by templates, three dice are rolled for that Unit. Note that regardless of how many templates are over a particular Base, you only roll to try and hit it once.

Now roll to hit against each Unit in turn.

Direct Fire: Use the SH value of the firing Unit, and all normal modifiers apply (e.g. if target is In Cover).

Indirect Fire: Use a shoot value of 5+ and normal modifiers apply, except the normal -1 for being In Cover which can be ignored unless the target Bases are inside a building.

All rolls to hit Bases under a Blast Template have the Sustained Attack keyword (Exploding 8! mechanic).



Three Bases have been covered by the Blast Template. The firing weapon has one Attack Die and so two dice are rolled to hit the first Unit and one die against the other.

5. Roll to Damage

For each hit scored, roll to damage as normal.

Note that only Bases touched by the Blast Template(s) can be hit and take damage. Such Bases may be out of LOS as an exception to the normal casualty removal rule.

Note also that if a template scatters onto a Unit, the Unit is considered to have been targeted (is a target of the attack) for any rule purposes.

6. Roll to Save

When a Unit would take damage, roll a D8 for each point of damage potentially suffered. On a score of n or more, that point of damage is cancelled.

7. Remove Casualties

Remove any Bases from the Unit that suffer damage as described on page 26.





Using the Targeting Die

The Targeting Die has two result types. Their meaning varies slightly whether they are used for placing the initial template (in Indirect Fire,) or the additional templates, as follows.

When placing the first template (Indirect Fire only)



If you roll this symbol, your shot is 'On Target' and the template doesn't move.



If you roll a number, this indicates the direction (dice point) and the distance, in inches, to move (3" in this example)

When placing the additional templates

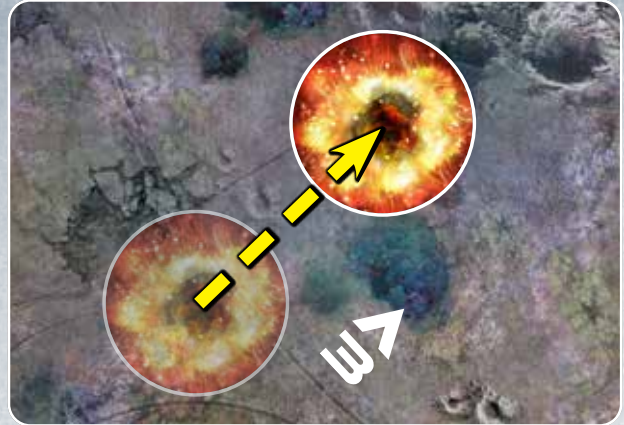


If you roll this symbol, you can place the template anywhere you like touching edge-to-edge with the first template.

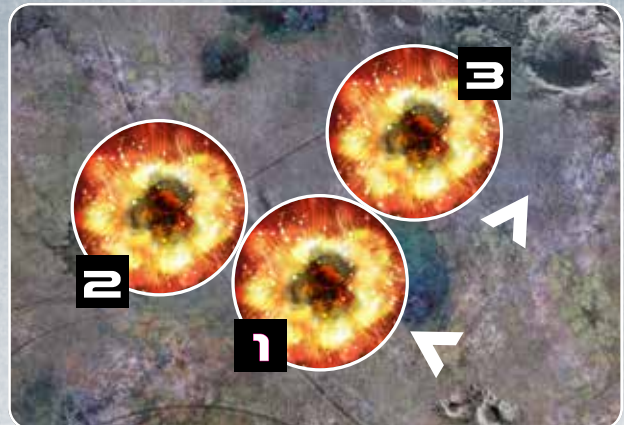


If you roll a number, place the template touching edge-to-edge with the first template in the direction indicated by the dice point.

Note that the Targeting Die is used with other rules too, and the results will have similar effects (being accurate or showing a direction and distance).



In this example of Indirect Fire, the Targeting Die has rolled a 3 Arrow result, so the first Template is moved 3" in the direction indicated.



In this example, the Targeting Die has been rolled twice more to show where to place the other templates [2] and [3] in the barrage being fired, touching the first template [1] in the directions indicated. If an 'On Target' result is rolled, the player firing the templates chooses where on the edge to place the template.



COMBAT PHASE

In the Combat Phase, only Units that have Combat Tokens may activate, making close-combat attacks or shooting any ranged weapons they have. It doesn't matter which order players resolve their Units' actions, so the Combat Phase will be a mix of Units firing and others fighting in close combat. If a unit does not currently have a Combat Token, it cannot be activated in this phase. Note that such a Unit will still fight in an Assault if engaged, but will not have the opportunity to activate and trigger that Assault itself.

The player with the Initiative chooses to go first or second. Players then take it in alternating turns to activate their Units one at a time.

Otherwise, players cannot elect to pass their turn. Once a player runs out of Units to activate, the other player finishes Shooting or Assaulting with their remaining Units.

Shooting

When an unengaged Unit with a Combat Token activates, it may shoot with any ranged weapons it has. Shooting follows all the rules already outlined previously in the Overwatch Section.

Once a Unit has fired its weapons and the effects are resolved, remove the Combat Token from the shooting Unit.

When a player activates a Unit with a Combat Token that is not engaged with the enemy, instead of firing, they may choose to simply do nothing (there may be no valid targets) – simply remove the token as that Unit's activation.

Assault

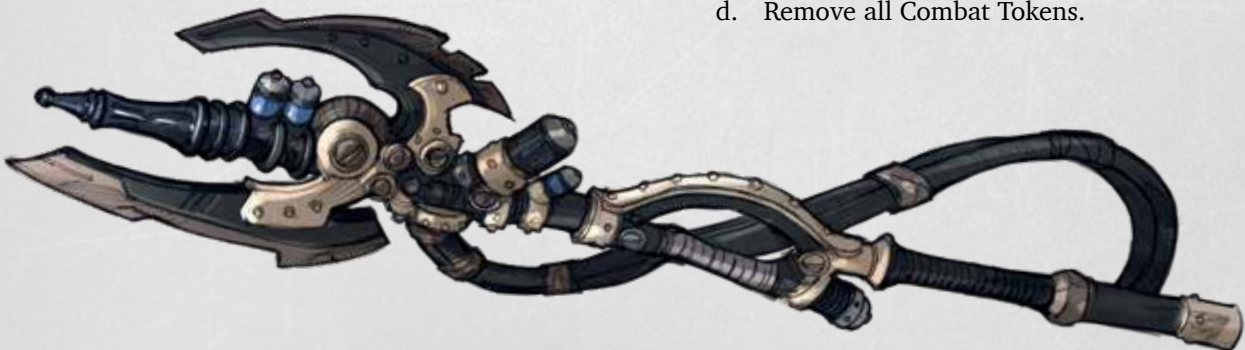
Units that are in base-to-base contact with each other are said to be engaged in an Assault and must fight each other in close combat. When a player activates an engaged Unit with a Combat Token, both that Unit, and the enemy they are in contact with, fight simultaneously. Both players should follow the process below, finally removing any casualties once they are determined for both sides. Units that are engaged but that do not have a Combat Token themselves will still fight in the assault when it is triggered by any other Unit involved.

All engaged Units (with or without Combat Tokens) must have fought by the end of the Round. Players cannot choose not to fight.

Note that while all Bases involved are assumed to fight simultaneously, it is natural and practical for players to take it in turns to roll for their Units' attacks. The player that triggered the Assault by spending their Combat Token should roll first, including any re-rolls they want to make.

Summary of Steps

1. All Units involved attack simultaneously.
 - a. Allocate attacks.
 - b. Roll to Hit.
 - c. Roll to Damage.
 - d. Roll to Save
 2. Remove casualties.
 3. Determine Winner. Loser takes Nerve tests.
 4. Tidy Up
 - a. Separate from Vehicles and Super-heavies.
 - b. Units still in contact - Bases Pile-in.
- OR
- c. No Units in contact - Units consolidate. Winner can Pile-in.
 - d. Remove all Combat Tokens.

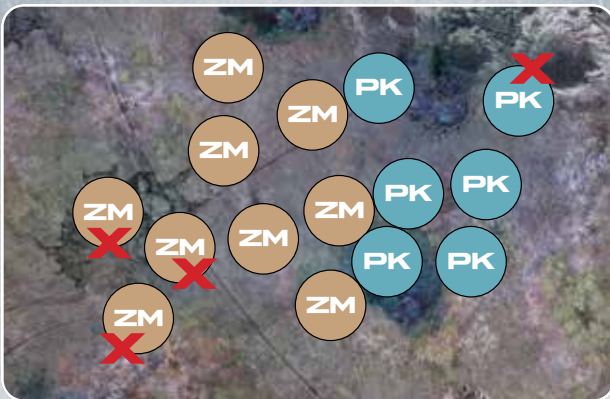




1.a Allocate Attacks

Not all Bases in the engaged Units may be close enough to fight. Only the following Bases are eligible for attacking in an Assault:

- Bases that are in base contact with enemy Bases.
- Bases that are within 1" of Bases belonging to the same unit which are in base contact with enemy Bases. These Bases are said to be 'in support'.



In this example, six Bases of Zombies and five Bases of Peacekeepers are in base contact, or within 1" of those that are to be able to support. All these Bases will roll dice to attack. The Bases marked with a red X are too far away to attack this turn (but could still die later!).

Determine Number of Dice to Roll

Take a number of D8s equal to the number of eligible attacking Bases multiplied by the dice value of the Assault (Range "A") weapons being used.

If there are weapons with different AP values, or Keywords, then dice should be rolled separately for those weapons, or alternatively, use different coloured dice so that both players know which weapons have resulted in a hit.

1.b. Roll to Hit

Roll the dice and apply any relevant modifiers to the results. Any dice that then equal or exceed the Assault value of the fighting Unit, will each result in a hit. Modifiers are cumulative, unless specified otherwise.

If, due to modifiers, a player would need to score more than 8 in order to hit, roll anyway, and natural rolls of 8 always hit.

Natural rolls of 1 always miss.

Standard Assault Modifiers

-1	Unit has a Combat (-1) token
-1	Unit has a Pin marker
-1	Unit arrived from Reserve this Round
-1	Unit disembarked from transports this Round into Assault (see page 42)
+1	Infantry and Heavy Infantry vs APCs (see page 46)

1.c. Roll to Damage

For each hit, take a die and roll again. If, due to modifiers or a high Armour value, it is impossible to Achieve the target number, these dice cannot be rolled. In such cases where a target has a high Armour stat, the attacking Base will need a Keyword like Armour Penetration, to bring the value down.

For each die that equals or exceeds the Armour value of the target Unit one Base is removed (see below). The AP (Armour Piercing) of weapons/Bases that hit will modify the rolls to damage by an amount equal to the AP of the attacking weapon, improving the chance to damage.

Natural rolls of 1 always fail to damage.

If any other modifiers are applicable, they are cumulative, unless specified otherwise.

1.d. Roll to Save

When a Unit would take damage, roll a D8 for each point of damage potentially suffered. On a score of n or more, that point of damage is cancelled.



2. Remove Casualties

When Bases take damage and are removed, they are considered destroyed. They are removed from the table and are no longer In Play.

Starting with the player that has the Initiative, both players alternately choose which Bases are removed from their own Units including Bases that were not eligible to attack.

3. Determine Winner and take Nerve tests

Total up all the Bases removed by both sides (across all units) during the Assault. Exclude any lost Resilience Tokens from this count. If one side caused less than the other, they are the Loser. The other side is the Winner. Otherwise it is a draw. Note that if one side is completely wiped out in combat, they are the Loser, regardless of the number of casualties they caused!

All Units that were involved and on the losing side are given a Pin marker.

The Loser, if they have any Units with Bases remaining, must now take a number of Nerve tests equal to the difference their side lost the combat by. For every failed Nerve test, the Loser must immediately remove a Base from any of their Units involved in the fight (no need to roll for damage, no Saves, no Resilience, etc.).

4. Tidy up

Firstly, if any Bases are still in base-contact with any Vehicles or Super-heavy Bases, separate them by 1", with non-Vehicle and non-Super-heavy Bases moving first (unless they are also in contact with another non-Vehicle or non-Super-heavy base, in which case they do not move at all). If both sides have Vehicle or Super-heavy units in the combat, the side with initiative retreats theirs first. If neither Base can move enough to create a 1" gap, they stay engaged. This means in most situations, vehicles and Super-heavy Units will end the Round unengaged.

Now, if any Units still have Bases that remain in contact with each other, starting with the player with the Initiative, players move (Pile-in) any Bases from the engaged Units that are not currently in base contact

with the enemy Unit, into base contact. This follows the normal movement rules, even if this would take them further than their normal Speed. A Pile-in move like this cannot be used to engage Vehicle or Super-heavy Units which previously separated from the Assault. Once Pile-in moves have been completed, the Assault will then continue next Round

Or, if a Unit no longer has any Bases in contact with the enemy, that Unit may now make a "consolidation" move up to 3", following the normal movement rules. If this applies to both players, the Winning player (or the one with the Initiative if there was no Winner) may choose to go first or second. If the Winner goes first, they may choose instead to move their Units back into base-contact with the Loser's Units (see Pile-in above), to continue the Assault next turn. Otherwise, Units should be separated as per the normal minimum distances (i.e. 1" for both Friendly Units and Enemy Units). A consolidation move therefore cannot be used to move to engage a new enemy Unit.

Finally, remove any Combat Tokens from **all** the Units involved in the fight.

Ongoing Assaults

Units that are still engaged will continue to fight in the next Combat Phase. Instead of an Action Token, they will each receive a Combat Token at the start of the next Round.





Multiple Combats

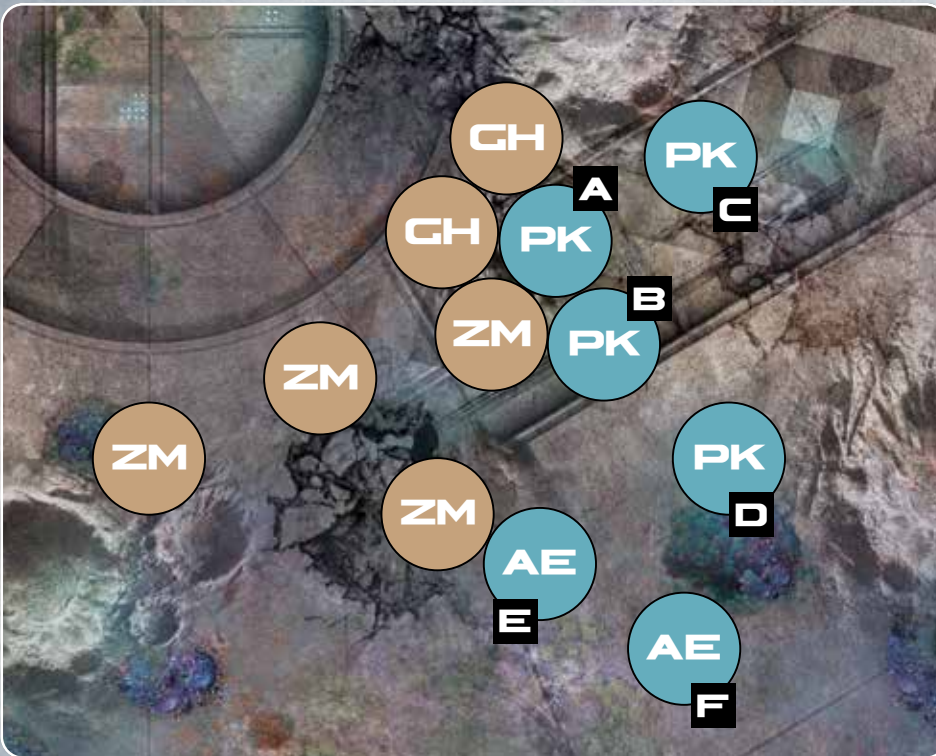
Some Assaults will involve more than two Units. In such cases, the rules remain the same – all participants from all Units that are in base contact with each other will fight simultaneously.

Any Base that is in base contact with multiple enemy Units may choose which to allocate all its attack dice to.

If a base is in contact with just one of the enemy units, it must direct its attacks against that unit.

Bases that are in support can always choose to allocate their attacks against ANY enemy unit their unit is engaged with, regardless of their position.

Make it clear to your opponent, which attacks are being allocated where.



The Assault Enforcer Unit (AE) is engaged with the Zombie Unit (ZM). Base E must allocate its attacks to the Zombies as it is only in base-contact with them. The supporting Base F must also allocate its attacks to the Zombies, as its Unit is not engaged with any others, even though it is a multiple combat.

The Peacekeeper Unit (PK) is engaged with both the Zombies and the Ghouls (GH). Base B must allocate its attacks to the Zombies as it is not in base-contact with any other Units. Base A may choose which of the two enemy units it is engaged with to allocate its attacks. The supporting bases C and D can also allocate their attacks to either of the enemy units that their unit is engaged with (the Ghouls or the Zombies).



PINNING

Some weapons or rules will place a **Pin marker** on a Unit. A Unit can have a maximum of one Pin marker on it.



Pin marker

While a Unit has a Pin marker, it suffers an additional -1 to-hit modifier both for Shooting and for Assault.

In addition, if a Unit starts a Round with a Pin marker, it must be given an Advance Token.

Also, while a Unit with US 2 or more has a Pin marker, its US counts as 1.

A Unit will gain a Pin marker in the following circumstances:

- A Unit loses half or more of its current number of Bases from a single shooting attack.
- A Unit loses an Assault.
- A Unit is hit by any weapons with the Pinning Keyword, even if no casualties are suffered.
- Bases in a Unit survive being in a destroyed transport vehicle.

Remember that Pin markers can be removed during the End Phase.

END PHASE

Once all Combat Tokens have been spent in the Combat phase, no unit should have any Action or Combat Token left. It is time to move to the End Phase, during which you need to work your way through the following steps.

Trigger 'End phase' special rules

Any special rules with effects that take place in the End Phase are carried out now.

Roll for Pin markers removal

Players take a Nerve test for each of their Units with a Pin marker. If the test is passed, the Pin marker is removed.

Command Units, and Units within Command radius of a friendly Command Unit, each roll two dice for these tests and choose the highest.

Check victory conditions

Players will add any Victory Points to their running total at this point in the End Phase. Players then check the Scenario conditions to see if someone has achieved victory.

If not, turn over any Dynamic Objective markers on the table to their other side (so active becomes inactive, and vice versa). The game then continues and the next Round starts with the Command Phase.

Remove other markers/tokens

At this point, players must remove any tokens/markers that show that a unit is under the effects of a rule that 'lasts until the end of the Round'. Unless differently specified in a special rule, the only markers/tokens left on the table should be any Pin markers that Units failed to clear.





TERRAIN

The battlefields of the future are littered with opportunities to use terrain to stay alive. Terrain can also hinder movement and provide safe blocking features, sheltering your troops from enemy fire.

Not all terrain affects infantry and vehicles in the same way. What may be merely difficult for one Unit to move through, may be impassable for another.

Terrain and Line of Sight

Units inside Terrain

Units inside terrain features such as ruins, or craters, can see and be seen, LOS is not affected.

Woods

Because of the dense foliage, LOS to and from Bases in a wood is Blocked if it goes through more than 2" of wood. If LOS goes through 2" or less of wood, the target is partially obscured and therefore is automatically in cover.

It follows that the ideal position for a base in a wood is to be wholly inside the wood and in contact with the edge of the wood. That means that the base will be able to shoot out of the wood without conferring cover to its targets, as long as LOS is measured from the point where the base touches the wood (see diagram).



Three of the Bases from the Unit of Ghouls are on the edge of the wood and so can see, and draw LOS clear of the wood from those points. All the Bases of the HMGs Unit are entirely within the wood and cannot do this, therefore all of their targets will benefit from cover, and some may not have LOS at all if there is more than 2" of wood in the way..

Type	Height
Broken ground / crater	0
Hill	3
Marsh/River	0
Wood	4
Low height building	4
Medium height building	6
Tall building	8
Wall/hedge/fence/barricade	1

Terrain Height

Some suggested Terrain Heights are as follows. For comparison, keep in mind that a man-sized unit is Height 2, while tanks and most other vehicles are Height 3.

Terrain can block LOS to any Bases behind it in the same way as a Unit. For example, a Height 3 or higher hill will block LOS between two Bases of Height 3 or less. Some terrain pieces such as rivers will be flat (Height 0) and so never block LOS.

If a Unit is positioned on (not in) terrain (e.g. a hill), then add the height of the terrain to the height of the Unit when determining LOS (e.g. on a hill). While a Unit is occupying a building then it has the Height of that building.

Example: a Unit of Height 2 will determine LOS using a Height of 5 when standing on a Height 3 hill. The same Unit occupying a Medium height building will have a Height of 6.



TERRAIN AND MOVEMENT

Open Terrain

The normal battlefield may have small undulations or debris across it but it does not impact on a Unit's movement. Unless specified otherwise, all battlefield areas are **Open** terrain by default.

Difficult Terrain

If a terrain feature is **Difficult** for a Unit to move through, its movement is restricted. Even if Sprinting, a Unit can only move up to the first of its Speed values (Advance Speed), if any part of the move starts, ends or goes through the Difficult Terrain.

Impassable Terrain

If a terrain feature is **Impassable** for a Unit, it cannot be moved into or through.

Typical Terrain Features

How different terrain elements, typically found on most Epic Warpath tables, affect the different Unit Types is detailed below.

Broken Ground/Rubble/Craters: Height 0

Non-vehicle and non-Super-heavy Bases wholly inside this feature are always In Cover.

Infantry/Heavy Infantry/Walkers/Super-heavy: Open

Bikes/Vehicles: Difficult

Roads: Height 0

Vehicle and Bike Units making their entire Move along a road, can add up to 3" extra to an Advance move and up to 6" extra to a Sprint move.

All Units: Open

Ruins: Height 4

Non-Super-heavy Bases wholly inside this feature are always In Cover.

Infantry/Heavy Infantry/Walkers: Open

Bikes/Vehicles/Super-heavy: Difficult

Marsh/River: Height 0

Infantry/Heavy Infantry/Walkers/ Super-heavy: Difficult

Bikes/Vehicles: Impassable

Low Wall/Hedge/Barricade: Height 1

Infantry/Heavy Infantry/Super-heavy: Open

Bikes/Walkers/Vehicles: Difficult

Bases in contact with this terrain may ignore it when drawing LOS to targets.

High Wall/ Barricade: Height 2

Super-heavy: Open

Infantry/Heavy Infantry/ Walkers: Difficult

Bikes/Vehicles: Impassable

Hill: Height 3

All Unit types treat hills as Open.

Woods: Height 4

Bases wholly inside this feature are always In Cover.

Infantry/Heavy Infantry: Open

Bikes/Walkers/Vehicles/Super-heavy: Difficult

LOS is blocked if it goes through over 2" of wood, and if LOS goes through 2" or less of wood, the target is automatically in cover.

Intact Building: Height 4 or more

Bases wholly inside this feature are always In Cover.

Infantry/Heavy Infantry/Walkers: Open

Bikes/Vehicles/Super-heavy: Impassable

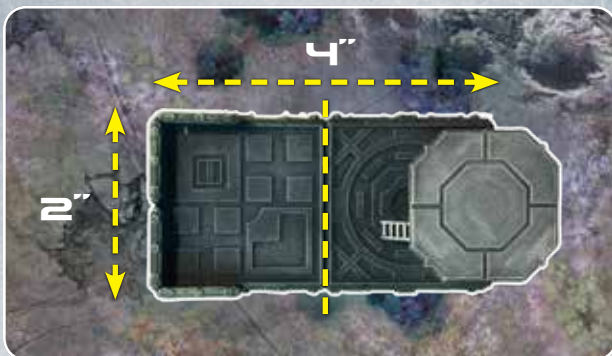
Low level buildings (e.g. a warehouse or small office building) should be Height 4. Taller buildings should be Height 6 or more.

BUILDINGS

Entering Buildings

Only Units and Bases of type Infantry, Heavy Infantry and Walker may enter buildings (any transport Vehicles must remain outside!).

A building may only contain a single unit at a time, and it may only contain a certain number of Bases. This is the building's Capacity and it is normally equal to three Bases for each 2" square parts of building (see diagrams below). It is best if you agree with your opponent at the start of the game what the capacity of each building on the table is going to be.



This building has roughly two 2"x2" parts and so has Capacity (6).



This building has roughly three 2"x2" parts, so has Capacity (9).

In order to enter a building, all Bases in the Unit must have enough movement to reach the building. If not all the Bases in a Unit have the movement to reach the building (or the building does not have enough Capacity for the Unit), the whole Unit must remain outside.

If all the Bases reach the building, then the Unit is placed on the building roof where possible, with any Bases that don't fit being put off the table to one side. The unit is now occupying the building.

From that point on, all ranges and Line of Sight for the unit are measured to/from the building itself, as if the footprint of the building was the footprint of the occupying Unit. All Bases inside the building are assumed to be both visible and able to see out of the building.

Leaving Buildings

To leave a building in later Rounds, a Unit must be given a Sprint or Advance action.

A Unit cannot enter and leave the same building in the same Round, unless it is to move to an adjacent section in a large building (see page 40).

Buildings and Shooting

While occupying buildings, Units have the Height of the building. They are In Cover and have +1 Armour when shot at. For example, a Unit with an Armour value of 5+, would have it increased to 6+ while in a building.

If the unit inside a building is hit by a weapon with the Demolisher Keyword, there is chance the building might also collapse. Before resolving the hits on the unit in the building, roll a single die to damage the building itself. Buildings have an AR of 9+. If a building is destroyed, replace it with a Ruins terrain element in the same footprint (of a Height equal to half the Height of the building). Any Bases that were occupying the building are immediately destroyed (with no chance to use Saves or Resilience tokens or anything else). If the building is not destroyed, then proceed with resolving the hits against the target unit.

Units with Demolisher weapons can also deliberately target unoccupied buildings with their Shooting attacks. If they score at least one hit on the building, roll a single die to damage the building as described above.



Buildings and Blast weapons

If any Blast Template from a shooting attack has its centre point on the building, the shell has hit the building and all Bases in the building are considered to be covered by the template.

If a Blast Template is not centred on the building but touches the building, then just one of the Bases in the building is considered to be covered by the template for each template touching the building (up to a maximum of the number of Bases in the building).

In either case, Bases outside buildings that are under templates can still be hit as normal.



In this example, the building has been touched by two of the Blast Templates, so two Bases are considered covered by the area of effect (or a single Base if the Unit consisted of a single Base).

Buildings and Assault

A Unit cannot move into an enemy-occupied building. It must Assault from outside the building instead. If a Unit Assaults a Unit in a building, the attack is always Hindered.

Assaulting Bases are moved into base-to-base contact with the building itself to count for the following combat and are then considered Engaged with the Unit inside.

Bikes may Assault buildings but cannot enter them, and suffer an additional -1 to hit modifier in the Assault, as well as being Hindered. Vehicles cannot Assault Units in buildings.

All Bases in the building, and all Bases in contact with it (plus assaulting Bases in support position of those in base contact with the building) fight in the ensuing Assault. Bases may allocate their attacks to any enemy Units involved. Declare how all units allocate attacks before resolving any unit's attacks.

If the occupying Unit loses, any Nerve tests it must then take have a +2 modifier.

If, after any Nerve tests are taken, the attackers wipe out all occupying defenders, any surviving attackers may move into the building as a consolidation move (if the building is not Impassable to them and if they can all fit!). If they don't fit in the building, they can make a normal consolidation move outside the building instead. Otherwise, the occupying unit remains in place and the attacking Unit(s) remain at the base of the building. Super-Heavy Units will separate as normal.

For both ongoing and multiple assaults, attacks allocated against the Unit occupying the building will still be Hindered. Use a Combat (-1) token as a reminder, but the -1 for being Hindered will not actually apply if any attacks are allocated to other Units outside the building (unless the Unit has been Hindered generally for some other reason!).

A Unit with Assault Demolisher weapons can deliberately target any building (occupied or not) it is in base contact with, in an Assault. The Unit must allocate all its Assault attacks to the building, but has a +1 modifier to hit it. If the Unit scores at least one hit on the building with a weapon with the Demolisher keyword, roll a single die to damage the building as described in the shooting section above. Any Bases subsequently destroyed inside the building will count towards determining the Winner/Loser of the Assault.

Large Buildings

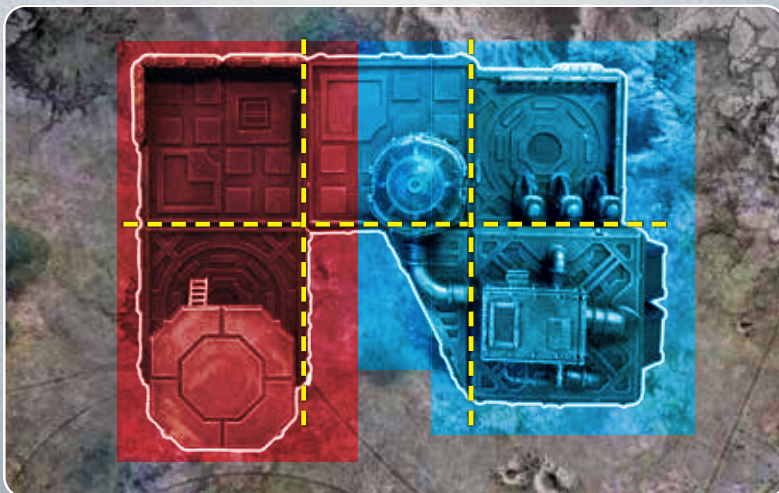
Sometime, you may wish to split larger buildings into connected sections, each with its own Capacity. Treat each section as its own building for the purposes of moving, LOS and shooting. If a unit moves from one section to another adjacent one, it can do so with an Advance or Sprint action. If the section is occupied, it must fight a Hindered Assault as normal against the enemy Unit in the adjacent section, but remains in its own section if it fails to destroy the enemy Unit.

A Unit can shoot at an enemy Unit in an adjacent section, following the normal rules for firing at units in buildings.

A particularly tall building could potentially be split into sections. This requires some discussion between the players however, but a Unit occupying a section would still have the Height of that section.



In this example, the building has roughly five 2"x2" parts, and one area of the building model is much taller. The players decide to split the building into two sections.



The shorter Height 4 (blue) area is declared a section with Capacity (9) while the taller Height 6 (red) area is declared a section with Capacity (6).



TRANSPORT VEHICLES

Some Vehicles may transport other Friendly Units. Such Units will have a Capacity(n) listed for them, where (n) is the number of Bases each Vehicle in the Unit can carry.

Unless specified otherwise, only friendly Infantry or Heavy Infantry Bases can be carried in Units with a Capacity(n).

A Unit of transport vehicles can normally only carry a single friendly Unit (no mixed Units being transported). Likewise, a Unit cannot be embarked within more than one transport Unit.

The transport vehicle Unit and the transported Unit are assigned a single Action Token.

If you need to measure the range to a Unit that is being transported, measure the range to the closest of their transports.

Entering and Leaving Transport Vehicles

Units cannot both enter and exit transport vehicles in the same Round.

Entering a Transport

When a unit moves to enter a transport vehicles unit, simply measure to the base of any of the vehicles. If not all the Bases in a Unit can reach a vehicle the whole Unit must remain outside.

If all the Bases reach a vehicle, then the unit is removed from the table and set aside. It is assumed they are inside the vehicles.

After troops have entered transport vehicles, the vehicles are free to activate and move as normal.

Units in a vehicle cannot shoot or be shot at, and they cannot be Assaulted directly. Of course, the vehicles themselves can still be shot at or Assaulted as normal.

Shooting at loaded Transports

If a unit of loaded transports takes damage from ranged attacks and loses vehicles, the transported unit takes a number of hits equal to the number of destroyed transports multiplied by their Capacity. Roll to damage the transported unit as normal, with no AP modifier or any other rule or modifier – just a straight roll against their Armour.

If after resolving these hits the transport Unit no longer has enough total Capacity to carry the remaining Bases in the transported unit, you have two choices.

The first option is to remove enough Bases from the transported unit to ensure the Unit still fits into the remaining transports (the removed Bases count as destroyed unfortunately, but you can imagine they are retreating back to base!).

The second option is for the Unit to immediately make an emergency disembarkation - place all remaining transported Bases in contact with the surviving transports, or as much as possible within the footprint of the transport vehicles if the transport unit has been wiped out. If some of the transported Bases cannot be placed as described above because of physical constraints like impassable terrain or enemy units (which they must be able to be at least 1" away from), these Bases are destroyed – they were trapped in the burning wrecks of their transports. Finally, place a Pin marker on the disembarked unit and discard any Token they (and their transports) had.

For example, a Unit of four transports (Capacity 2) are transporting a unit of Infantry made of seven Bases. The transports are shot at and lose two vehicles. The transported Unit takes four hits (i.e. two destroyed vehicles with Capacity 2 each). The enemy rolls to damage and destroys two transported Bases. The unit has now five Bases in a transport unit with total Capacity of 4. The player can decide to either remove one more Base and carry on, or the remaining five bases must leave the transports immediately, as described above.

Assaulting loaded Transports

If a transport Unit is assaulted and engaged by an enemy Unit and the Unit inside can still activate (even if it has an Overwatch Action Token, although it will not get to shoot), when it does so, it has two choices. It can either remain inside the vehicles, or it can counter-assault the enemy Unit(s) that have assaulted the vehicles. If the Unit decides to counter-assault, then as many of its Bases as possible are placed directly into base contact anywhere with the enemy Bases that assaulted the vehicles, or into support position if there is no space for base contact. Give the Unit a -1 Combat Token for disembarking from

the vehicle into Assault (it can no longer activate in the Movement Phase). If there is not enough room for all of the embarked Bases to get out in this way, the Unit must remain onboard, unactivated.

If the transported Unit has already activated or has remained onboard, and the loaded transports then take damage in an assault, first resolve the assault completely, including consolidation moves. Then roll for the damage on transported Units caused by their transports being destroyed (both by enemy attacks and by failed Nerve tests!). Finally, if the transported unit no longer fits in the remaining transports, it must make an emergency disembarkation, or lose the surplus Bases, as described above.

For example, a unit of four transports (Capacity 2) are transporting a unit of Infantry made of seven Bases. The transports are assaulted and lose two vehicles to enemy attack. They lose the combat and then lose another transport to a failed Nerve test. The transported unit takes six hits (i.e. three destroyed vehicles with Capacity 2 each). The enemy rolls to damage and destroys three transported Bases. The unit has now four Bases in a transport unit with total Capacity of 2. The player can remove two further Bases, or the remaining four Bases must immediately make an emergency disembarkation from the remaining transport, as described above.



Leaving a Transport

If a Unit activates and leaves its transport before the vehicles move, the vehicles are free to move in their own activation as they wish. Simply leave the Action Token with the vehicle Unit to spend later.

If the transport vehicles activate and move before the troops inside activate, the vehicle receives a Combat Token as normal. The transported unit may immediately activate for free once the vehicles' action is complete, in order to disembark as below. Alternatively, the transported unit may choose to remain inside the vehicles and wait to activate and disembark later, in which case leave the Action Token next to the vehicles, together with their Combat Token. This shows that the Combat Token applies to the vehicles, while the Action Token applies to the transported unit.

When disembarking, if the transport vehicles moved using an Advance action, the troops inside may subsequently leave and Advance as normal.

If the transport vehicles moved using a Sprint action, the troops inside may not disembark if the vehicles moved more than their Advance Speed value. Otherwise, they may disembark and make their Sprint move, but only as far as their own Advance Speed value. They are still permitted to engage enemy Units in an Assault, but will have a Combat (-1) token for doing so. If an assaulting unit disembarking from a transport would be Hindered by terrain or other effects too, then they receive a second Combat (-1) token and will suffer a total of -2 modifier on their rolls to hit. Double Hindrance!

To leave a transport, in either case, simply measure the move of the Bases from the vehicle they are leaving (up to a maximum of n Bases per vehicle), ending the move in Coherency, as normal. If the Unit of vehicles had a Pin marker, place a Pin marker on the disembarked Unit too.

In either case, place Combat Tokens on both the vehicle and troops Units if appropriate.

If a transport Unit assaults an enemy Unit that has an Overwatch action, resolve the Overwatch fire after any transported Unit disembarks for free. Assuming the transported Unit also assaults the Unit with Overwatch, the Overwatch fire may be resolved against either attacking Unit (vehicles or troops), otherwise it is resolved as normal.



Pinning and Transports

If a Unit of Transport Vehicles receives a Pin marker, any Unit inside will also receive a Pin marker.

If a Unit with a Pin marker boards a Transport Vehicle Unit, it may immediately make a free Nerve test to remove the Pin marker, just like in the End Phase (so proximity to a Command Unit will help too). If they fail, they keep the Pin marker until they can next try to shake it off.

Command Transports

Sometimes, Command Units are transported inside a Vehicle. While the Command Unit is embarked, the transport Unit is also considered a Command

Unit, for the purposes of receiving Action Tokens and being targeted. As soon as a Command Unit leaves a transport, the transport Unit reverts to its normal non-Command status (although keeps any Action Token it still has to use this Round).

Command Units that are Transports

Sometimes, a Command Unit will have a Capacity and can therefore transport other, non-Command Units. As a Command Unit, it will receive both a Overwatch and a Sprint token when action tokens are assigned. Any non-Command Units transported inside, may each select either a Sprint or Advance action token, rather than getting the same as the transport as normal.



FLIERS

Units with the Fly Keyword are mounted on round flying bases. They operate above the battlefield and suffer less restriction of movement than their counterparts on the ground. They have a larger Coherency than usual and must remain with 3" of Bases in the same Unit, instead of the normal 1".

In the Command Phase, Fliers can only be given Sprint or Advance tokens and they cannot engage enemy Units in Assault (nor can they be Assaulted).

Fliers have a Front Arc and rear Arc, which are defined by drawing a line directly through the middle of the flying base. These Arcs are used for their Movement and Shooting rules, as described below.

Remember that Fliers do not block LOS.

In front of the centre line is considered the Flier's Front Arc



Behind the centre line is considered the Flier's Rear Arc

Movement

A Flier must end its move at least the Advance value of its Speed stat from where it started each Round, and wholly within the Flier's Front Arc (relative to its starting position and direction), otherwise it is immediately destroyed. In other words, Fliers can't suddenly fly backwards!

After completing its move, a Flier may be pivoted to face in any direction – so plan your next move carefully! Also, if a unit of Fliers consists of more than one Base, make sure the Bases are facing approximately the same

direction, otherwise it may be impossible for all of them to end their next move in Coherency! If this was to happen, you will have to choose which Bases complete their move and which are destroyed.

Fliers may move over any other Bases (friend or foe) or terrain without penalty. They may only finish their move over terrain the model itself can safely stand on without falling over. They must also still respect Unit Coherency and proximity rules. Conversely, enemy Units on the ground that are less than Fliers' Height, may move under them, so long as then end their move 1" or more away from them.

While moving over, or stopping above terrain, Fliers have a Height relative to the terrain's Height plus their own.

Shooting at Fliers

Fliers are fast, difficult targets to hit. As such, all shooting at Fliers is resolved with a -2 to-hit modifier. This is reduced to -1 if the target is a Super-heavy Unit.

Weapons with a range of 15" or less used by non-Fliers cannot shoot at them. Also, as an exception to the normal rule, when non-Fliers are shooting at Fliers, even rolls of natural 8s do not hit if the number required is more than 8 (and therefore the Exploding 8! mechanic would also not apply in this instance).

Fliers cannot be hit by Blast weapons firing Indirect. They can be hit by Blast weapons firing directly, but if the firing player wants to do that, they must declare that the weapon is firing an "air burst" barrage, which can only hit Fliers and not ground units.

Flier Weaponry

Normally, Fliers can only fire their weapons against Bases that are wholly in their Front Arc.

Objectives

Fliers cannot claim Objectives unless they are Hovering (see below).



Units transported by Fliers

Some Fliers will have a Capacity and can transport troops. Units must start the game aboard the Flier and no Unit may enter a Flier during the game.

Only Units with the Anti-Grav Keyword, or the Drop-troop Keyword may be transported and exit from a flier unless it has the Hover Deployment Keyword (see below), and follow the normal rules to do so.

Transported Units onboard a Unit of Fliers that loses Capacity (e.g. due to casualties) automatically lose Bases down to the remaining Capacity of the flying Unit – there is no chance to disembark.

Hover Deployment

If a Unit of Fliers has the Hover Deployment Keyword, it may act as a transport for any troops, not just those with the Anti-Grav or Drop-troop Keywords.

In a Round when the transported troops wish to disembark, the flying Transport Unit must declare it is Hovering at the end of its movement and cannot end its movement in Impassable Terrain. Any Base attempting to Hover in Impassable terrain, or disembark in Impassable terrain, is destroyed.

Place a Status Marker on the Unit – Hovering will last until the end of the Round. While Hovering the flying Unit has a Height of 3, cannot have any Combat Tokens, loses the Fly keyword and can claim Objectives. While it is Hovering, all the normal rules for troops leaving transports (and for transports being destroyed) apply. Units may Hover at others times, even if not disembarking troops. Note that units cannot enter Hovering Units.

A Unit that was Hovering in a previous Round, may choose to not Move and continue to Hover. To do this, it receives a Combat token and another Status Marker when Mandatory Action tokens are placed and another Hover is declared.



KEYWORDS

Anti-Aircraft

Weapons with the Anti-Aircraft rule do not suffer the normal -2 modifier when rolling to hit against targets with the Fly Keyword and any dice that score natural 8s when rolling to hit, score hits as normal.

Anti-Grav

Units with the Anti-Grav Keyword may move over any other Bases or terrain up to Height 4 without penalty (they don't have to move round them). They will still be affected by Difficult Terrain as normal if starting or ending their move within it. They must still respect Unit Coherency and proximity rules once they finish moving, and cannot end their move inside Impassable terrain. Units with this Keyword may also exit from a transport Vehicle that has the Fly Keyword.

APC

APCs are lightly armoured with basic weapons, designed for getting troops into combat and not much else. Units with the APC keyword have US0. They cannot move to engage and Assault an enemy Unit that has an Action Token (e.g. is still to activate in the Movement phase). In addition, Infantry and Heavy Infantry Units get a +1 to hit modifier and also AP (+1) against them in an Assault (i.e. gain AP1 or increase AP by 1 if the Unit's attacks already have it).

Armour Penetration (APn)

Armour Penetration is expressed as AP and a number, e.g. AP1, AP2. The number is a positive modifier to the damage roll in both shooting and Assault. For example, if a Unit that has an Armour value of 7+ is hit by weapons that have AP2, the firer will add +2 to their damage rolls, needing just 5+ to damage the target.

Aura [x]

Units with the Aura keyword, and friendly Units while they are within 6" of the Aura Unit, have the keywords specified in brackets. Sometimes a non-keyword stat value will be used, e.g. Save (7+), in which case, all friendly Units within the Aura have this stat value. The Aura Keyword cannot be used while the Unit with it is embarked within a Unit of transport vehicles.

For example, the Asterian Narsa Command Tank has the Aura [Save (7+)] keyword. Thus the Narsa itself and any friendly Asterian Units will have a Save value of 7+, while they are within 6" of the Narsa (unless their Save stat is already better).

Blast (n)

Units with weapons with this Keyword can hit targets in a large area using one or more Blast Templates. See the rules on page 27. All weapons firing with the Blast keyword also have the Sustained Attack keyword (see page 50).

Typically, each Blast weapon places a single template, but if its keyword has an n value (e.g. Blast 2), a template is placed for the value of n from each of the firing Bases in the Unit.

Capacity (n)

Units with this Keyword are normally Vehicles that can transport Infantry units. Each transport vehicle in the unit can carry a number of Infantry or Heavy Infantry bases equal to n.

Chained Barrage

Units with this Keyword that fire Blast weapons Indirectly, may place additional templates next to any previously placed template in this attack, not just the original one. Select the template to connect to before rolling the Targeting Die. If a HIT is rolled for the third (and further) templates in a chained barrage they CAN be deliberately placed over any Command Units or over Unit(s) engaged in an Assault.

Corrosive

If a Unit loses one or more Bases to damage caused by any weapons with the Corrosive Keyword, place a Status Marker on the Unit as a reminder. At the end of the Round, in the "Trigger 'End phase' special rules" step, roll a single die. If the result *beats* the Armour value of the affected Unit, one point of damage is caused. No other Keywords are applied (no AP, Vicious etc.), but Save rolls and Resilience Tokens can be used as normal to prevent this by the target Unit. The Status Marker is then removed.



Cunning (Command units only)

In the Command phase, after both players have revealed their Action Tokens, you can change the token of one of your units within Command Radius of this unit, including the mandatory Advance token on any Pinned unit. Other mandatory Action Tokens cannot be changed. If both players have Cunning units, alternate changing tokens starting with the player who does NOT have the Initiative.

If you are using the Fog of War game variant, you can use Cunning to change the token of one of your units within Command Radius of this unit, when it is revealed.

Demolisher

Weapons with this Keyword can damage and take down buildings. See Buildings and Shooting on page 38.

Drop-troop

Units with this Keyword may exit from a transport Vehicle that has the Fly Keyword.

Fly

Units with the Fly Keyword operate above the battlefield and suffer less restriction of movement than their counterparts on the ground. They have a Height of 5 above the terrain level they are over. See page 44.

Heavy Armour

When firing at a Unit with the Heavy Armour keyword, weapons that do not have an AP value, half the number of dice the Unit rolls to damage the target, rounding down.

For example, a Unit with no AP on its ranged weapons shoots a Unit with the Heavy Armour keyword and hits it 5 times. Because there is no AP, only 2 dice are rolled to damage the target ($5/2=2.5$, rounded down).

Hover Deployment

Flying Units with this Keyword may slow to deploy embarked troops (see page 45).

Ignores Cover

Shots from weapons with this Keyword ignore the In Cover to-hit modifier. All weapons firing with the Ignores Cover keyword also have the Sustained Attack keyword (see page 50).

Indirect

Units with weapons with this Keyword may fire Blast weapons indirectly (see page 27).

Indirect (only)

Units with weapons with this Keyword must always fire Blast weapons indirectly (see page 27).

Primary Weapon

Weapons (or groups of the same named weapons in a Unit with multiple Bases) with this Keyword can each select a target independently (i.e. it can then be the same or a different target from the Unit's other weapons (or groups of weapons)). Declare all targets before resolving any attack.

If a Unit is firing more than one identical Primary Blast Weapon at the same target, place the initial template as normal, and then one additional template for each additional (n) of all of the additional Primary Weapon firing at the same target.

Orbital (or Subterranean) Deployment

Units with these Keywords may deploy from Reserves (see page 58) directly onto the table, rather than coming on from an edge. They (and any Unit they are transporting) may be put into Reserve, even in Scenarios that wouldn't normally allow it. To activate and deploy the Unit, first you must give it an Advance or Sprint Action Token in the Command phase, then in the Movement phase, pick a point on the table and place a Blast Template on it. It must be more than 1" from any other Unit, building or other impassable terrain. Roll the Targeting Die. If a HIT is rolled, the template lands on target. Otherwise move the template the distance shown on the dice in the direction of the die is pointing, stopping if it reaches any other Units, buildings, the edge of the table or Impassable terrain.

Now place all the Bases from the Unit on the table, fully or partially on top of the Blast Template, in coherency, and at least 1" from enemy Units (see diagram). Any Bases that cannot be placed in this way are destroyed. If the Blast Template scattered and stopped before it would have hit another Unit, building, edge of the table or Impassable terrain, the Unit (and any Units embarked within it) receive a Pin marker.

KEYWORDS

If the Unit is not a transport Unit and it has a Sprint action token, it can now move, but only as far as its first Advance SP value (which can be into an enemy Unit to Assault).

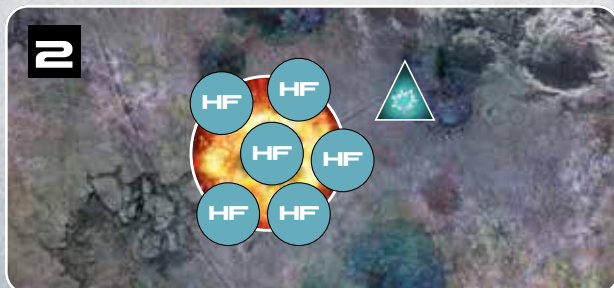
If the Unit is a transport Unit it may not move any further after arriving. Any Units embarked inside may now immediately disembark with a free action as per the normal rules for transport vehicles, based on the Action Token the transport arrived with (so could Assault with a Sprint token for example).

Remember that Units arriving from Reserves have a -1 to hit Assault modifier in the Round they become In Play).

Finally, remove the Blast Template and give the arriving Unit and any that disembarked, any applicable Combat Tokens.



Bill places the template where he'd like his Hammerfist Drop Troops to arrive with an Advance Action Token. He rolls the Targeting Die with a result of a 4. He moves the template 4" in the direction it indicates with the die point.



The template is still safe and not over anything dangerous, so he now places his arriving Troops on the template with a Combat Token.



In this example, the Blast Template scatters and the full 5" move would land over the building. Instead, the template is placed as far along the path as possible, stopping to touch the building. Any Bases in the Unit arriving are now placed, but the Unit(s) will have a Pin marker.

If a Unit with the Fly Keyword arrives via Orbital Deployment, it is not compelled to move its minimum distance until it next moves.

Note that if a Command Unit is arriving via Orbital Deployment, it still only gets an Advance or Sprint Token that Round.

Pinning

Units with weapons with this Keyword will put a Pin marker on the target so long as at least one hit is scored when shooting at it (even if no casualties are caused).



Quick-fix (types)

Units with this keyword are able to provide battlefield repairs (or first aid!) to other Units of the listed types. The Quick-fix Keyword cannot be used while the Unit with it is embarked within a Unit of transport vehicles.

While a Unit of one of the listed types is within 6" of a friendly Unit that has the Quick-fix keyword and type listed, casualties suffered by Unit are not applied until the end of the Round (in the end phase, as the very first thing in the "Trigger 'End phase' special rules" step).

Note that units with the Fly keyword, and units that are engaged in an Assault, are unable to benefit from the Quick-fix rule.

Put a Status Marker down, or track on a different coloured die, for each Base that is temporarily "saved" in this way. This means that the Bases in the Unit that would otherwise have been removed may still act normally until the end of the Round when they are finally removed. You don't have to track the exact Bases, just the number that have delayed death.

Note that a Unit can only be allocated a single 'Quick-fix' Status Marker per Base it has. If the unit takes additional damage (either from a single attack or attacks from different enemies), so that units with these Status Markers would need to be removed as casualties, they are removed immediately as normal. (There is only so much quick-fixing that can help against overwhelming firepower!). Each Base in the Unit only gets one stay-of-execution...

Also note that this only applies to Bases that would be removed while the Unit with Quick-fix is in range. If any Bases subsequently take damage while not within range of a Battlefield Repair Unit, they are removed immediately as normal.

For example, a Unit of Infantry suffers two points of damage, but is in range of a Unit with the Quick-fix (Infantry, Heavy Infantry) Keyword. Instead of removing two Bases, the player places two Status Markers on the Unit. Later that Round, all the Bases in the Unit shoot at an enemy target, but then it suffers another Point of damage from return fire. It is no longer within the range of the Quick-fix unit, so a Base is removed immediately. In the end Phase at the end of the Round, two more Bases are removed from the Unit.

Resilience (n)



A Unit with the Resilience (n) keyword starts the game with n Resilience shield tokens. Whenever the unit would suffer any amount of damage from a single attack (shooting from a single enemy unit or all simultaneous attacks in an assault), and after any Save rolls, but before Nerve tests in Assaults, spend Resilience Tokens the Unit has instead of taking damage caused by that attack. Each Resilience Token spent can prevent up to two points of Damage from affecting the unit (i.e. the Damage is negated and not applied/suffered). A Unit must spend as many Tokens as possible to prevent as much damage as possible. Once the last Token has been spent in this way, the Unit can then be damaged as normal.

For example, a Unit with 1 Resilience Token is hit and will suffer 3 damage. The Token is removed to prevent 2 of the damage getting through, so the Unit only suffers a single point of damage. Note that if the Unit had only suffered 1 damage, the Token would still have been spent to prevent it. Any "unused" portion of a Token cannot be saved for later!

Note that in a multiple assault, all attacks and damage are considered to occur simultaneously, so first determine all the potential damage caused to the Resilient Unit, and then spend the tokens to negate as much of it as possible.

Scout

Units In Play with this Keyword may make a free move, up to their second (Sprint) SP value, after both players have finished deploying their armies, and before the Roll for Command in Round 1. The move follows all the normal rules for movement but cannot be into base-to-base contact with any enemy models. If both players have Units with Scout, they alternate moving them starting with the player that won the Recon roll (see page 57).

Units embarked in transport vehicles cannot make Scout moves. If transport Vehicles have the Scout Keyword, any Units inside may not disembark during the scout move.

KEYWORDS

Strider

Units with the Strider Keyword may move over any other Bases or terrain up to Height 3 without penalty (they don't have to move round them). They treat Difficult Terrain as Open Terrain for moving. They must still respect Unit Coherency and proximity rules once they finish moving, and cannot end their move inside Impassable terrain.

Sustained Attack

When attacking with weapons with this Keyword all rolls to hit have the Exploding 8! mechanic.

Stealthy

Units shooting ranged weapons at enemy targets with this Keyword suffer a -1 modifier when rolling to hit.

Subterranean Deployment

This Keyword follows the same rules as Orbital Deployment – just from the opposite direction!

Tactician (dice)

While it is In Play, a Unit with this Keyword adds the indicated Command dice to its side's Command Points roll in the Command Phase.

Targeting Systems

A Unit with this Keyword that is shooting a Blast weapon Indirectly, may re-roll the Targeting Die when rolling to place the initial template. The second result stands.

To the Death

Bases in a Unit with this keyword can never be removed as a result of failed Nerve tests when losing an Assault.

Unflinching

A Unit with this Keyword can never be given a Pin marker, so can never be Pinned.

Note that this keyword has no impact on Nerve tests, as Unflinching units can still be overwhelmed and cut down when defeated in close quarters.

Vicious

When attacking with weapons with this Keyword all rolls to damage have the Exploding 8! mechanic.





SCENARIOS

In Epic Warpath, armies will clash over land, strategic objectives, or just to crush the enemy. This can be as part of a brief encounter, or as a key battle in a larger engagement or story.

Each game played will therefore have a specific **Scenario** that the players are trying to achieve as they battle for victory.

There are two types of Scenarios you can choose from:

- **Battle Scenarios** for more balanced and competitive play. These are covered in this section of the book.
- **Narrative Scenarios** for more story-driven games. These are not included in this book, and will instead be published in expansions, articles and other support material for Epic Warpath – keep your eyes peeled!

BATTLE SCENARIOS

You have your models and you found an opponent, so now you want to play a Battle Scenario game!

There are a few easy steps to go through to set one up.

1. **Decide on the Game Size**
2. **Choose your Armies**
3. **Place Terrain**
4. **Agree Game Length**
5. **Determine the Scenario Parameters**
 - a. **Place Objectives**
6. **Recon Roll and Deployment**
7. **Begin the Game!**

1. Decide on the Game Size

You can play Epic Warpath with just a few units per player, 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 have amassed a larger collection of models, you will want to play games where the armies facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game (at least to start with!).

In order to achieve this, both players must pick an army before the game by spending a number of 'points'.

For smaller games, players will each have around **1,000-1,500** points to spend. This is great for a table size of **4'x 4'**. For games at **2,000-3,000** points or more, you should use a larger **6'x4'** table. For larger games still, you'll need a bigger table to play on!

2. Choose Your Armies

Each player now picks units from their chosen list in the Army Lists section (see page 61) to build their army. Each Unit costs a certain amount of points, as shown in its entry. More powerful or specialist Units will cost more points. Players keep adding their Unit costs until they have reached the total agreed for the game. You can, of course, spend less than the agreed total, but you cannot spend even a single point more. However, an army is still considered to be the size of the maximum total the players agreed on (e.g. 1995 points is still considered to be a '2,000 point army').

For more information on how to choose Units and build an army, see the Army Lists section.

3. Place Terrain

Battlefields are rarely totally flat, featureless wastelands. They will invariably be small hills, vegetation, and buildings or ruins scattered across the land. Unless the Scenario specifies terrain placement you should follow the advice below for giving a dramatic and tactically exciting landscape to fight over.

As a rough guide to get started, select two pieces or areas of terrain (up to 6" x 6" in area) for each 24" square area of the table. You should place between half and up to the same number of linear obstacles (or a similar equivalent) on the table in the same manner. Place all terrain in a mutually acceptable manner.

For example, when playing on a 4' x 4' table, you would place a total of eight pieces of terrain roughly 6"x6" each, and then between four and eight smaller linear obstacles or other similar items.

Of course, if you and your opponent agree, you can have as much or as little terrain as you want! Tournaments and events may well have set terrain at each table.

It's a good idea to avoid having buildings, or building sections, straddling the edge of deployment zones. This may mean nudging a building once the zones are determined. Of course, this is up to the players - the terrain may be specific to telling a story in a narrative game - but a tournament organiser may wish to stipulate this.

4. Agree Game Length

Battle Scenarios normally last 5 Rounds. At the end of Round 5, roll a die. If the score is 4 or less, the game ends immediately. On a 5+, play Round 6 and then the game ends. At game end, check final scoring and victory conditions to determine the winner.

Of course, players can agree to play fewer or more Rounds, or instead to end the game at a certain time of the day or other condition (e.g.: 'let's play until 5pm, at which point we finish the Round and then stop', or 'first to 25VPs is the winner').

5. Determine the Scenario Parameters

Each Battle Scenario is defined by the following four Parameters, which detail a number of elements that will affect how the game is set-up and played:

1. Deployment Zones
2. Objectives
3. Scoring
4. Reserves Ratio

After setting up the terrain, roll a die on each of the four Scenario Parameters charts in the following pages and follow the instructions.

You are, of course, free to create your own scenarios, with pre-determined objectives, scoring and deployments. You might be recreating a famous battle, or playing a set game in a narrative campaign you have written.

However, the Scenario Parameters below present an exciting alternative, randomly creating the battle conditions the players will be fighting over, meaning no two games will ever be quite alike! Roll once on each table, in order, to define the game you will play, or, if you have the Epic Warpath scenario cards, draw one randomly from each set in order.





SCENARIO PARAMETERS

1. Deployment Zones

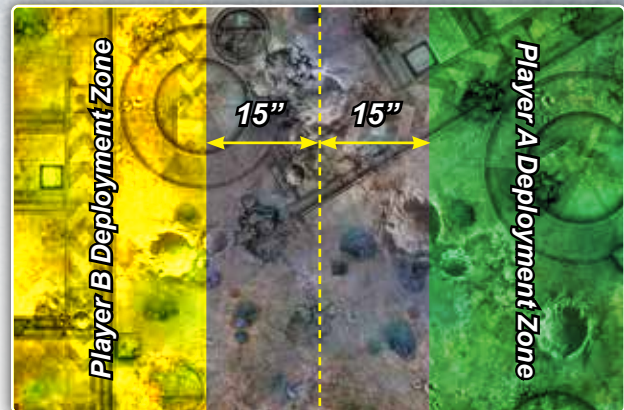
This Scenario Parameter includes a map of the battlefield showing where each player can deploy their units on the board. It is a good idea to mark the selected Deployment Zones with dice.

D8 Roll	Deployment Zones Chart
1-2	Both players deploy along the longest table edges, at least 15" from the centre line between the players
3-4	Both players deploy along the shortest table edges, at least 15" from the centre line between the players
5-6	Randomly determine two opposite corners. Each deployment zone is a triangle drawn from the mid-point + 6" of one table edge, to the mid-point + 6" along the adjoining edge.
7-8	All four corners are used. Deployment zones rectangles 24" away from any other Deployment Zone.

1-2



3-4



5-6



7-8



2. Objectives

This Scenario Parameter instructs players on how to place Objectives, which players must then claim to score points in order to win the game. This may be at the end of the game, but is more often calculated at the end of each Round, as explained in Scoring below.

Objectives can be pieces of vital Intel, hardware, ammunition or even food.

You should use the Objective markers provided, but these can also be used alongside a suitably modelled decorative objective. In any case, objectives do not block LOS or affect movement.

D8 Roll	Objectives Chart
1-2	Use five Dynamic Objectives and then place them following the rules for Objective placement. If the first four objectives placed are Inactive, the fifth one is automatically Active.
3-4	Use three Dynamic Objectives and then place them following the rules for Objective placement. Now place one Static Objective marker in one of each player's Deployment Zone(s), at least 9" for any other Objective marker, and no closer than 6" to any table edge.
5-6	Place one Static Objective in the exact centre of the table. Each player takes one more Static and one more Dynamic Objective marker. Take it in turns to place them in any order, following the normal rules for Objective Placement.
7-8	Place one Static Objective in the exact centre of the table. Place two more Static Objectives either side of the first, 12" away from it, along a line that runs exactly from the middle of a random table edge to the other side of the table, through the centre (see diagram). Then, each player takes and places one Dynamic Objective marker following the normal rules for Objective placement.



Objective markers do not block LOS or movement and cannot be moved or removed from their position unless a Scenario rule says otherwise. A marker within a building that is destroyed still stays in the same place in the footprint of the remaining ruin.

Objective Types

There are two types of Objective in Epic Warpath: Static Objectives, and Dynamic Objectives.

Static Objectives

Static Objectives are always available for scoring. They use the following Objective markers.



Static Objective marker

Dynamic Objectives

Dynamic Objectives represent the actions of quick-thinking commanders on the ground, taking advantage of situations as they occur in the heat of battle. Dynamic Objectives are not always available for scoring, and are flipped (from "active" to "inactive" or vice versa) in the End Phase of each Round (see page 34).



Green (active) side Red (inactive) side
Dynamic Objective markers

Placing Objectives

When players must place Objectives themselves (not determined by a Scenario Parameter), either a third party can place them, or the players themselves will do so, alternating between them. If there are an odd number of objectives, roll to see which player places the extra one. When initially placing Dynamic Objectives, toss each like a coin to determine its starting state.

Objectives placed by players rather than by Scenario rules, must be placed outside any Deployment Zones, and at least 9" from any other Objective markers or table edge, and 6" from any deployment zone. They may be placed in or on any terrain, except for terrain that is Impassable to all Unit types.



3. Scoring

This Scenario Parameter explains how the players are going to score Victory Points (VPs) throughout and at the end of the game. The player with the most VPs at the end of the game is the winner! VPs scored at the end of each Round add to the players' cumulative totals.

D8 Roll	Scoring Chart
1-2	Each player scores VPs for any Objectives they currently claim at the end of each Round. In Rounds 1, 2 and 3, Active Dynamic Objectives and Static Objectives score 3 VPs each. From Round 4 onwards, Active Dynamic Objectives and Static Objectives score 5 VPs each. The player with the most VPs at the end of the last Round is the winner.
3-4	Each player scores VPs for any Objectives they currently claim at the end of each Round. Static and Active Dynamic Objectives score 3 VPs each. In addition, the player that currently has the most Pin markers on their Units at the end of a Round makes a single Nerve test with no modifiers against their Army Nerve value. If the test is failed, they loses 1 VP (to a minimum of zero). The player with the most VPs at the end of the last Round is the winner.
5-6	Each player scores VPs for any Objectives they currently claim at the end of each Round. Static and Active Dynamic Objectives score 3 VPs each. In addition, add up the US of each side's Units wholly within each Deployment Zone at the end of each Round. Pinned units count as US 1 for this as with scoring Objectives (unless already US 0). The player with highest US score in each Deployment Zone scores an additional 3 VPs for each Zone they claim. The player with the most VPs at the end of the last Round is the winner.
7-8	Each player scores VPs for any enemy Units they destroy in a Round. Score 1 VP for each Infantry or Bike Unit, and 2 VPs for each Heavy Infantry, Command, Vehicle or Walker Unit. Super-heavies score 3 VPs. From the end of Round three onwards, as well as scoring for any Units destroyed that Round, players also score 3 VPs for each Static or Active Objective, and 1 VP for each Inactive Objective they claim. The player with the most VPs at the end of the last Round is the winner.

VPs are scored by achieving some conditions described in the Scenario Parameter, like eliminating some enemy models, for example. The most common and perhaps important way to score points, however, is through claiming Objectives.

To claim an Objective, a unit must have at least one base within 3" of the Objective marker. In addition, if there are multiple units meeting these criteria the Objective will be claimed by the player with the highest total US of their Units within 3" of the Objective. Neither side can claim in the case of a tied score.

A unit may only claim a single Objective at a time, even if it is eligible to claim more.

Units with a US of 2 or more that have a Pinned marker count as US 1.

A Unit uses the first number as its US value until it has lost half or more of its Bases, after which it immediately uses the second number.

For example, a Unit of 6 Bases with a US of 4/2 uses 4 as its US value until it has lost 3 Bases, at which point it then uses 2 as its value.

If a Unit has a single value for its US, then it will never degrade, regardless of any damage the Unit suffers.

All transported units, and Units with the Fly keyword, may not claim or contest objectives and are always ignored for this purpose.

Where an Objective marker is on a building, any Unit currently occupying that building (or building section in the case of large buildings), will count its US as double when the Objective is scored. However, the 3" "zone" for claiming the Objective, can be measured from all building edges. In effect, the building (or section) has become the Objective. This doesn't impact the 9" placement rule when placing the markers initially.

For example, Graham and Sam both have units contesting an Objective marker. Sam has two units that have Bases within 3" of the objective. Of his two units, one has US 1 and the other US 2. Graham has a single Unit with US 2 within 3" of the Objective marker. Sam's combined total is US 3 and therefore claims the Objective, beating Graham's US 2.

4. Reserves Ratio

This Scenario Parameter explains how the two opposing armies enter the fray - whether they start the game on the table or instead begin the game in Reserve (see page 58).

D8 Roll	Army Deployment Chart
1-2	Reserves are not allowed (unless a Unit has a rule that says otherwise).
3-4	Up to half of each Player's Units (rounding up; count whole Units, not Bases!) may be placed in Reserve.
5-6	Each player must deploy at least three Units on the table. Any number of remaining units may then be placed in Reserve.
7-8	Any number of units may be placed in Reserve. Reserves may not enter play until Round 3 at the earliest, unless a Unit has the Orbital/ Subterranean Deployment Keyword, in which case it may arrive from Turn 2 as normal.





6. Recon Roll and Deployment

After having determined Scenario Parameters, including placing objectives and marking out deployment zones, players proceed with the **Recon Roll**.

Each player rolls a number of Command Dice equal to three Black plus those provided by **Command** units in their army (gained from the Tactician Keyword) and compare their total scores. Re-roll in the case of a draw.

The player with the highest score wins the Recon Roll and chooses which Deployment Zone(s) to take as theirs.

The opponent gets the opposite Deployment Zone(s).

The player that won the Recon Roll must now declare which of their units are left in Reserve (if any are allowed). They must also declare which of their Units will begin the game aboard which transports, if any (including those in Reserve). Their opponent then does likewise.

The players then proceed to alternate deploying one of their units at a time, starting with the winner of the Recon roll, and following the guidelines below.

- Units must be placed wholly in their Deployment Zone, in Coherency and in legal positions (e.g. a player cannot deploy a Vehicle Unit into a building).
- Transported units are deployed automatically when their transports are deployed, and this counts as deploying a single unit. Some Units have Transport Capacity even though they are not in the Transport category. These Units can start the game with Units embarked.
- HQ Units (and any transports/embarked Units they have) are always deployed last, and they are all deployed at the same time, counting as deploying a single unit.

7. Begin the game!

Once deployment is done (or if the Scenario Parameter does not require deployment at all and all forces start the game in Reserve), you are now ready to begin Round 1 of the game.

DRAW?

If a game ends and both players have an equal number of VPs, the player with the largest total US from all their Units still In Play is the winner. Remember that Pinned Units will have reduced US. If both players have the same US total, the game is definitely a draw!

WIPE OUT?

Sometimes a lucky (or ruthless!) player will wipe out all their opponent's Units before the end of the agreed game length (usually Round five). If this happens, the player with Units left immediately gains 10VPs and then completes all their actions for the Round, and then VPs at the end of the Current Round are calculated to determine the actual Winner.

There's a small chance that the player that got wiped out could still win if they had got far enough ahead before disaster struck!

If a player has no Units In Play at the end of Round 2 or later, they must bring all Units they have in Reserve into play in the next Round, otherwise they all count as being destroyed.



RESERVES

Units placed in Reserve can only move onto the table from Round 2 onwards. The exact Round they enter is up to the player.

Any Unit that has not entered the game (is In Play) by the end of Round 4 is considered to be destroyed (and may score VPs for the opponent if applicable!).

Arriving from Reserve

Units coming in from Reserve during Round 2 can enter the game from any point on a board edge included within the player's own Deployment Zone(s).

Units coming in from Reserve during Round 3 or 4 can enter the game from any point along the entire board edge that includes any part of the player's Deployment Zone(s). All a player's Units in Reserve must have arrived by the end of Round 4. Any Unit that has not arrived by then counts as destroyed (and may score VPs for the opponents).

Note that not all Scenarios permit the use of Reserves.

Moving Units onto the Table

When they are ready to enter play, Units in reserve must be given an Advance or Sprint Action Token in the Command Phase. To move onto the table simply activate the Unit and then measure from the edge of the board onto the table as part of their Advance or Sprint action, making sure its Bases end in Coherency as normal. The Unit is now In Play.

There are some additional restrictions however:

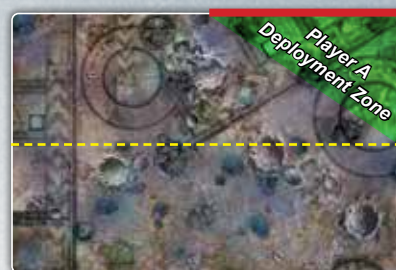
- A Unit must only enter from a point on a table edge that is at least 9" from any enemy Unit. Units arriving by Orbital Deployment do not have this restriction.
- A Unit coming onto the table in this way may Assault an enemy Unit in the same Round that it arrives, but has an additional -1 to hit modifier in the Assault. This also affects Units arriving by Orbital Deployment.



The Red line shows where the Units arriving from Reserve in Round two may enter from.



The Red line shows where the Units arriving from Reserve in Round three or later may enter from.



The Red line shows where the Units arriving from Reserve in Round two may enter from.



The Red line shows where the Units arriving from Reserve in Round three or later may enter from.



The Red line shows where the Units arriving from Reserve in Round two may enter from.



The Red line shows where the Units arriving from Reserve in Round three or later may enter from.



FOG OF WAR

Once you and your opponent are familiar with the rules, you may wish to play using the “Fog of War” game mode.

Instead of revealing all the Action Tokens at once, each player only flips and reveals Tokens as they activate each unit (or as an Overwatch assault reaction). This means you can keep your opponent guessing as to your plans!

You can’t look at your opponent’s Tokens, but you can check your own at any time.

Any remaining Overwatch Tokens are revealed all together at the end of the Movement Phase.

If you are playing in an event or tournament, the event organiser will specify whether the Fog of War rule will be used.

Fog of War and Reserves

If you are playing the Fog of War game variant, Units in Reserve may be given an Overwatch Token as a “bluff” to fool your opponent, but then will not actually enter play that Round!

In the Movement phase, you can choose to activate a Unit in Reserve so that the Unit in Reserve enters the game (unless it’s a bluff), or a Unit already In Play as normal.







ARMY LISTS

Welcome to the Epic Warpath Army Lists. Whether you are coordinating an elite battle group of Asterians to patrol the Silent Lands, a headstrong company of Forge Fathers to lay claim to the mining rights on a forest moon, or a veteran platoon of Corporation Enforcers to eliminate threats to the GCPS – these lists give you all the information you need to assemble your Epic Warpath army and face your opponent across the warzones of the future.

Beginning with the rules for how to construct an army for your games, each section then details the Epic Warpath factions in detail, providing the unit and model profiles for each of the available factions.

Have fun... and write your own history across the planets and battlefields of the Warpath Universe!



Building an Army

Before a game of Epic Warpath, each player is allocated a certain number of points to spend on building their army. The number of points available might be dictated by the Scenario description, but is usually agreed with your opponent beforehand. Typical games range from 1500 to 2500 points, but smaller or larger battles are possible, if you wish.

First, decide which faction you want to be. Then, create an army from your chosen Army List (you cannot mix factions), being careful not to exceed the agreed limit. The limit applies to both players, so in a 1500 point game, both players can spend a maximum of 1500 points on units. You can spend less, but not more. The

Army Lists that follow contain information about each faction and the points cost for each unit.

In the Army Lists, each unit has a profile entry, showing what weapon(s) they come equipped with, along with their points cost and stats. Each Army List is split into four categories:

- **Troops:** the fighters that make up the bulk of your army
- **Specialists:** elite units with special abilities or weaponry
- **Support:** large vehicles, creatures or gun platforms
- **HQ:** the generals and commanders of your army

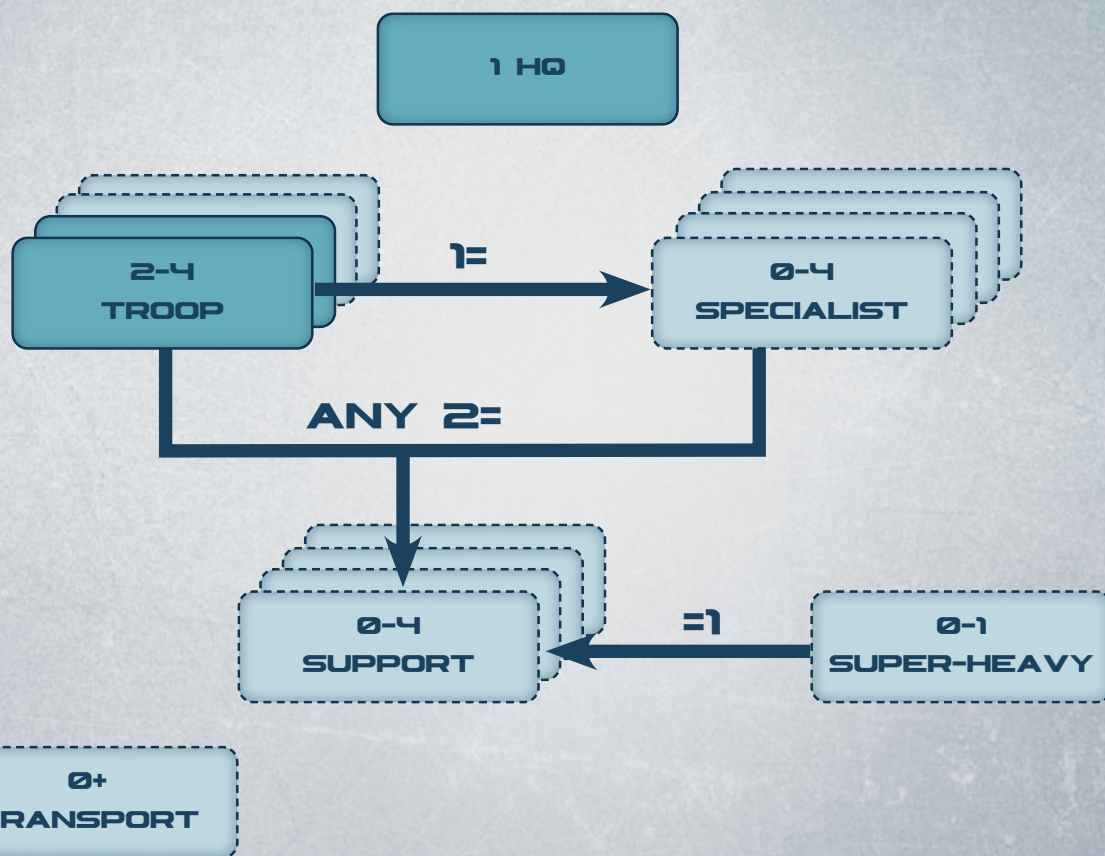
Companies

An Epic Warpath army consists of **any number of Companies**. Some unit categories can only be selected in your Company by “unlocking” them with other units you have taken. Each Company has the following structure:

- You must take at least 1 HQ Unit and 2 Troop Units in your Company. No other Units are required to unlock these Units.
- Your Company may include up to 2 additional Troop Units.
- For every Troop unit in your Company, you may take 1 Specialist Unit.
- For every 2 Troop and/or Specialist units in your Company, you may take 1 Support Unit. Thus 2 Troops, or 2 Specialist, or 1 of each as a pair, will unlock a single Support Unit.
- You can take 1 Transport unit for any Unit in your Company that is not a Walker, Vehicle, Super-heavy or Bike Unit type. Some Command Units may also have a Transport option. Only the Unit the transport was bought for may start the game embarked in it (although they do not have to).

In other words, taking 1 HQ unit and 2 Troop units allows you to take up to 2 additional Troop units, up to 4 Specialist units, up to 4 Support units, plus a Transport unit for each unit that is not a Walker, Vehicle or Bike.

COMPANY STRUCTURE





Unique Units

Units marked [U] are unique and cannot be taken more than once in an army.

Super-heavy Units

These titans of the battlefield can be hugely powerful and influential, but are appropriately rare and expensive. A Super-heavy Unit takes up one Support “slot” and you may only select 1 Super-heavy Unit per Company in your Army.

Some Super-heavy units are Command (Super-heavy). These Units take up both an HQ and a Support slot when making a Company.



COMMAND TRANSPORTS

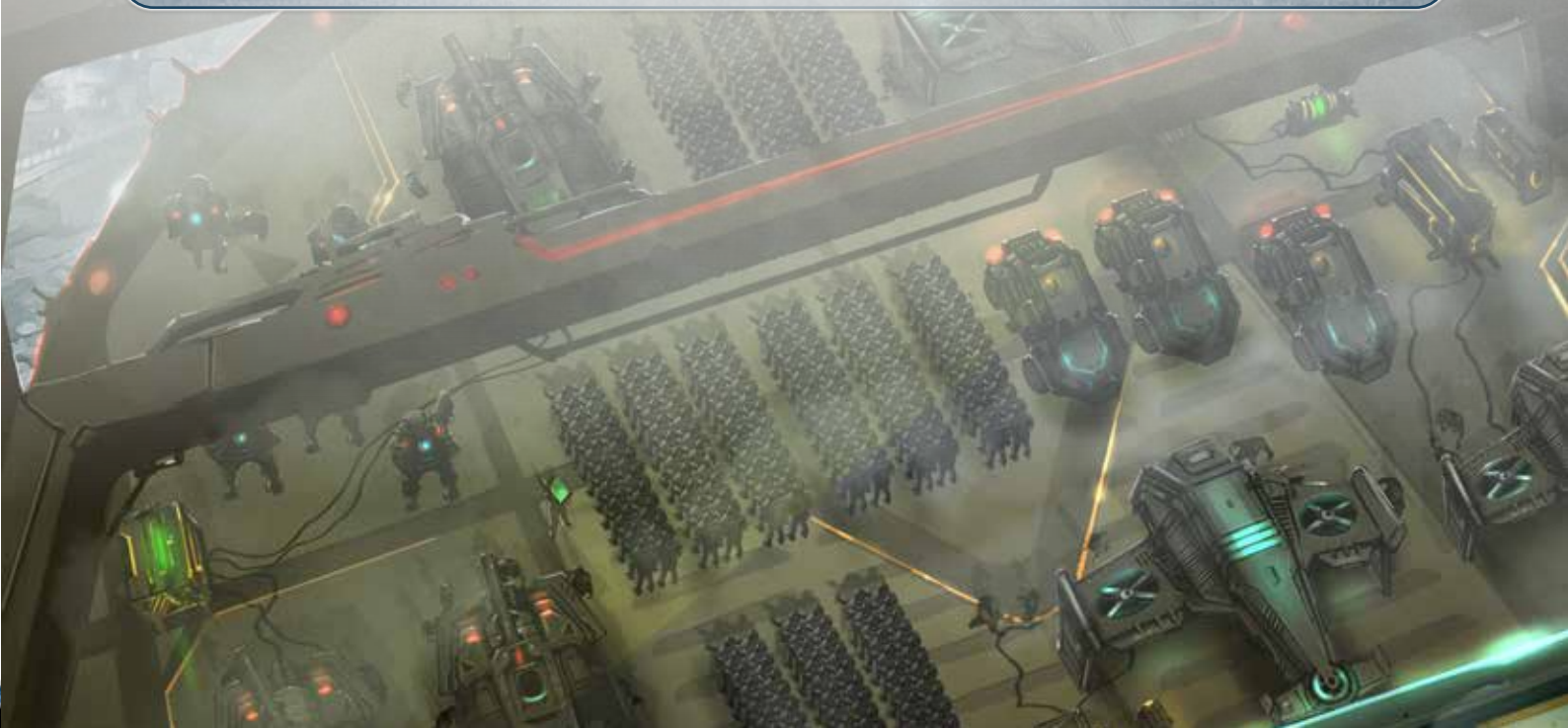
Some entries for Command Units include the option of purchasing a single transport vehicle, called a Command Transport. These vehicles are equipped with the most advanced stealth technology and are trained to make the best use of terrain to remain undetected.

Command Transports must be deployed at the same time as the Command Unit they have been purchased with, and within 3” of it (the Command Unit may also begin the game already embarked in the transport).

While a Command Unit is embarked in a Command Transport, the transport Unit gets both a Sprint and an Overwatch action token. In the Round the Command Unit inside leaves the transport, it keeps any action tokens it has and can use one or both as normal.

After deployment, the transport vehicle is a separate unit (with US 0) and acts as a normal Unit (with one action token if no Command Unit is onboard) for the rest of the game, with two important exceptions:

- Command Transports can only transport Command Units (any friendly Command Unit that fits onboard).
- A Command Transport cannot be targeted deliberately unless it is the closest target (even when not transporting a Command Unit).



BATTLEFIELD STRATAGEMS

Battlefield Stratagems are available to purchase for any army, when selecting an army. They may represent pieces of tech, or special training, support or orders and are useful to help give armies small but useful boosts.

Each Battlefield Stratagem option can only be selected in an army once. All Battlefield Stratagems are single use.

5 pts: Quick Thinking

Advanced AI, or just alien intuition, helps to predict enemy movements and gain the initiative. Use this Battlefield Stratagem to add +2 to the your result when rolling for Initiative in Round 1 (including when re-rolling ties).

20 pts: Take and Hold

Your units have orders to hold an Objective at all costs. At the end of a Round, a player with this Battlefield Stratagem may use it on a Dynamic Objective that they claimed and scored for that Round. Roll 1D8. On a 5+, the Objective will start the next Round Active, regardless of its current state.

30 pts: Bombardment Fire

This is a one-off strike, called in by a commander, representing a long range or orbital missile attack. From Round 2 of a game onwards, any friendly Command Unit can use its Overwatch Action Token to call in the Bombardment instead of firing any other weapons the Unit has. Pick a point anywhere on the table and resolve an attack with the following profile.

Range = Unlimited, ADice 1, AP1, Blast(4), Indirect (only), Pinning.

Note that the Bombardment is always fired Indirect, so roll to see if the initial template scatters, and then place three additional templates following the normal rules.

X pts: Covert Intel

Spies and scouts sent out ahead of the main army have captured vital intel that could help swing the battle in the army's favour. There is no guarantee the intel is useful however – you will not know until your forces are in action. Select one of the following options.

- Spend 10pts for one intel chance
- Spend 25pts for two intel chances
- Spend 50pts for three intel chance

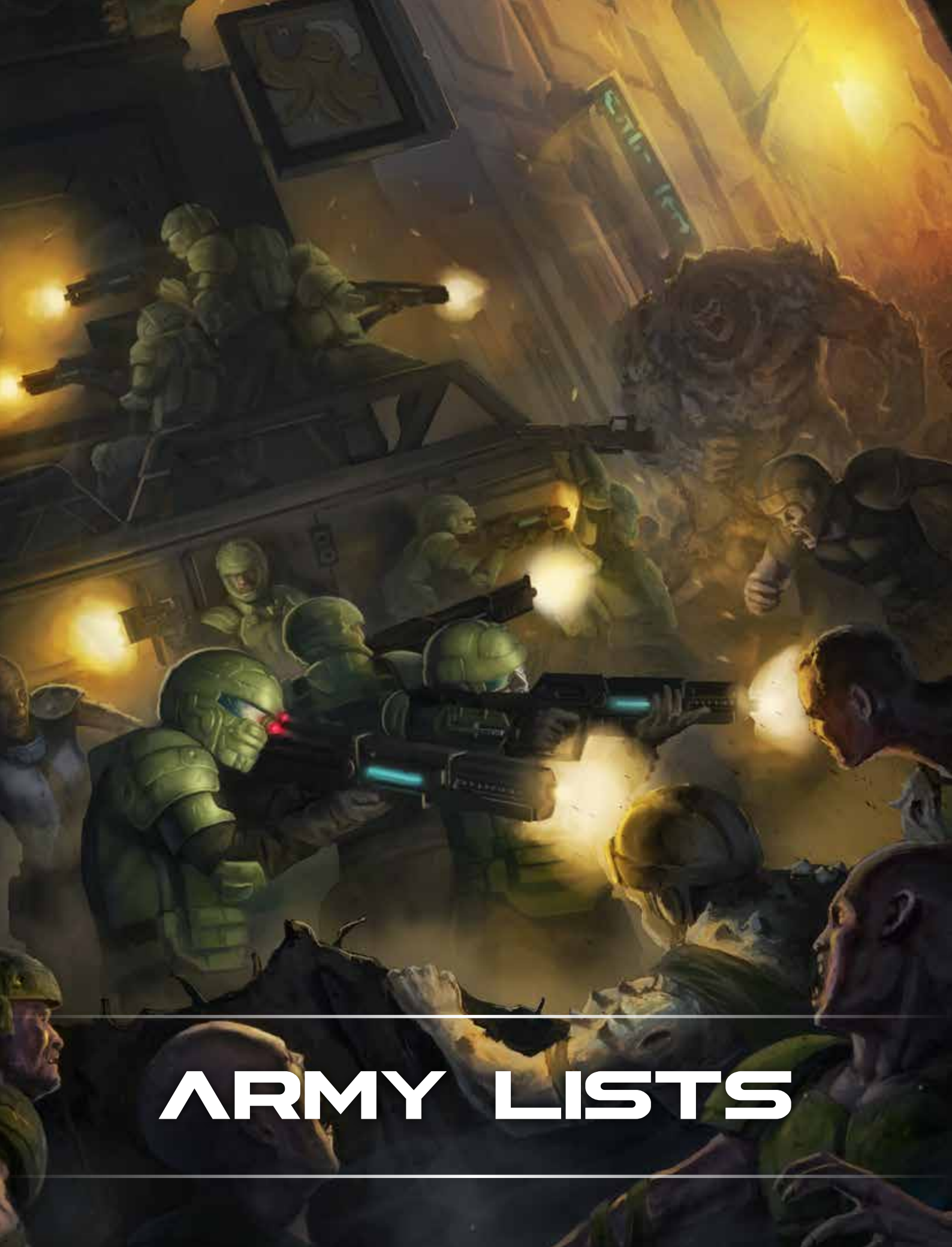
Before the Recon roll, any player that has purchased this Battlefield Stratagem for one or more intel chances, now rolls to see if their intel is useful for the battle ahead. For each intel chance a player has purchased, they roll 1D8. For each 5+ they roll, they begin the game with 1VP already scored.

X pts: Advanced Reconnaissance

The vanguard is sent ahead to map out the terrain and track enemy movements. With the information fed back, armies have a better chance to deploy in the most efficient way.

- Spend 5pts for one Black Command Die
- Spend 10pts for one Orange Command Die
- Spend 15pts for one Green Command Die

Each player can purchase as many Command Dice in this way as they wish using this Battlefield Stratagem. They are used one-time only, by adding them to the player's Recon roll before deployment. In addition, if the player that wins the Recon roll used Advanced Reconnaissance, they add +1 to their roll for Initiative for Round 1.



ARMY LISTS

ASTERIANS

Asterian culture is known and admired across the Five Spheres. Examples of Imperial sculpture, music, and literature are highly sought-after and traded, if sometimes barely understood, in the most exclusive boutiques in the Core. What is not appreciated by the pampered elites though is that Asteria applies an even greater sophistication to its art of war.

Asterian's revere life, but they also accept that death is an important part of the Balance. To this end, the majority of their frontline troops are not flesh and blood, but some of the most advanced robotic warriors and remotely operated drones in the galaxy.

The way is usually led by the warrior Clades - monastic schools of Asterian warriors who have dedicated their lives to the protection of the Empire and the redress of the Balance. Cyphers, the elite constructs of Asterian armies, are constructed using the genetic makeup of their intended pilot, or Shuuri. In this way, even though the Clade's physical forms may be kilometres away from the fighting, usually safely interred in custom-fitted pico-cocoons aboard a starship, the linking of their consciousness to their Cyphers and Black Talons allows them to fight as if they were personally present on the battlefield.

A similar technology is used by the Sho'senn, Asteria's volunteer military. Their Marionettes and mobile weapons platforms are nothing like as sophisticated as the Cyphers, nor are they genetically keyed to any one pilot. Indeed, a single Sho'senn, thanks to their practised mental discipline, may be able to operate several teams of drones simultaneously. They are still the equal of many of the frontline troops fielded against them.

One of the very few Asterians who are ever actually physically present on a battlefield is the Overseer. Chosen from senior Clade brothers on the eve of conflict by lot, it is the Overseer's job to experience warfare firsthand. This visceral experience, though distasteful, affords the Clade valuable lessons that can be passed on to his fellow warriors.

The Asterian Empire has an almost unrivalled grasp of science and technology. This has allowed them

to develop weapons suitable to every battlefield imaginable. Within the GCPS, Asterian drones typically fire 'noh' energy, a devastating form of radiation that effectively disintegrates molecular bonds. First developed to eliminate the Scourge, noh weapons have proven just as effective against corporate and Forge Father armour types.

However, as the clades of the Five Daggers, Wailing Song, Three Rivers Bend, and Golden Rose move ever further and deeper into corporate, Nameless, and even Forge Father territory, a tremendous toll has been taken from its Shuuri. Every transmission of a warrior's consciousness to his Cypher increases the risk of permanent corporeal dissociation - the stranding of self between pilot and drone. Extended and increasingly frequent engagements has left an unprecedented number of Shuuri unable to risk further transmissions. This is not the end of their path though - many have instead become the pilots of their clade's Aedis Wardens.

NOW YOU SEE ME

The greater the scale of war, the greater the demands placed on its participants. To facilitate the immense data transfer involved in drone warfare, many Sho'senn forces are deploying mobile command centres, known as Cairns. Even though the elite Clades still prefer to use their own command and control networks, the signal enhancers built into the Cairn's peripheral banks greatly speed up the reaction times of any and all drones within its considerable range.

The Cairn is much more than a simple relay station though. As well as possessing the same light-bending active camouflage field as a Clade Warden, the Cairn also has a miniature quantum pipe generator. This allows it to relocate itself from one point in space to another without actually moving.

Such extreme mobility, though based on principles that are simple to Asterian engineers, can make a Cairn extremely difficult for an enemy to locate, let alone destroy, despite their size. Their apparent ability to disappear and reappear at will often make it difficult for an enemy to even pin down how many Cairns are even present on a battlefield.

DEATH TO ALL MONSTERS

It was - intoxicating. Teer'pa could think of no other word for the experience. Piloting the Aedis was similar to inhabiting his Cypher, but so very different too. The Cypher was his, was him, linked genetically. The Aedis was not. He shared its mindspace with two others, fellow Shuuri who also could no longer risk the complete separation of their bodies and souls. But here, physically connected as well as mentally, their collective mindpower was almost the same. Better in some ways.

They surveyed the battlefield. Narsa drones and Black Talons swooped overhead. Chiras and Shades raced past their feet. Rockets and energy rays traced and stitched their way across their field of vision. It was a hail, a storm, a blizzard of buzzing light beams, accompanied by an unimaginably intense wall of sound.

The lesser races called it chaos, but Teer'pa and his brothers knew the exact opposite to be true. A universe left to chance was chaos. The unrestrained spread of mutated things like the ones he fought today. War was its antithesis. He and every other warrior on the field were making things as they ought to be.

The balance was out - death needed to be delivered to redress it. And nothing Teer-pa could see on the battlefield that night was as good at doing that as his triad's Clade Warden.

Data glyphs flowed across their shared consciousness. Some large, some small. Bright, dim. Targets of opportunity and priority.

They were spoiled for choice.

The Warden advanced, picking up speed as its Maelstrom cannon built up charge. A red glyph flashed brightly and they pivoted. The targeting systems locked on - a hideous group of shrieking mutants, nearly eight hundred metres away. The construct bucked almost imperceptibly as its massive cannon discharged a stream of vaporising noh energy. In less than a second, the creatures were unmade, a smoking crater left in the wake of their passing.

Another glyph flashed - less bright, slightly further away. Within the Warden's mindspace, they paused a millisecond to make the new calculation, then fired. Another huge mutant fell to the ground, a great chunk of its abominable flank simply evaporated.

The Aedis was moving quickly now, its camouflage field making it appear like a shimmering apparition, flickering into sight only long enough to obliterate a squealing target, then vanishing again.

The stealth field was not perfect though. A warning glyph suddenly flashed brightly in their shared sight. The Aedis wheeled as something heavy struck them on one leg. They were held, caught by an enemy. It was another abomination, the thing the humans called a 'Colossus'. It had locked its distended jaws on their leg while its claws raked at their gleaming armour.

The triad fought down their shared revulsion at the proximity of such an insult to life and quickly diverted power into the Warden's blade.

With a crack like an erupting volcano, the weapon ignited, blazing like a sun.

They brought it down hard. Trailing a tail of white flames, It sizzled and spat as its edge bit into the abomination's shoulder. The Plague-thing howled and the Triad felt their leg released. As the creature tried to move away from the source of its pain, they stepped back and brought the muzzle of the Maelstrom up again.

Before the wounded monstrosity could even try to turn and lunge back at them again, they fired.

ARMY SPECIAL RULE

The Sight

After both sides have deployed and have made any normal Scout moves, the Asterian player may make one additional Scout move for each friendly Command Unit in your army. Units do not have to have the Scout keyword to be moved this way. No Unit can make two Scout moves however. If both sides are playing Asterians, the winner of the Recon roll goes first and players alternate moving Units, just as with normal Scout moves. The Asterian player also adds 1 to their result when rolling for Initiative in the first Round of the game.

ARMY
NERVE

5+

Asterians Strategic Orders

Name	Cost	When?	Effect
Energise	2(3)	When one of your Units is the target of a shooting or assault attack (including from a scattered template).	Spend the Command Points after the enemy player rolls the dice to hit, but before any damage rolls are made. The Unit improves the value of its Save stat by 1 (e.g. 7+ becomes 6+) when resolving this attack. Note that this Order costs 3 Command Points if used on a Super-Heavy Unit. This order can be used by Units granted a Save value from an Aura. If a Unit with a Save Aura uses Energise itself, only the Save of that Unit is increased. If Blast weapons hit multiple Units within such an Aura, each must Energise separately.
Noh Charger	1	When an Infantry, Heavy Infantry or Bike Unit with Noh Weapons selects a target for a shooting attack, before rolling to hit.	For this shooting attack, the Unit's Noh weapons gain AP1 (or increase its AP by 1 if they already have it). Spend the Command Point before rolling to hit.
Vibroshield	1	After the enemy declares that a Unit will Sprint to move into contact with one of your Units that is not Pinned or already engaged in an Assault.	Spend the Command Points before the enemy Unit moves. Put a Status Marker on the enemy Unit as a reminder. In the following Assault, the Unit with the Status Marker rolls half the number of dice to hit (rounding down) for all allocated attacks against the Unit that activated the Vibroshield.

TROOP

Marionettes (6)		Type	HT	US	Pts
		Infantry	2	4/3	110
SP	SH	AS	AR	SV	
5/8	6+	7+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Noh Rifles		12	1	-	
Assault Weapons		A	1	-	

Marionette Phlogister (6)		Type	HT	US	Pts
		Infantry	2	4/3	135
SP	SH	AS	AR	SV	
5/8	6+	7+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Phlogisters		9	2	AP1, Ignores Cover	
Assault Weapons		A	1	-	



Cypher Wardens (6)		Type	HT	US	Pts
		Infantry	2	4/2	185
SP	SH	AS	AR	SV	
5/8	5+	5+	6+	7+	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Charge Gloves		9	2	-	
Assault Weapons		A	2	-	

Kalyshi (6)		Type	HT	US	Pts
		Infantry	2	4/2	215
SP	SH	AS	AR	SV	
6/10	6+	4+	5+	-	
Keywords					
Scout, Stealthy					
Weapons		Range	ADice	Keywords	
Energy Bows		12	1	Vicious	
Glaives		A	2	AP1, Sustained Attack, Vicious	

SPECIALIST

Sky Razors (6)		Type	HT	US	Pts
		Bike	2	2/1	210
SP	SH	AS	AR	SV	
12/18	5+	6+	6+	6+	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
Twin Noh Rifles		12	2	-	
Assault Weapons		A	2	-	

Cyphers (6)		Type	HT	US	Pts
		Infantry	2	3/1	200
SP	SH	AS	AR	SV	
5/8	4+	6+	6+	7+	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Missiles		18	1	AP1, Anti-Aircraft	
Assault Weapons		A	1	-	

Black Talons (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	255
SP	SH	AS	AR	SV	
5/8	4+	5+	6+	6+	
Keywords					
Anti-Grav, Orbital Deployment, Stealthy					
Weapons		Range	ADice	Keywords	
Talon Noh Rifles		12	2	AP1	
Assault Weapons		A	2	-	

Matsudan Team (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	215
SP	SH	AS	AR	SV	
5/8	6+	6+	6+	-	
Keywords					
Resilience (1)					
Weapons		Range	ADice	Keywords	
Ion Barrage		12	2	AP1, Pinning	
Assault Weapons		A	3	AP1	

Spectra Blademaster (3)		Type	HT	US	Pts
		Walker	3	2/1	150
SP	SH	AS	AR	SV	
6/10	5+	4+	6+	6+	
Keywords					
Heavy Armour, Unflinching					
Weapons		Range	ADice	Keywords	
Plasma Salvo		12	2	AP1	
Solar Blade		A	3	AP2, Vicious	



SUPPORT

Chroma Force Platform (2)		Type	HT	US	Pts
		Vehicle	3	1/0	105
SP	SH	AS	AR	SV	
10/15	4+	8+	7+	6+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Super Heavy Plasma Vortex					
• Plasma Blast*		20	1	AP3, Blast	
• Plasma Pulse*		24	3	AP1	
Ramming		A	1	-	

Shade Escort Gunship (3)		Type	HT	US	Pts
		Vehicle	3	1/0	155
SP	SH	AS	AR	SV	
12/16	5+	8+	6+	7+	
		Keywords			
Anti-grav, Heavy Armour, Stealthy					
Weapons		Range	ADice	Keywords	
Heavy Fission Beamer		16	2	AP3, Primary Weapon	
Noh Blasters		16	3	Vicious	
Ramming		A	1	-	



Assassin (1)		Type	HT	US	Pts
		Vehicle	3	1/0	60
SP	SH	AS	AR	SV	
12/16	4+	8+	7+	7+	
Keywords					
Anti-Grav, Heavy Armour, Stealthy					
Weapons		Range	ADice	Keywords	
Noh Blasters		16	2	Vicious	
Railgun		36	1	AP4, Demolisher, Primary Weapon, Sustained Attack	
Ramming		A	1	-	



TRANSPORT

Chira Transporter (2)		Type	HT	US	Pts
		Vehicle	3	0/0	80
SP	SH	AS	AR	SV	
10/15	5+	8+	6+	5+	
Keywords					
Anti-Grav, APC, Capacity (3), Heavy Armour					
Weapons		Range	ADice	Keywords	
Twin Noh Rifles		12	2	-	
Ramming		A	1	-	

Wraith (3)		Type	HT	US	Pts
		Vehicle	3	0/0	105
SP	SH	AS	AR	SV	
12/16	5+	8+	6+	6+	
Keywords					
Anti-Grav, APC, Capacity (2)					
Weapons		Range	ADice	Keywords	
Noh Blasters		16	2	Vicious	
Ramming		A	1	-	

HQ

Overseer (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	2/1	45
SP	SH	AS	AR	SV	
5/8	6+	6+	5+	5+	
Keywords					
Command Radius (16"), Cunning, Tactician (🟢)					
Weapons		Range	ADice	Keywords	
Charge Gloves		9	2	-	
Assault Weapons		A	2	-	
Options					
May take a single Wraith as a Command Transport for +35pts					

Narsa (1) [U]		Type	HT	US	Pts
		Command (Vehicle)	3	1/0	75
SP	SH	AS	AR	SV	
10/15	5+	8+	7+	7+	
Keywords					
Anti-Grav, Aura [Save(7+)], Command Radius (12"), Cunning, Heavy Armour, Tactician (🔴)					
Weapons		Range	ADice	Keywords	
Noh Blasters		16	3	Anti-Aircraft, Vicious	
Ramming		A	1	-	

Cypher Prime (1)		Type	HT	US	Pts
		Command Heavy Infantry	2	2/1	50
SP	SH	AS	AR	SV	
5/8	4+	4+	6+	6+	
Keywords					
Command Radius (12"), Cunning, Tactician (🔴), Unflinching					
Weapons		Range	ADice	Keywords	
Noh Pistol		9	3	-	
Assault Weapons		A	3	AP1	
Options					
May take a single Wraith as a Command Transport for +35pts					



SUPER-HEAVY

Aedis Clade Warden (1)		Type	HT	US	Pts
		Super-heavy	6	5/5	370
SP	SH	AS	AR	SV	
8/12	5+	4+	8+	5+	
Keywords					
Heavy Armour, Resilience (3), Stealthy, Strider, To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Maelstrom Cannon		30	1	AP2, Blast (2), Pinning	
Solar Blade		A	8	AP2, Vicious	
Special Rules					
Weapon Master: After an assault involving this Unit has been resolved and this Unit is no longer in base contact, it may immediately fire its ranged weapon at a single target following the normal rules. This is a free action.					
Battlemancer: When this Unit activates in the Movement Phase, you may first spend two Command Points to change its Action Token to one of any other type. If the new Action token is Overwatch, pass play back to your opponent unless you intend to Keep Going! Otherwise, spend the new Action token to activate this Unit.					

Cairn Command Centre (1) [U]		Type	HT	US	Pts
		Command (Super-heavy)	4	5/5	400
SP	SH	AS	AR	SV	
10/15	5+	6+	8+	5+	
Keywords					
Command Radius (20"), Cunning, Heavy Armour, Resilience (3), Stealthy, Tactician (●●●●●), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Heavy Fission Beamer		16	2	AP3, Primary Weapon	
Noh Blasters		16	3	Anti-Aircraft, Vicious	
Ramming		A	1	-	
Special Rules					
Displacement: When activated in the Movement Phase, this Unit can discard all of its Action or Combat Tokens and spend 1 Command point to activate its Displacement field. The unit teleports and is placed anywhere on the gaming surface (at least 1" from other units and not into Impassable Terrain), or even placed into Reserve. When entering the game from Reserve, the Unit can enter normally, or use this ability instead and simply be placed anywhere on the table as above. When being relocated by Displacement and teleporting anywhere, it gets a Combat -1 Token, applicable for either Shooting or Assault that Round.					





ENFORCERS

The basic tenet of Enforcer warfare is to strike first, fast, and with overwhelming force. Do that. Do it well. And you will have served the will of the Council.

- Forward Observer Roca

The Enforcer Corps is everywhere. Its garrisons are located all across the Five Spheres and its warships patrol the spaces inbetween. Even on worlds where no Enforcers are stationed, there are plenty of posters, billboards, and holoscenes on display, acting as either a warning or a recruiter, and reminding the citizens of the GCPS that the will of the Council of Seven will be enforced anywhere and at any cost.

At least, that is what everyone is supposed to believe.

In truth, the Enforcers are far more thinly spread and far more heavily engaged than anyone loyal to the Council might care to believe. The constant wars across the vast expanse of the Outer Spheres, the incessant drain on resources of small-scale uprisings closer to the Core, all take a toll.

Despite a characteristically aggressive recruitment campaign, and there are plenty of willing applicants, the Enforcer Corps simply cannot maintain the numbers of operators it would like. That they have been able to maintain as much as order as they have is due to two things: the coldblooded efficiency that permeates everything the Corps does, and having free access to the greatest arsenal mankind has ever possessed.

We Make the Best Better

The Enforcers' fearsome reputation is well-earned. To the enemy, they are faceless, emotionless, and unstoppable. They field fewer boots on the ground than most of their opponents, but each operator that goes to war is nothing less than a coldblooded killing machine. Each squad is a part of the whole, a cog within a smooth and well-oiled machine, that is always moving forwards and never runs from danger. They are also backed up by more firepower than any human has ever individually had access to in the history of mankind.

The success of the Enforcer Corps starts with the rebuilding of their recruits. Whether they applied directly to the Corps, were drafted from a prison, picked out of a penal colony, or selected after proving their

ability in another professional military outfit, does not matter. Each and every human being that is accepted into the Corps undergoes 'the Program'.

Over a period of many pain-filled months, their bodies are rebuilt and rewired. Muscles are strengthened, constitutions restructured, and reactions enhanced. But only having a super-human body is not enough. The Program also enters and alters the minds of its subjects. Every Enforcer is, by the end of their training, utterly devoted to serving the will of the Council. They are also rendered capable of doing whatever it takes to serve that will, no matter how 'morally' dubious that will might be.

Failure at any stage of the Program means death. But those that survive it, and the arduous physical and tactical training that follows, are well-rewarded. They will enter the most feared and respected military in the galaxy and will be equipped with the finest hardware money can buy.

CONTROLLING THE GALAXY

The Enforcer Corps operates as a series of discrete commands, known as battalions, distributed across the GCPS. Each battalion is semi-autonomous, but largely dedicated to a particular role or even to one sector of the galaxy. These include the Perseus North and Perseus South Force Battalions, the Cygnus and Scutum Battalions, and the Centaurus Strike Battalion. These forces patrol and control vast areas of the GCPS but there are other, smaller and more specialised commands within the Enforcer Corps. These include the Long Patrol - tasked with maintaining the blockade in and around the Death Arc, and the Black Company.

The Black Company are an elite within the elite - highly mobile and specially trained with one specific tasking: it is up to the Black Company to monitor and combat the activities of Marauder bands across the GCPS. They have had much success in this mission, making sure no group of greenskins ever became large enough to threaten the GCPS again. But something has clearly gone wrong - Marshal Tung's success in the Cerberus Maw is a mark on the Company's black armour and there are other militant Orcs building sizeable armies elsewhere in the GCPS.



Standard Enforcer armour is known and respected across the galaxy for its almost peerless power and protective strength. Built by Forge Father smiths, at great cost to the Council, these suits further boost their wearers' already-enhanced strength and stamina. They also include small but highly effective jump-packs, making Enforcers able to quickly climb or fall from great heights. High-speed, low-altitude drops from either Accuser Interceptors or a Drakon Cruiser can be a devastatingly effective way of delivering troops anywhere at any time.

Where speed is less important than protection, Enforcers clad in Peacekeeper armour may be deployed. Peacekeeper armour is far heavier and much less manoeuvrable than standard plate, but it is widely believed to be the most advanced and efficient personal armour currently available. As Enforcer leaders typically lead from the front, and take on the most challenging tasks and enemies, many will do so wearing Peacekeeper armour.

Mobility is everything to an Enforcer Corps that must constantly be closing with and eliminating its enemies though. For this reason, in larger engagements many Enforcer commanders will utilise either the Victor MkII tank or the far larger Maven IV. The Maven is an all-in-one mobile command post, tactical data relay, and gun emplacement. It is powered by three XS-341 Turbo AG engines, allowing it to move with the Enforcers' characteristic speed as it leads, supports and enhances the army's other units. The Maven's power plant also supplies energy to its batteries of high-energy laser weapons.

As well as the best soldiers wearing the best armour, the Enforcer Corps also, naturally, has the best armaments in the GCPS. Operating under an exclusive licence secured shortly after the Mandrake Rebellion, Accutek manufactures most Enforcer small arms using their 'Genling' imprint. The 32 HLP-X sidearm, 45 HLR-X assault rifle, and 58 LSW-X Burst Laser all use proprietary technology to allow massive amounts of energy to be discharged almost constantly.

Other manufacturers - Xian-Seng and Recoil Industries to name but two - have also managed to secure a piece of the pie, but only under strict terms. Nothing supplied to the Enforcers can ever be sold to any other customer and, with the penalty for breaking these contracts being death, only a fool or a madman would ever even try to do so.

LEAD THE WAY

Pathfinders are to some eyes the 'secret weapon' of the Enforcer Corps - they are both its most lightly protected operators but also often its most powerful. Many Pathfinders operate semi-autonomously, sometimes alongside Forward Observer operators, wherever there is a need for a more subtle Enforcer presence in the galaxy. From investigating possible alien incursions to assassinations of individuals the Council has identified as expendable, the Pathfinders are deployed to some of the most dangerous places in the galaxy.

On the battlefield they use their speed and stealth-training to locate priority targets and record and report enemy movements. But despite wearing only lightweight armour, Pathfinders are no less deadly combatants than any frontline Enforcer unit. Their Genling TAG rifles are capable of putting a solid round through an enemy warlord's eye at incredible distances.



ARMoured ASSAULT

Versatility is a key part of the Enforcer credo and the 'Panther' Multi-role tank frame epitomises this. Utilising a Xian-Seng anti-grav engine similar to the ones that power Enforcer Jetbikes, the basic Panther frame was co-developed with Enforcer engineers at Reiker firing ranges and can be fitted with a variety of loadouts, from anti-personnel to anti-armour or even anti-air weapon systems.

A recent uptick in actions against Nameless forces has led to the development of the 'Punisher' version. Equipped with a Zeus High Explosive launcher, the Punisher excels at hitting and pinning concentrations of infantry huddled in cover.

ARMY SPECIAL RULE

Advanced Training

Enforcer units outside of the Command Radius of friendly Command Units can still use Strategic Orders, but such Orders will cost 1 additional Command Point than normal.

ARMY
NERVE

5+

Enforcers Strategic Orders

Name	Cost	When?	Effect
High Velocity Ammo	1	When a Unit of Infantry or Heavy Infantry activates and Shoots.	When targeting a Super-heavy, Vehicle or Walker unit, the Unit's weapons gain AP1 (or increase its AP by 1 if they already have it). Spend the Command Points for this order before rolling any dice.
Shock-Resistant Armour	1	Before an enemy Unit rolls to damage a Vehicle or Walker Unit.	For this shooting attack, reduce the AP value of the enemy Unit's weapons by 1.
Go, Go, Go!	2	After an Infantry or Heavy Infantry Unit with a Sprint order activates in the Movement Phase.	If the Unit is not engaged with an enemy Unit, give it a Combat Token. This may not be used if the Unit has disembarked from a transport or arrived from Reserve this turn.

TROOP

Operatives (6)		Type	HT	US	Pts
		Infantry	2	4/3	160
SP	SH	AS	AR	SV	
5/8	5+	5+	6+	-	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
Genling 45 Laser Rifles		15	2	-	
Assault Weapons		A	1	-	

Heavy Weapon Operatives (6)		Type	HT	US	Pts
		Infantry	2	4/3	160
SP	SH	AS	AR	SV	
5/8	5+	5+	6+	-	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
HMX-32 Missile Launchers		20	1	AP1, Vicious	
Assault Weapons		A	1	-	



Assault Enforcers (6)		Type	HT	US	Pts
		Infantry	2	4/3	185
SP	SH	AS	AR	SV	
5/8	5+	5+	6+	-	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
Genling Laser Pistols		9	2	-	
Wrist Blades		A	2	AP1	

Pathfinders (6)		Type	HT	US	Pts
		Infantry	2	4/3	165
SP	SH	AS	AR	SV	
5/8	5+	5+	5+	-	
Keywords					
Scout, Stealthy					
Weapons		Range	ADice	Keywords	
TAG Rifles		20	1	Ignores Cover	
Assault Weapons		A	1	-	

SPECIALIST

Jet Bikes (6)		Type	HT	US	Pts
		Bike	2	2/1	200
SP	SH	AS	AR	SV	
12/18	5+	6+	6+	6+	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
Dominator Rifles		12	2	Sustained Attack	
Assault Weapons		A	1	-	

Peacekeepers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	215
SP	SH	AS	AR	SV	
5/8	4+	5+	7+	-	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Dominator Rifles		15	2	Sustained Attack	
Energy Gauntlet		A	1	AP2	

Peacekeepers Defenders (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	235
SP	SH	AS	AR	SV	
5/8	5+	4+	7+	7+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Dominator Rifles		15	2	Sustained Attack	
Assault Weapons		A	1	AP1	

Enforcer Strider (3)		Type	HT	US	Pts
		Walker	3	1/1	130
SP	SH	AS	AR	SV	
6/9	5+	5+	7+	-	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Heavy Burst Laser					
• Scatter Shot*		18	3	-	
• Focus Fire*		18	1	AP2	
Assault Weapons		A	2	AP1	

SUPPORT

Panther Missile Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	125
SP	SH	AS	AR	SV	
8/12	5+	7+	7+	6+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
HMX-32 Missile Launchers		24	2	Anti-Aircraft, AP1, Vicious	
Ramming		A	1	-	

Panther Grav Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	135
SP	SH	AS	AR	SV	
8/12	5+	7+	7+	6+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
JV4 Light Cannons		24	3	AP1, Sustained Attack	
Ramming		A	1	-	

Victor-MkII Tank (2)		Type	HT	US	Pts
		Vehicle	3	1/0	160
SP	SH	AS	AR	SV	
6/9	5+	7+	8+	5+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Twin Laser-blasters		18	2	-	
Neptune-1 Heavy Turret Gun		30	3	AP2, Primary Weapon	
Ramming		A	1	-	

Panther Punisher (3)		Type	HT	US	Pts
		Vehicle	3	0/0	105
SP	SH	AS	AR	SV	
4/6	5+	7+	6+	7+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Zeus HE		6-30	1	Blast, Indirect, Pinning, Targeting Systems	
Ramming		A	1	-	

Accuser Interceptor (2)		Type	HT	US	Pts
		Vehicle	6	0/0	100
SP	SH	AS	AR	SV	
16/24	5+	-	6+	7+	
Keywords					
Capacity (3), Fly					
Weapons		Range	ADice	Keywords	
Heavy Burst Lasers		15	3	Anti-Aircraft, Sustained Attack	

Persecutor Bomber (2)		Type	HT	US	Pts
		Vehicle	6	0/0	85
SP	SH	AS	AR	SV	
14/21	5+	-	6+	7+	
Keywords					
Fly					
Weapons		Range	ADice	Keywords	
Bunker Busters		15	1	AP2, Blast, Demolisher, Ignores Cover, Vicious	



TRANSPORT

Panther APC (3)		Type	HT	US	Pts
		Vehicle	3	0/0	80
SP	SH	AS	AR	SV	
8/12	6+	8+	6+	7+	
Keywords					
<i>Anti-Grav, APC, Capacity (2), Heavy Armour</i>					
Weapons		Range	ADice	Keywords	
Laser-blaster		18	1	-	
Ramming		A	1	-	



HQ

Lieutenant (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	40
SP	SH	AS	AR	SV	
5/8	5+	5+	6+	6+	
Keywords					
Anti-Grav, Command Radius (12"), Tactician (🔴)					
Weapons		Range	ADice	Keywords	
Genling 45 Laser Rifles		12	2	Sustained Attack	
Assault Weapons		A	2	-	
Options					
May take a single Panther APC as a Command Transport for +25pts					

Captain (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	3/3	60
SP	SH	AS	AR	SV	
5/8	4+	4+	6+	6+	
Keywords					
Anti-Grav, Command Radius (12"), Cunning, Tactician (🔴, 🟢)					
Weapons		Range	ADice	Keywords	
Dominator Rifles		12	2	Sustained Attack	
Wrist Blades		A	3	AP1, Sustained Attack	
Options					
May take a single Panther APC as a Command Transport for +25pts					



Peacekeeper Captain (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	3/3	80
SP	SH	AS	AR	SV	
5/8	4+	4+	7+	5+	
Keywords					
Anti-Grav, Command Radius (12"), Cunning, Heavy Armour, Tactician (🟢)					
Weapons		Range	ADice	Keywords	
Dominator Rifles		12	3	Sustained Attack	
Phase Claws		A	4	AP1, Sustained Attack, Vicious	
Options					
May take a single Panther APC as a Command Transport for +25pts					

Victor-MkII Tank (1)		Type	HT	US	Pts
		Command (Vehicle)	3	1/1	85
SP	SH	AS	AR	SV	
6/9	5+	7+	8+	5+	
Keywords					
Anti-Grav, Command Radius (12"), Heavy Armour, Tactician (●)					
Weapons		Range	ADice	Keywords	
Twin Laser-blasters		18	2	-	
Neptune-1 Heavy Turret Gun		30	3	AP2, Primary Weapon	
Ramming		A	1	-	

SUPER-HEAVY

Drakon Light Cruiser (1)		Type	HT	US	Pts
		Super-heavy	4	5/5	410
SP	SH	AS	AR	SV	
8/12	5+	6+	9+	6+	
Keywords					
Anti-Grav, Capacity (12), Orbital Deployment, Resilience (3), Tactician (●), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Burst Laser Array		15	6	Sustained Attack	
Burst Laser Array		15	6	Primary Weapon, Sustained Attack	
Assault Weapons		A	6	-	
Special Rules					
Troop Transport: Up to two Units may be embarked on the Drakon at once. All the normal rules for transported troops apply. The Units inside do not have to activate or disembark at the same time.					
Assault Ship: Units disembarking from the Drakon and moving to engage an enemy Unit in Assault in the same Round, receive a +1 to hit bonus in the ensuing assault, instead of the usual -1 to-hit modifier for doing so.					
Homing Beacon: When deploying using the Orbital Deployment keyword, this Unit will scatter a maximum of 3”.					

Maven IV Command Tank (1)		Type	HT	US	Pts
		Command (Super-heavy)	4	5/5	440
SP	SH	AS	AR	SV	
6/9	5+	6+	9+	5+	
Keywords					
Anti-Grav, Command Radius (16"), Cunning, Resilience (3), Tactician (🔴🟢), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Twin Laser-blasters		18	2	AP1, Primary Weapon	
Twin Laser-blasters		18	2	AP1, Primary Weapon	
Twin Laser-blasters		18	2	AP1, Primary Weapon	
Twin Laser-blasters		18	2	AP1, Primary Weapon	
Assault Weapons		A	4	-	
Special Rules					
Command and Conquer: If a unit within the Command Radius of this Unit uses the Go! Go! Go! Strategic Order, it costs only 1 Command point rather than 2.					



FORCE FATHERS

A Forge Lord going to war knows his army will likely not be the fastest to cross the battlefield, nor will it be the first to reach its tactical objectives. He will not necessarily anticipate having the most soldiers or vehicles at his command, or even to be able to choose exactly where he fights. But, just as every Forge Father knows that it is his people that will eventually reclaim the entirety of the galaxy, a Forge Lord does expect that his forces will be utterly implacable. They will be unstoppable when advancing and immovable when defending. They will fight like dragons and die like heroes, taking what is theirs by right and giving their enemies nothing but death.

The sons of the dragon may move slowly, but woe betide anyone who gets in their way when they do.

As part of the peace negotiated at the end of the War of the Short Front, most dwarf clans are allowed free and safe passage within the GCPS. The majority of the clans taking advantage of this freedom of movement do so aboard one of their clan's Ward Ships or one of its attendant fleet.

Ward Ships are more than simple starships. Each one is a monolithic construction - the mobile seat of a clan, a self-contained world of its own; a home, a workplace and the very identity of a dwarf. Even Brokkrs - dwarfs without a clan of their own - respect and acknowledge the importance of the Ward Ships. A Forge Father can spend a large portion of their lengthy life entirely aboard their home vessel, devoting themselves to one of the few things that truly matters to a dwarf: excellent craftsmanship.

The artisans of the Forge Fathers, with an endless supply of raw materials, and practically unlimited time to tinker, tailor, solder, and pry, create the most intricate and highest quality goods of every kind. Where many truly excel, however, is in the creation of the machinery of war.

The Craft of War

The stolid Steel Warrior platoons are some of the toughest and best-drilled troops in the galaxy. Thorgarim assault teams are implacable and unstoppable and the fire unleashed by the Dragonbreath flamers of the Rekkhyrr is furious and unyielding. Practically unshakeable, the frontline troops of the Forge Fathers can survive onslaughts of firepower that would reduce lesser armies to dust. This is due in no small part to the dwarfs' belief they are the true masters of and heirs to the galaxy, but also, of course, to the fact the Forge Fathers are shielded by the best armour in all of creation.

Their vehicles are no less powerful or protected. The Sturnhammer battle tank is feared on battlefields across the galaxy, having earned a reputation as an almost impenetrable vehicle-killer. Even the Drakkar APC is well-known for not only being able to deliver platoons of troops to key locations quickly and securely, but also for being an effective, if a little blunt, weapon all by itself.

It is a mark of honour for a Forge Lord to lead their clan into battle and the Forge Fathers revere age almost as much as they do craftsmanship. The leaders of a dwarfen army will often go to war clad in one of their clan's precious 'Antikk' or Iron Ancestor suits of armour. A huge suit of all-enclosing armour, an Iron Ancestor's Hailstorm cannons and mighty Forge Hammer are both capable of turning a phalanx of Marionettes into so much scrap. A lone Iron-Ancestor is a one-dwarf wrecking machine. Put several together and these revered ancients can turn the tide of any battle.

INTRICATE COMPLEXITY

All Forge Fathers, be they a Hearth Lord, Huscarl, or lowly brokk, are engineers at heart. Nothing is as pleasing to a dwarf as a complex mechanism - something designed, refined, and perfectly aligned. The outward appearance of a thing is far less important than the safeguards, redundancies, backup systems and cut-outs built into the thing itself. Thus, while seeing a dwarf army on the move has been likened to watching a small collection of angular metal mountains slowly sliding down a slope, Forge Father equipment is, in many ways, the most sophisticated fighting force in the galaxy.



Kappa Nu

There has been peace between the Star Realm and Asterian Empire for many centuries. Neither side could hope to profit from all out war and a mutually determined buffer zone exists between the two states. But the enmity between dwarf and Asterian has never been far from the surface, frequently boiling over in skirmishes and conflicts throughout the GCPS. Now, as the war for Kappa Nu has escalated, and more and more of both side's military have been brought in to try to end the dispute, the Forge Fathers have been able to bring out their truly big guns.

As sons of Farangir, the dwarfs have always felt an affinity to the most primordial elements of the universe - in particular, fire. On the battlefields of Kappa Nu, the Forge Fathers have been able to unleash perhaps the ultimate symbol of their descendancy from dragons - the Hrungnir Magma Destroyer.

Named after a beast of Forge Father legend, the Hrungnir is a colossal armoured vehicle, crewed by up to a dozen veteran dwarf warriors, and deployed wherever utter annihilation of an enemy is the only option. The creature of legend was a hunter - ETCU translators have described it as being somewhere between a massive feline and a rhinorn in appearance that once even tried to attack the Great King Frakkir. While it is hard to imagine the namesake war machine ever being stealthy, when its magma-core engine is overcharged, the Hrungnir is certainly capable of great bursts of speed.

DROPBOX

A Forge Lord needs a hearth like an anvil needs a hammer. The Forge Fathers excel at building fortified positions, but sometimes there just is not time.

On rare occasions, a Forge Father Exploratory Fleet may reach its target world and find some other, younger, ruder race has already set itself up, either by building a city or an armoured garrison. In these instances, a Forge Lord may direct his Ward Ship to deliver his own mobile fortress directly to the battlefield. Landing like a comet, a Nidavellir's Dragonbreath flamers are well-suited to creating a beachhead for other troops to exploit. They can also act as transports, bringing either squads of Steel Warriors or even armoured assault vehicles directly to the frontline.



ARMED AND DANGEROUS

It is not just its professional military that makes a Forge Father colony such a dangerous place to attack. Every dwarf on a Ward Ship is expected to spend at least some of their lifespan serving as a Steel Warrior, so most dwarfs found on planets in the GCPS, whether miner or merchant, are also trained veterans. Steel Warriors retain the Hailstorm weapons they used while in service and most display them prominently in their civilian workplaces.

Many of the machines the dwarfs deploy to their mines and refineries can also be quickly and easily repurposed into deadly weapons of war. An Inferno drill or a mining laser can cut through an enemy just as well as it can a rock face. This means that almost every Forge Father mine and foundry, every trading outpost and waystation, is also possessed of a skilled and capable militia force. No dwarf can ever be classed as 'defenceless'.

ARMY SPECIAL RULE

Farangir Overcomes

Whenever one of your units receives a Pin marker, roll a die. On a 5+ the Pin marker is immediately discarded.

ARMY
NERVE

5+

Forge Fathers Strategic Orders

Name	Cost	When?	Effect								
Unnatural Sprinters	1	When an Infantry, Heavy Infantry or Walker Unit activates in the Movement Phase.	Increase the Unit's Advance or Sprint move by 3" for this activation. This cannot be used when the Unit activates to leave a transport with a free activation or in the normal turn sequence.								
'Tis but a Scratch	2	When the enemy attacks this Unit with shooting or in an assault.	Spend the Command Points before the enemy player rolls the dice to hit. The Unit gains a Save 6+ value when resolving this attack OR if it already has a Save, it can re-roll any failed Save results.								
Born of Fire!	1	When an Infantry or Heavy Infantry Unit shoots ranged weapons.	Instead of using the Unit's normal weapon profile, use the profile below: <table> <tr> <th>Weapons</th><th>Range</th><th>ADice</th><th>Keywords</th></tr> <tr> <td>Incendiary Grenades</td><td>9</td><td>1</td><td>AP1, Ignores Cover, Pinning</td></tr> </table>	Weapons	Range	ADice	Keywords	Incendiary Grenades	9	1	AP1, Ignores Cover, Pinning
Weapons	Range	ADice	Keywords								
Incendiary Grenades	9	1	AP1, Ignores Cover, Pinning								

TROOP

Steel Warriors (6)		Type	HT	US	Pts
		Infantry	2	4/3	130
SP	SH	AS	AR	SV	
5/8	5+	6+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Mk2 Hailstorm Rifles		12	1	AP1	
Assault Weapons		A	1	-	

Thorgarim (6)		Type	HT	US	Pts
		Infantry	2	4/3	205
SP	SH	AS	AR	SV	
5/8	6+	4+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Hailstorm Pistols		9	1	AP1	
Heavy Forge Hammers		A	2	AP3	



Rekkhyrr (6)		Type	HT	US	Pts
		Infantry	2	4/3	155
SP	SH	AS	AR	SV	
5/8	5+	6+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Dragonbreath Flamers		9	2	Ignores Cover, Pinning	
Assault Weapons		A	1	-	

Brokkr (6)		Type	HT	US	Pts
		Infantry	2	4/3	235
SP	SH	AS	AR	SV	
6/9	6+	5+	5+	-	
Keywords					
Quick-fix (Vehicles, Walkers), Scout					
Weapons		Range	ADice	Keywords	
Burst Pistols		9	2	-	
Forge Hammers		A	2	AP1	

SPECIALIST

Stormrage Veterans (6)		Type	HT	US	Pts
		Infantry	2	3/2	165
SP	SH	AS	AR	SV	
5/8	5+	6+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Heavy Weapons					
• Mjolnir Missile Launchers*		20	1	AP1, Vicious	
• Magma Cannons*		16	1	AP2	
Assault Weapons		A	1	-	

Hammerfist Drop Troopers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	255
SP	SH	AS	AR	SV	
5/8	5+	5+	7+	7+	
Keywords					
Heavy Armour, Orbital Deployment, To the Death					
Weapons		Range	ADice	Keywords	
Inferno Drills		9	1	AP2	
Forge Hammers		A	2	AP1	

Valkyr (6)		Type	HT	US	Pts
		Bike	2	2/1	195
SP	SH	AS	AR	SV	
12/18	5+	6+	6+	7+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Bike Mounted Rifles		15	2	AP1	
Assault Weapons		A	1	-	

Forge Guard (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	225
SP	SH	AS	AR	SV	
5/8	5+	5+	7+	7+	
Keywords					
Heavy Armour, Unflinching					
Weapons		Range	ADice	Keywords	
Mk3 Hailstorm Rifles		15	1	AP1	
Forge Hammers		A	2	AP1	

FORCE FATHERS

Hultr Halftrack (3)		Type	HT	US	Pts
		Vehicle	3	2/0	120
SP	SH	AS	AR	SV	
7/14	5+	7+	7+	7+	
Keywords					
Scout					
Weapons		Range	ADice	Keywords	
Hailstorm Autocannon		18	2	AP1, Sustained Attack	
Ramming		A	2	-	



Iron Ancestors (3)		Type	HT	US	Pts
		Walker	3	2/1	200
SP	SH	AS	AR	SV	
6/9	5+	5+	8+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Twin Hailstorm Autocannon		18	3	Anti-Aircraft, AP1, Sustained Attack	
Forge Hammer		A	3	AP2	

Juggernaut (3)		Type	HT	US	Pts
		Walker	3	2/1	150
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Dragon's Maw		9	3	AP1, Ignores Cover, Vicious	
Power Drill & Power Hammer		A	3	AP2	

SUPPORT

Heavy Inferno Drills (3)		Type	HT	US	Pts
		Vehicle	3	0/0	100
SP	SH	AS	AR	SV	
5/8	5+	7+	6+	-	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Inferno Cutting Lasers		15	2	AP4	
Ramming		A	1	-	

Brandr Urban Assault Vehicles (3)		Type	HT	US	Pts
		Vehicle	3	2/1	135
SP	SH	AS	AR	SV	
8/12	5+	7+	7+	6+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Dragonbreath Flamers		9	3	AP1, Ignores Cover	
Ramming		A	2	AP1	



Sturnhammer Battle Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	175
SP	SH	AS	AR	SV	
6/9	5+	7+	8+	6+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Heavy Magma Cannon		24	2	AP3	
Ramming		A	1	-	

Jotunn Weapon Platform (3)		Type	HT	US	Pts
		Vehicle	3	0/0	105
SP	SH	AS	AR	SV	
4/6	5+	7+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Quad Heavy Hailstorm Cannons		24	4	Anti-Aircraft, AP1	
Ramming		A	1	-	

Hlokk Atmospheric Fighter (2)		Type	HT	US	Pts
		Vehicle	6	0/0	95
SP	SH	AS	AR	SV	
12/20	5+	-	7+	7+	
Keywords					
Fly					
Weapons		Range	ADice	Keywords	
Twin Hailstorm Autocannons		18	3	Anti-Aircraft, AP1, Sustained Attack	



TRANSPORT

Drakkar APC (3)		Type	HT	US	Pts
		Vehicle	3	0/0	90
SP	SH	AS	AR	SV	
8/12	6+	7+	7+	7+	
Keywords					
APC, Capacity (2), Heavy Armour					
Weapons		Range	ADice	Keywords	
Drakkar Rifles		15	1	-	
Ramming		A	1	-	

Sigrúnn Pattern Dropship (3)		Type	HT	US	Pts
		Vehicle	3	0/0	95
SP	SH	AS	AR	SV	
5/8	6+	7+	7+	7+	
Keywords					
Anti-Grav, APC, Capacity (2), Orbital Deployment					
Weapons		Range	ADice	Keywords	
Hailstorm Point Defence		9	2	-	
Ramming		A	1	-	

HQ

Chief Brokkr (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	2/1	45
SP	SH	AS	AR	SV	
6/9	6+	5+	5+	6+	
Keywords					
Command Radius (12”), Quick-fix (Vehicles, Walkers), Scout, Tactician (🔴)					
Weapons		Range	ADice	Keywords	
Burst Pistols		9	2	-	
Forge Hammers		A	3	AP1, Sustained Attack	
Options					
May take a single Drakkar APC as a Command Transport for +25pts					

Huscarl (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	2/1	50
SP	SH	AS	AR	SV	
5/8	5+	6+	6+	6+	
Keywords					
Command Radius (12"), Cunning, Tactician (●)					
Weapons		Range	ADice	Keywords	
Hailstorm Pistols		9	2	AP1, Sustained Attack	
Forge Hammers		A	3	AP1, Sustained Attack	
Options					
May take a single Drakkar APC as a Command Transport for +25pts					

Forge Lord (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	2/1	70
SP	SH	AS	AR	SV	
5/8	5+	5+	7+	5+	
Keywords					
Command Radius (16"), Cunning, Heavy Armour, Tactician (🟢), To the Death					
Weapons		Range	ADice	Keywords	
Mk3 Hailstorm Rifles		15	2	AP1, Sustained Attack	
Forge Hammers		A	3	AP1, Sustained Attack, Vicious	
Options					
May take a single Drakkar APC as a Command Transport for +30pts					

Iron Ancestor Commander (1)		Type	HT	US	Pts
		Command (Walker)	3	1/1	75
SP	SH	AS	AR	SV	
6/9	5+	6+	8+	6+	
Keywords					
Command Radius (12"), Heavy Armour, Tactician (●)					
Weapons		Range	ADice	Keywords	
Twin Hailstorm Autocannons		18	3	AP1, Sustained Attack	
Forge Hammers		A	3	AP2, Sustained Attack	





SUPER-HEAVY

Hrungnir Magma Destroyer (1)		Type	HT	US	Pts
		Super-heavy	4	5/5	370
SP	SH	AS	AR	SV	
6/10	4+	6+	10+	5+	
Keywords					
Capacity (6), Resilience (1), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Magma Destroyer		36	1	AP3, Blast, Demolisher, Primary Weapon	
Hailstorm Autocannons		18	8	AP1, Sustained Attack	
Crushing		A	6	AP1	
Special Rules					
Rolling Firepower: If this Unit Sprints, it may swap its Action Token for a Combat Token at the end of its move. In the Combat Phase, the Unit may use this Combat Token to shoot with its Hailstorm Autocannons (not the Magma Destroyer) unless it takes part in an Assault.					

Nidavellir Drop-Fortress (1)		Type	HT	US	Pts
		Command (Super-heavy)	4	5/5	420
SP	SH	AS	AR	SV	
5/8	5+	5+	9+	5+	
Keywords					
Capacity (12), Command Radius (16"), Orbital Deployment, Quick Fix (All types), Resilience (2), Tactician (🔴), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Dragonbreath Flamers		12	3	AP1, Ignores Cover, Primary Weapon	
Dragonbreath Flamers		12	3	AP1, Ignores Cover, Primary Weapon	
Dragonbreath Flamers		12	3	AP1, Ignores Cover, Primary Weapon	
Dragonbreath Flamers		12	3	AP1, Ignores Cover, Primary Weapon	
Combat Explosives		A	4	AP1, Sustained Attack	
Special Rules					
Troop Transport: Up to two Units may be embarked on the Unit at once. All the normal rules for transported troops apply. The Units inside do not have to activate or disembark at the same time.					
Armoured Fist: This Unit can Transport a single unit of Bikes, Vehicles or Walkers instead of the two units mentioned in the rule above.					
Homing Beacon: When deploying using the Orbital Deployment keyword, this Unit will scatter a maximum of 3".					



GCPS

The free hand the corporations of the GCPS have enjoyed to explore, exploit, and experiment with and on just about anything they find has allowed science and technology to rapidly advance across the Five Spheres. Today's GCPS marines, troopers or grunts have access to the kind of weapons and equipment that would seem nothing short of magical to their ancestors who fought their way off Old Earth centuries in the past.

Some things never change though.

For all the gravity-powered starships that get them to the fight in the first place, the armourweave-laced uniforms that protect their vitals, and the high-powered laser weapons that let them go toe to toe with the worst the galaxy has to offer, the GCPS military machine is powered by and entirely reliant on one thing - the brave men and women that join it.

War on an Industrial Scale

The GCPS is defined by free trade, but an enormous share of its total production each year is made up by its industrial-military sector. This is because, almost from the first moment mankind left Old Earth, its path has been defined by violence. Before the Establishment, there were chaotic, internecine conflicts between the few corporations that had managed to achieve interstellar travel. These 'New World Wars' almost ended mankind's galactic journey in short order.

Even today, long after the Council became the only recognised authority amongst them, rival corporations can still find themselves at odds with one another. Exploitable assets across the Five Spheres are, in theory, well-defined and properly allocated and licenced. Nevertheless, disagreements can and do arise and, in the GCPS, a hostile takeover by another corporation is more likely to mean an exchange of heavy calibre weapons fire than of any kind of paperwork.

Since its inception, the Council has adopted a somewhat Darwinian approach to disputes between its constituents. The destruction of weak companies is all to the good - any corporation not strong enough to defend itself against another corporation is obviously

unlikely to be able to contribute much to the Five Spheres continued expansion. Or to defend it against their real enemies.

Which brings us to the real reason the military industrial complex is currently such a large part of everything the corporations do: the alien threat.

Almost all mankind's first interactions with other civilisations ended in bloodshed. The Betrayal at Pollux and its aftermath is still taught in military academies. The War of the Short Front is long over, but not at all forgotten. Even the rigid Asterian Empire is known to include multiple rogue factions, many of whom have already attacked sites across the Five Spheres. Almost every interaction with another sufficiently advanced alien race has only served to illustrate one clear principle - diplomacy with alien races is fine, but negotiations are far more likely to go your way if you are willing and able to destroy them first.

So, as the corporations spread across the galaxy and consolidate their holds on the systems they have claimed, and an increasing number of enemies try to take them back, the need for a robust military presence is evident.

Battle Rattle

Many of the largest corporations such as Reiker, Trontek, and Accutek maintain their own full-time professional marine corps. Some of these groups' military wings have bigger budgets and headcounts than other, less successful corporations do across their whole portfolio. Key worlds in such a corporation's territory will be well-defended, with large recruitment and training depots. Further into the Outer Spheres, planets that are being exploited might be garrisoned with hundreds, or even hundreds of thousands of troops.

There are also numerous corporations who literally exist only to supply troops. Companies like Drakenhof Marine and Magellanic can supply anything from a Strike Team to an army, given enough time and megacredits.



Marine platoons form the core of most GCPS armies. Well-drilled troops armed with mass-produced but generally reliable laser rifles can be supported by squads of veterans and heavy weapons teams when a little extra firepower is needed. Specialist teams such as Ranger drop-troops for rapid, behind-the-lines insertions and tankbuster squads means there are few foes a marine army cannot be configured to take out.

But where a large corporate force truly excels is in combined-arms warfare.

GCPS marines often have access to a wide variety of armour and other mobile hardware in order to achieve their mission objectives. Many marine units will take to the field in some kind of armoured transport such as the Lancer or Wolverine APC's. Even the humble Mule, though far more lightly armoured than its bulkier counterparts, packs a mean punch when moving at speed. For air-power or rapid relocation, marines have access to the Tad-65 Dropship, commonly known as the 'Hornet'.

When it comes to high-value firepower, many marine commandants swear by the Lancer tank. Equipped with anti-grav drives, the Lancer can traverse terrain that might stop other vehicles in their tracks while still dishing out accurate volleys of high-calibre weapons fire. Others prefer the Strider - a mechanised battlesuit, similar to the version employed by the Enforcer corps. Originally designed to combat alien threats too big for a single marine to handle, Strider variants are now available with specialised siege or anti-armour loadouts

Any army, no matter how great its arsenal, can only ever be as effective as its leaders though. And, while most GCPS generals and commandants are usually to be found several kilometres from danger, safely handing out orders over a Tactical Control Unit deep within a command bunker, a good frontline major, or even a lowly lieutenant, will usually excel in making sure the unit's resources are expended in the most efficient and profitable way.

WOULD YOU LIKE TO KNOW MORE?

Given the danger inherent in being a professional soldier, it might be asked 'why in the Core would anyone join up?'. The answer is simple - opportunities. Not everyone in the GCPS is lucky enough to be born into a high-ranking family and walk into a job administering their inherited wealth and territories. And not everyone wants to spend the entirety of their life as a worker in a factory where your boss may be both a robot and have better healthcare.

Life as a professional soldier is not easy, combat is all but guaranteed, death or gruesome injury quite likely. But the pay is good, it usually comes with benefits, and many of the best outfits even guarantee a spot to live in on a world that has been liberated from its alien population. There is no shortage of willing applicants for professional military service.

SHELLING OUT

The threats to corporate territory have grown in size as well as number and there are some enemies no number of brave foot-sloggers are ever going to be able to take down. To counter the truly gargantuan, many corporations have developed battle mechs of previously unimaginable scale and, ideally, with outrageously over-matched firepower. The Heavy Assault Mech from Integrated Wespaces - I-WHAM for short - has seen action against many of the GCPS's most formidable foes and in many theatres, including most recently, Kappa Nu.

On the southern continent of Phrovax, the innate armour of a Nameless Latropod, brought forth by its masters from a freshly formed swampland, was no match for the I-WHAM's armour-piercing munitions. The complexity involved in running and maintaining such an advanced machine is considerable though and training courses for prospective crewmen are also highly demanding. Even with synthetic biometric implants, it is estimated that only one in every ten marines is able to process the tactical and systematic data involved in a combat deployment. This machine of war is, therefore, typically only available to the wealthiest and most powerful clients.

ARMY SPECIAL RULE

Hold the Line!

GCPS Infantry Units have their SH values improved by 1 (e.g. 6+ becomes 5+) while they have at least one Base within 3" of an Objective.

ARMY NERVE

6+

GCPS Strategic Orders

Name	Cost	When?	Effect
Blaze Away	1	Before a Unit with an Overwatch token and armed with Laser Rifles nominates a target and shoots.	Spend the Command Point before rolling any dice. The Unit's Laser Rifle weapon profiles half their range but gain +1 Attack Dice for this shooting attack.
Move it Soldier!	1	After an Infantry Unit resolves a shooting attack in the Combat Phase.	Spend the Command Point to make an Advance move with this Unit. Do not alter or place a Combat Token on this Unit. Rangers and Veterans units may use this order without being in range of a friendly Command Unit.
Maximise Profits	1+	In the End Phase Special Rules step.	Declare how many Command Points you wish to spend on each Objective currently contested on the battlefield, that is also in Command Range of a friendly Command Unit. Put Command Dice down next to each to show how many Command Points have been spent. For each Command Point spent on an Objective, add +2 US to your final total when calculating which side claims that Objective.

TROOP

Marines (6)		Type	HT	US	Pts
		Infantry	2	4/3	110
SP	SH	AS	AR	SV	
5/8	6+	6+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Laser Rifles		12	1	-	
Assault Weapons		A	1	-	

Rangers (6)		Type	HT	US	Pts
		Infantry	2	4/3	145
SP	SH	AS	AR	SV	
5/8	5+	6+	5+	-	
Keywords					
<i>Anti-Grav, Stealthy</i>					
Weapons		Range	ADice	Keywords	
Laser Carbines		6	2	-	
Assault Weapons		A	1	-	





Veterans (6)		Type	HT	US	Pts
		Infantry	2	4/3	135
SP	SH	AS	AR	SV	
5/8	5+	5+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Laser Rifles		12	1	-	
Assault Weapons		A	2	-	

Veteran Monocycles (6)		Type	HT	US	Pts
		Bike	2	3/2	140
SP	SH	AS	AR	SV	
12/18	5+	6+	5+	7+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Laser Rifles		12	1	-	
Assault Weapons		A	1	-	

SPECIALIST

Ranger Tank Hunters (6)		Type	HT	US	Pts
		Infantry	2	3/2	165
SP	SH	AS	AR	SV	
5/8	5+	6+	5+	-	
Keywords					
<i>Anti-Grav, Stealthy</i>					
Weapons		Range	ADice	Keywords	
Ranger Weapons					
• Laser Carbines*		6	2	-	
• Thermal Rifles & Mines*		6	1	AP3	
Assault Weapons		A	1	-	

Heavy Weapon Teams (3)		Type	HT	US	Pts
		Heavy Infantry	2	1/1	95
SP	SH	AS	AR	SV	
3/6	5+	7+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Heavy Weapons					
• Autocannons*		24	2	<i>Anti-Aircraft</i>	
• Laser Cannons*		24	2	AP2	
Assault Weapons		A	1	-	

TAC Drones (6)		Type	HT	US	Pts
		Heavy Infantry	2	2/1	195
SP	SH	AS	AR	SV	
5/8	4+	6+	5+	-	
Keywords					
<i>Unflinching</i>					
Weapons		Range	ADice	Keywords	
Heavy Weapons					
• TAC Autocannons*		24	2	<i>Pinning</i>	
• TAC Missile Launchers*		24	1	AP2	
Assault Weapons		A	1	-	

GCPS Strider (3)		Type	HT	US	Pts
		Walker	3	2/1	120
SP	SH	AS	AR	SV	
6/9	5+	6+	7+	-	
Keywords					
<i>Heavy Armour</i>					
Weapons		Range	ADice	Keywords	
Heavy Burst Laser					
• Scatter Shot*		18	3		
• Focus Fire*		18	1	AP2	
Assault Weapons		A	2	AP1	



GCPS Ajax Strider (3)		Type	HT	US	Pts
		Walker	3	2/1	140
SP	SH	AS	AR	SV	
6/9	5+	5+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Grav Ram Spear		9	2	AP2	
Assault Weapons		A	3	AP2	

SUPPORT

Lancer Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	130
SP	SH	AS	AR	SV	
8/12	6+	7+	7+	7+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Heavy Autocannon		30	4	AP1, Pining	
Ramming		A	1	-	

GCPS Hornets (2)		Type	HT	US	Pts
		Vehicle	6	0/0	95
SP	SH	AS	AR	SV	
14/21	6+	-	6+	7+	
Keywords					
Capacity (3), Fly, Hover Deployment					
Weapons		Range	ADice	Keywords	
Rotary Cannon		12	2	Sustained Attack	

GCPS Hornet Gunships (2)		Type	HT	US	Pts
		Vehicle	6	0/0	80
SP	SH	AS	AR	SV	
14/21	6+	-	6+	7+	
Keywords					
Fly					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	3	AP1, Sustained Attack	

Wolverine Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	130
SP	SH	AS	AR	SV	
6/9	5+	7+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Turret Gun					
• Penetrator Shells*		30	2	AP2	
• Frag Shells*		30	1	Blast, Pining	
Ramming		A	1	-	

Onager Artillery Vehicle (3)		Type	HT	US	Pts
		Vehicle	3	0/0	85
SP	SH	AS	AR	SV	
5/8	6+	8+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Rocket Launcher		6-30	1	Blast, Chained Barrage, Indirect, Pinning	
Assault Weapons		A	1	-	



TRANSPORT

GCPS Mule (3)		Type	HT	US	Pts
		Vehicle	3	0/0	60
SP	SH	AS	AR	SV	
10/15	7+	7+	6+	-	
Keywords					
APC, Capacity (2)					
Weapons		Range	ADice	Keywords	
Autocannon		15	1	-	
Ramming		A	1	-	

Lancer APC (3)		Type	HT	US	Pts
		Vehicle	3	0/0	85
SP	SH	AS	AR	SV	
8/12	6+	7+	7+	7+	
Keywords					
Anti-Grav, APC, Capacity (2), Heavy Armour,					
Weapons		Range	ADice	Keywords	
ER Laser Carbine		12	1	-	
Ramming		A	1	-	

Wolverine APC (3)		Type	HT	US	Pts
		Vehicle	3	0/0	80
SP	SH	AS	AR	SV	
6/9	6+	7+	7+	7+	
Keywords					
APC, Capacity (2), Heavy Armour					
Weapons		Range	ADice	Keywords	
Riot Guns		12	1	Pinning	
Ramming		A	1	-	



HQ

Lieutenant (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	35
SP	SH	AS	AR	SV	
5/8	5+	5+	5+	6+	
Keywords					
Command Radius (12"), Stealthy, Tactician (●)					
Weapons		Range	ADice	Keywords	
Laser Rifles		12	2	-	
Assault Weapons		A	3	-	
Options					
May take a single GCPS Mule as a Command Transport for +20pts					

Major (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	50
SP	SH	AS	AR	SV	
5/8	4+	4+	5+	6+	
Keywords					
Command Radius (12"), Cunning, Tactician (🔮, 🎲)					
Weapons		Range	ADice	Keywords	
Laser Pistols		9	2	-	
Assault Weapons		A	2	AP1	
Options					
May take a single GCPS Mule as a Command Transport for +20pts					

Canis Command Vehicle (1)		Type	HT	US	Pts
		Command (Vehicle)	3	1/1	50
SP	SH	AS	AR	SV	
10/15	6+	6+	6+	6+	
Keywords					
Command Radius (16"), Cunning, Tactician (🟢)					
Weapons		Range	ADice	Keywords	
Autocannon		15	2	-	
Ramming		A	1	-	





SUPER-HEAVY

GCPS Battle Mech (1)		Type	HT	US	Pts
		Super-heavy	6	9/9	395
SP	SH	AS	AR	SV	
6/9	5+	5+	9+	6+	
Keywords					
Resilience (3), Strider, To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Shoulder Missile Pods		6-30	1	Blast (3), Chained Barrage, Indirect	
Right Arm Cannon					
• Super-Penetrator Shells*		36	2	AP3, Vicious, Primary Weapon	
• Super-Frag Shells*		36	1	AP1, Blast, Pinning, Primary Weapon	
Left Arm Cannon					
• Super-Penetrator Shells*		36	2	AP3, Vicious, Primary Weapon	
• Super-Frag Shells*		36	1	AP1, Blast, Pinning, Primary Weapon	
Stomp		A	4	AP2	
Special Rules					
Asset Mining: Built to take and hold key assets tagged as vital by Corporation boffins, this Mech has a high US due to its dominating presence and its advanced disruption, jamming and ECM tech.					

Maul Battleship (1)		Type	HT	US	Pts
		Super-heavy	4	5/5	390
SP	SH	AS	AR	SV	
5/8	4+	6+	9+	6+	
Keywords					
Anti-Grav, Capacity (6), Resilience (3), Tactician (●), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Turret		36	1	AP2, Blast, Pinning, Primary Weapon	
Turret		36	1	AP2, Blast, Pinning, Primary Weapon	
Turret		36	1	AP2, Blast, Pinning, Primary Weapon	
Crushing		A	3	AP1	
Special Rules					
Damage Control: When activated in the Movement Phase, this Unit can discard its Action Token and spend 1 Command point to roll a die. On a roll of 3+, it gains a Resilience token (up to a maximum of 3), can move up to its Advance Speed value, and gains a Combat Token. On a roll of a 1 or 2, it may not move or gain a Resilience Token, and only gains a Combat Token.					



MARAUDERS

Yeah, they're big, green, and ugly. And yeah, some of them are madder than a brokkr getting the bar bill. But that's what they want you to see. They don't want you to realise that as well as being faster and tougher and harder to put down than you, they're smarter too. Not until it's too late, anyway.

- Captain Garve Sider, sole survivor of the Green Coe Massacre, 967AE

The green-skinned races of Gora were the GCPS's original shock troops, having demonstrated their affinity for violence by obliterating the first human contact teams sent to Gora. Their story might have ended there - as has been noted elsewhere, the Council of Seven has no qualms against obliterating any alien races that get in its way. Instead though, the various warring tribes of Orcs, as well as their associated clans of goblins, hobgoblins, and hulks, were won over with a fair exchange. The Orcs would get access to a galaxy filled with other races that needed to be fought and the GCPS would get whatever was left behind once the Gorans had done their job.

It was a successful partnership, but one that was ended by the Mandrake rebellion. And, even though they had brought the GCPS to its knees, it was the Gorans who perhaps paid the highest price for what they had done. As the nascent Enforcer Corps began to build its strength, the survivors of Nihil Rex found themselves hounded and hunted across the galaxy. Those that did evade their pursuers eventually thrived, going on to start many successful mercenary outfits across the galaxy. Some of these same groups eventually even found employment by the same corporate bosses that had once called for their extermination.

Today, even as the greenskins on their homeworld of Gora still labour under a corporate yoke, many Orc leaders are beginning to seriously fight back. From Marshal Tung, operating out of the Cerberus Maw, to Commander Snagrol and his 'Green Tide' currently rampaging across Kappa Nu, greenskin armies are becoming much larger, slightly better organised, and a whole lot more dangerous.

Marauder armies have earned a reputation for fearlessness in the face of any danger - the fact is no Orc ever met another species he didn't think he could beat in a fight. But these are not dumb brutes - behind every pair of blood-red eyes there is a creature far more quick-witted and cunning than most of their enemies would ever want to believe.

Green Army

Orcs fought for and alongside human militaries for nearly three hundred years and both sides left indelible marks on one another's cultures. So much so, in fact, that years after the infamy of the Mandrake Rebellion, 'Marauder' units, as the greenskins came to be known, still typically follow the corporate hierarchies and organisation structures they did in the days of Mauhuar.

While the exact numbers vary, depending on the reputation for successful (or at least entertaining) violence an outfit's leader has earned, Marauder companies are typically composed of five or more platoons, each of a dozen or so Orcs. Some platoons are specialised, carrying heavy weapons, others may even be equipped with 'Ripper' warsuits. These are a prototype in some ways of the Striders contemporary GCPS marines employ, but equipped with suitably oversized and overpowered ranged or melee weapons. To an Orc there is no such thing as 'overkill'.

Orc vehicles, such as the Hornet, Wolverine, or Mule, also bear more than a passing resemblance to human transports and tanks. Some are captured contemporary models, modified to better fit the Orc physique - that is, most of the seats have been ripped out. But many more are older models, dating back almost as far as Mandrake.

Orcs are not the only Gorans to be found amongst Marauder armies - most of them are also accompanied by sizable contingents of their smaller cousins, the goblins. Referred to as 'stunts' by their larger counterparts, goblins often fill the roles an Orc likely couldn't or wouldn't bother doing themselves. Sometimes this is a relatively inglorious role - goblins serve as cooks, mechanics, and waste disposal experts in many Marauder camps. As often as not though, a goblin's role is far more dangerous. Many work as ammo-loaders aboard Orc tanks and Wolfcrawlers. And, in some of the more vicious Marauder armies, goblins are even used in weapons testing. As targets.

Still though, many goblins do find a far more obviously practical use on battlefields. Goblin trike units can be the bane of slower moving infantry and lightly-armoured vehicles. And the venerable Stuntbot - the goblin's attempt to emulate the firepower of a Ripper suit, while not being quite as exposed to enemy fire - is capable of putting the same frenzied energy into killing an enemy as any Orc.



KYMERA GUNSHIP

Not all the modern Marauders' arsenal has been taken from corporate outfits or bought with profits from clandestine merc jobs. Many Orc leaders are still able to use the original machinery and equipment built for their ancestors before Mandrake. It is a testament both to the ruggedness of the original designs and to the ingenuity of today's Orc and Goblin mechanics in maintaining and upgrading them, that these vehicles are just as deadly today as they were when first deployed.

The Kymera Gunship, for example, was first designed by the now-defunct Hunka Industries for an Orc army being sent to eliminate a Forge Father colony on Sevasta. The original model was equipped with a forerunner to the Polaris cannon used by Enforcers today but the version being fielded across the GCPS today has been upgraded in every way. As well as thicker armour, the Kymera's laser weaponry has been replaced with the much-louder and more versatile Reaper Triplex and Reaper Quadex rotary cannons.

WOLFCRAWLER

"All guns! Open fire! Bring that thing down!"

Commander Olmun shielded her eyes as the HEW cannons answered her order. A dozen blindingly bright beams of super-charged energy streamed out from the emplacements all along the wall. For a split-second, night was turned into day.

And what a terrible day it was.

In the distance, far away but getting closer with each ground-shaking step, was the Orc Wolfcrawler. Over the rumble and crackle of warfare, laser fire from her marines, and the harsh barks of the greenskin army that surrounded them, she could hear the deep growling notes of the walker's engines. They had hit it, at least once. Olmun could see smoke pouring out of the walker's hull near where one of its front legs was attached. But it was still coming, its heavy armoured legs moving with mechanical stiffness as the war machine lurched and lunged toward the fort.

She heard a new note now, adding a building tone to the cacophony of war.

"Get down!"

She squatted down, this time with her hands over her ears.

When the energy blasts from the Wolf's cannons hit the fort, Olmun felt like she was being struck by lightning, repeatedly. She knew there was nearly a foot of reinforced armour between her and the enemy, but as the battlements to her right overheated and exploded, she knew she might as well be out in the open.

She risked a glance over the wall. The Orcs had made their hole and, as the walker thudded its way over the last few hundred metres of open ground, its gigantic maw dropped open.

She keyed on her mic.

"This is Olmun," she said. "All remaining units, prepare to repel assault teams. Core save us all."

ARMY SPECIAL RULE

Deadly Crossfire

If Unit activated by a "Keep Going!" Tactical Order shoots the same target as the previously activated friendly Unit, it receives a +1 modifier to both hit and to damage the target.

ARMY
NERVE

5+

Marauders Strategic Orders

Name	Cost	When?	Effect
Quick Thinking	1	When a Unit activates in the Movement Phase.	Change the Unit's action token for another Action Token of your choice. If the new Action token is Overwatch, pass play back to your opponent unless you intend to Keep Going! Otherwise, spend the new Action token to activate the Unit.
Hunker down	1	When an Infantry or Heavy Infantry Unit activates in the movement phase.	Place a Status Marker on the Unit as a reminder. The Unit counts as In Cover until the end of the Round.
One Step Ahead	1+	In the End Phase Special Rules step.	Choose a Unit within Command Radius of a friendly Command Unit to make an Advance move (for 1 Command Point) or a Sprint move (for 2 Command Points), following the normal rules. One Unit may be moved per friendly Command Unit In Play (pay the points for each Unit moving). If both sides have this ability, the Player with the initiative chooses which player moves all their units first. Units cannot move in Base contact with enemy units and are not given Combat tokens, and a Unit can only move once like this per Round.

TROOP

Commandos (6)		Type	HT	US	Pts
		Infantry	2	4/3	135
SP	SH	AS	AR	SV	
5/8	6+	5+	5+	-	
Keywords					
Scout					
Weapons		Range	ADice	Keywords	
Rifles		12	1	-	
Assault Weapons		A	2	-	

Commando Heavies (6)		Type	HT	US	Pts
		Infantry	2	4/2	150
SP	SH	AS	AR	SV	
5/8	6+	6+	5+	-	
		Keywords			
		-			
Weapons		Range	ADice	Keywords	
Heavy Weapons					
• HMGs*		15	2	Anti-Aircraft	
• Missiles*		20	1	AP1	
Assault Weapons		A	1	-	



Brawlers (6)		Type	HT	US	Pts
		Infantry	2	4/3	165
SP	SH	AS	AR	SV	
5/8	6+	5+	5+	-	
Keywords					
Scout					
Weapons		Range	ADice	Keywords	
Pistols		9	1	-	
Assault Weapons		A	2	AP1	

Mawbeasts (6)		Type	HT	US	Pts
		Heavy Infantry	2	2/1	145
SP	SH	AS	AR	SV	
8/12	-	5+	4+	-	
Keywords					
Stealthy, Unflinching					
Weapons		Range	ADice	Keywords	
Assault Weapons		A	2	Sustained Attack, Vicious	

SPECIALIST

Goblin Raptors (6)		Type	HT	US	Pts
		Bike	2	2/1	195
SP	SH	AS	AR	SV	
12/18	5+	6+	6+	6+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
HMGs		15	2	-	
Assault Weapons		A	1	-	

Ripper Rainmakers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	255
SP	SH	AS	AR	SV	
5/8	5+	5+	7+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	2	Sustained Attack	
HEW Beamers		18	1	AP2, Primary Weapon	
Assault Weapons		A	2	-	

Ripper Maulers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	200
SP	SH	AS	AR	SV	
5/8	-	4+	7+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Assault Weapons		A	3	AP1, Sustained Attack	

Skyscrapers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	185
SP	SH	AS	AR	SV	
6/15	5+	5+	5+	-	
Keywords					
Anti-Grav, Orbital Deployment					
Weapons		Range	ADice	Keywords	
Shotguns and Flamers		12	2	Ignores Cover, Pinning	
Assault Weapons		A	1	-	

SUPPORT

Stuntbots (3)		Type	HT	US	Pts
		Walker	3	1/1	140
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Thermal Cannon		18	2	AP2	
Assault Weapons		A	4	Sustained Attack	

Marauder Weapon Teams (3)		Type	HT	US	Pts
		Heavy Infantry	2	0/0	95
SP	SH	AS	AR	SV	
3/6	5+	6+	5+	-	
		Keywords			
		-			
Weapons		Range	ADice	Keywords	
Heavy Weapons					
• Twin Missile Launchers*		20	2	Anti-Aircraft, AP1	
• HEW Cannons*		24	1	AP3	
Assault Weapons		A	1	-	

Hammer Assault Tanks (2)		Type	HT	US	Pts
		Vehicle	3	1/0	135
SP	SH	AS	AR	SV	
8/12	5+	7+	8+	7+	
Keywords					
Capacity (3), Heavy Armour					
Weapons		Range	ADice	Keywords	
Heavy Cannon		24	4	AP1	
Ramming		A	4	-	

Marauder Hornets (2)		Type	HT	US	Pts
		Vehicle	6	0/0	95
SP	SH	AS	AR	SV	
14/21	6+	-	6+	7+	
Keywords					
Capacity (3), Fly, Hover Deployment					
Weapons		Range	ADice	Keywords	
Rotary Cannon		12	2	Sustained Attack	

Marauder Hornet Gunships (2)		Type	HT	US	Pts
		Vehicle	6	0/0	85
SP	SH	AS	AR	SV	
14/21	6+	-	6+	7+	
Keywords					
Fly					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	3	AP1, Sustained Attack	



Wolverine Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	130
SP	SH	AS	AR	SV	
6/9	5+	7+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Turret Gun					
• Penetrator Shells*		30	2	AP2	
• Frag Shells*		30	1	Blast, Pinning	
Ramming		A	1	-	

Marauder Thumper (3)		Type	HT	US	Pts
		Vehicle	3	0/0	100
SP	SH	AS	AR	SV	
4/6	5+	7+	6+	-	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Big Shells		6-36	1	AP1, Blast, Chained Barrage, Indirect Only, Pinning	
Assault Weapons		A	1	-	

TRANSPORT

Marauder Mule (3)		Type	HT	US	Pts
		Vehicle	3	0/0	75
SP	SH	AS	AR	SV	
10/15	7+	7+	6+	-	
Keywords					
APC, Capacity (2)					
Weapons		Range	ADice	Keywords	
HMG		15	1	-	
Ramming		A	2	-	



HQ

Rippermech (1) [U]		Type	HT	US	Pts
		Command (Vehicle)	3	3/3	110
SP	SH	AS	AR	SV	
6/9	5+	5+	8+	5+	
Keywords					
Command Radius (12"), Heavy Armour, Tactician (●)					
Weapons		Range	ADice	Keywords	
Cannons		18	3	Primary Weapon, Sustained Attack, Vicious	
Flamers		12	3	Ignores Cover, Pinning	
Crushers		A	5	AP2, Sustained Attack	

Ripper Warlord (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	3/3	65
SP	SH	AS	AR	SV	
5/8	4+	4+	7+	6+	
Keywords					
Command Radius (12"), Cunning, Tactician (🔴,🟢), To the Death					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	2	AP1, Sustained Attack	
Assault Weapons		A	3	AP2, Sustained Attack	
Options					
May take a single Marauder Mule as a Command Transport for +30pts					

Commando Captain (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	2/2	40
SP	SH	AS	AR	SV	
5/8	5+	4+	5+	6+	
Keywords					
Command Radius (12"), Cunning, Tactician (🔴)					
Weapons		Range	ADice	Keywords	
Rifles		12	2	-	
Assault Weapons		A	2	AP1	
Options					
May take a single Marauder Mule as a Command Transport for +30pts					





SUPER-HEAVY

Kymera Gunship (1)		Type	HT	US	Pts
		Super-heavy	6	0/0	380
SP	SH	AS	AR	SV	
9/15	5+	-	8+	5+	
Keywords					
Capacity (6), Fly, Heavy Armour, Hover Deployment, Orbital Deployment, Resilience (2), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	6	AP1, Primary Weapon, Sustained Attack	
Rotary Cannons		12	6	AP1, Primary Weapon, Sustained Attack	
Kymera HEW Cannon		24	3	AP2, Primary Weapon	
Special Rules					
Alpha Strike: While this Unit is Hovering, if it shoots, it adds 2 ADice to each of its Rotary Cannons and 1 ADice to its HEW Cannon.					

Wolfcrawler Mech (1)		Type	HT	US	Pts
		Command (Super-heavy)	5	4/4	415
SP	SH	AS	AR	SV	
7/10	5+	5+	9+	6+	
Keywords					
Command Radius (12”), Capacity (6), Resilience (2), Strider, Tactician (👑), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
HEW Cannon		24	4	AP2, Primary Weapon	
HEW Cannon		24	4	AP2, Primary Weapon	
Stomp		A	8	AP1	



NAMELESS

'You want me to tell you how to beat them? Short answer - I can't. I can't tell you how to beat them because I can't even tell you what it is they're trying to do. Or why. We know they're taking worlds from us, but that's about all. But keep bringing me more 'subjects' - I'll keep grilling them. They all crack in the end.'

- ETCU Nameless Taskforce Lead, Sevanna Sissou

Despite having had a presence within the GCPS for nearly a century, The Nameless have, in a way, defined themselves by being almost completely beyond corporate understanding. For a start, there is the problem of communication.

Of all the incorporated races, only specialist Argolean linguists have shown any ability to match the outlandish mix of whistles, clicks, hisses and gurgles that passes for language amongst The Nameless. While this has frustrated ETCU's experts, the Argoleans have found this affinity highly profitable. Nameless teams and athletes have found great fame on Overdrive and DreadBall pitches across the galaxy. Their Argolean agents have been able to negotiate some very favourable terms for themselves, if not necessarily for their players.

This inscrutable nature extends onto the battlefield too. Skirmishes were initially limited in scale as the forces of Nameless sects allied to the Ul-Ug appeared to probe the defences of worlds across the GCPS. Small bands of Caratids and Scuttlers, apparently directed by either a ferocious Feromite Prime or a spine-chilling Psychotroid, were encountered by GCPS troops as far from the Mariana Curtain as Gaian to the east and Cho to the north. The remains of what appeared to be at least three Bathomites was even found by an Enforcer Strike Team operating on the Plague-infested world of Nexus Psi.

As the rift amongst the Federation that rules the worlds within the Curtain has grown though, so has the scale of forces being dispatched towards corporate space. Small-scale aquaforming operations have proven successful

- if vulnerable. And so the Ul-Ug have increased the forces they commit to each operation. Pitched battles have been reported in no fewer than nine sectors across the Fourth and Fifth Spheres as great armies of scaled, shelled, slime coated and barnacle-encrusted fanatics press on with their campaign of conquest.

MIA and ETCU analysts, working with Enforcer Catch and Conceal teams, have turned up the heat too. Analysis of the squealed information gleaned from captured Nameless reveals four more major sects have broken with the Nameless Federation and joined the Ul-Ug. This data has been matched with the recovered fragments of Nameless soldiers from several battlefields; the Ul-Ug, Sse-Sseer, Finn'ar, and Il-ecks sects can each be distinguished by coloured markings found either on their members' shells or soft-tissues. This data, passed on to the Enforcer Taskforce sent to defeat them, should enable a far more efficient prosecution of their campaign.

Not that it will be easy - the Nameless bring to the field methods of warfare the galaxy has never faced before.

The Nameless eschew technology - at least as far as the rest of the galaxy understands it. Their entire army - from the lowliest swarm of flesh-eating larvae to the mightiest Latropod - is biologically based. Even their crystal weapons, from the pistols wielded by Nameless Gunslingers all the way up to the heavy cannons mounted on Bargocyst transports, are powered by colonies of barnacle-like creatures. Theories that these gaseous cysts are a development stage in the life cycle of the creatures that bear them are yet to be proven.

This reliance on biological defence and attack mechanisms has made the Nameless no less deadly than other races in the galaxy. Their crystal weaponry, the naturally corrosive slime exuded by their mounts requires no petrochemical fuel source. It does leave them with a fairly unique means of powering their assault on the worlds of the GCPS. Suffice it to say, the drone armies of the Asterian Empire are not to the Nameless's taste...

SHELL GAME

As Forge Lord Ventrikk took to the field in his ancestral Antikk armour, nearly a thousand Steel Warriors, Stormrage Veterans, and Thorgarim stood at his back. Squadrons of tanks and transports were arrayed amongst them, engines roaring and magma cannons hissing. The only component of his army Ventrikk had been unable to bring to the fight that day was his air cover.

An almost supernaturally thick mist enveloped the land beneath Hardnekk Ridge that morning. It was thick enough to even frustrate the scanners aboard his orbiting ships and his Hlokks and Hammerfist troopers had needed to be stood down.

Not that Ventrikk cared. The enemy had stolen his mines and flooded his land, but they would go no further. This ridge was where his clan drew a line in the mud.

As the first shards of crystal erupted from the mists below his vantage point and into the dwarf lines though, Ventrikk began to wonder if he had bitten off more than he could chew. The waves of chittering Gunslingers and Assassins had been expected, even if the glutinously gleaming mounts they were firing from were not. But, as planned, units of Steel Warriors moved forwards to meet the enemy, their Hailstorm rifles easily a match for gas-powered guns, their bullets tearing gaping gashes into the glistening flesh of their transports. The swarm of hovering Exocites on the right flank was simply countered too - the Rekhyrr unit's flamers opened up, literally cooking their foe in the shell. Even the arrival of a unit of Gorgons on the left, their missiles hissing eerily through the misty air and into the dwarf positions was not unexpected - Ventrikk casually ordered a group of Sturnhammers to break them apart.

But still, something was wrong.

Not all the Nameless forces were attacking. He could just make out a distant circle of figures, Nameless bipeds, circling something.

Crystals, Ventrikk realised. They worship some kind of crystal. But why?

He did not have to wait long to receive an answer to his question.

The mist beyond the Triclinic shards Ventrikk had just witnessed being activated swirled as something massive hove into view. A true leviathan of the depths and barely controlled, the Nameless Psychomolsc had been summoned.

Towering above the battlefield, its calcareous shell was whirled and whorled and lined with ancient battle scars. Its great eyestalks, each of them capped with a baleful black eye, waved to and fro as the behemoth squirmed towards the dwarf lines.

Instantly, the Forge Father units began to falter. It was if Ventrikk's warriors were transfixed by the thing's presence while the Nameless only became stronger. A Steel Warriors platoon fell as the Assassins they had been cutting down turned and stood their ground. A line of Drakkar was peeled apart by a swarm of Magnumites. All across the battlefield the screams of dying dwarfs mixed with the hissing and clacking calls of the victorious Nameless.

Explosions all around Ventrikk's position atop the ridge told him all he needed to know - the tide had truly turned. It was time to leave.

Before he could give the order for what was left of his army to retreat though, Ventrikk felt the Psychomolsc turn its attention towards him. A burst of pressure, a sensation like being pulled to the bottom of a stagnant pool of spoiled water flooded through him. If his armour could have let him, he would have fallen to his knees.

Instead, powerless to do anything else, he stood his ground, blood pooling inside his ancestral armour, and waited to drown.

ARMY SPECIAL RULE

Unnerving Presence

When taking a Nerve test, enemy Units receive a -1 to the roll if there is an enemy Nameless Unit within 12".

ARMY
NERVE

6+

Nameless Strategic Orders

Name	Cost	When?	Effect
Triclinic Shards	2	When a friendly Command Unit Activates in the Movement Phase.	At any point in the Command Unit's activation, place a Status Marker on one enemy unit with one of more bases within the Command Radius of this Command Unit. Until the end of the Round, all shooting and assault attacks made by friendly Units against this enemy Unit get an additional +1 to hit modifier.
Blood in the Water	1	When the Nameless are the winning side in an assault.	Spend the Command Point before the losing side makes its Nerve tests. Double the number of Nerve tests the losing side is required to take.
Inkmist	1	When a friendly Infantry Unit activates in the Movement Phase.	Place a Status Marker on the Unit as a reminder. The Unit counts as being In Cover until the end of the Round.

TROOP

Swarms (6)		Type	HT	US	Pts
		Infantry	1	4/3	145
SP	SH	AS	AR	SV	
6/12	-	6+	4+	-	
Keywords					
<i>Stealthy, To the Death</i>					
Weapons		Range	ADice	Keywords	
Teeth		A	3	-	

Gunslingers (6)		Type	HT	US	Pts
		Infantry	2	4/3	135
SP	SH	AS	AR	SV	
5/8	5+	6+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Twin Crystal Pistols		9	2	<i>Sustained Attack</i>	
Assault Weapons		A	1	-	

Assassins (6)		Type	HT	US	Pts
		Infantry	2	4/3	150
SP	SH	AS	AR	SV	
5/8	-	5+	5+	-	
Keywords					
<i>Scout, Stealthy</i>					
Weapons		Range	ADice	Keywords	
Claws		A	2	<i>AP1</i>	

Riflemen (6)		Type	HT	US	Pts
		Infantry	2	4/3	140
SP	SH	AS	AR	SV	
5/8	5+	7+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Crystal Rifles		15	2	<i>Sustained Attack</i>	
Assault Weapons		A	1	-	



SPECIALIST

Exocites (6)		Type	HT	US	Pts
		Bike	2	3/2	180
SP	SH	AS	AR	SV	
12/18	5+	6+	5+	6+	
Keywords					
Anti-Grav					
Weapons		Range	ADice	Keywords	
Crystal Blasters		12	2	Sustained Attack	
Assault Weapons		A	1	-	

Feromites (6)		Type	HT	US	Pts
		Infantry	2	3/2	210
SP	SH	AS	AR	SV	
5/8	-	4+	6+	-	
Keywords					
Drop-troop, Orbital Deployment					
Weapons		Range	ADice	Keywords	
Claws		A	3	AP1	

Magnumites (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	210
SP	SH	AS	AR	SV	
5/8	-	6+	7+	7+	
Keywords					
Resilience (1)					
Weapons		Range	ADice	Keywords	
Massive Claws		A	3	AP2	

Toxomite (3)		Type	HT	US	Pts
		Walker	2	2/1	90
SP	SH	AS	AR	SV	
6/9	5+	7+	6+	-	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Crystal Cannons		30	1	AP1, Blast	
Assault Weapons		A	2	-	

Phrakatid (3)		Type	HT	US	Pts
		Walker	3	2/1	240
SP	SH	AS	AR	SV	
6/9	-	5+	8+	6+	
Keywords					
Heavy Armour, Resilience (1)					
Weapons		Range	ADice	Keywords	
Massive Claws		A	4	AP3, Vicious	



SUPPORT

Bathomites (3)		Type	HT	US	Pts
		Walker	3	1/1	145
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	6+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Crystal Launcher					
• Anti Infantry*		6-24	1	AP1, Blast, Indirect, Pinning, Targeting Systems	
• Anti Tank*		24	1	AP3	
Massive Claws		A	2	AP2	

Gorgons (2)		Type	HT	US	Pts
		Vehicle	3	1/0	105
SP	SH	AS	AR	SV	
6/9	5+	8+	7+	6+	
Keywords					
Anti-Grav, Heavy Armour					
Weapons		Range	ADice	Keywords	
Crystal Missiles		24	1	AP1, Blast, Pinning	
Psionic Disruptor		24	3	Ignores Cover, Pinning, Primary Weapon	
Ramming		A	1	-	

Goliath (1)		Type	HT	US	Pts
		Vehicle	3	1/0	210
SP	SH	AS	AR	SV	
7/10	-	5+	8+	6+	
Keywords					
Heavy Armour, Resilience (2)					
Weapons		Range	ADice	Keywords	
Crushing Maw		A	10	AP3	

Bargocysts (3)		Type	HT	US	Pts
		Vehicle	6	0/0	85
SP	SH	AS	AR	SV	
14/21	5+	-	6+	7+	
Keywords					
Capacity (2), Fly, Hover Deployment					
Weapons		Range	ADice	Keywords	
Crystal Blasters		12	2	Sustained Attack	





TRANSPORT

Slugs (3)		Type	HT	US	Pts
		Vehicle	3	0/0	140
SP	SH	AS	AR	SV	
7/10	-	6+	8+	7+	
Keywords					
Capacity (2), Heavy Armour					
Weapons		Range	ADice	Keywords	
Corrosive Slime		A	3	Corrosive	



HQ

Feromite Prime (1)		Type	HT	US	Pts
		Command (Infantry)	2	1/1	35
SP	SH	AS	AR	SV	
5/8	-	4+	6+	6+	
Keywords					
Aura [Stealthy], Command Radius (12"), Drop-troop, Orbital Deployment, Tactician (●)					
Weapons		Range	ADice	Keywords	
Claws		A	3	AP1	
Options					
May take a single Slug as a Command Transport for +25pts					

Psychotroid (1)		Type	HT	US	Pts
		Command (Walker)	3	3/3	85
SP	SH	AS	AR	SV	
6/9	4+	5+	6+	6+	
Keywords					
Aura [Unflinching], Command Radius (12"), Quick-fix (Infantry, Heavy Infantry), Resilience (1), Tactician (●)					
Weapons		Range	ADice	Keywords	
Psychic Attack		12	2	Ignores Cover, Pinning	
Spikey Bits		A	3	AP1, Sustained Attack	



Kuttunid (1)		Type	HT	US	Pts
		Command (Vehicle)	4	2/2	110
SP	SH	AS	AR	SV	
5/8	4+	6+	7+	6+	
Keywords					
Command Radius (12"), Heavy Armour, Quick-fix (Vehicles, Walkers), Resilience (1), Tactician (●)					
Weapons		Range	ADice	Keywords	
Toxic Spray		9	5	Corrosive, Ignores Cover, Vicious	
Tentacles		A	5	Sustained Attack, Vicious	

SUPER-HEAVY

Psychomolsc (1)		Type	HT	US	Pts
		Super-heavy	6	0/0	355
SP	SH	AS	AR	SV	
9/15	5+	-	7+	6+	
Keywords					
Capacity (12), Fly, Heavy Armour, Hover Deployment, Resilience (3), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Psychic Rending		16	4	AP2, Ignores Cover, Pinning, Primary Weapon	
Psychic Rending		16	4	AP2, Ignores Cover, Pinning, Primary Weapon	
Mind Wipe (see below)		16	1	AP1, Ignores Cover	
Special Rules					
Troop Transport: Up to two Units may be embarked on the Unit at once. All the normal rules for transported troops apply. The Units inside do not have to activate or disembark at the same time.					
Mind Wipe: Any Unit that suffers Damage from the Mind Wipe, immediately loses any Action or Combat Token it has.					

Latropod (1)		Type	HT	US	Pts
		Super-heavy	5	4/4	385
SP	SH	AS	AR	SV	
6/10	6+	4+	10+	-	
Keywords					
Aura [Sustained Attack], Resilience (2), Strider, To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Psychic Vortex		16	1	Blast (3), Chained Barrage, Corrosive, Ignores Cover	
Crushing Pincers		A	12	AP2	
Special Rules					
Neurocrine Surge: While within the Aura of this Unit, all friendly Units have the Sustained Attack keyword for both Shooting and Assault.					





PLAGUE

The Plague has scored several major victories over the GCPS. But while most factions measure success in terms of territory gained, this is not all the Plague takes from its wins. For every world taken, for every space station ransacked and starship overhauled and boarded, the Plague gains much, much, more.

Those that survive the onslaught of the Plague lose everything. Their bodies are warped and twisted as the infection takes hold, moulds them into living expressions of pain and rage. Their minds too. Many of the infected become barely more than animals, operating on the most basic of instincts to rend and tear and reproduce. Others retain scraps of their former selves - not enough to still call themselves human or Teraton or whatever species they used to be. But just enough to be useful to the Plague as it spreads across the galaxy.

When a Plague army takes the field, from a distance, it may well resemble a corporate one. Its troops use familiar manmade weapons and tactics. They may move a little - unpredictably, sure. And their fire may not be as accurate as one might expect from a marine fireteam either. But it is when the Plague horde truly closes in on its enemy that all similarity to corporate fighting order drops away.

The teams of heavy gunners and the platoons with laser rifles shamble and lurch towards their tactical objectives. Many of them appear wounded or insane - disfigured and drooling with bloodshot eyes. The uniforms worn by the mortar teams taking up tactical positions in order to rain down high explosives from afar are ripped and torn by spurs of bone, their limbs unnaturally long and apish. Some of this misshapen army of the damned may be being transported by squadrons of Mules or Hornet gunships. But the vehicles are rusted and battle-scarred with makeshift rams and mismatched armour plates attached almost at random. The Wolverine tanks and Strider wings carry bloody trophies across their hulls and many have daubed over their unit markings with blood and obscene body parts.

This is the Plague's army of 'Stage 3' ghouls and their captured and repurposed armoury can be a truly formidable foe. But they are likely not to be the true threat to any opponent unlucky enough to be facing

them. Because worse monsters run wild amidst all these lost souls too.

A Plague army is possessed of unmatched savagery, but it is not simply a rampaging horde. Its heart may be predatory and cruel, but there is a deadly intelligence at its head. This is often personified by a 'Plague Lord', named so by the first humans to try to fight one, but classified by ETCU as a 'Stage 1'. Usually one of the first victims of the mutagen upon its release, these unfortunates are heavily mutated, with imposing bony exoskeletons and greatly increased height and strength. At other times a 'Corruption' may take charge of the infected - an even larger and more powerful mutation than a Lord.

Both are deadly creatures in their own right - entire Strike Teams of Enforcers have fallen in battle to a single Lord. But their purpose on the field is not just to add more physical strength to the assault. Stage 1's and to a lesser extent Corruptions also have the ability to direct the movements of their subordinates through a mixture of pheromonal and psionic signals. This leadership is a powerful force in its own right, powered as it is by a high level of infectious particles in the creature's body. The leaders of the Plague may look like mindless beasts but each can still think, react, and strike faster than many things that have tried to stand against them.

The next stage of infection - Stage 2 - can take several forms, each with its own deadly purpose. Leapers can move much faster than their Stage 3 comrades and have no need to carry weapons, as such. Their claws and teeth, powered by abnormally strong muscles and unnaturally dense bones, mean they are each capable of tearing a man, dwarf, or drone to pieces. Deadlier still are the enormous Plague Aberrations. Towering above their infectious allies, these savage brutes are more than a match for the armour of a Sturnhammer or Wolverine tank. And then there are Bursters - similar in mass to other Stage 2's but made up of less extra muscle and more raw infectious particles. The Burster's greatest drive is to close with the uninfected and then spew forth a stream of contagious and corrosive pus all over them.

Few carbon-based lifeforms in the galaxy have shown any ability to resist infection by the Artefact-released



mutagen - only the Orcs and their cousins are known to be completely immune. But with the rest of the galaxy to play with, the Plague has nevertheless spread far and wide and, often, with clear direction.

Three of the Plague fleets known to be loose within the GCPS appear to have specifically targeted worlds for infection known almost exclusively for their native megafauna. The Sinemian Doryx, the giant Sloth-hound of Pandria, and the Trinnym have all been reported to have been infected, mutated, and deployed against corporate, Asterian, and Forge Father armies. Most significantly, several Plague armies appear to

have acquired a stock of Brontodons - the revered and respected mount of Kalyshi warbands on several worlds within the Asterian Empire. How they were able to get to the enormous beasts is unknown, though corporate smuggling seems a likely route. What matters is the destructive power of such a beast when mutated by the Plague. Standing nearly twenty-five metres tall and armoured with plating thicker than the walls of many fortified buildings, a Plague Colossus is practically unstoppable. Like the Plague itself, the creature is capable of simply crushing - or brushing aside - anything slow or unwise enough to get in its way.



THE LIVING DEAD

Not all Plague armies encountered in the GCPS have been led by a visible Stage 1 mutant. Many are instead given their orders and direction by a Stage 3 ghoul, albeit one who was, before they fell to the infection, highly-ranked and well-trained. Several senior corporate officers have been reported to have been turned to the Plague's cause in this way.

When the first Plague incursion into the GCPS attacked New Parris in late [REDACTED], Col. Corl Joraleman (Retd) had led his colony's militia as they tried to defend it against an army of the infected, directed in their fury by the Plague Lord referred to in ETCU records as 'The Spear King'.

The militia fought hard and they fought well. Many of them were veterans of other, earlier wars, and the Parissians had retrofitted some of their power loaders with heavy laser weapons. They had even managed to obtain a few Strelnikov tanks, the forerunner to the venerable Wolverine.

They were wiped out to man though, their rugged colonial spirit and second-hand weaponry being simply no match for the crushing strength of a line of towering Aberrations and a multitude of Leapers, all of them thirsting for bloody murder.

Enforcer Pathfinder teams dispatched across the Soto sector to find any survivors of the Plague's assault, found none.

Since then, there have been several confirmed sightings of a Stage 3 'general', whose uniform, such as it is, appears consistent with that worn by Joraleman's militia. While his physical form has been twisted and degraded beyond recognition, there is little doubt the general is just one more of the GCPS's finest and best, ruined and repurposed for their sinister enemy's own good.

ARMY SPECIAL RULE

Contagion

After resolving an Assault, roll a dice for each enemy Base removed (including from failed Nerve tests). For each 7+, add one Base of the appropriate type to any of your Infantry or Heavy infantry Units involved in that Assault. This may not take a Unit above the number of Bases it started the game with. Place these Bases in coherency with the Unit(s) they are joining. They may not be placed within 1" of an enemy Unit unless the Unit gaining the Bases is already engaged with that Unit. Any Bases that cannot be placed for any reason are not added.

ARMY
NERVE

7+

Plague Strategic Orders

Name	Cost	When?	Effect
Infection	2	When a non-Vehicle, non-Super-Heavy Unit activates in the Movement Phase.	The Unit has a Save 6+ value until the end of the Round. Place a Status Marker on the Unit as a reminder.
Aura of Terror	1	When a Unit Sprints and engages an enemy Unit in base-to-base contact. The Unit must be in Command Radius before it moves.	The enemy Unit is given a Pin marker. Add the Pin marker before any Overwatch reaction fire against the Sprinting Unit, if applicable.
Tear Apart	1	When an Infantry or Heavy Infantry Unit attacks in an Assault.	For this Assault, the Unit gains AP1 (or increases its AP by 1 if it already has it). Spend the Command Point before rolling to hit.

TROOP

Stage 3a Ghouls (6)		Type	HT	US	Pts
		Infantry	2	4/3	110
SP	SH	AS	AR	SV	
5/10	6+	5+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Rifles		12	1	-	
Assault Weapons		A	1	-	

Stage 3a HMG (6)		Type	HT	US	Pts
		Infantry	2	4/3	120
SP	SH	AS	AR	SV	
5/8	6+	6+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
HMGs		12	2	-	
Assault Weapons		A	1	-	



Stage 3z Zombies (9)		Type	HT	US	Pts
		Infantry	2	4/3	145
SP	SH	AS	AR	SV	
5/8	-	6+	3+	-	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	2	-	



SPECIALIST

Stage 2a Leapers (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	155
SP	SH	AS	AR	SV	
6/12	-	5+	6+	-	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	3	AP1	

Stage 2b Bursters (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	170
SP	SH	AS	AR	SV	
5/8	6+	6+	6+	7+	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Pus Burst		9	2	AP2	
Teeth & Claws		A	1	AP2	

Weapon Teams (3)		Type	HT	US	Pts
		Infantry	2	2/1	75
SP	SH	AS	AR	SV	
4/8	7+	6+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Mortars		6-24	1	AP1, Blast, Indirect (only)	
Assault Weapons		A	1	-	

Plague Strider (3)		Type	HT	US	Pts
		Walker	3	2/1	105
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	-	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Flamer		9	2	Ignores Cover	
Assault Weapons		A	2	AP2	

PLAGUE

Plague Tankbuster Strider (3)		Type	HT	US	Pts
		Walker	3	2/1	100
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	-	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Polaris Cannon		24	2	AP2, Vicious	
Assault Weapons		A	1	AP1	



SUPPORT

Aberration (3)		Type	HT	US	Pts
		Walker	3	1/1	185
SP	SH	AS	AR	SV	
6/9	-	4+	7+	6+	
Keywords					
Resilience (1), Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	4	AP3	

Plague Artillery (3)		Type	HT	US	Pts
		Vehicle	3	0/0	70
SP	SH	AS	AR	SV	
4/6	6+	8+	5+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Frag Shells		6-36	1	Blast, Indirect (only), Pinning	
Assault Weapons		A	1	-	

Plague Hornets (2)		Type	HT	US	Pts
		Vehicle	6	0/0	90
SP	SH	AS	AR	SV	
14/21	6+	-	6+	7+	
Keywords					
Capacity (3), Fly, Hover Deployment					
Weapons		Range	ADice	Keywords	
Rotary Cannon		12	2	Sustained Attack	

Plague Hornet Gunships (2)		Type	HT	US	Pts
		Vehicle	6	0/0	75
SP	SH	AS	AR	SV	
14/21	5+	-	6+	7+	
Keywords					
Fly					
Weapons		Range	ADice	Keywords	
Rotary Cannons		12	3	AP1, Sustained Attack	



Plague Wolverine Tank (3)		Type	HT	US	Pts
		Vehicle	3	1/0	125
SP	SH	AS	AR	SV	
6/9	5+	7+	7+	7+	
Keywords					
Heavy Armour					
Weapons		Range	ADice	Keywords	
Turret Gun					
• Penetrator Shells*		30	2	AP2	
• Frag Shells*		30	1	Blast, Pinning	
Ramming		A	1	-	



TRANSPORT

Plague Mule (3)		Type	HT	US	Pts
		Vehicle	3	0/0	75
SP	SH	AS	AR	SV	
10/15	7+	7+	6+	-	
Keywords					
APC, Capacity (2)					
Weapons		Range	ADice	Keywords	
Autocannon		15	1	-	
Ramming		A	1	-	

Plague Wolverine APC (3)		Type	HT	US	Pts
		Vehicle	3	0/0	90
SP	SH	AS	AR	SV	
6/9	6+	7+	7+	7+	
Keywords					
Capacity (2), Heavy Armour					
Weapons		Range	ADice	Keywords	
Riot Guns		12	1	Pinning	
Ramming		A	1	-	



HQ

Stage 3a Command (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	30
SP	SH	AS	AR	SV	
5/10	7+	6+	5+	7+	
Keywords					
Command Radius (12"), Tactician (●)					
Weapons		Range	ADice	Keywords	
HMGs		12	2	Sustained Attack	
Assault Weapons		A	2	-	
Options					
May take a single Plague Mule as a Command Transport for +20pts					

Corruption (1)		Type	HT	US	Pts
		Command (Walker)	3	2/2	90
SP	SH	AS	AR	SV	
6/9	-	4+	7+	6+	
Keywords					
Command Radius (12"), Resilience (1), Tactician (●), Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	4	AP2, Sustained Attack	

Stage 1a Lord (1)		Type	HT	US	Pts
		Command (Walker)	3	3/3	135
SP	SH	AS	AR	SV	
6/9	-	4+	8+	6+	
Keywords					
Aura [Sustained Attack (Assault only), Vicious (Assault only)], Command Radius (16"), Resilience (1), Tactician (●), To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	4	AP2	





SUPER-HEAVY

Plague Colossus (1)		Type	HT	US	Pts
		Super-heavy	5	4/4	400
SP	SH	AS	AR	SV	
6/12	6+	4+	9+	6+	
Keywords					
Aura [Unflinching], Resilience (2), Strider, To the Death					
Weapons		Range	ADice	Keywords	
Vomit		12	6	AP1, Ignores Cover	
Murderous Claws		A	10	AP3	
Special Rules					
Tower of Terror: While within 12" of this Unit, enemy Units must re-roll successful Nerve tests. The second result stands. This includes a re-roll of all dice used for tests in the End Phase, and for Units losing an assault.					
Thunderstomp: This unit may assault a building directly, whether it is occupied or not. If it chooses to do so, use the following profile instead of Murderous Claws.					
Weapons		Range	ADice	Keywords	
Thunderstomp		A	1	AP3, Demolisher	

Plague Battle Mech (1)		Type	HT	US	Pts
		Super-heavy	6	4/4	380
SP	SH	AS	AR	SV	
6/9	5+	5+	9+	6+	
Keywords					
Aura [Sustained Attack (Assault only)], Resilience (3), Strider, To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Shoulder Missile Pods		6-30	1	Blast (3), Chained Barrage, Indirect	
Right Arm Cannon					
• Super-Penetrator Shells*		36	2	AP3, Primary Weapon Vicious	
• Super-Frag Shells*		36	1	AP1, Blast, Pinning, Primary Weapon	
Left Arm Cannon					
• Super-Penetrator Shells*		36	2	AP3, Primary Weapon Vicious	
• Super-Frag Shells*		36	1	AP1, Blast, Pinning, Primary Weapon	
Stomp		A	4	AP2	



VEER-MYN

Wherever mankind goes, it creates waste, and lots of it. In a galaxy of apparently inexhaustible commodities, there is little need and even less appetite for the recycling of biological, technological, and consumer refuse. But whatever the GCPS throws away, be it into a garbage chute, hole in the ground, or fast-flowing river, the Veer-myn are more than willing to repurpose. So it is the expansion and development of the human race that has truly led to the great explosion in Veer-myn numbers across the galaxy.

As mankind becomes more technologically sophisticated, so do the Veer-myn benefit from an ever greater selection of thrown out parts, part-finished and carelessly discarded projects, and rejected prototypes. The Veer-myn are only too happy to pick up where the GCPS left off and push such things through to their own kind of completion.

Gang Stars

The vast majority of most Veer-myn armies found across the GCPS are made up of brethren - gangs of Nightcrawlers and Stalkers. Many of them are birthed in the same brood and all of them are almost suicidally bent on doing whatever the nest's Brood Mother or her appointed deputies have ordered. They wear rudimentary but effective armour - plates of scrap metal strapped, bolted, or glued onto their hides - and carry ray-guns that discharge entirely unsafe amounts of radiation in barely controlled bursts. Despite the low quality of this gear, in a close-up fight, sheer weight of numbers is often enough to carry the day and the nest has an almost inexhaustible supply of warm bodies at its disposal.

The Veer-myn do not only have numbers on their side though. While a typical Veer-myn may look like nothing more than a brute dressed in rags, many of them possess keen minds and a sharp eye for valuable components. These are the Maligni, the builders and inventors of a nest.

The biologically-inclined Maligni, such as the nest found on Saren's World, specialise in the creation of hideously mutated Veer-myn and biologically noxious weaponry. With the right genetic recombinant technology, and an endless supply of subjects to experiment with, what was once the runt of the litter can be transformed into a

monstrously strong 'Nightmare' or a terrifyingly vicious 'Night Terror'. Many times the size of their former brethren, the unnatural strength of these giants allows them to wield out-sized and brutal melee weapons - repurposed drilling equipment is a favourite - or be used as mobile platforms for enormous ray-guns.

Other Veer-myn nests, like the one that occupied the Blackstar Station, develop an almost obsessive relationship with electronics and mechanics. These are the 'Volt-Runners', Veer-myn who would far rather build a faster Virus Bomber or develop a more reliable Saturation Tunneler. Many Veer-myn have an understable talent for digging and more than a few opposing armies have found their positions literally undermined by Veer-myn tunnelling machinery. Creating tunnels does more than just weaken the physical defences of an army though - many are also used to deliver fast-moving Tunnel-runner monowheels to the heart of the enemy.

No nest is exclusive though - it takes all sorts to make a place in the darkest parts of the GCPS and Maligni are known to move from one nest to another, taking their expertise, gene sequences, and technical readouts with them.

Perhaps the only constant in a Veer-myn nest is its Brood Mother. A Mother is an enormous creature, easily four times the size of a 'crawler, but far fiercer and more intelligent. Usually located deep within the nest, and guarded by a gang of elite 'Brood Guards', the Mother's primary role is to birth more members of her colony. When war breaks out though, Brood Mothers are often found on the battlefield, directing their children through a mixture of pheromonal and ultrasonic signals.

Battlefield command is, however, more often ceded to the nest's Progenitor. Elevated from the ranks of a nest's Maligni, it is believed the Progenitor has the sole right to breed with the Mother. This might seem a desirable position to achieve in Veer-myn society but it does not come without its drawbacks. The life expectancy of a Progenitor is believed to be no longer than a few breeding cycles - if the Brood Mother doesn't eventually kill him, a rival Malignus probably will.

Whether on the battlefield or in the nest, a Progenitor is always somebody's target.



Popular Mechanics

Veer-myn culture is highly competitive. Merely surviving infancy is not guaranteed and life as a mature member of a nest is not much easier. Competition for a place in a gang can be fierce - a Brood Mother does not like to see her children kill each other, but she also knows only the strongest will survive in an endlessly cold galaxy. Likewise, Veer-myn Maligni are also constantly striving to outdo one another - creating a bigger Nightmare or more explosively dangerous spraygun could result in a humble Malignus being elevated to Progenitor status.

Thus when a Nest comes to the surface, whether fighting for survival or territorial dominance, it does so in full force. All the greatest weapons and abominations available to a nest will be deployed. These are Maligni-crafted weapons and machines that are supposed to be seen and wondered at, to inspire fear in their enemies and envy in the hearts of their rivals.

The first reported sighting of a Veer-myn Technonest was reported on Oddy's World in 946AE. The city of Eden Prairie had existed since the planet's first colonisation, some ninety years earlier, and was starting to show its age. Large parts of the city's industrial zones specialised in building and exporting industrial food synthesisers and the waste from these projects had been piled up in enormous landfill sites. As the city prepared to excavate a new site to the west of the city, using the turbo-laser mounted aboard the Argo Orbital Mining Platform, rumblings were heard from beneath the planned blasting site.

Fearing an earthquake, citizens took to the streets or fled to the skies in orbital shuttles. When an enormous hole opened up beneath the city's central plaza, many observers' first thought was that the laser had misfired

and struck the city. They were wrong though. Out of the cloud of dust and debris the hole at the centre of the square rose the biggest Veer-myn contraption yet seen - a Technonest.

Weighing hundreds of tons, it was a miracle the thing could even move, but move it did. As it rumbled across downtown Eden Prairie, its complement of rayguns and an enormous spraygun mounted on the machine's hull fired indiscriminately. Stunned bystanders were reduced to steaming puddles while vehicles and buildings were blasted into atoms.

Worse was to come. As the Veer-myn machine rolled over, across, and through everything in its path, a seemingly endless stream of Veer-myn Nightcrawlers leaped down from the vehicle and ran rampant.

A TANGLED WEB

More sinister than the twisted genius of any Maligni and more powerful in their way than any Progenitor or Brood Mother is the Tangle. Born only once to any nest, a Tangle is a strange brood indeed. Anywhere from three to a dozen infant Veer-myn, all born with their tails inextricably knotted together, the Tangle is a rare omen. They appear vulnerable - a rag-wrapped mewling gang of murine infants, conveyed into battle aboard makeshift platforms. But they are guarded by the nest with the same fanaticism as the Mother. This is because, far from being defenceless, a Tangle is immensely psychically powerful. Gifted with prescience, they are able to see the future and guide their kin away from danger or towards victory.

More awful than that, the Tangle's psychic power can harm their enemies too, reaching into the very minds of any being that beholds them, sending them mad with pain.



ARMY SPECIAL RULE

Safety in Numbers

When taking a Nerve test, this army's Units receive a +1 to the roll for each friendly Unit within 6", up to a maximum of +2.

ARMY
NERVE

7+

Veer-myn Strategic Orders

Name	Cost	When?	Effect
Burrowing Attack	1	When a Unit Sprints and engages an enemy Unit in an Assault in the Movement Phase.	The assaulting Unit ignores any Hindered charge modifier (other modifiers still apply). If the enemy Unit has Overwatch, its shooting attack against this Unit suffers a -1 to hit modifier. Now place a Status Marker on the charging Unit. Until the end of the Round, it has the Sustained Attack keyword when rolling to-hit in Assault.
Overwhelm	1	Immediately after another friendly Unit activated using the Keep Going! Tactical Order.	Spend the Command Points once the friendly Unit has finished its activation to choose a third Unit to activate before returning play to your opponent to have their turn. This is an exception to the normal maximum of one extra activation.
Narcotic Frenzy	1	When an Infantry or Heavy Infantry Unit Sprints to engage an enemy Unit in an Assault in the Movement Phase.	The unit may move as far as its combined SP values and has a +1 to-hit modifier in assault until the end of the Round. Once the Unit has finished moving and any potential Overwatch fire against it is resolved, one Base in the Unit (your choice) is destroyed - remove it from the battlefield immediately. Narcotic Frenzy may not be used on a Unit if it disembarked from a Transport this turn.

TROOP

Crawlers (6)		Type	HT	US	Pts
		Infantry	2	4/3	105
SP	SH	AS	AR	SV	
5/10	6+	6+	4+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Ray Guns		15	1	-	
Assault Weapons		A	1	-	

Stalkers (6)		Type	HT	US	Pts
		Infantry	2	4/3	130
SP	SH	AS	AR	SV	
5/10	6+	5+	4+	-	
Keywords					
Scout					
Weapons		Range	ADice	Keywords	
Ray Pistols		9	1	-	
Assault Weapons		A	2	Sustained Attack	



Brood Guard (6)		Type	HT	US	Pts
		Heavy Infantry	2	4/2	155
SP	SH	AS	AR	SV	
5/10	6+	4+	7+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Guard Chem Throwers		9	1	AP1, Ignores Cover	
Halberds		A	1	AP2	

Tunnel Runners (6)		Type	HT	US	Pts
		Bike	2	3/2	170
SP	SH	AS	AR	SV	
12/18	5+	6+	5+	7+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Twin Chem Spitters		12	2	-	
Assault Weapons		A	2	-	

SPECIALIST

Nightmares (6)		Type	HT	US	Pts
		Heavy Infantry	2	3/1	195
SP	SH	AS	AR	SV	
5/10	6+	5+	6+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Chem Throwers		9	2	AP1, Corrosive, Ignores Cover	
Combat Drills		A	2	AP1, Sustained Attack	

Night Terrors (3)		Type	HT	US	Pts
		Walker	3	1/1	120
SP	SH	AS	AR	SV	
7/10	-	5+	6+	7+	
Keywords					
Subterranean Deployment, Unflinching					
Weapons		Range	ADice	Keywords	
Scythes		A	4	AP2, Vicious	

Creepers (6)		Type	HT	US	Pts
		Infantry	2	3/2	170
SP	SH	AS	AR	SV	
5/10	5+	5+	4+	-	
Keywords					
Scout, Stealthy, Subterranean Deployment					
Weapons		Range	ADice	Keywords	
Ray Pistols		9	1	-	
Det Packs		A	1	AP3	

Maligni (6)		Type	HT	US	Pts
		Infantry	2	3/2	120
SP	SH	AS	AR	SV	
5/10	5+	6+	4+	-	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Heavy Ray Guns		16	1	AP2	
Assault Weapons		A	1	-	

Rumbler (3)		Type	HT	US	Pts
		Vehicle	3	2/0	140
SP	SH	AS	AR	SV	
6/9	6+	6+	6+	7+	
Keywords					
-					
Weapons		Range	ADice	Keywords	
Super Heavy Ray Guns		20	1	AP3, Anti-Aircraft	
Ramming		A	1	-	



SUPPORT

Mutant Rat Fiends (3)		Type	HT	US	Pts
		Walker	3	1/1	120
SP	SH	AS	AR	SV	
5/12	-	5+	7+	7+	
Keywords					
To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Teeth & Claws		A	3	AP3, Vicious	

Death Engines (3)		Type	HT	US	Pts
		Vehicle	3	1/0	125
SP	SH	AS	AR	SV	
6/9	6+	5+	7+	-	
Keywords					
Unflinching					
Weapons		Range	ADice	Keywords	
Spewer		16	4	AP1, Corrosive	
Ramming		A	2	AP1	

Saturation Tunneller (2)		Type	HT	US	Pts
		Vehicle	3	0/0	75
SP	SH	AS	AR	SV	
5/10	5+	8+	7+	7+	
Keywords					
Heavy Armour, Subterranean Deployment					
Weapons		Range	ADice	Keywords	
Saturation Missile Launcher		6-24	1	AP1, Blast, Indirect, Pinning	
Ramming		A	1	AP1	

Shield Tunneller (2) [U]		Type	HT	US	Pts
		Vehicle	3	0/0	125
SP	SH	AS	AR	SV	
5/10	-	8+	7+	-	
Keywords					
Aura [Save (7+)], Heavy Armour, Subterranean Deployment					
Weapons		Range	ADice	Keywords	
Ramming		A	2	AP1	



TRANSPORT

Tunneller (2)		Type	HT	US	Pts
		Vehicle	3	0/0	95
SP	SH	AS	AR	SV	
5/10	-	6+	7+	7+	
Keywords					
Capacity (3), Heavy Armour, Subterranean Deployment					
Weapons		Range	ADice	Keywords	
Ramming		A	2	AP1	



HQ

Progenitor (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	30
SP	SH	AS	AR	SV	
5/10	5+	5+	5+	7+	
Keywords					
Command Radius (12"), Tactician (●)					
Weapons		Range	ADice	Keywords	
Spitter Rifle		12	2	Vicious	
Razor Claws		A	2	-	

Brood Mother (1)		Type	HT	US	Pts
		Command (Heavy Infantry)	2	1/1	50
SP	SH	AS	AR	SV	
5/10	5+	4+	6+	6+	
Keywords					
Command Radius (16"), Cunning, Tactician (🟢)					
Weapons		Range	ADice	Keywords	
Chem Staff		9	3	Vicious	
Claws		A	2	AP1	

Tangle (1) [U]		Type	HT	US	Pts
		Command (Vehicle)	3	1/1	55
SP	SH	AS	AR	SV	
6/9	6+	6+	6+	6+	
Keywords					
Command Radius (16"), Cunning, Tactician (🔴,🔴)					
Weapons		Range	ADice	Keywords	
Psychic Attack					
• Psychic Storm*		15	4	Pinning	
• Psychic Lance*		15	2	AP2	
Assault Weapons		A	3	-	



SUPER-HEAVY

The Great Underminer (1)		Type	HT	US	Pts
		Super-heavy	4	5/5	385
SP	SH	AS	AR	SV	
0/0	5+	5+	8+	6+	
Keywords					
Capacity (12), Heavy Armour, Resilience (4), Subterranean Deployment, To the Death, Unflinching					
Weapons		Range	ADice	Keywords	
Lightning Projector		15	2	Primary Weapon, Vicious	
Lightning Projector		15	2	Primary Weapon, Vicious	
Lightning Projector		15	2	Primary Weapon, Vicious	
Lightning Projector		15	2	Primary Weapon, Vicious	
Booby Traps		A	4	AP2	
Special Rules					
Troop Transport: Up to two Units may be embarked on the Unit at once. All the normal rules for transported troops apply. The Units inside do not have to activate or disembark at the same time.					
Armoured Fist: This Unit can Transport a single unit of Bikes, Vehicles or Walkers instead of the two Units mentioned in the rule above.					
The Great Tunnel: Units in Reserve can enter the game normally, or they can move from Reserve to being transported by this Unit as their Activation, as long as there is enough Capacity to accommodate them at the point they activate and enter play. Units entering play like this may then disembark in the following Round as normal.					

The Technonest (1) [U]		Type	HT	US	Pts
		Super-heavy	4	5/5	465
SP	SH	AS	AR	SV	
7/10	5+	6+	8+	7+	
Keywords					
Aura (To the Death, Unflinching), Capacity (12), Heavy Armour, Resilience (5), Tactician (●)					
Weapons		Range	ADice	Keywords	
Super-Spewer		16	8	AP2, Corrosive, Primary Weapon	
Ray Guns		16	6	-	
Assault Weapons		A	10	-	
Special Rules					
Troop Transport: Up to two Units may be embarked on the Unit at once. All the normal rules for transported troops apply. The Units inside do not have to activate or disembark at the same time.					
The Spawning: When activated in the Movement Phase, this Unit can discard all of its Action or Combat Tokens and spend 1 Command point to roll a single D8. On a roll of 5+, a new Unit of Crawlers is immediately created, embarked in the Nest (as long as there is enough Capacity for it, and you have enough models!).					







THE WARPATH UNIVERSE



THE FIRST AEON

It all starts with the GCPS. And, perhaps, ends with it.

Humanity is neither the oldest race in the galaxy, nor the most technologically advanced or philosophically complicated. It is neither the most physically gifted nor the most numerous. Nevertheless, there is no doubt that the universe, currently, turns on what the human race does next. This is due, in no uncertain terms, to the power of the Galactic Co-Prosperity Sphere.

The GCPS has barely existed for a thousand years - a tiny speck on the great axis of time. But, in that short span, humanity has spread far and wide and now dominates as much as a third of known space. And that territory is growing all the time, as it must, because the GCPS thrives on consumption: pure, unadulterated exploration and exploitation. The discovery, cataloguing, and harvesting of new resources across countless planets, moons, asteroid belts and interstellar gas clouds endlessly feeds it just as it propels it.

The GCPS is a conglomerate, the largest ever seen. It is made up of thousands of corporate entities, each of them legally independent and yet functionally interdependent. One corporation might manufacture housings for the McKinley drives that allow starships to travel faster than light, but another mines the Newtonium that makes those drives function. Yet another builds the mining equipment and supplies the miners, and so on and on. Thus the various parts of the GCPS are tightly bound together even as they strive to outdo and outgrow one another.

It is a system that has worked for a thousand years. An era of conflict, innovation and expansion. One marred by setbacks, some costing untold lives, and more than a few lost opportunities to be sure. But also one filled with astounding advances in technology and moments of greatness seized with the unbounded avarice and boldness that have become the defining characteristics of humanity.

No civilisation has made its mark, for better or worse, on the galaxy like the GCPS has. And, if its rulers would have anyone take away but one message from what they have achieved since Establishment, it is this: this was only the First Aeon.

Five Spheres, Seven Rulers

In the GCPS they say that megacredits are the grease that makes the Spheres go around. But everyone also knows that the glue that holds everything together is the Council of Seven. Seven individuals, elected by and from amongst the most powerful corporations, the Council's will is absolute and inviolable. Its imposition is often left to the Enforcer Corps: the very best soldiers mankind has ever produced, armed and armoured with the very best tech money can buy.

It should not be said that the Council are tyrants, at least not in public. Under their benevolent and ever-present watch, citizens of the GCPS are free to pursue whatever enterprise they see fit. To research and develop whatever avenue seems profitable. But the chaos that followed when man first reached the stars can never be allowed to return. Wars between the first interstellar corporations, each struggling to gain market dominance over one another, was bad for business and left humanity vulnerable to alien rivals. And so there are at least a few caveats to what the corporations are allowed to do within the GCPS. One such area that is tightly controlled is the rate of expansion of corporate territory.

Since the Establishment of the First Sphere of the GCPS, it has undergone four expansions. Today, the first two Spheres, otherwise known as the Core Worlds, are veritable paradises for those lucky enough to own a plot there. The very best of what the GCPS has to offer can be found in the Core; the finest luxuries, the most advanced tech, the most extravagant fashions. It is here that corporate Central Command is to be found as well the headquarters of the Exo-Threat Counteraction Unit (ETCU) and the feared Market Intelligence Agency (MIA). The funnelling of goods and wealth inwards from the outer reaches of the GCPS ensures the Core remains the bright heart of the machine.

Further out, amidst the Third and Fourth Spheres, life may be somewhat harder and generally less glamorous, but is nonetheless filled with opportunities. These are worlds still being exploited, developed, and colonised, often, though not exclusively, by veterans of corporate militaries and their families. These planets and places

BACKGROUND

are generally well-developed if not as sophisticated as those in the Core and many were once the homeworlds of now-supplanted alien civilisations.

Hostile alien races that have not been incorporated can still be found in the Outer Spheres - not everyone recognises the GCPS's claims to all the space within its self-proclaimed boundaries. They are not the only danger out on the western and eastern edges of corporate space either: pirates abound the further one travels from the Core, as well as rogue corporations and other criminals who fare far better in the murkier parts of space.

And then, on the very western edge of the GCPS, is the Fifth Sphere. An area of worlds only recently incorporated, star systems that were only a number in a corporate database for some time, but have now begun to be mined or settled. Some are fresh and unsullied, pristine even. Places that might only ever have been seen by a few human eyes. Others have barebones operations in place, just making a start to their endeavours. These 'fringe worlds' though, while undoubtedly rich in resources and opportunities - are also some of the most dangerous places in the galaxy. Amongst them is the Death Arc - an area of space blockaded by two of the greatest military powers in existence.

DRIFTWOOD

The GCPS is huge and, while Central Command has the final say in matters bureaucratic, local management is left up to local corporations. This means there is a patchwork system of law enforcement across the Five Spheres. In some places the fabric is thinner than others. Driftwood exists in one of those 'thin' areas, a practically deserted system in the Quaylon sector. Once it was an important source of Newtonium, the raw material of interstellar travel, and thrived. Now it is a desiccated husk of an asteroid, trapped in a slow orbit around its sun, one side permanently exposed, the other forever dark. It is by no means dead though. The mines and the tunnels linking them perforate and permeate the rock's interior and have become home to a large number of the sectors' criminal and bounty-hunter communities.

Peace between the two is maintained largely by Driftwood's own legal militia, but the balance of power truly benefits both sides. Lawbreakers and the people sent to catch them alike can benefit from a certain lack of corporate oversight.

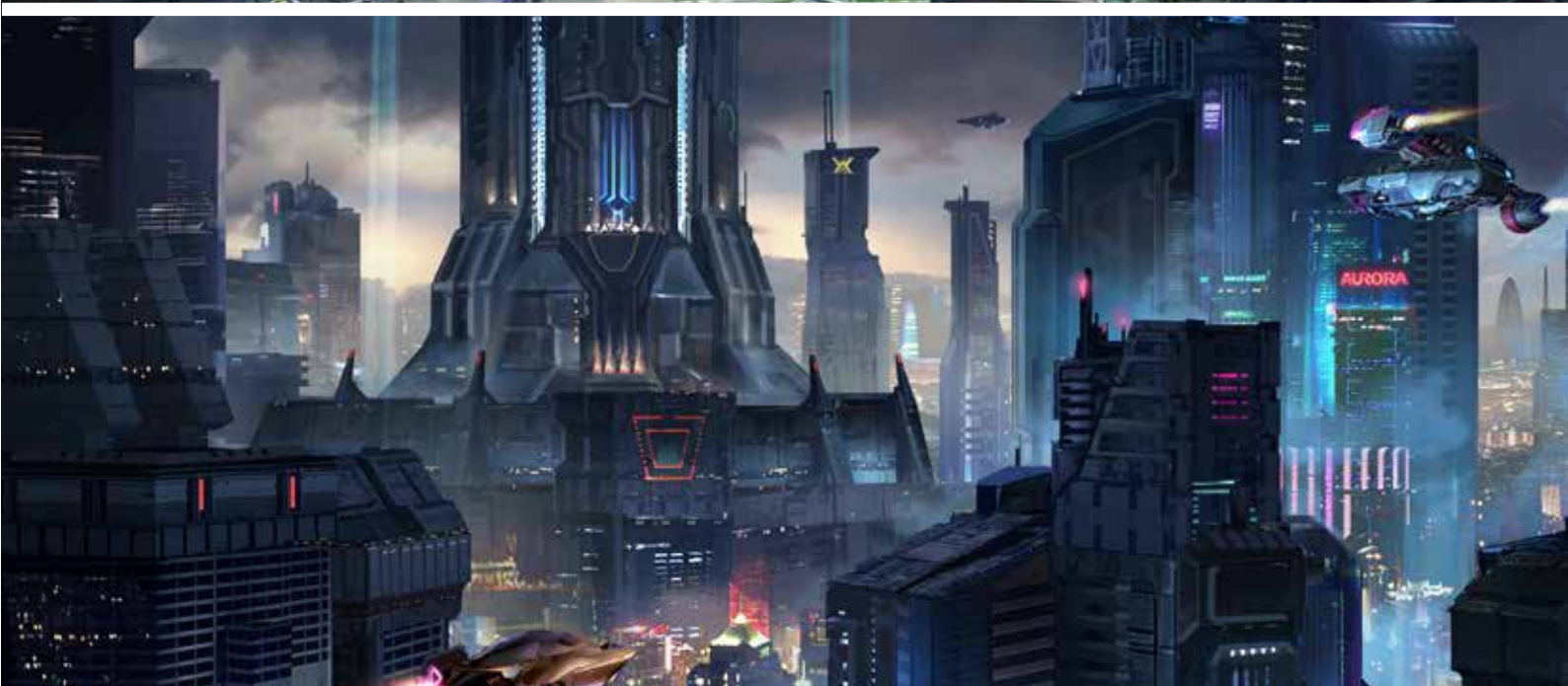
POROUS

Despite its recognised borders encompassing a vast area of space, there is still a lot of unclaimed territory within the GCPS. This is because the device that enables corporate starships to travel between worlds, the McKinley Drive, is reliant on generating an artificial gravity well and then 'sliding' along the resultant event horizon.

Anything that creates a large enough gravitic force of its own, and there are countless stellar phenomena that do just that, can therefore distort a starship's path, possibly pulling them to their doom. To avoid this, routes throughout the GCPS must be constantly authorised and monitored - the NaviComps aboard most corporate starships simply won't go to particular parts of the galaxy. Entire star systems can be cut off from the network by astral flares and the like, while new routes become viable over time as conditions clear. There are rumoured to be entire star systems within the GCPS's borders populated by unincorporated aliens or developed and defended by rogue corporations. There are even tales of systems settled by the descendants of pre-Establishment human colonists lost to the void centuries ago.

Not all races use the same technology as the McKinley Drive either - the Asterians and Forge Fathers are believed to have dozens of 'harbour worlds' hidden throughout the GCPS.





GCPS

Cartographic Corp.

XIIL-2B.v.3

(planetary bodies not to scale)

ASTERIAN SPACE

GRID KAPPA-NU

THE STAR REALM

ASTERIA PRIME

COLD HARBOUR

KURKUK

NEO MATSUDO

BURGES ASTEROID FIELD

EKFRITT POINT

DEATH ARC

LONG PATROL

NEW PARRIS

SPITZENNER

SOTO SECTOR

PHINEAS SYSTEM

PELGAR

TRITON

SPREES BOUNTY

SIGMA 9

GORA

MANDRAKE SECTOR

NIHIL REX

ISHIKAWA SEBUN

TCx876653c

BOVAN

NIHIL PRIME

POLLUX SYSTEM

ADRIANNA

EXHAM SYSTEM

EIRAS

PERESTIA

NEXUS PSI

CANAAN

EXHAM III

ARGOLIS

STARFALL

MARIANA TRENCH

NEXUS PSI

DEATH ARC

POLLUX SYSTEM

PHINEAS

THE HEXAGON

THE HEXAGON

AZURE IX

GAIAN

ROMONCULAS NEBULA

MIDNIGHT

SEKK SYSTEM

CHO

VESPERUS SECTOR

UDIO

HARMONEY IV

SEMARITE SYSTEM

TERRUS

HELLVIEW

NIOBE PRIME

ALONELY

ZAIGOR SYSTEM

MAGNUS

OLD EARTH

SOL SYSTEM

HOPE

RADNER

SPHERES OF THE GCPS

[4th SPHERE]

[3rd SPHERE]

[CORE]

[2nd SPHERE]

[5th SPHERE]

THE ASTERIANS

There are few powers in the galaxy with the capacity to outmatch and out-gun the GCPS. The Asterian Empire is surely one. Located to the galactic north-west, Asterian space is at least as big in absolute terms as the GCPS. Its exact size is, as-yet, unknown, simply because that is the way the Asterians want it to be. Its borders with corporate space are closed and tightly guarded, patrolled by ships of the warrior clades on one side and the Enforcer Corps on the other. Though both sides have occasionally tested one another, it is perhaps a mark of the mutual respect between the Council and Asteria that outright war has not yet broken out. Or perhaps there are more subtle reasons for the tenuous peace at the border.

Asterians are more slightly-built than standard humans, with almond-shaped eyes and pointed ears. To humans, they can appear aloof and emotionally distant, haughty and arrogant. A closer look at how Asterians view the universe, and why, reveals they are none of these things.

Asterian society is devoted to maintaining the Balance - a quasi-religious philosophy that sees the universe as having a natural state that must be respected and worked towards at all times. Life and death are the simplest interpretations of the two key opposing forces in the galaxy and all actions have an impact on this Balance. As such, Asterians are intimately aware of and connected to the life energy of all living beings.

Their society is ruled by intellect and their intelligence and long lifespans allowed them to colonise worlds, build worlds, even, while humanity was still in its cradle. The Asterians would likely be the dominant species in the galaxy today, were it not for the Scourge. Overly-ambitious bio-engineering, coupled with some ill-advised partnering with other races, led to the destruction of great swathes of Asterian space in centuries past. Unnumbered lives were lost and entire worlds ravaged. To this day the 'Silent Lands' serve as grave markers - for those that perished upon them as well, possibly, for Asterian ambition as a whole. But, where Asteria has learned painful lessons regarding the price of unbridled progress, many of their kind now fear humanity is guilty of exactly the same hubris.

When the GCPS struck out towards Asterian space in its Fourth Sphere expansion, its ships and drones were pleased to find entire star systems of habitable planets, all devoid of life and apparently ripe for exploitation. The machines of enterprise were already on their way to begin their work when the Council of Seven received an invitation to meet representatives of the Asterian Empire on one of the newly catalogued worlds.



The content of that meeting is beyond top secret in nature, but the Council's reaction was unequivocal and unprecedented - all the worlds in what became known as the Death Arc were immediately ruled out of bounds for any corporate body. They were removed from NaviCorp systems and a whole arm of the nascent Enforcer Corps was dispatched to begin a blockade. Ships that managed to evade the Enforcers brought back horror to the GCPS - ravaging monsters that destroyed an entire sector of corporate worlds.

The Council's commitment to whatever deal it had struck with Asteria was clear and sincere - its campaign of reprisal against the Plague and the corporation that had brought it to the GCPS was brutal and unrelenting. For its part, Asteria was also able to largely rein in those amongst its warrior clades who urged the destruction of mankind. There have been skirmishes between the most militant Asterians and the most recalcitrant corporations. But these are largely sanctioned actions, viewed as necessary both to protect the Death Arc and to avert a war of extermination being launched against humanity. As significant the resources both sides have committed to maintaining the status quo are though, there are increasing signs they were not enough.



Asterian Counsel

Asterian space is administered by the Tesseract, a melded collection of the greatest minds in Asterian society that rules on behalf of the Asterian Emperor. Many of the members of the Tesseract barely have a physical presence in this dimension any more. They rely on their Counsels to mediate between themselves and the rest of Asteria.

For more than three thousand G-standard years Counsel Tasim Shu'u'lak has served her people in this way, earning the respect of all Asterian society. Even the warrior-clades, the most warlike of all their kind, have bowed to her insights into the Balance.

As the Plague spread throughout human space, clades led by Tasim's son, Tui Hu Shu'u'lak, were talked down from launching devastating strikes that might have laid entire star systems to waste across the Third Sphere. There are other voices of caution in Asterian society, but Tasim has been aware of waning support for her non-violent cause for many years. Even she knows that, barring something unforeseen occurring, the Balance must be redressed soon.

The Hidden Fist

Asteria has many secrets, including even the existence of several races entirely unknown to the GCPS behind its borders. One such of these was the Matsudan. When teams of these physically imposing reptilians began appearing in various leagues of DreadBall, the galaxy's most popular sport, most viewers assumed they were either just another incorporated alien race or the fortuitous result of genetic tinkering. Neither was the case.

Presented to the universe as simple but vicious brutes, the Matsudan are in truth a well-regarded companion race, loyal to the Asterian Empire. Betrayed by the corporation that originally persuaded them to engage with corporate culture, the Matsudan have since cleaved ever closer to the Asterians.

While not as gifted intellectually as their hosts and protectors, the Matsudan who leave Neo Matsudo and travel to the GCPS are all consummate warriors. Highly-trained and with a deep sense of honour, the Matsudan serve as valuable shock troops alongside Asterian drone forces.



BACKGROUND

THE FORCE FATHERS

The Star Realm of the Forge Fathers lies roughly to the galactic north of the GCPS, running at least as far as the bright heart of the galaxy. Its dwarfen inhabitants are perhaps the oldest civilisation in the galaxy. They certainly believe themselves to be so - every Forge Father is possessed of an inalienable sense of manifest destiny. Dwarfs believe the entire universe belongs to them, from the greatest star to the smallest speck of dirt on the dimmest ball of rock. It may take them a while to get to all of it, but everything in existence has a place in the intricate plans stored in their private archives. Naturally, this causes a certain amount of friction with other races, including of course those who have made their homes on those rocks.

The first meeting between the GCPS and the Forge Fathers occurred at Spitzenner, shortly after the Third Sphere Expansion began. An apparently uninhabited world was duly colonised by corporate groups and subsequently discovered by an expeditionary fleet of Strikkhamr-clan Forge Fathers. Neither side was willing to give up 'their' world and a decade-long conflict ensued. The blood-soaked and bloody-minded war of attrition became known as the War of the Short Front amongst corporate troops, but the GCPS remains to this day unaware of how close it came to annihilation.

The Star Realm currently has no king - dwarfs are too individualistic, too distrustful of one another to tolerate one - but clans are led by their Hearth Lords. A 'Kret', a meeting of the greatest of these leaders from across the Star Realm, was assembled to discuss how best to deal with their recalcitrant new neighbour. The Forge Fathers are masters of many Forge Stars - cosmically scaled constructs that harness the nuclear power of actual stars - and many Lords pushed for their fire to be turned on every place mankind had ever stood. Only the sage and solid intervention of calmer and wiser minds prevented an interstellar catastrophe.

A deal for peace was eventually reached at Spitzenner between the Kret and the Council of Seven, one that officially endures to this day. Forge Father clans supply the Council with the arms and armour for its Enforcer Corps and, in return, the Council maintains a border with the Star Realm that allows the passage of its ships within the Five Spheres.

The arrangement benefits both sides, not to mention the billions of colonists on worlds the Forge Fathers could, if they so wished, vaporise. But that is not to say it benefits everyone equally. There are more than a few Forge Father clans that resent the influence of other, wealthier voices, and have not let the peace deal stop their own rightful claims to whatever they see fit.

INGULF KRESTURSSON. THE DRAGON

To humans, most dwarfs appear surly and aggressive. But Ingulf Krestursson, otherwise known as 'The Dragon', takes animosity towards humanity to another level. His father, the Lord Maggnus, and two brothers, Ivun and Brono, were all killed by corporate armies and if the Kresturssons know how to do anything well it is bearing a grudge. To this day, Ingulf wears his beard in three thick plaits as a memorial to his lost family members.

The Krestursson army goes to war under the banner of their clan; the dragon Farangir, its jaws stretched wide open as it consumes a world. In battle, Ingulf is usually accompanied by his warhound, a massive mastiff called 'Padd'. Both hound and master carry well-earned reputations for savage violence and being generally disagreeable.





THE PLAGUE

When the Council of Seven ordered the sequestration of the 'Death Arc' they did so with genuine urgency. The Long Patrol, specialist ships and operatives of the Enforcer Corps, work there to this day with deadly efficiency - any corporate ship spotted within their cordon is mercilessly hunted down and destroyed. Ships of the Asterian clades also patrol the area, their cloaking abilities meaning even the Long Patrol are not always aware of their presence. But all this military force has not been enough.

Outbreaks of mutagenic disease have been recorded, if not widely reported, across the outer Spheres. The pattern is oft repeated, with familiar variations: miners, researchers, or simple explorers stumble across something they have never seen before. An Artefact, a piece of bio-organic technology that somehow defies their scanners. Some are large, monolithic even, found deep underground. Others are more discreet, located amidst the ruins of a long-dead civilisation. But whether the Artefact is taken back to a camp or studied in situ, within days of the discovery, chaos ensues. Civil disorder, riots, panic, and violence in the streets: any semblance of civilisation the planet hosting the Artefact once had is quickly washed away in a tide of blood.

The mutagen released by the Artefacts deforms and distorts its victims. Skin becomes inflamed and cracked, bones melt and are recast. Internal organs reorganise and new ones develop. Most of the earliest victims become bestial new creations, monsters who live only to tear apart the

uninfected and spread the disease into more hideously transfigured hosts. But others, classified by ETCU as Stage 3's and by corporate soldiers as 'ghouls', appear to retain at least some of their higher brain functions. It is these last ragged vestiges of humanity that allows the ghouls to pilot starships.

There are known to be no fewer than three Plague fleets abroad in the Outer Spheres, and the Plague has struck hard across many occupied worlds. All this in spite of the best efforts of the Enforcers to track and eradicate them. Even NaviCorps' efforts to control Plague fleets' movements have been ineffective. The NavComp system works in both directions - when a ship attempts to use the network to travel to a location, that location must be in the central database. But the NavComp itself must also be authorised and any ship believed to be infected is easily removed from the list of approved vessels. And yet the Plague keeps moving.

One theory that has recently gained traction in the upper echelons of ETCU is that it is the Artefacts themselves that are somehow allowing their progeny to navigate across the stars. Certainly Artefacts have not been recovered from every site that reported their discovery. It would be worrying indeed if the very thing that was bringing the Plague into existence was also enabling it to sidestep the measures taken to isolate it. But there is another, far more troubling alternative explanation - that someone within the GCPS, within NaviCorps itself, is facilitating interstellar travel for the infected. But who this could be, and what reason anyone could have for subverting the Council of Seven's authority, is, as yet, unknown.







MARAUDERS

The Enforcer Corps is not the first army the Council has used to see its will done across space: that honour belongs to the greenskins of Gora. First discovered in 644AE, the Orcs, their skin tinted green by the radiation of their local sun, were primitives, living in tribal, Iron Age-level societies. They were physically impressive, clearly intelligent and relatively well organised. However, despite these advancements, the constant warfare that seemed to exclusively occupy the various clans and families of Gora meant they had little time or opportunity to develop technologically. Those first human colonists were able to solve at least one of the Orcs' problems - by providing the warring tribes with a common enemy to unite against and, even more importantly, better weapons to do it with.

The greenskins' worth as soldiers, from the smaller goblins to the much larger Hulks, was obvious. After a few violently unsuccessful negotiations Gora was eventually fully incorporated and the pace of the Fourth Expansion accelerated as Orc troops were widely deployed alongside human forces. It was a great deal for both sides; the Gorans were more than happy to fight any and all-comers, while the GCPS revelled in having a seemingly inexhaustible supply of commandos to bolster its campaigns.

The Orcs further benefited from corporate education, nutrition, and training, becoming even larger and more savage masters of shock tactics and lightning assaults. This happy state of affairs was not to last though.

In the mid 850's AE, during what became known as the Mandrake Rebellion, hundreds of settled worlds were assaulted, pillaged, and burnt as greenskin troops rebelled, killing their human commanders and beginning a campaign of violent retribution against the GCPS. The uprising was eventually put down with most of the mutineers being vaporised in a colossal explosion at Nihil Rex. Those that survived were forced to flee and hide from the subsequent campaign of near-extirmination.

Since that time, most Orcs and their Goran cousins have made their way in the galaxy, earning the megacredits necessary for survival, by working as guerilla fighters and mercenaries. A great many others though, most of them contracted from labour camps on Gora, have been employed across the GCPS as menials. Their innate strength and resistance to radiation made them particularly useful as substitutes for robots working in areas that would degrade valuable silicon.





VEER-MYN

The origin of the rat-like alien race known as the Veer-myn is a popular topic in the fleapits and drinking holes of space stations across the Five Spheres. Some of the first humans to spot the ragged creatures scuttling into the darkness of their cargo holds and septic systems believed they were some kind of genetic mistake - an escaped project from a gene clinic perhaps, or the result of a lab specimen getting too close to the oozing waste that is forever dripping out of the nuclear cooling stacks down in the ship's depths. Keen to assuage the fears of superstitious starship crews, lest they too grow out of control, ETCU has repeatedly and publicly stated there is no evidence of any relationship between mouse-like creature and man.

However they got there, there is no doubt that the Veer-myn have become as much a part of life in the GCPS as exotic diseases and the ointments quickly developed to cure them. Every corporate starship large enough to fit a McKinley drive and every colony over a hundred citizens or so is likely to have at least a small nest of Veer-myn lurking in its darkest places. Only occasionally do ships find it necessary to vent certain areas to the void in order to keep a potentially hazardous infestation in check. And, from time to time, colonies may need to send burner crews down into their sewer systems to put a check on a nest that was taking more resources than could be borne. But, the perception of the Veer-myn as an unpleasant but generally unimportant part of colonising the galaxy has shifted in recent times.

ETCU has come to believe the Veer-myn may not be as benign as most people have been taught to believe. From Acreon to Exham and everywhere inbetween, uprisings and insurrections are occurring with increasing frequency. They cannot all be explained away as the result of catastrophic natural phenomena either. Too many space stations, colonies, and starships have disappeared or been destroyed in linked star systems to be coincidental. There is a pattern to Veer-myn attacks, one as yet not clearly understood, but it can be only a matter of time.

The Veer-myn are and, as far as anyone can tell, always have been a part of life throughout the GCPS. First discovered aboard a corporate starship in the year 401AE, colonies, or 'nests' of Veer-myn, are found wherever there is a sizable human presence.

Even the starships of the Forge Fathers are not entirely immune to these rat-like creatures. One pet theory at ETCU is that the dwarf 'throwing dog' was originally bred specifically to hunt the Veer-myn wherever they hid amidst a ship's waste tanks and life-support systems.

In fact, of all the major races in the galaxy, only Asterian ships appear completely inhospitable to the Veer-myn. Whether this is because their construction simply doesn't include the kind of dead spaces within their hulls that a nest would normally occupy or if they just don't create enough waste to support a nest is unknown.



THE NAMELESS

At the southern edge of the galaxy, on the edge of the Fifth Sphere, lies the sombre and sybilline nebula known as the Marianna Curtain. It is the kind of place that would be marked 'here be monsters' on ancient maps of Old Earth - an area of superstition and fear. Corporate starships cannot traverse it and the GCPS has no real idea what lies within it. But the Marianna Curtain is by no means dead or empty. Instead, on the surfaces of steamy, swamp-worlds, and deep beneath the methanoic seas of mist-enveloped moons, writhe, wriggle, and worship The Nameless.

From enormous Orthocs to the smaller and swifter Ungulans and Caridites, the Nameless take a multitude of forms and, at first, they also appeared content to take their place within the GCPS. But what has become apparent since those first Nameless bioforms oozed and slithered their way into the GCPS is that not all their kind are at all content to stay hidden behind the Curtain.

Initially the incursions were small in scale - colonies and corporate sites at places like Argolis, Fergal, and Colema all reported incidents involving the Nameless. The attackers in each case appeared intent on aquaforming these worlds by installing enormous atmospheric hydro-processors. Some were built into enormous starships that landed on their target worlds, apparently intended to rest at the bottom of the oceans they created. Others were first teleported into and then installed within corporate bases using some kind of proprietary portal technology.

These attacks, though brazen, were limited in scope and dealt with by small Enforcer Containment Groups or private mercenary Strike Teams. Recent events though have demonstrated a significant increase in The

Nameless's ambitions as well as the consequences of their actions. Following the massacre at Empyrion V, the Council of Seven gave ETCU an almost unlimited budget to covertly obtain, detain, and interrogate any Nameless subjects it could and find out what had changed. What they learned was potentially devastating.

Several Nameless sects have come to view the GCPS as weak, a wounded state unable to adequately defend itself. To the Ul-Ug sect and their allies, the Council of Seven are something akin to vulnerable prey and it is their intent to not only invade the GCPS but to devour it. And so their attacks have escalated.

While the Council is, as yet reluctant to declare all-out war on their enigmatic neighbours, it clearly cannot allow the predation to continue. Third, Fifth, and Seventeenth Enforcer fleets, along with a combined force of Drakenhof and Trontek marines, have all been dispatched towards the Curtain with orders to enforce a No Mercy protocol against any and all Nameless threats in neighbouring sectors.

No Mercy, huh? Well, that makes sense. Everyone knows, if an ocean predator comes at you, even if you can't kill it, the best thing to do is punch it square in the snout. And we can pack one hell of a punch. We're gonna send these shifty bastards right back to the dark wet hole they came from. Mark my words.

- Drakenhof Marine Commandant Henri Kayama, OIC Joint Taskforce





CONTAINMENT PROTOCOLS

Officially, the GCPS is a haven of civilised society, bound together by free enterprise and technological innovation. The Council of Seven prefers that this be the viewpoint of all of its citizens and that their hand on the reins of the corporations appear as light as possible. To achieve this, the Council must also have a vice-like grip on the flow of information across the galaxy.

The threat of alien interference is not hidden. CorpsNet channels regularly expose the devious goings on of untrustworthy and insidious unincorporated races, many of whom have only just been discovered, and their subsequent eradication. And most savvy galactic citizens are aware there are pirates and Marauders in certain parts of the galaxy too, just as there are Enforcers and a multitude of private corporate militaries successfully prosecuting campaigns of righteous violence against them. Anyone smart enough to wonder how a great military power can manage to win every battle it fights and yet still not have won all the wars is probably also clever enough to keep their mouth shut.

But there are some threats to the GCPS, some dangers abroad in space that the Council, in its wisdom, knows that most of its constituents are simply better off not knowing about. While a little fear does wonders for the sales of weapons manufacturers, outright panic could throttle expansion - or, more to the point, make people question whether the system is working at all. Thus are many parts of corporate history missing from all publicly accessible databases and entire areas of the galaxy deleted from NavComp databases.

Entire star systems have been rendered unreachable by reputable travellers and the only corporate presence in these places is usually a blockade fleet of Enforcer starships or a licensed corporate armada. Travel in and out of these systems is forbiddingly difficult. These are the Deadzones, places where an existential threat to the corporate body has been located and isolated and is, one way or another, being eradicated.

Some Deadzones are places infected by the Plague. Nexus Psi was a valuable research world until its Artefact was uncovered. The corporate investment in the place was deemed too valuable to simply erase with nuclear fire and so the decision was taken to isolate it until the Plague had instead burned itself out. Strike

Teams were used to eradicate small concentrations of the Plague while retrieving valuable research and preventing hostile opportunists doing the same.

In other instances, the threat is less existential, but still requires Containment lest the problem spread. A vital spaceport above Exham IV was threatened when tectonic activity on the planet's surface caused the local Veer-myn to flee their formerly safe and secure nest. Once again the Enforcer Corps was called on to protect corporate interests as groups of Marauders, Asterians, Forge Fathers, and corporate malcontents all tried to take advantage of the chaos.

Containment has not always been a successful strategy. Where, initially, small Strike Teams of greedy opportunists may have once scrapped with one another over the undefended riches of worlds beset by tragedy, now entire fleets do battle in space whilst landing enormous armies to make permanent claims.

In other places, war over valuable resources or territory may have been more predictable, but has still escalated faster than anyone could have ever hoped to prevent. Adding to this roiling turmoil of a barely controlled galaxy, new players are even now slithering, creeping, and rampaging their way to war in ever greater numbers.







WAR ON AN EPIC SCALE

The galaxy turns and, as it turns, it burns. Ever more quickly and ever more brightly. A million inhabited star systems, a population of trillions of lifeforms. Subdivided certainly, into empires and hegemonies, but each life traveling along its own defined path, carrying its own individual and tiny light through the darkness.

The destiny of many - most - of these little illuminations is to simply fade away, to be used and consumed, anonymously and in totality, by the all-encompassing blankness of space. The galaxy is, for all its heat and motion, a cold, hungry, and uncaring place.

But not all lights go out so quietly. Not all are so inconsequential. Some burn far brighter than others. They are sparks that ignite other, even greater flames. Some become fires that might never be extinguished.

They each do so for their own reasons.

Some believe that destruction is necessary - to protect themselves, their civilisation, or their people's view of the universe. Others feel it is their only option to keep at bay a greater disaster or, perhaps, to usher it in.

Still others believe that ruination is all that they were made for.

However noble or primal or rational or savage the motivations of these shapers of the galaxy's destiny are though, they have set it upon a path from which it cannot turn back. All living beings, every light in the darkness all across the vastness of space, find themselves now following it.

The stakes for the galaxy have never been higher and the machines of war never so heavy. The battles have become larger, the wars longer and more vicious.

This is war on a scale the galaxy has never been seen before.

AIM FOR THE HEAD

As flights of Hornets did battle with the Strike Force's Accusers overhead, Delta squad found their target on the ground, exactly where the captain had said it would be: three infected Striders, manoeuvring through the ruins at the northern edge of the battlefield.

Delta-nine felt a wave of disgust as he fired his jump-jets and launched himself at the rear of one of the enemy machines. When he drove his wristblade down into the Strider's armoured shell, he could smell the infection running rampant in its driver. The Strider actually seemed to audibly squeal as he tore the cover off of its secondary power plant.

It tried to buck him off, writhing like a beast in pain as Nine slashed at the wires and cables he had exposed.

Something like hot pus gushed out of the auxiliary piping then, causing him to slip and Nine was thrown roughly to the ground. An enormous metal foot crunched down on his legs as the wounded Strider staggered and wheeled. Something snapped in his hip and Nine realised he had lost nearly all his mobility.

But the Strider was damaged too. It limped away a few metres, before awkwardly turning.

The cockpit glasstic had been smashed open when the thing was first infected, and there was not much left inside of the man that had once been its pilot. The livid pink biomass that glared down at Delta-nine through yellowed eyes was a hideous distortion of humanity, a mess of bone and blood that had expanded into and fused with the cockpit's control surfaces.

As it charged towards him, Nine drew his pistol - he had a clean shot at the pilot's skull. He just had to hope that would actually kill it.



KAPPA NU: PHROVOX

Grid Kappa Nu is a vital part of the buffer zone between the Star Realm and the Asterian Empire. This did not stop resource harvesters of the Halvorakken clan entering the sector and beginning to mine it, following the ancient plans laid down long ago in their Ward Ship's library. Nobody else was using it, they reasoned, so why not take advantage of the open territory? But while Asteria was not occupying Kappa Nu, it was watching it. Negotiations that might have maintained the region's neutral status quickly broke down and before long outright war ripped through the sector.

To protect its secrets, Asteria was left with no choice but to reassign troops from their patrol of the Silent Lands. Asterian assets, long-hidden beneath the surface of worlds like Teel'Ur, Morlaine, and Phrovox, were also activated and sent to war alongside the Wailing Song and Three Rivers Bend clades.

In response, the Forge Fathers brought more Ward Ships to the sector and commenced operations on even more worlds.

The big guns were brought out on both sides as mighty Clade Wardens tore Sturnhammer tanks apart and

Hrungnir Magma Destroyers reduced Asterian drones and the Chira's they rode in on to slag. These two ancient empires are not the only ones drawn into the sector either. Opportunistic corporations, sensing a chance to seize valuable resources amidst the chaos, have also begun to exploit the sector. Alarming, and unusually, the Council of Seven appears to be supporting, or at the very least condoning these moves. The Council's motivations for engaging in the sector are characteristically opaque, but more than one Enforcer fleet has taken up station within Kappa Nu over recent years. Sometimes the Council's elite deploy in support of corporate marines. Other times rogue corporations have found themselves in the firing line. There are also just as many reports of Asterian and Forge Fathers armies being forced to fight against massed Peacekeepers and Pathfinders. But perhaps the simplest answer to the question of why the Enforcers are really in Kappa Nu is the simplest: the Plague.

The reduction in Asterian numbers guarding the Death Arc was the opening at least some of the infected armies pinned within it had been waiting for and, in the ten or so years since the Kappa Nu conflict began, several have escaped their confinement. After moving through the



sector practically unopposed, these fleets have been able to strike at the GCPS itself. A score of corporate worlds around the southern edge of the sector have gone dark as a result. Some are now under Containment Protocols as Enforcer operators try to staunch the flow of corporate blood. Others have been lost entirely and will likely be the staging grounds for further Plague incursions.

To bolster the GCPS's defensive lines and prevent the Plague becoming endemic in Kappa Nu, contracts have been awarded to several corporations with strong military arms. Third and Fifth Magellanic, Drakenhof Marine and Reiker marine expeditionary fleets have all been sent into the sector, either to defend corporate installations established there or to help establish a firewall of systems the Plague cannot cross.

With so many players in the game, the tactical picture in Kappa Nu is ever-changing. Alliances are formed from necessity as one faction or another threatens to take hold of an unacceptably superior tactical position. Those same allies then find themselves at each other's throats almost as soon as their common enemy is defeated. Domination of townships, mines, cities, even entire planets have all changed hands so many times it is almost impossible to say who holds a stronger claim to any of them. Enforcer companies, corporate armies, Forge Father clans and Asterian clades alike, have all found themselves perhaps inextricably tied to the fate of Kappa Nu.

The Asterian Enigma

One of the closest Kappa Nu planets to the GCPS, Phrovox is possessed of large quantities of valuable minerals and metals. As fighting broke out elsewhere in the sector, sub-clans of Halvorakken miners were the first to begin delving into the planet's depths in order to obtain them. Money has a powerful scent though, and the lure of unlicensed and unregulated riches soon brought dozens of the GCPS's lesser known corporations to Phrovox. Their presence, in turn, drew the Plague and this, predictably, led to almost every other faction increasing their own presence in order to combat the infected.

But not everything on Phrovox is as it is elsewhere in the sector. Strange and unexplained events have occurred all across the planet's surface - and far below it. Enforcer units have reported Cyphers installing strange and unidentified technology. Elsewhere, entire units and armies have simply vanished only to reappear

elsewhere on Phrovox - or sometimes not at all. Asterian troops appear seemingly at will, while other races find themselves shifted inexplicably -and without warning - through time and space.

The Asterians are searching for something. Something hidden far below the surface of Phrovox. The answer to what that is may have been located at a place called 'Corcoran's Deep'.

A cataclysmic explosion saw the destruction of a large Asterian army, including two venerated and valuable Aedis Clade Wardens. It also left a crater even deeper than the Forge Father mines that had lain beneath the Asterian's feet. And, within that crater, ETCU and MIA investigators have found the remains of technology that may predate even the Forge Fathers' first steps into the galaxy...





THE LAST CHARGE OF THE SECOND

The interior of the Lancer reeked, a potent mix of engine fumes and body sweat. In the assault compartment, the marines were seated five to a side, wedged up against one another on the catapult benches as their vehicle bounced and lurched towards the battle.

Private Rile held onto his rifle as tightly as he could and tried his best not to be thrown across the narrow aisle. He risked a look around at the rest of the squad.

Some of them were running through checks on their weapon systems, as if they hadn't run them a hundred times already. Others were staring grimly ahead. One or two even had their eyes closed and in the dim red light of the troop compartment, Private Rile thought he could see lips moving.

They could all hear it now - the boom of explosions and weapons discharge cut through the din from the Lancer's engine as they got closer to the fighting. The compartment's assault alert light began flashing.

"Here we go, look sharp!" called out the sergeant.

Rile felt a surge of fear in his gut.

He looked over the aisle at his partner. Starsar nodded back at him, as if he knew exactly how Rile felt. It didn't matter how many times you'd done it, running out of a vehicle directly into a firefight was never easy.

"I got you." Starsgar mouthed.

Then the Lancer braked hard, the light went green, and the ramp swung open with a hiss of pneumatics. Instantly, they were all struggling to get up and out of the Lancer.

On Phrovox, the night was on fire.

Streams of weaponised energy were flying in every direction, pulses of blue and vermillion in a kaleidoscopic display that threatened to disorient Rile as soon as he saw it. The company's Lancers

were all in a line and their autocannons were blasting out a seemingly endless barrage. The percussive beat of so many high-powered weapons all firing at the same time rattled Rile's teeth and made him feel dizzy.

Something exploded somewhere to his right and he felt the blast wave wash over him. Something else, trailing green fire, screamed overhead and crashed out of sight. A single Mule raced past him on the left - Rile wasn't sure anyone was even driving it.

There were marines running here, running there, running everywhere.

It was chaos. It was terrifying, it was exhilarating. He was stunned by the cacophony, lost in sensory overload. He realised he was still gripping his weapon, but he had no idea where the rest of his squad had run off to.

Suddenly someone was there in front of him, yelling at him and hitting him on the side of the head, just hard enough to jolt him back to the present.

He looked up, his eyes wide. It was Starsgar.

"This way!" his partner yelled. "Keep moving!" He ran off again then and Rile followed him, as closely as he could. He was glad someone knew where they were supposed to be.

The rest of the company were a hundred meters away from where their squad had been dropped off, most of them belly down against a rough slope of dirt, and Rile and Starsgar threw themselves down at one end of the line. Everyone was firing their weapons at another ridge some distance away and Rile and Starsgar added theirs to the chorus, sending shot after shot down range.

Rile had no idea what he was shooting at - he could see shadowy shapes moving around a hill in the distance, but he had no idea what exactly they were. It didn't matter - as long as he was with his squad, stayed with his company, everything would be okay.





THE BEST-LAID PLANS

Magnetar City has fallen and Magnus become a battleground. Refugees from the Blackstar station, led by Thorn's successor, the Technoratus Rake, have taken over the local Veer-myn nest and led an uprising that caused an immediate Containment Protocol to be put into action.

But, even as the 'Magnetar Relief Operation', a joint venture between several corporate stakeholders in Magnus, assembled and set course for Magnus, Rake was beginning the next phase of his masterplan.

Build a Better Man Trap

Marines working for the major partner in the MRO, Trontek, deployed onto the Steinbeck Commercial landing pads in the northern district of Magnetar City, at dawn, seventeen local days after the Containment Protocol was ordered.

The mission had been planned and prepared in meticulous detail. The drop was so well organised that three whole companies of troops made the trip from their orbiting haulers to the planet's surface in less than three hours. Meanwhile, on the outskirts of the neighbouring district, an industrial area dominated by a grav-train depot was secured by a company of veteran rangers, dropping into the site from Hornets. Having encountered no resistance at Hammond Yards, the rangers gave the signal for the MRO's heavy lifters to begin bringing in the taskforce's tanks and armoured vehicles. Despite the enormity of the logistics involved, the plan had been simple: rapidly flood the landing sites with enough troops and materiel to form a wide beachhead, then push out quickly into the surrounding area as reinforcements arrived. Troops were tasked with securing several key points across the city: the main manufacturing control centre for Magnetar's northern sector, the headquarters of the local marine garrison at Modine Hill, a fuel depot to the south that would be invaluable in keeping the MRO's tanks moving, and the Moreau Centre - Mazon Labs R&D complex in the east.

But, as disciplined and well-trained as the marines were, they were not ready for the guile and fury of the Veer-myn counter-assault. As well as bringing the last two offspring of the Crone

Mother, the 'Young Crones', to Magnus, Rake had also secured all the technical data and schematics his former mentor had stolen and developed from Blackstar. While the MRO starships were sliding through space towards them, the Veer-myn had been ransacking labs, warehouses, and workshops all across Magnetar, bringing back to Rake everything he had identified as vital for their survival.

As the MRO deployed, Rake sprang his traps. Marines heading to tactical targets were ambushed and cut down as Tunnel Runners and Death Engines roared out of their hiding places. Armoured convoys were stopped in their tracks and forced into desperate close-quarters battle as Tunnelers erupted from the ground beneath them. The worst losses on that first day though were suffered at Hammond Yards.



THE FILTHY AND THE FURIOUS

The mood in the convoy had been good that morning. They all knew why they were there, what their job was. They also knew they were among the first units to ride out of the landing site and into the city. There had been a lot of whooping and shouting as their line of Mules and Wolverine APC's had sped out of the dropsite, but that had all stopped as soon as the convoy had swerved left and descended along the on-ramp to the megaway. They were fired up to be leading the charge, but they were still professionals.

Private Eynar's Mule was the tenth vehicle in the line and he had been manning its autocannon. He had been standing in the turret, gripping the weapon's triggers as he scanned the abandoned vehicles flashing by. The megaway was five lanes wide in each direction and much of it was built underground. They were, Eynar estimated, nearly five-hundred meters along one of those tunnels when the explosions started.

The convoy's lead Wolverine had been sent flying, thrown high enough into the air by a massive ball of evil green flame that it had smashed into the tunnel's ceiling. Every vehicle running behind it had immediately slammed on their brakes, fishboning in alternating directions, just as they had been trained.

Eynar was pretty sure he had broken his nose on his weapon's heavy ballistic shield when his Mule had slewed over to the right, its heavy tires squealing in protest.

Then the lead Wolverine had crashed back down and the comms had lit up: interrogatives from team

leaders, orders to stay sharp, to keep scanning for enemies, calls for the medics. And screaming.

As he heard his own lieutenant call for someone to shut whoever the frekk was screaming the holy frekk up, Eynar realised he was rising - his Mule was moving upwards. Something was rapidly and noisily coming through the neocrete beneath it, tipping the three-ton vehicle over.

The Mule violently upended and Eynar was thrown from the turret. He landed hard on his back, the shell of his helmet making a sharp cracking sound as it bounced off the road.

As his vision swam and new pain flared up from his ribs, Eynar barely had the time and strength to roll to one side. A split-second later, his Mule rolled, landing upside-down and almost perfectly obliterating the spot where he had fallen.

At least half the convoy's vehicles were on their sides or flipped over completely now. Some were on fire. Hunched amidst the wreckage were three hulking machines, dirty engines belching smoke and noise as the huge borers on their prows span unrestrained. From the mouths of the tunnels they had created behind them rushed an endless stream of filthy Veermyn 'Crawlers. Their eyes blazed and their jaws foamed as they fired their ray-guns at anything that moved.

The world became a blur then, a primal mix of pain and fear as Eynar pulled his sidearm and prepared to fight for his life.

HAMMOND YARDS

The Trans-Magnetar Transport hub at Hammond Yards was so filled with the noises and vibrations of tanks and APC engines dueling with those of their lifters burning hard to make it back into orbit, their crews barely even noticed what was happening until it was too late.

The ground at the centre of the yards first began to bulge, then heave, and finally erupt in a meter's high ejection of rubble and dirt. An Underminer, easily a

hundred metres long and half as many high, crashed up and through squadrons of unsuspecting Lancers, throwing them into the air like children's toys. The prow of Rake's greatest creation yet slammed down onto the oil-soaked ground as ruined tanks fell back down in its wake. A dozen vehicles were lost in that first moment of contact, a score more destroyed as secondary explosions tore through vehicles shunted roughly into one another.

As the Underminer began to move towards the tanks laagered up in the yard's storage sheds, bright bolts of



electricity sparked from it in every direction, cooking many of the rangers tasked with protecting the yards in their uniforms. Then, slinking in from concealed positions came gangs of Creepers and Crawlers, all frothing at the mouth from the crude narcotics Rake had created for them. And, with little to no infantry left to guard their flanks, the tanks became tombs as crude explosives were lobbed into hatches and corrosive liquids pumped through viewing slits.

Pilots of landers that had just taken off reported valiant attempts by the marines on the ground to form a cogent resistance, but they were quickly overwhelmed. Even the arrival of a flight of Hornets couldn't help turn the tide - most were destroyed by lightning strikes from the Underminer or blasts of radioactive energy from the Maligni directing the carnage. Instead of firing withering blasts from their rotary cannons into the Veer-myn, the Hornets became little more than malfunctioning missiles, falling to the ground and destroying as many marine units as they did Veer-myn.

The Battle of Hammond Yards, coupled with the loss of so many marines elsewhere in the city, was a costly

disaster for the MRO, but it was only the start of a long campaign. Rake had not only risen to become the Technoratus for all the Veer-myn in Magnetar City, he had also become Progenitor, the breeding partner, to one of the Young Crones. With the nest's numbers swelled as thoroughly as its armories, Rake was able to put the next part of his plan into motion.

The high-speed network of magneto-rail transport tubes running under and over the surface of the planet has proven the perfect way for the Young Crone's offspring to launch assaults on many more cities, ports, and freight hubs all across Magnus. And so, as Enforcer units arrive in support of the MRO to try to swing the balance of power back in favour of the GCPS, the Veer-myn loyal to the Young Crone - and Rake - also grow in number and strength.

Of Rake himself - and of the other Young Crone - there have been no confirmed sightings for some time. There is little doubt though that the Technoratus and his wards are working on even greater horrors, both biological and mechanical, in their quest to claim Magnus for Veer-myn-kind.



THE MAW WIDENS

When the Mandrake Rebellion was crushed in 855AE, so too were the greenskins that fought it. The Enforcer Corps was unleashed and most of the remaining Goran forces were destroyed anywhere they chose to make a stand. Not all the greenskins were eliminated - the Council had no desire to entirely deprive itself of so useful a resource. But, within fifty G-standard years of Nihil Rex, no Orc Commander could count more than a few hundred fighters under their command. Marauder bands were limited to either small-scale engagements scavenging for valuable goods in Outer Sphere Deadzones or mercenary contracts in support of larger corporate forces.

That all changed when Marshal Tung seized the Cerberus Maw.

After initially claiming the worlds protected by the Maw in 998AE, Tung was quickly targeted for termination by Black Company Enforcers. The Enforcement Patrol Group sent to Cerberus met with disaster early in its campaign though, with most of its ships being lost almost as soon as they slid into space above the planets NavComps referred to as the 'Cabot Worlds'.

The senior survivor of the decimated EPG, Commander Link Mantenna, waged a guerilla campaign against the Orcs sent to meet him after his emergency landing on Cabot III. Multiple skirmishes saw blood being spilled on both sides with Mantenna inflicting respectable losses on the Orc forces sent to meet him. Cabot III is now the GCPS's sole beachhead within the Maw.

News of the bloody nose Tung was inflicting on the Black Company still spread like warts through the greenskin grapevine though. Before long, even more warbands and tribal groups were making their way to the Orphic sector, only too keen to join the Predators, Nomads, Outriders, and Storm Force that were already fighting for Tung.

Tung's stated wish is for nothing more than to claim the world's behind the Maw for the greenskin races and that they be left to chart their own destiny going forwards. But the size of the corporate armada sent to defeat him has made it clear to Tung that there is a need to do more.

Today battles rage on Atlanta, Ventures II and III, and the Auric Chain, all key worlds along the slide-routes in and out of the Orphic sector. For the mix of Enforcer and corporate forces sent to bring Tung to heel, these worlds might serve as the eventual staging grounds for a full-scale invasion of the Maw. Opposing them, Tung's greenskin armies know they must prevent their corner of the universe being cut off from the rest of the galaxy completely.





SWAMPED

The Cerberus Maw bathes the Cabot Worlds in radiation that is lethal to humans. But Orcs are made of sterner stuff. They are not the only race in the galaxy immune to 'Cabot Syndrome' though. Many of the planets behind the Mariana Curtain are similarly inhospitable and their proximity to the Cabot Worlds makes the new Orc homelands attractive targets for aqua-forming.

It was only by chance that the Gravedancer greenskins on Cabot II discovered a Nameless operation some fifty kilometres west of their newly-built settlement. What the Orcs had believed to be an area of natural lakes and marshland was in fact a series of valleys, slowly being aquaformed by a partially submerged Nameless vessel. If left unchecked, it seemed likely the entire continent would be underwater in a matter of months.

Such a revelation would be a cause for concern to most races. But, with the GCPS being largely held at bay by the Maw, for the Orcs it was also a welcome chance to fight a new enemy. Within days, the Nameless found themselves in danger of being buried by a wave of green.

The swampland and bogs surrounding Blister Hill would make warfare hard going for most advanced races. The Nameless's positions were well-defended too, with schools of Bathomites lurking below every pond and chittering Phrakatids patrolling every approach. But the Gravedancers' Wolfcrawlers cared little for the difficult terrain, striding unhindered over both mud and mire. Their cargoes of bloodthirsty Orcs and Hulks were just as relentless, carving a gory path through any and every tentacular enemy that dared get in their way.

The Battle of the Blister was a massacre - the waters ran black with ink and ichor as the Marauders claimed their first victory against the Nameless invaders. There was no time to rest though - the celebratory feasting had barely begun when stunt scouts reported locating five more Nameless aquaformers elsewhere on the continent. And, as the Gravedancers eagerly rushed to reload and refuel, other Orc tribes just as eager for a fight were also landing on the planet. The race to be the tribe that would shuck the most shells, it seemed, was on.



CIVIL WAR

Not all the wounds to the GCPS are delivered by the hand, claw, or tentacle of alien invaders. Some of them are decidedly self-inflicted.

The Council's will is absolute but, propaganda posters notwithstanding, the Enforcer Corps cannot be everywhere at once. At least not in strength. So cracks have formed and nowhere is that more evident than within the Udio system.

An affluent sector of worlds, moons, and space stations, Udio's elected leader Tobias Zeckermann has gone rogue. After deploying forces loyal to his Udio Development Corporation to seize control of the assembly complexes on the moon of Provenance, Zeckermann quickly moved to secure other key locations.

The spice processors on Deo were a relatively easy conquest for the UDC army. Most members of the marine battalions assigned there were quite happy to throw in their lot with the self-appointed 'First Lord of Udio'. Those that weren't were relieved of their weapons and consigned to the prison colony on the Defoe space station. But the mega-manufacturies on Udio Prime's third key moon, Arion, have proven a far tougher target. As well as producing parts and sub-assemblies for several models of Heavy Assault Mechs, the Arion factories are also the site of repair facilities for various marks of 'Maul' battleships. As such, more than forty thousand marines, from several different corporations, including a battalion of crack Urbana Blackwing commandos, were assigned to their protection long before Zeckermann's rebellion.

The capture of so vital a facility, not only to the UDC but the GCPS as a whole, was still clearly of paramount importance. Thus the design and execution of 'Operation Overpower' was assigned to one of the few soldiers Zeckermann trusted to be able to carry it out - General Trill Bloodwing.

THE BATTLE OF FACTORY 457

UDC troops landed under heavy fire from ground positions all around one of the largest manufactories on Arion, Factory 457. Heavy lifters filled the sky as high-energy plasma and laser-guided rockets raced up to meet them. Black smoke from stricken flyers mixed with the exhaust fumes of assault vehicles as they charged out of the landers that had managed to make it to the ground. Thousands of marines, supported by full compliments of tanks, Striders, and TAC drones were soon joined in battle all around 457.

Bloodwing's tactics were tried and tested - an armoured fist that would crush or push aside anything in their way. But the general also knew that blunt force alone would not be enough to take the day. For one thing, the machine-works within the manufactory were far too valuable to risk their destruction in pitched battle. And so, even as her main force did its job of occupying 457's defenders in battles for peripheral targets, Ranger squads were emerging from the subterranean supply tracks deep within the factory. Some were tasked with sabotaging defensive emplacements and ammunition silos. Others had been assigned a far more direct mission - the violent elimination of the leader of the marines defending 457.

Colonel HH di Griz may not have been well known to the UDC forces, but he was something of a legend in other parts of the corporate military. He earned his first stripes fighting hostile aliens before he was twenty G-standard years old and had gone on to earn many more commendations fighting behind enemy lines across the GCPS. Injuries forced him out of frontline duties, but led di Griz to instead find work in black bag and undercover operations - counter-corporate actions becoming his speciality. His expertise hadn't come without price. The colonel's body had been shattered and rebuilt more times than the Chromium Chargers, but his mind hadn't lost a step and he stood ready for Bloodwing's sneak attack.

The UDC Rangers found themselves under fire almost as soon as they left the safety of the tunnels. Laser fire and grenades rained down from gangways and crosswalks as explosive charges laid around the veterans' insertion points detonated.



This was not the only trick di Griz had to play though.

As Bloodwing committed the bulk of her tanks to an assault on the gates of 457's tertiary stockpiling buildings, her scouts began sending back increasingly alarming reports. Units were being wiped out - entire platoons of troops gone in an instant, vehicle squads being decimated and routed almost as quickly as they could report contact with the enemy.

Once again the skies above the manufactory darkened as a pair of partially completed Maul battleships hove into view. As soon as di Griz had calculated the most likely path Zeckermann's troops would take to capture Arion, he had ordered anything and everything be done to make ready for battle as many as possible of the Mauls under construction at 457's dry-docks. All other work had been halted and all hands turned to the war effort. Even Arion's colony of Brokkr's had been pressed into service and their advanced engineering techniques had proven invaluable in getting the ships battle-ready. They wouldn't be able to make orbit, and their shield systems were not completed, but their weapons systems were absolutely operational.

Bloodwing's army was forced to retreat that day, but both sides knew this would not be the end of the matter. As di Griz congratulated his forces on a battle well-fought, Bloodwing recognised she had been outplayed by the wily old veteran. She was going to have to come up with something special if she wanted to avoid having to explain to Tobias Zeckermann why she had not delivered him the moon he so desperately wanted.

Arion is not the only site in the Udio sector that can produce super-heavy weapons of war and both Zeckermann and the Council of Seven are racing to recruit more forces to obtain them.

Zeckermann's long-term goal is still unclear - whether he intends for Udio to become independent of the GCPS itself or simply wants a larger piece of the pie for himself, he has not yet said. But the loss of so important a hub for manufacturing, processing, and general commerce as Udio, and one so close to the Core, is not something the Council of Seven can tolerate.

OLD FRIENDS FOR NEW FIGHTS

Bloodwing looked out from the open door of her Hornet, a look of disgust on her face as the Mauls obliterated her ground forces. Buildings occupied by her heavy weapons teams were turned to smoking craters as the warships' cannons sent thunderous volleys into their positions. Squads of Ajax Striders that had been marching to assault fortified positions were forced into full retreat. Her infantry and light armour were being cut down from behind as they tried to break contact.

She gleaned a little satisfaction from seeing the impacts of rockets, blooms of fire blossoming on the flank of one of the half-completed super-heavies. The Maul listed to one side as some of its grav-impellers cut out, but its turrets were still firing.

Half her army on the field was gone and there had been no contact from the Ranger squads for nearly an hour. It was time to cut her losses.

"Signal the retreat, have everyone pull back. Get them to their Delta rally points. Those Mauls can't chase them forever."

As her officers relayed her orders, her Hornet suddenly banked hard to port, Bloodwing gripped the drop rail to stop herself falling through the open hatch. A volley of enemy rockets streaked past the open door.

As her ship levelled out again, Bloodwing pulled out her PDD and scanned through her contact list. She would be back, she knew that. 457 was too important and Zeckermann wasn't going to be put off by the loss of a few thousand marines. She would have to do it differently next time though. Do something the Council's sycophants would never expect.

Maybe it was time to really think outside the box. Call in some old friends and a few favours. Bring in someone who hated the Council as much as Zeckermann and could bring in their own way of doing things.

She settled on a name - Nikolovski, A. - and pressed 'Call'.



TRIALS ON TRITON

Triton is a small but volatile world to the west of the GCPS in its Fifth Sphere. Much of the planet is wracked with volcanic and tectonic activity and, despite the valuable assets such conditions create, this unstable geology has made it a difficult place to exploit. Primary licenses were awarded to Intergalactic Futures, and were slowly being exploited. Until, that is, the discovery of a minute quantity of the metal known as Trutonium.

The GCPS has little use for it, but, to the Forge Fathers, the value of this rare ore is beyond merely material. Believed to be remnants of the stuff from which the entire universe was created, the Primordial Metal holds a spiritual significance for many dwarfs throughout the Star Realm and beyond.

This was not the only reason the Forge Lord Ingulf Kresturrsson brought his Ward Ship, the *Bruderheim*, to Triton though.

The Enforcer Corps had seen great value in occupying a world so close to the Death Arc. Its location made it

a potential base and staging ground for the Long Patrol as it attempted to rein in Plague Fleets and rebel groups operating nearby. And its inhospitable nature made it both a suitably harsh training ground for Enforcer recruits and unlikely to be settled in great numbers by anyone less hardy.

For Kresturrsson, the arrival of an Enforcer fleet above Triton was like magma from Asgard. Here was a fight he couldn't lose. Every battle fought would mean fewer Enforcers in the galaxy. And, if he took the planet, he would attract more to his cause of ridding the galaxy of humankind by showing the other Forge Lords how vulnerable the Enforcers were. Even if the planet and its Primordial Metal were lost to the GCPS, this too would serve him. Other clans would be so enraged by such sacrilege they would have no choice but to back him up.

And so, on the storm-blasted surface of a world that barely registered on galactic charts, a battle with the potential to change the face of the galaxy began.



RAGE OF THE DRAGON

The Dragon roared as he pulled his spitting weapon clear of the ruined corpse. It was down on its side now, utterly limp and bereft of life, its blood flowing onto the soot-blackened ground.

The enemy weren't entirely defeated yet though.

Another Enforcer lunged at him from his right side and Ingulf was forced to quickly step away from the flashing energy blade, first in one direction, then another.

His foe was fast, despite its bulk - the Peacekeeper armour was much larger and heavier than the dwarf's. The human was probably stronger in a raw contest of strength and there was no denying its skill - Ingulf knew full well his opponent was merciless and deadly.

But it was young too. Ingulf had been fighting and warring and smashing apart his enemies for centuries before the human trying to strike him down in its fancy suit was even whelped.

The Enforcer tried to spear its wristblade down and through Ingulf's chest and the Dragon pivoted to dodge the strike. His hammer was swinging up and around as he did so.

His armour was hand-forged, not pulled off a shelf, and it was decorated with intricately worked runes that signified his clan and his ancestry. Its servos worked in perfect communion with his weapon's mass and impetus. His evasive steps became a rapid swinging attack and, as the Enforcer tried to level its pistol with his head, the hammer struck it across the knees.

"Padd! Hondl!" Ingulf commanded.

From behind him, a dark shape streaked across the ground and launched itself, growling savagely, at Ingulf's opponent. The cyber-mastiff's jaws clamped down on the Enforcer's gun arm, its weight instantly dragging it down.

The pistol fired harmlessly into the dirt and the Enforcer groaned in pain as its arm shattered and its legs collapsed. Arterial spray mixed with hydraulic fluid in a hot gush as the Peacekeeper fell to its knees.

Ingulf roared with pleasure as he brought his hammer around once more and then over and down in a double-fisted grip. Its head, powered from within by the same fires as his army's Magma Cannons, hissed angrily as it cut through the rain-soaked air.

The hammer was also expertly crafted, forged by its wielder in his own private smithy, using only the best and purest tools and materials. It was perfectly designed, perfectly ornamented, and perfectly balanced. As a result, it perfectly caved in the skull and most of the upper body of the Peacekeeper kneeling before Ingulf with a satisfying crunch and sizzle.

All around him, Ingulf's Hearth Guard yelled out their approval as they joined him in smashing apart the squads of Enforcers sent out to meet them. Padd was still growling as he worried at the dead Enforcer's arm.

Lightning flashed overhead as the Dragon raised his hammer. Rain streaked soot and blood down the wings of his helmet and across his chest.

His forces had defeated the first lines of the enemy. Now he leveled the haft of his weapon at the distant fortifications they had been trying to defend.

"Onward, Dragon-sons!" he shouted. "For Farangir! For Frakkir! For the Star Realm!"



EARLY SUCCESS... ALL IS ASHES

Bolstered by the forces of his uncle, Krakun, and nephew, Lief Magnus, the Dragon's early campaign on Triton came close to overwhelming the Enforcers assigned to defeat him. A string of hard-fought victories cost the Enforcers much of their limited strength on the planet and forced them to adapt their tactics and overall battleplan.

But Operation Heracles, as it had been codenamed, was led by Forward Observer Roca; an elite operator leading an elite army, and they were not alone. Intergalactic Futures also had a sizeable military presence on Triton and several battalions of marines were quickly co-opted by FO Roca to help in the fight against the dwarfs.

At Outpost-198, Enforcer units, backed up by IF marines, were able to push back a numerically superior Forge Father army, led by Krakun Krestursson, as it tried to cut them off from the starport at Steen's Drift. The usually indomitable Krestursson Steel Warriors found themselves mired in volcanic mud as a small but determined garrison of marine infantry fired down on them from their fortified positions. Krakun's Iron Ancestors also found themselves on the back foot as squadrons of Enforcer jet-bikes harried their flanks. Even the normally reliable Stormrage Veterans were unable to make their usual impact on the fighting as Panther missile tanks used their greater range and manoeuvrability to punish the dwarfs from a distance.

The Enforcers didn't have it all their own way though.

The Heracles operators, having been further reinforced by Enforcers from the Scutum Battalion, had encircled several thousand dwarf fighters at the Black Peak mine. Advancing under the cover of artillery fire from IF Onagers and Punisher tanks, Enforcers led by the Victor of Commander Gore Perea, moved in for the kill.

It was only as the first assault operators lit their wristblades and dropped into the dwarf trenches, that Ingulf Krestursson himself arrived on the field in characteristically explosive fashion. Riding a plume of fire, Krestursson's Nidavellir Drop Fortress blazed its way down through the atmosphere and onto the battlefield. The siege forces suddenly found themselves scrambling to hold their ground as the Nidavellir launched great gouts of magma in every direction.

Krestursson's crack Hammerfist drop troops were also arriving on the battlefield, falling onto IF artillery positions and smashing them apart and denying the Enforcers the cover they needed. With the marines breaking and his elite operators being caught in a crossfire, Commander Perea was left with no choice but to call his troops back.

NOT THE ONLY GAME IN TOWN

Krestursson's strategy of drawing more forces into the fight against the GCPS on Triton has been, in some ways, a success. Over nearly three years of fighting, the Egrik, Holmunt, and Malmikkr clans were all persuaded to throw their warriors into the effort to claim Triton's Primordial Metal for the Star Realm. The Enforcers and IF were likewise forced to commit more troops and bigger war machines to defend the world.

But the battle for Triton was not the only action ongoing in the sector. A running battle had been raging in nearby space ever since the Long Patrol strike cruiser PB-109 had detected a fleet of Plague starships breaking out of the nearby Death Arc.

Most of the infected vessels had been hunted down and destroyed. The largest ship in the group though, one listed on corporate databases as the CSS Fornia, had resisted long enough to limp into the Triton system where its luck finally ran out. Wyverns belonging to EPG Heracles added their firepower to that of the Long Patrol and the Fornia was struck by several Type-4 torpedoes. Its weapons systems were utterly destroyed and its engines severely damaged, sending the starship plunging down towards the surface of Triton.

It should have been shadowed all the way to its demise by the ships of the Long Patrol - their Enforcers were trained and ready to pursue and eradicate anything that survived the landing. Instead, those ships now in turn found themselves unexpectedly under fire, engaged by the Bruderheim's fleet who had taken them to be reinforcements for the Heracles EPG. The Long Patrol were able, eventually, to break off from that fight. but the time spent fighting the Forge Fathers was crucial for the Plague-infected that had survived the Fornia's crash-landing. A sizable contingent of mutated lifeforms escaped the burning remains of the Fornia and disappeared into the local terrain.

THE DRAGON TURNS

It was not long before the first corporate settlements on Triton came under attack from the Plague. With the Heracles forces largely occupied with the Kresturssons, there was little to stop the infected from devouring and destroying IF outposts and Forge Father waystations alike. Places like The Sump, and Borgsholm fell quickly and, before long, the few hundred infected that had arrived on the Fornia had grown their numbers to an army of thousands.

The Plague were more than just another player in the game. Their willingness and ability to take on and defeat both Enforcer and Forge Father was an existential threat to both sides. Something had to give and it was Forward Observer Roca who made the first move. An armistice was proposed - a temporary ceasefire between the GCPS and Forge Father forces that would allow both sides to focus on eliminating the Plague army while it could still be stopped.

Lord Lief Maggnus was the first Forge Lord to agree to Roca's plan and his army began to turn its attention to the Plague horde. Other Lords followed suit, as did Roca and his Enforcers.

Maggnus's motivations were reasonable and honourable. But making peace with humans, for any reason, was more than his uncle, Ingulf Krestursson, could bear. So, as the armies of his kin and of the GCPS realigned their guns and drew up new missions against the Plague horde, the Dragon That Consumes Worlds quit Triton in disgust.

Ingulf's fight was far from over though. Triton had won him allies and increased his standing amongst the Lords of the Star Realm as well as giving him valuable insight into how the GCPS fought its wars. It had reinforced how great the task he had taken on was too.

The corporations were like the mythic sea beast for which his uncle had been named - a vast and powerful leviathan with a multitude of malicious tentacles that seemed to multiply as fast as you could cut them down. Ingulf knew he could hack at a creature like that for sixteen lifetimes and it would still keep growing. Truly, his saga was an epic that was only just beginning.

The Dragon would fight the corporate beast again, that much was certain. But next time, like the heroes of all the greatest legends, he would need to attack something far more vital to it than a distant Fifth Sphere world. He would need to strike at its head.

Surveillance Report

File No.325/12/AG/MIA

FROM:CENTCOM/MIA TO:ALL OPERATIVES ANGEL SECTOR

Attn: all operatives be warned, Judwan assassin designate WOLF-324, aka 'Wrath' sighted WOODLINE II by operative F/O DAGGER. Beware: WOLF-324 Alpha-level target, PAT-047 Crimes Confirmed: Trespass, Theft, Vandalism, Unregulated Laser Weaponry, Unregulated Unclassified Weaponry, Usage and Trafficking of Unregulated Weaponry, Unsanctioned Terminations - notably Co7 Delegates REDACTED and REDACTED. Known associates: Blaine, Erica Dulinsky, Francesco Selvaggio, Sam Stromer. ALL OPERATIVES TO BE ON HIGH ALERT. DO NOT APPROACH ALONE. NOTIFY CENT-COM. WAIT FOR ALPHA LEVEL TERMINATION TEAM BACKUP.

Msg Ends.



QUICK REFERENCE SHEET

Round sequence

1. Command Phase
2. Movement Phase
3. Overwatch Phase
4. Combat Phase
5. End Phase

In all Phases, activation of Units alternates between players.

Command Phase

In the Command Phase, players perform the following in order.

1. Roll for Command Points
2. Assign Action Tokens
3. Roll for Initiative
4. Reveal Hidden Action Tokens

Roll for Command Points

Roll 3 Black Command Dice plus those gained from Units with Tactician that are In Play. Can re-roll one per Command Unit In Play.

Mandatory Tokens

- Engaged Units All get Combat Tokens.
- Pinned Units get Advance Tokens.
- Unengaged units that start the Round with a Pin marker must be given an Advance Token. Engaged Units receive no tokens of any kind.
- Command Units that are not Pinned get both Sprint and Overwatch Tokens.

Transport Units and Units inside them get given the same token.

Roll for Initiative

Round 1: Both roll D8. Winner has the Initiative for the Round. Re-roll ties.

Round 2+: Both roll D8. Winner has the Initiative for the Round. If a tie is rolled, the player that didn't have the Initiative in the previous Round wins.

Movement Phase

Spend Advance and Sprint tokens to activate and move. Must Sprint to engage an enemy in Assault. At the end of a move, swap Action Tokens for a Combat Token as appropriate.

Units with Overwatch tokens spend them to fire at enemy Units that Assault them in this Phase.

Coherency

Must be within 1" of at least one other Base in the Unit, in an uninterrupted chain or group, and within 6" of all the other Bases in the Unit.

Interpenetration of Units

Can't come within 1" of any enemy Unit unless they are engaging that Unit in an Assault. A Unit may move through another, unengaged, friendly Unit as long as its Bases end their moves at least 1" away

Overwatch Phase

Spend Overwatch tokens to fire ranged weapons at enemy targets. Units with Blast weapons that wish to fire Indirectly, must spend an Overwatch token to do so.

How to Resolve Shooting

Unless it is a Super-heavy Unit, a Command Unit can only be selected as a target for Shooting if it is the closest viable target within range and LOS of the shooting Unit.

Units cannot shoot into or out of an Assault.

Summary of Steps

1. Nominate a target
2. Check Range and LOS (per Base)
 - a. In Cover?
3. Determine Number of Dice to Roll (number of eligible firing bases and their ADice)
4. Roll to Hit (using SH value)
5. Roll to Damage (using AR value)
6. Remove Casualties (one Base per Damage)



QUICK REFERENCE SHEET

Standard Shooting Modifiers

-1	Target is In Cover
-2	Target has the Fly Keyword. -1 for Super-heavy target.
-1	Target has the Stealthy Keyword
-1	Shooting Unit has a Pin marker

Firing Blast Weapons

Summary of Steps

Whether a Unit is firing Directly or Indirectly, the steps are the same:

1. Place first template
2. Roll potential scatter (Indirect Fire only)
3. Place additional templates (using Targeting Die)
4. Roll to Hit (Use Unit's SH value or 5+ if firing Indirect. All modifiers apply except Indirect which ignores the cover modifier unless the target is in a building)
5. Roll to Damage
6. Remove Casualties

Combat Phase

Spend Combat Tokens to fire ranged weapons or to trigger and resolve an assault. Shoot ranges weapons as above.

In an Assault, all engaged Units fight regardless of which Unit spent the token. Bases in contact and friendly bases within 1" of them can all attack. All attacks from all involved Units are simultaneous.

Summary of Steps

1. All Units involved attack simultaneously.
 - a. Allocate attacks.
 - b. Roll to hit (using AS value).
 - c. Roll to damage (using AR value).
2. Remove casualties.
3. Determine Winner (most Bases killed). Loser takes Nerve test for each Base difference in total scores.

Lose one more Base for each fail.

4. Tidy Up
 - a. Separate from Vehicles and Super-heavy.
 - b. Units still in contact - Bases Pile-in.

OR

 - c. No Units in contact - Units consolidate (3"). Winner can Pile-in.
 - d. Remove all Combat Tokens.

Standard Assault Modifiers

-1	Unit has a Combat (-1) token
-1	Unit has a Pin marker
-1	Unit arrived from Reserve this Round
-1	Unit disembarked from transports this Round into Assault (see page 42)
+1	Infantry and Heavy Infantry vs APCs (see page 46)

Pinning

A Unit with a Pin marker, has a -1 to-hit modifier both for Shooting and for Assault. Also, while a Unit with US 2 or more has a Pin marker, its US counts as 1.

A Unit will gain a Pin marker in the following circumstances:

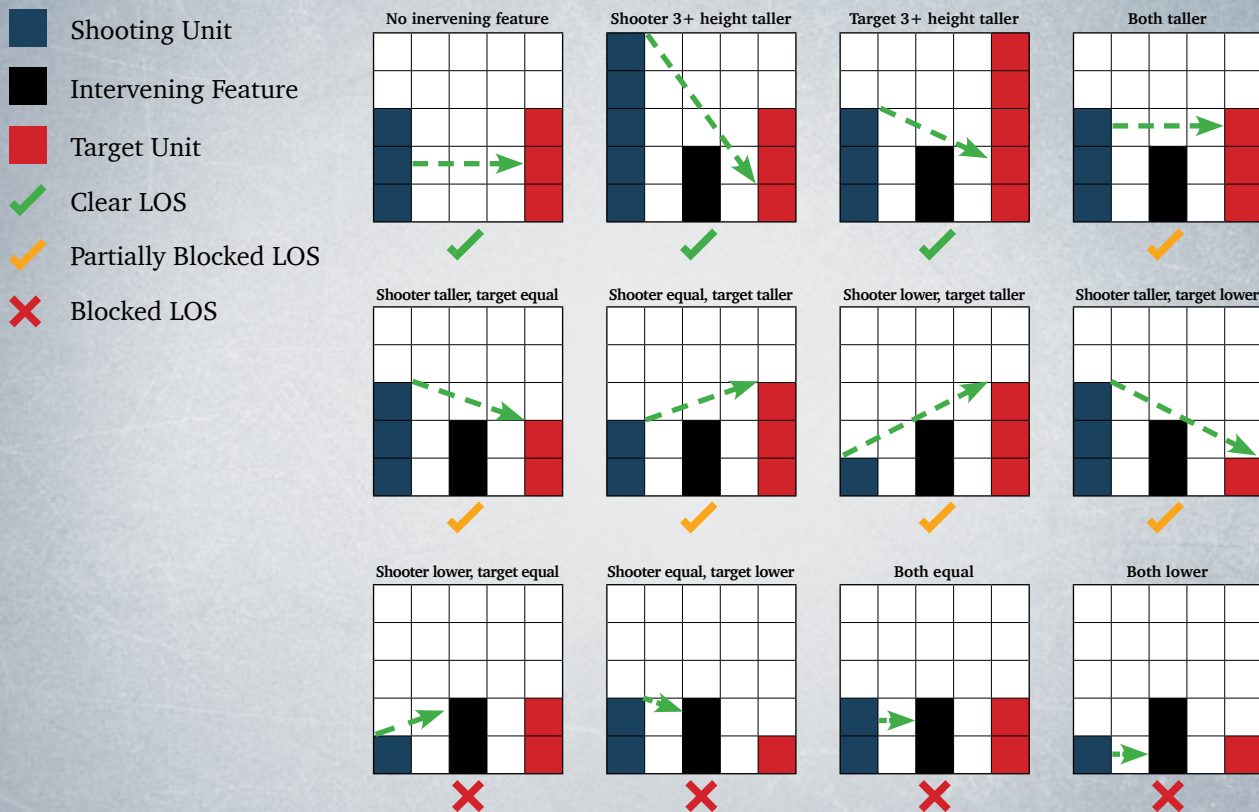
- A Unit loses half or more of its current number of Bases from a single shooting attack.
- A Unit loses an Assault.
- A Unit is hit by any weapons with the Pinning Keyword, even if no casualties are suffered.
- Bases in a Unit survive being in a destroyed transport vehicle.

End Phase

1. Trigger 'End phase' special rules
2. Roll for Pin markers removal
3. Check victory conditions
4. Remove other markers/tokens

QUICK REFERENCE SHEET

This LOS chart shows all possible situations and whether there is Clear, Partial or Blocked LOS to a target.



Tactical Orders

Command Point Cost	Order	Timing	Effect
1	Keep Going!	After activating a Unit in a Phase and completing its action	Activate another Unit before returning play to your opponent to have their turn.
1	Fight on!	After rolling to hit or to damage a target	Re-roll up to two dice in a Unit's roll that failed to hit or damage a target with a Shooting or Assault attack.
1+	Courage!	In the End Phase (Roll for Pin markers removal step) before any dice are rolled.	Each Command point spent removes one Pin marker from one friendly Unit.