

SPECIAL RULES

Aura

A weapon with this rule can target all enemy units in range and it's RoF becomes the number of models in a target unit.

Barrage

A weapon with this rule doubles its RoF if the target is not moving as indicated by its face up Command Tokens.

Borer

When a weapon with this rule rolls a successful hit, roll additional dice equal to the target's Hit Point value resolved as Direct Damage. Against a vehicle use the unmodified armor value of the facing hit.

Cascade

If this weapon rolls a successful hit it may roll an additional attack, using the same weapon again at the same target, but with a -1 modifier. This effect continues until the roll/rolls fail.

Corrosive

Any unit hit by a weapon with this rule reduces its resolve by 1, after the enemy has resolved all of its weapons, until the end of the turn to a minimum of 3. Does not stack with Rules of the same name. Against Vehicles reduce the armor value of the facing hit.

Countermeasure

When using the Idle rule or if reacting to being targeted (shooting or melee) this weapon uses the Digital Weapon rule.

Crush

This rule effects scenery/terrain. Roll a D6 and consult the chart.

1 = Nothing happens

2-4 = Quake - The scenery/terrain has its cover modifier reduced by 1 for the rest of the game. Scenery granting a 5+ is now reduced to a 4+ for example. Obscured bonus remains the same. Effect can stack to a minimum of 4+.

5-6 = Collapse - The scenery/terrain is reduced to rubble and only grants 4+ cover for the rest of the game. Any units, friend or foe, roll D6 equal to the number of models partially in the scenery/terrain as Direct Damage.

Devastate

Unique to the Hammertonne Cannon wielded by the Honor Guard. A weapon with this rule can fire through cover, ignoring any cover modifier and is able to hit enemies not in LoS.

Explosive

A weapon with this Rule uses a Small Template (3"). Roll to hit as normal and if a successful hit is rolled place the small template with its center partially over the base of any Model in the Target. All Models from the Target unit partially under the template are automatically hit by the Weapon. If the result rolled is below what is needed, move the template directly back towards the model firing this weapon by 1" for each number below the needed result. For example if the roll of a 4+ was needed to hit and a 2 was rolled move the template 2" back towards the firing model. A 1 always results in a miss and no further action is taken. Once the final position is worked out resolve the weapons hit's against models below the template. Casualties caused cannot be assigned to models not partially under the template. If a weapon with this rule has a RoF of 2 or more, resolve each shot separately.

Fissure

Against infantry, if this weapon removes a model, immediately resolve the Borer rule against the unit. Do not repeat for models removed by the borer rule.

High Velocity

Weapons with this rule count successful hits as points of damage if the target is a vehicle.

Impale

A unit hit by a weapon with this rule takes an additional hit for every other successful hit if the target is moving. These extra hits do not themselves generate more.

Interlinked

A successful hit roll is counted as 2 hits.

Limited

A Weapon with this rule uses it' RoF as how many times the weapon can be used in the game. Once this number has been used it cannot be used again. If the profile has a dice roll required for it's RoF the weapon can be used as many times as the result states per turn unless the maximum possible result is rolled. Once the maximum result is rolled the weapon is able to use the result this turn but can no longer be used in following turns. Limited weapons must be activated with the use of a Command Token using the shooting action.

Mechanized

Unit cannot gain a bonus from Cover (obscured is unaffected) and auto passes resolve tests for incapacitated models.

Reckless

A unit with this rule can use its ranged weapons as melee weapons but reduces its resolve by 1 if it does so. Use the Type, RoF and Ext of the weapons but treat successes as Melee successes.

Relentless

Units with this rule can Run, even if they have no command tokens assigned. This rule is overwritten by any Command Token allocated.

Rending

The RoF of this weapon is equal to the resolve of the target.

Siege

If a weapon with this rule hits a unit in cover resolve the Crush special rule against the scenery/terrain.

Slowing

Units targeted by at least 1 weapon with this rule half their movement profile.

Infiltrate

A unit with this rule does not deploy as normal. When it arrives on the battlefield place 1 model from the unit anywhere up to its maximum move away from the controlling players table edge. Whenever a unit targets the model place a token next to it, roll a D6 and reduce the result by the number of tokens on model. On the result of a 1 the unit is revealed. Remove all tokens placed by being targeted and place all other models from the unit in coherency with this model and then treat the unit as normal. Any unit that targets this Model cannot shoot or charge this model and cannot select another target unless the unit has been revealed. Assign and use command tokens on this unit as normal but if it chooses to shoot/charge reveal the unit. Resolve all actions as normal from then onwards.

Sunder

All successful hits count as points of damage to Infantry units.

Trudging

A unit with this rule cannot run, overrun or overcharge but can fire heavy Weapons after moving.

Turret

Weapons with this rule take no penalty from the Idle rules and always fire as normal.

Inescapable

If a weapon with this rule rolls a single successful hit, treat all rolls from this attack as hits.

Mortar

A weapon with this rule uses the explosive rule but allows the template to be moved in any direction in the result of a miss.

Moving Fortress

Instead of becoming Incapacitated due to taking a wound or other special rule pick a weapon carried by a model with this rule. For the rest of the turn the model cannot use the weapon/weapons chosen.

Piercing

Any Result of a 7+ to hit when shooting generates an additional hit.

High Explosive

Follow the rules for explosive but use a Large template (5") instead of a small template (3").

Dispersion

A Dispersion Weapon uses a template (shaped like a tear drop). It can be placed anywhere, in any direction, wholly within the range of the weapon. Roll to hit and resolve damage against models completely and partially under the template. Do not assign Points of Damage to Models not under the Template. If a weapon with this rule has a RoF of 2 or more, each model under the template has this many Hits resolved.

Blast

Successful hits resolve an additional D3 as Direct Damage.

Deadeye

If a model with this weapon rolls a successful hit against a target it can immediately resolve another weapon it is armed with against the target treating it as automatically hitting. This includes Heavy weapons even if the Model would be unable to fire it after Moving.

Hammer

The Roll to hit with this Weapon is equal to or greater than the Wound value of the Target to a Minimum of a 2. Hits with this weapon cause a Point of Damage instead of normal damage.

Escape

A Unit can perform a Move Action after this weapon successfully hits.

Stealth

Opponent must re-roll successful hits when Shooting at this Unit.

Re-enforced Hull

A Unit with this Rule cannot be assigned Points of Damage as the Result of failed Melee rolls or if the Points of Damage are inflicted as the Result of this Model not using a Melee weapon.

Force

On a successful hit, roll Dice equal to the Hit Point value of the Target as Direct Damage. If the Unit has more Models in play than it's HP value, roll dice equal to the number of Models instead.

Cleaving

When resolving hit's with a weapon with this Rule, instead of causing 1 Point of Damage when the number of hit's equals the Resolve of the target, cause 2 instead.

Bloodlust

Increase the Move, Resolve and Attack Value of this Unit by 1 for each Model slain/missing from the original number to a Maximum of 6. This effect lasts the rest of the game and is applied as soon as a Model is removed.

Flesh Eater

When a Unit with this Rule causes a Point of Damage to a target roll a D6. On a 5+ remove a point of sustained damage from this Unit. If this results in the removal of all sustained damage from the unit, any Incapacitated Models are returned to normal.

Grasping

A Weapon or Unit with this Rule has the Cascade rule. Only applies to Melee weapons.

Agile

Models in this Unit can Run/Advance into, through or over Cover but must subtract the Cover bonus from the distance. e.g. A Cover bonus of 5+ would reduce the distance by 5. If multiple Cover is moved over subtract each one individually.

Hypercharge

When a Model is slain by this Weapon, place a small explosive template over the base of slain Model before removing it. Resolve 1D6 = against Enemy Models partially under the template. Damage caused can be assigned to Models beyond the range of this weapon.

Pike

When resolving Hits this weapon causes additional Points of Damage for the Result value over the Resolve value of Target. e.g. The Result of a 6 would cause 3 Points of Damage to a Unit with a Resolve of 3. These Points of Damage can only be assigned to Models in a Target Unit equal to the number of Hits.

Light em up

Models with this Rule can target more than one enemy Unit. If they do so they must declare all of their Targets before resolving any shots. In addition, a single Primary Target must be declared, all weapons with the same name must be used against the same Target and, Secondary Targets (those not the Primary Target), can choose to automatically pass their Disruption in Command tests.

Camouflage

This Unit has a 5+ Obscured Bonus unless it gains a better bonus from other means (e.g. 6+ from Cover)

Unstoppable

Models with this Rule can fire Heavy Weapons after Moving but reduce the Heavy Weapons RoF to 1. This overwrites any rule on the weapon that would allow multiple shots such as Scatter. In addition this Model cannot be Incapacitated but can still roll to remove Sustained Damage.

Sharpshooter

Rules that apply a positive Modifier to the Hit result in shooting also apply to Direct Damage Rolls.

Mechanized Command - Any Command Tokens activated by this Model can also be applied to a Single Mechanized Unit within 6" of this Model. The Unit chosen must not have a Command Token assigned and must not have acted before this Action. Both Units MUST choose the same Target for the Action if the Action requires a Target.