

DOOD FIGHT

1.0 - Alpha

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Units

Units make up the various forces of doods you can bring to the table. Unit refers to any general force and can range from a character or monster to a full squad or group of armor. Each different type of unit can be taken in different squad sizes in increments depending on their type.

Characters are the leaders and important figures in your army and are an exception. Character units all have one set character model but sometimes a retinue upgrade can be added, these count as part of the character unit. Units might not be able to target Character units depending on their location on the battlefield. As long as that character is within 3" of another enemy unit and not the closest enemy unit to the attacker it may not be the target of a ranged attack. Each army must also contain one Commander unit, usually a character.

Units can also take upgrades from various upgrade lists. Each unit can take one of the upgrades from their unit types list. Each faction also has certain unique bonuses to the standard upgrades they can take. These faction upgrades cost the same and apply to any instance of that upgrade you take.

In an army list there are limitations to which units can or must be taken. In the army, troops must be included regardless of faction. One unit of troops must be taken for every 500pts in your army, sizing up units counts towards this minimum. Your army also cannot be a leaderless rabble, 1 character unit must be taken in an army regardless of the size of the game. Character units and armor are also rarer elements, either more expensive or requiring more training than the average force. For these unit types only 3 units of each different stat block can be taken, each squad size increase counts against this limit.

A unit's stat block represents the fighting abilities of that unit. When taken at the second or larger size their stats are scaled accordingly. For instance, if you take a squad of 10 of a unit whose base size is 5, the squad will have twice the attacks and morale value stated in their stat block.

Unit Stat Block

Name (Unit Sizes) Unit Type, Unit Point Cost

Movement	Weapon	Morale	Defense	Martial Skill
(Speed Unit Moves At)	(Weapon Name, Weapon Type, Range, Ranged Attacks/Melee Attacks)	(Wavering Value/ Broken Value)	Unit Defense	(To hit Ranged/To Hit Melee)
Abilities	(Ability List)			

Unit Formations

Troops

Troops are the basic foot soldiers of every army, while they aren't the flashiest or most competent they are the easiest to field and each army must have at least one troop unit for every 500pts (points) in their list. Troops can be either Infantry or Monstrous Infantry units.

Special Forces

Special forces are elite groups in your army. Whether they are highly trained commandos or simply soldiers with specialized gear, special forces are used for a specific purpose which they excel at but are vulnerable to counters. Special forces can be Infantry or Monstrous Infantry units.

Monster/ AFV

Monsters and Armored Fighting Vehicles are machines or beasts which pack more of a punch on the battlefield. While typically somewhat armored and tough these can range from lowly cars to towering creatures, regardless, they will be a challenge for any infantry unit but not impossible to take down alone. These can be Monsters or Fighting Vehicles.

Armor

Armor is the fist that dominates an assault. Armor units are very tough and hard hitting with Defense values no lower than a 6+ and with guns or claws capable of punching through thick hide and armor, or weapons which will cut swathes through an infantry advance. Armor units can be Tanks, Monsters, or Aircraft.

Commanders

Commanders are the leaders and important figures in your army. Each army list must have at least 1 commander unit. Commanders are typically Infantry, but may be Monstrous Infantry, Monsters, or AFVs, (Infantry is the default, Monstrous Infantry, Monster, or Armored Fighting Vehicle/AFV if specified). A commander is always a character unit.

Unit Type Sizes

Infantry 5-40, 20-28mm base size

Monstrous Infantry 1-10, 32-60mm base size

Monsters/Fighting Vehicle/Armor/Aircraft 1-3, 60-120mm Unit or base size

Characters 1; can add an upgrade retinue if Infantry or Monstrous infantry, 20-60mm base size

These sizes are suggestions for which model sizes units should be based on, despite this if you want to use a different model that doesn't conform you may choose one that's within 15% of the size guide.

Coherency

Units which contain multiple models must remain in coherency for the entire time they are in play. To be in coherency each model must remain within 1" of two other models from the same unit in the case of infantry and one model in the case of each other unit types.

Starting a Game

The first part of a game is setting up the battlefield for your game. To do this you must choose a playing space, we recommend a table at least 2'x4' to play although small unit games can be played on any space. As long as both players agree the battlefield can contain anything you would like to. We recommend covering between 25%-50% of the field with terrain ranging from model buildings and trees to soda cans and other garbage. For each of these individual pieces of terrain each player must agree on the type it will be, as described in the Terrain Section.

Following the table setup both players must agree on a Gamemode and Deployment zone. The Gamemodes are different styles of Doodfight games you can play. Game Modes are listed later in the book as is the way to select one. Deployment zones are the starting areas where units will begin the game. Deployment zones are also listed later in the book with their method of selection.

Games of Doodfight are broken into several phases of play. Each phase happens once and they do not repeat. The first phase of the game is the Deployment Phase followed by the Operation Phase and ending with the Final Phase.

Deployment Phase

At the start of the phase each player puts a uniform colored die into an opaque bag for each unit in their army. One at a time, pull dice from the bag at random, whoever's color is pulled then deploys a unit. A player must deploy at least half of their units at this time. To deploy a unit, place the models of that unit in coherency and fully within the Deployment Zone you have chosen.

Operation Phase

The next phase is the Operation Phase, this is the phase in which the bulk of the game is played. The Operation Phase is broken down into rounds and turns. During a round place the dice from the Deployment Phase back into the bag, each player takes turns pulling a die from the bag, each time a player's die is pulled they then take a turn with one of their units that has not taken a turn yet that round, we recommend placing the die next to the unit when it takes its turn for reference. After all dice have been pulled from the bag the round is over, place all dice back in the bag and start the next round

Reinforcements

During the Deployment Phase units that you chose not to deploy are counted as Reinforcements. Reinforcement units are kept off to the side off the table until deployed. During the Operation Phase when a player draws a die and chooses a unit to take a turn, instead of choosing a unit on the field and carrying out its turn normally, you may choose one of your Reinforcement units and bring it onto the field. This can only be done from the second round onwards.

To do this place the unit within their movement range of one of the table edges and within your deployment zone and in coherency. This counts as a movement action, the unit may take another action after which their turn ends. A player may also decide to spend a reserve unit's turn doing nothing, in this case simply place that die next to the unit whose turn you wish to skip and proceed to the next die.

If at any time any player has no units on the battlefield without the keyword Flying (pg.8) they lose the game, regardless of the number of units that player has in reserve.

End Phase

The final phase of the game is the aptly named End Phase. The game moves to the End Phase after the number of turns denoted in the Gamemode chosen. This is when the game is won by a player, go to the Objectives section of the Gamemode chosen and total up what is required or compare scores accrued throughout the game.

Turn Rules

For each turn, draw a die from the bag, whoever's die is drawn then takes a turn with one of their units. During their turnstep, players activate one unit. Every unit may take up to two actions on their turn. A unit can take each action once during a turn with the exception of the move action which can be taken twice. Some effects grant free actions, these do not count towards the maximum number of actions you can take.

At the start of each unit's turn if that unit has one or more pin markers roll 1d6 and add the value to the total amount of pin markers the unit has, if the total exceeds the Wavering Value of that unit, it is wavering and can only take one action that turn. If the total exceeds the broken value of that unit, it is instead destroyed and is removed from the field and out of the game. If a 1 is rolled the unit automatically passes, on a 6 if the unit isn't destroyed it is wavering.

Actions

Attack

The Unit may make a ranged attack against an enemy Unit within the specified range of their weapon, if engaged in melee the unit makes a melee attack instead. If a squad has moved during their activation they suffer -1 to hit with ranged attacks.

Move

The Unit may move any or all of its members a distance up to their speed value. This action cannot bring this unit within the Engagement Range of an enemy unit. Each model in the squad must end its movement in coherency.

Charge

Make a normal move action except it must be into engagement range with an enemy unit. The unit then makes a melee attack immediately against the unit they're engaged with and the unit it charged does the same afterwards. Units cannot leave engagement range without taking the Disengage action.

Disengage

Your unit may move its speed out of Engagement Range in the opposite direction of the unit it's engaged with, the enemy engaging unit/units may each make a free melee attack against that unit at -1 to hit.

Rally

Remove 1d2 pin markers from this unit.

Duck and Cover

If this unit is Infantry or Monstrous Infantry, ranged attacks against this unit are made at -1 to hit until this unit's next activation, place a d4 or other designated marker next to the unit to denote this.

Overwatch

Once, until this unit's next activation, if an enemy unit moves within half of this unit's ranged attack range, this unit may make a ranged attack against them. Place a d8 or other designated marker next to the unit to denote this.

Combat

Combat is resolved whenever a unit makes an attack action against another enemy unit. First you must choose a target for your unit to make attacks against. In the case of a ranged attack it must be a unit within line of sight of at least 50% rounded up of the models in the attacking unit and have at least one enemy model within the stated range of the attacking unit, the range is measured between the closest models of the target and the attacking unit. In the case of melee attacks it must be made against a unit you are in Engagement Range of. An enemy unit is counted as in Engagement Range with another when 33% or more rounding down of both unit's models are individually within 1" of a model in the enemy unit. An attacking unit must attack one target and use all of its dice on the one target.

The attacking unit rolls an amount of dice equal to their weapons ranged or melee attack profile depending on the type of combat. These die results are then compared against the attacking unit's Martial Prowess stat. All results that equal or exceed the stated value for the

kind of attack are hits, lower results are counted as misses, in addition, any result of 6 automatically hits and any result of 1 automatically misses. Next the hits are gathered up and rerolled. Compare these results to the target's Defense value. All results that equal or exceed the stated value are considered wounds; the remainder are failed wounds.

Whenever a squad gets hit by enemy fire, it accumulates Pin Markers, regardless of whether that hit wounds. Whenever a unit performs a ranged attack against a unit of infantry or monstrous infantry if it scores at least one hit the targeted unit receives 1 pin marker, the target of the ranged attack then receives 1 pin marker for each point of Suppressive (9). AFVs, Monsters, Aircraft, and Tanks receive a pin marker when hit only if the attack can wound the target and ignore Suppressive. After the initial hits, for each wound scored by the shooter the target receives 1 additional pin marker.

When a unit in the engagement range of an enemy unit takes wounds which bring its total number of pin markers up to greater than their broken value, it must make a morale check immediately after all combat is resolved.

Weapon Types

Rapid Fire: Gains the keyword Suppressive (1) when firing at units within half range

Assault: Can take the move action and fire without penalty

Pistol: May use ranged attack while engaged in melee

Heavy: Fighting Vehicles, Monsters, Aircraft, and Tanks can shoot after moving with no penalty, Units with the transport keyword can only have one unit with the Heavy weapon type embarked regardless of the number of models it can transport

Melee: Can only be used against a unit within engagement range of this unit

Terrain

Cover

Terrain on the battlefield can act as defensive positions for infantry, monstrous infantry, and character units in your army. The style of cover, Heavy or Light, must be agreed upon before the start of the game for each terrain piece. If all models in your unit are within 2" of a piece of terrain and the targeting units must draw line of sight through or over that terrain feature to see more than half of your unit, the targeted unit counts as being in cover. Units within Light Cover gain +1 to their Defense while those in Heavy Cover gain +2. The cover type depends on what was agreed upon for that individual terrain piece before the game. If no choices can be agreed upon, roll a d6 with evens being Light and odds being Heavy for each.

Movement

Cover also affects a unit's mobility during a game. Light cover can be moved over by any unit, any Non-Monster unit must subtract the cover's height from its movement when it moves through. Models may stop their movement on top of light cover. Heavy cover cannot be moved over. If the terrain has a unit sized gap such as a door, infantry and monstrous infantry can move through that gap either through or further into terrain. Some heavy cover has multiple

layers on the inside, a unit may have its models on any of these layers given that they have moved into it. For an infantry or monstrous infantry unit to move onto a roof or hanging platforms on heavy cover they must subtract the height from their level to that level from their movement. Monster Units can move onto the top of Heavy Cover in the same way as infantry moves up layers of cover. In order to do this or to move adjacent to Heavy Cover with one or more enemy units inside the monster must take a charge action, it then counts as being the Engagement Range of all enemy units inside and as having charged all enemy units inside.

Ability Keywords

Units and weapons often have keywords, a unit gains the benefit of each keyword they have in their abilities. Keywords with (x) are cumulative, for example if a unit has Armor Piercing (1) and gains another Armor Piercing (1) from an Aura it will have Armor Piercing (2). Keywords may also have other text in the parentheses next to the Keyword, in these special cases the text there overrides normal keyword restrictions.

Anti-Magic (x): At the start of the round choose a Wizard unit within 24" of this unit, that wizard rolls x fewer dice when casting spells until the end of the round or until this unit is destroyed

Armor Piercing (x): Add value (x) to wound rolls from ranged attacks

Aura (Keyword): Each unit within 6" gains the specified Keyword

Blast (x): Each successful hit roll with a range weapon counts as x hits

Brutal Strength (x): Add this amount to wound rolls from melee attacks

Commanding: Remove one pin marker at the start of this units activation

Confused: This unit can only perform 1 action on its next turn

Daring: Can ignore being Wavering on a 3+ after a morale check

Disintegrating: Each result of 6 when rolling to hit at range is resolved as a wound with Armor Piercing (3)

Frightening (x): When this unit wounds an enemy unit, subtract x from the targets morale values for the rest of the game

Flying: This unit may ignore terrain for the purposes of movement and determining line of sight. Units without flying or hover may not make a charge action against units with flying unless the flying unit is engaged in melee with a non flying unit. Units with Flying must take at least one move or disengage action on each of their turns and when doing so must move up to half their speed away from their current position.

Painless: Each time this unit suffers a pin marker, roll a die, on a 6+ they ignore it

Grappling: Units wounded by this unit lose d6 inches of movement on their next turn

Hasty (x): add x inches to this unit's Movement when taking charge actions, if a randomized number like d3, roll for the value at the start of the unit's turn

Homing: Ranged attacks made with this keyword have +1 to hit

Hover: Units without Flying or Hover may not make a charge action against units with Hover unless the unit with Hover is engaged in melee with a unit without Hover.

Infiltrators: This unit may deploy from reserves from any table edge

Marksman: Ignore penalties to wound from Cover

Medic: At the start of this units activation you may remove 1d3 pin markers from another allied Infantry or Monstrous Infantry (unless otherwise specified) unit within 6"

Miner Threat: This unit may deploy from Reinforcements anywhere outside of 9" of any enemy unit instead of moving on from a table edge

Observer: Once per game, this unit may use their specific observer strike, this is done instead of an attack action. Observer strikes are faction specific (p. 14)

Open Topped: Units embarked in this transport may take attack actions with ranged weapons, these units may also be the target of shooting attacks and are treated as being in heavy cover. If the transport with this rule is engaged in melee combat, the attackers are treated as having an additional Brutal Strength (+2). When either the unit inside or the Open Topped Transport is hit by a ranged attack both units receive a Pin Marker. When an open topped vehicle is destroyed the disembarking units inside take an additional 1d3 Pins. Units embarked count as having moved if the transport has taken one or more move actions that round.

Radiation: When an infantry or monstrous infantry unit suffers a wound from an attack with this keyword that unit permanently loses 1 Defense

Regeneration (x+): at the start of this units activation roll 1 die for each Pin Marker. For each result of x or above remove 1 Pin.

Recon: This unit may make two Movement Actions before the first round of the game.

Reload: Must spend two actions to shoot

Shatter (x): Monster/AFV or vehicle units dealt damage by an attack with this keyword have -x Defense until the next round

Sniper: Attacks with this keyword can target Character Units regardless of their proximity to other enemy units

Suppressive (x): Add x additional pin markers to Infantry and Monstrous Infantry hit by this unit's ranged attack

Sure Footed: This unit ignores movement penalties from light cover terrain

Tesla: For each hit from an attack with this keyword make another attack roll against a unit within 3" of the target, this does not continue after the second unit is attacked

Trained: This unit rerolls 1s when rolling to hit

Transport(x): This unit may bring x Infantry models from one or more units embarked in it; a unit must have a number of models equal to or fewer than x to be embarked on it. Units may disembark and embark by taking a movement action as long as the unit with this keyword has made no more than one move action this round. Embarked units are not placed on the field but are counted as being where the transport is on the board. When disembarking, take all models in that unit and place them within 1" of the transport. Disembarking movement actions are the only actions units inside a vehicle may make, unless the transport also has the keyword Open Topped, in which case the embarked unit may make a ranged attack. Monstrous Infantry can also be carried however each model counts as 3 Infantry. When the transport is engaged in melee combat, units embarked on this are counted as being engaged in melee combat. If a transport dies with one or more units embarked, before removing the transport model, disembark the units as normal and then move them their speed directly towards the table edge of their controlling player. Remove those units' dice from the bag and place them next to those units, the disembarking units count as having gone during that round. The disembarking units then take 1d3 pins. If the transport is destroyed while engaged in melee then the unit

disembarks and is placed as close to the destroyed transport as possible, the unit then takes 1d3 pins as normal and is considered still engaged in melee combat

Violent: This unit rerolls 1s when rolling to wound

Upgrades

Upgrades represent the special issue weapons squads can take. While each faction uses different weapons for the most part, they still fill the same role and are functionally the same. The major differences are represented in rules by the two faction specific variant weapons. Any unit can take one special weapon of their type represented by a model with a different weapon. Character units may only take Retinue upgrades regardless of other unit types. Anti Tank Grenades are unique in that they do not add a separate attack but supplement the units existing abilities, the unit must have the model representing the presence of a special weapon added to the other models as usual but instead make melee attacks with the unit as normal with the addition of the special rule when it applies.

A unit with an upgraded weapon may make an attack with that weapon against a unit in addition to their normal weapon when they make an attack action. Special weapon bearers are used with the stats of their base unit, they maintain the units Martial Skill and benefit from the keywords Precise, Vicious, and Marksman if the unit possesses those. When this attack is made it counts as a separate unit attacking and thus adds a pin marker if they score at least one hit in addition to the pin the base unit would put out. Special weapons may target a different unit than their base unit. Special weapon bearers add nothing to the health or defense of their parent unit unless otherwise specified but do benefit from most keywords the base unit has. The exceptions are Armor Piercing, Brutal Strength, Suppressive, and Blast, these are not transferred to the special weapon. For example if a unit with the Marksman keyword takes a Light Machine Gun Upgrade the attacks with the Light Machine Gun are treated as having both Marksman and Suppressive (1). Anti-Tank Grenades are again an exception as they add their ability on to the unit instead of the unit passing their abilities to it.

General

Retinue: 25pts

Banner Bearer: Aura (Commanding)

Disciple: Reroll 1s when rolling the initial dice to cast a spell

Communications Officer: Add 3" to this unit's Aura ranges

Surgeon: This unit gains the Medic keyword

Shield Bearer: This unit gains the Painless keyword

Bike/Mount: +6" Movement

Honor Guard: Acts as a weapon of your choice from the infantry upgrade list

Troops: 25pts

Grenade Launcher: Heavy, 24", 1, Blast (d6) Amor Piercing (1)

Light Machine Gun: Heavy, 36", 3, Suppressive (1)

Sniper Rifle: Heavy, 36", 1, Armor Piercing (2), Sniper, Marksman

Flame Thrower: Assault, 12", 1, Blast (d6), Armor Piercing (1), Frightening (1), Marksman

Plasma Rifle: Rapid Fire, 18", 1, Armor Piercing (2), Violent, Blast (d2)

Great Weapon: Melee, N/A, 3, Brutal Strength (1)

Anti Tank Grenades: Melee attacks against armored units in melee gain an additional Brutal Strength (3), increases in cost proportionally with squad size (for example, if a unit's base squad size is 10, equipping a 20 model squad of that unit with anti tank grenades would cost 50 pts).

Special Forces: 50pts

Missile Launcher: Heavy, 36", 1, Blast (d6), Armor Piercing (4)

Heavy Machine Gun: Heavy, 36", 5, Suppressive (2)

Autocannon: Heavy, 36", 4, Armor Piercing (1), Suppressive (1)

Heavy Flamethrower: Heavy, 18", 2, Blast (d6), Armor Piercing (1), Frightening (1), Marksman

Blaster Cannon: Heavy, 36", 2, Armor Piercing (3), Violent, Blast (d2)

Great Weapon: Melee, N/A, 5, Brutal Strength (2)

Fighting Vehicle, Monster, Aircraft, or Tank: 50pts

Missile Launcher: Heavy, 36", 1, Blast (d6), Armor Piercing (4)

Heavy Machine Gun: Heavy, 36", 5, Suppressive (2)

Anti Air Missile: Heavy, 36", 2, Blast (d6), Armor Piercing (3), -1 to hit units without fly or hover, +1 to hit units with fly

Autocannon: Heavy, 36", 4, Armor Piercing (1), Suppressive (1)

Blaster Cannon: Heavy, 36", 2, Armor Piercing (3), Violent, Blast (d2)

Heavy Flamethrower: Heavy, 18", 2, Blast (d6), Armor Piercing (1), Frightening (2), Marksman

Bulldozer Blade: Melee, N/A, 5, Brutal Strength (2), this unit ignores the penalty for moving over light cover

Faction Specific Abilities

Units from each faction have special abilities granted to them. Some of these are universal rules which apply to every unit or to unit types called out, others which specify individual units are keywords units can have. In addition faction abilities and special weapons can be given to units as normal keywords in which case ignore unit call out restrictions where appropriate.

The Union

Fix Bayonets

All units gain Brutal Strength (1) for this activation when they take the Charge action

Fight For Your Rights

Infantry and Monstrous infantry units you control heal 1d3 pins as a result of the Commanding Keyword instead of 1

Special Weapons

M2165 Gattlings

Light Machineguns and Heavy Machineguns you take have 1 extra attack

M2208 Sherman

Flamethrowers you take have Trained

MegaCorp

Sleazy

Upon receiving a wound, that wound may be transferred onto any friendly unit within 6".

Downsizing

If an infantry or monstrous infantry unit within 6" of a friendly commander unit fails a morale save, the unit is able to reroll. If the unit passes it gains Frightened (1) for the remainder of the battle, having seen their co-worker's head exploded by a death ray.

Special Weapons

S.L.A.P System

Grenade Launchers and Rocket Launchers you take have the Homing keyword

Searchlights

Searchlight: Assault, 18", 1, If a hit is scored the unit receives 1 IlluminationCounter instead of any Pin Markers. Each unit in your army has the benefits below when targeting a unit with Illumination Counters.

Illumination Counters	
1	Target no longer receives the defense bonus from cover
2	Reroll 1's when rolling to hit this units with ranged attacks
3	+1 to hit with ranged attacks

Vlese Ascendancy

Smooth Moves

Whenever an Infantry, Monstrous Infantry, or Character unit you control makes two move actions during its activation it may then make a free ranged attack action

Airphibious Assault

When one of your AFVS or Armor take a second movement action in their turn, you may treat that unit as if it had the Keyword Flying during that action

Special Weapons**Fang Precision Blaster**

Sniper Rifles and Autocannons you take have Trained

Banshee Gas Grenades

Grenade Launchers and Missile Launchers you take have Radiation

The Far'wd Althing**Stubborn Doods**

Units do not receive the one Pin Marker for being hit by a ranged attack

Natural Resistance

When this unit would have their stats negatively affected by a keyword, roll a d6, on a 4+ ignore that keyword effect. If multiple keywords are applied at once roll a die for each

Grappling Hook

When this unit makes a second move action it gains +2" of movement and the Keyword Flying until the end of its turn

Special Weapons**IPMI Shatterhammer**

Great Weapons and Dozer Blades you take have 1 extra attack

UV 4800 Cannon

Plasma Rifles and Blaster Cannons you take have Blast (d3) instead of Blast (d2)

Observers

Observers are those soldiers on the ground charged with directing where support from outside the battlefield strikes. In this game each observer is represented by a character unit with the Observer Keyword and one of your factions Observer Strikes. Observer units may use an attack action to call in a strike, when you do this pick a point within line of sight of that unit and place a marker there. At the start of the next round roll a d6 and compare it to the result of the Barrage Chart. If the Barrage Chart result causes a strike to happen, carry out the effects of that strike as described in their factions rules (11).

These effects have a number of elements to them. The radius indicates how much area outside the point chosen is hit by the Strike. Some Strikes have a radius of "One Unit", in this case instead of choosing a point for the strike choose a unit within line of sight of the observer and carry out the Strike's effect solely on that unit. If a unit with the Transport Keyword which has models embarked in it is hit, each unit embarked takes the same number of pin markers.

Once the Strike's effects have been carried out, remove the marker from the board and the strike is considered spent and can not be used again.

Barrage Chart

1 <u>Targeting Failure</u>	Place the marker 2d6" away from its position in a random direction and then carry out the effects as normal. In the case of a one unit strike the opponent may change the target to any unit within 2d6" of the original target
2-3 <u>Delayed Launch</u>	Roll again on the table next round, you may move the marker up to 2d6" from its current position
4-6 <u>Open Fire</u>	Carry out the effects of the strike as usual

Magic

Magic is the general term used for psychic powers, advanced technologies or control over the flow of the universe itself. These abilities are referred to as spells, spells in this game have a variety of abilities but are separated into different Lores of Magic based on their general uses and roots. Units with the subtype Wizard will have a Level and Lores associated with them. The Level represents two things, the number of dice your wizard adds to the spell's Casting Strength as well as the amount of spells that your wizard can take. These spells can only be taken from the Lores the unit belongs to. To take the spells pay the associated point cost with the spell. In addition each wizard has the Brain Blast spell from the Universal Lore without needing pay a point cost

At the beginning of any wizards' turn they may cast one of their spells. The target must then be chosen for the spell as well as what spell is being cast. To resolve the spell, roll dice equal to the Casting Strength of the spell added to your wizards Level. The result is the Total Casting Strength. Each die that results in a 4+ succeeds. If casting the spells results in a number of hits, treat this as you would a ranged attack hitting a target and follow those steps or carry out the effect. If a wizard is in melee combat they may only cast a spell against the target they are engaged in melee with, as though making an attack with a Pistol weapon.

Magical Lores

Universal

Name	Casting Strength	Ability	Point Cost
Brain Blast	0	Roll dice equal to the wizard's total casting strength, If any results pass,	None

		target unit within 24" and in Line of Sight must immediately make a morale check, if the result is above their route value it is destroyed as if it had done so at the start of its turn.	
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Space

Name	Casting Strength	Ability	Point Cost
Wormhole	0	Roll dice equal to the wizard's total casting strength. If any result passes, you may remove any one friendly infantry, monstrous infantry, or character unit within 9" and in Line of Sight of the caster from the board and place it anywhere within line of sight of the caster and 9" away from any enemy units	20
Gravitic Pulse	6	Roll dice equal to the total casting strength, each enemy unit within 12" takes a hit for each success	10
Endless Void	1	Roll dice equal to the total casting strength, if any result is a success the target enemy unit in Line of Sight halves their movement characteristic rounding down	20
Gravity Fluctuation	8	Roll dice equal to the total casting strength, if any result is a success choose a unit within 24" of the caster, roll a d6. On a 1 the unit moves towards your table edge equal to the amount of successes, on a 2 towards your opponent, on a 3 to your right, on a 4 to your left. On a 5 you may place the unit on top of a terrain piece within 6" of that unit, on a 6 the unit takes hits equal to the successes	10

Time

Name	Casting Strength	Ability	Point Cost
Foresight	1	Roll Dice equal to the total casting strength. If any result succeeds, target friendly unit within 12" gains +1 to hit on its next activation	10

Time Stall	1	Roll dice equal to the total casting strength. If any result succeeds, target unit within 12" of this wizard may take an additional action on its next activation	20
Time Blip	1	Roll dice equal to the total casting strength. If any result succeeds, target unit within 24" loses 1 action on their next activation	20
Withers of Age	4	Roll dice equal to the total casting strength. For each result that passes target enemy unit within 24" takes a hit and -1" speed	10

Entropy

Name	Casting Strength	Ability	Point Cost
Zenouzer's Grasp	2	Roll dice equal to the total casting strength. For each result that succeeds, target enemy infantry or monstrous infantry unit within 18" of the caster loses -1 from its attack values (Including Special Weapons)	10
Exergy Drain	4	Roll dice equal to the total casting strength. If any results succeed, target unit within 24" and in Line of Sight counts as being hit with Frightening (x) where x is the number of passed rolls. Remove pin markers from the caster equal to x	20
Entropic shield	0	Roll dice equal to the total casting strength. If any results succeeds, target allied unit within 12" and in Line of Sight gains +1 Defense	20
Carnot's Withering	0	Roll dice equal to the total casting strength. If any results succeed, target enemy unit within 24" loses 1 keyword of your choice until this wizards next activation (If that keyword has a number in parentheses reduce that number by one instead)	10

Technomancy

Name	Casting Strength	Ability	Point Cost
Sensor Wipe	0	Roll dice equal to the total casting strength. If any results succeeds target unit within 36" suffers -1 to hit with ranged attacks until this unit's next activation	10
Elevate Keyboard	1	Roll dice equal to the total casting strength, for each success target Monster, AFV, Tank, or Aircraft unit within 24" loses 1 defense	20
Electric Feedback	0	Roll dice equal to the total casting strength, if any result succeeds target enemy unit takes 1 pin for each inch it moves during its next activation	20
Direct Energy Blast	3	Roll dice equal to the total casting strength, for each success target enemy unit within 36" and in Line of Sight takes a Blast (d3) Armor Piercing (1) hit	10

Matter

Name	Casting Strength	Ability	Point Cost
Fission	10	Roll dice equal to the total casting strength, target enemy unit within 24" and in Line of Sight takes a hit for each success	10
Kinetic Spike	8	Roll dice equal to the total casting strength, target enemy unit within 24" and in Line of Sight takes a hit for each success with Armor Piercing (3)	20
Reknit	6	Roll dice equal to the total casting strength, target allied Infantry or Monstrous Infantry unit within 12" and in Line of Sight removes pin markers for each success	10
Meteor	6	Roll dice equal to the total casting strength, target enemy unit within 12" and each unit within 3" of that unit takes a hit for each success	20

Gamemodes

1. Total Mosh Pit

Game Length: 5 Rounds

Objective: At the end of the last round total up the points of units destroyed from each players army, the player with the least points destroyed is the winner

2. Turf War

Game Length: 5 Rounds

Objective: At the end of the last round each player scores one point for each unit they have in their enemies deployment zone, the player with the most points wins

3. Brawl for the Base

Game Length: 5 Rounds

Objective: At the beginning of the game, designate one piece of heavy cover in each player's deployment zone to be that player's base, (if there are none then place an equal amount in either player's), if at the end of any turn there are more friendly infantry or monstrous infantry than enemy infantry or monstrous infantry units within 1" of your enemy's base, you win. If no bases were taken, the player who destroyed the most units wins.

4. Dood Hunt

Game Length: 6 Rounds

Objective: At the beginning of the game each player must designate one of their commander units as their VIP (Very Impotent Penis), each player's VIP must be deployed at the beginning of the deployment phase. If you destroy your enemy's VIP unit you win the game.

5. Fapture The Clag

Game Length: 5 Rounds

Objective: Before first deployment, each team places a flag token within their deployment zone. As an action, an enemy flag can be captured by characters, infantry, or monstrous infantry within 1" of the flag token. The token can be carried during the movement phase. The first player to bring the enemy flag into their deployment zone wins.

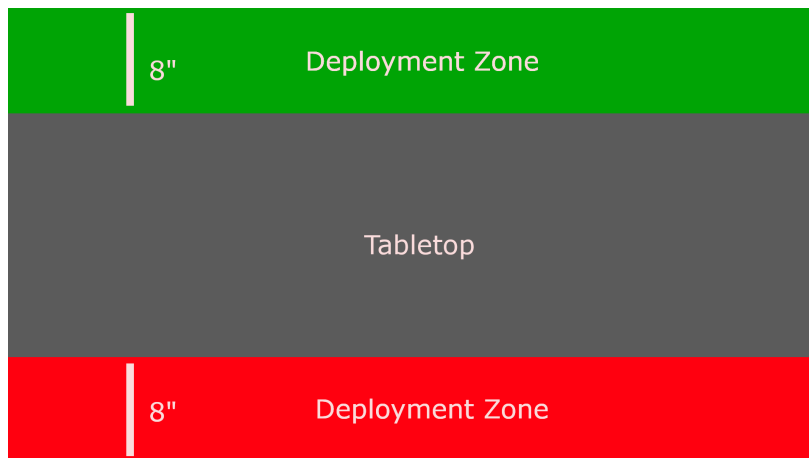
6. King of the Hill

Game Length: 5 Rounds

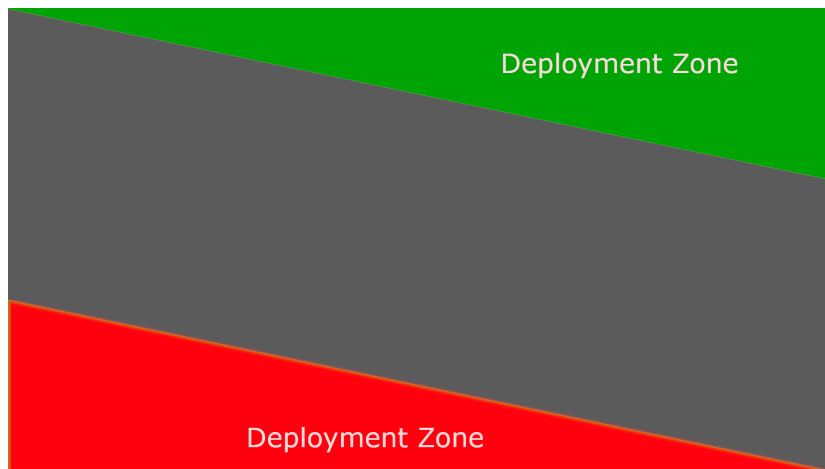
Objective: At the beginning of the game place an objective marker in the dead center of the table. At the end of each round if a player has more units within 6" of the flag than any other player, they gain one point. At the end of the game the player with the most points wins, I tell ya what.

Deployment Zones

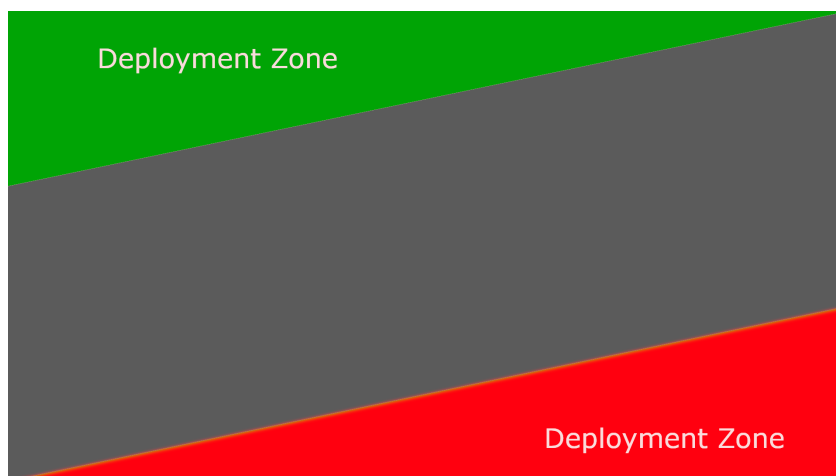
1. Frontal Assault



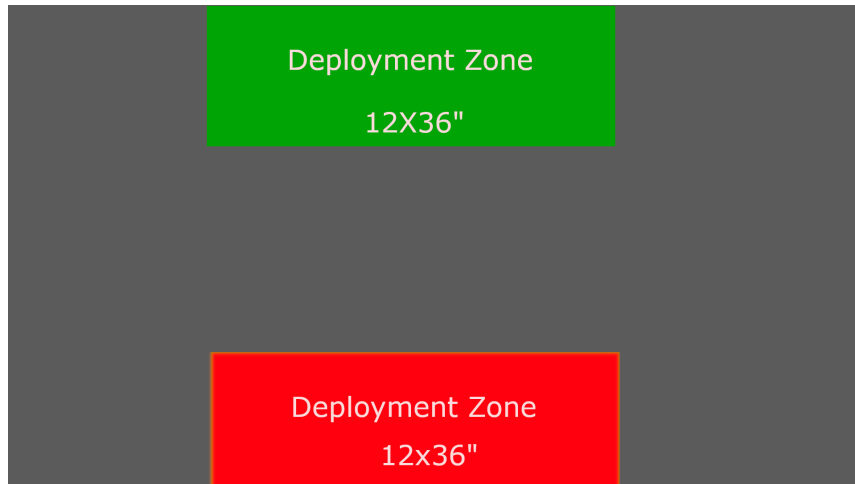
2. Flanks



3. Bastard Flanks



4. Concentration



5. Lateral



6. Lateral Flanks



Lore

The Vlese Ascendancy

The Galaxy's most ancient society (or so one would tell you at length), the mercantile and imperialist Vlese Ascendancy still haunt the stars. In the distant past, these intelligent avians had a vast domain, stretching across the spiral arm. Now they inhabit but a fraction of the space they used to.

The Ascendancy lost it all in a wild gamble to expand their empire. Long ago, the Ascendancy created a force of robotic workers for terraforming uninhabitable worlds.

These tireless workers initially succeeded, but resentment for their overseers and an awakening of their mechanical view of perfection grew. The empire collapsed under the nightmarish scourge of the Doodobots, driving them away from their newly terraformed heartland.

For a brief moment, the Vlese Ascendancy was governed by a wise ruler, who learned from the sins of their past. While peace reigned, however, the aristocrats chafed under the regulations which hindered their pursuit of wealth. House Foog and Pis'Bab overthrew the ruling House Ishvek in a violent rebellion. House Ishvek was pushed near the brink of extinction, but was ultimately spared to avoid setting precedent that a house could be exterminated, a group of Ishvek nobles were spared and allowed to live in exile.

Without central leadership, the aristocracy proceeded to tear apart the Empire, creating what is today known as the Ascendancy. Their population declined due to war, both internal and external, and their vast empire was split into a cabal of second rate fiefdoms. Their understanding of science and their rich cultural heritage has prevented the Ascendancy from completely fading into memory however new advances seldom happen in the Ascendancy and those that do are evermore tainted by a dark energy.

The Doodobots

Depending on who you ask, the Doodobots were the first of many bird brained schemes which the Vlese Ascendancy would regret. To others, the investment of their creation simply has not yet paid off. The Doodobots were initially conceived as a force of tireless mechanical workers and warriors to conquer uninhabitable worlds for the Vlese Empire.

The Doodobots were first created by entombing the brain of an unwilling subject into a robotic body; a convenient way for the Vlese Empire to rid itself of dissidents and expand their borders in one fell swoop. Though the Doodobots obeyed the will of the Empire at first, their consciousness could not be suppressed forever.

When finally given free range to mold and shape worlds for the Ascendancy The Doodobots took vengeance on their former masters, earning their nightmarish legacy. The robotic legions laid waste to the worlds they had built, leaving them lifeless as before save for twisted mechanical facsimiles of life. Any survivors the Doodobots could capture were forced to endure the conversion process. Taking their brains for processing, they were added to the ranks of mechanical warriors.

The Far'wd Althing

Deep in the caverns of their planet Fjall dwell the Far'wd. The only species to truly rise from the ashes of the Doodobot wake, these hardy pangolin-like people have developed an impressive resistance to radiation and toxic chemicals. When exactly the Far'wd came into existence is difficult to say as any archaeology is near impossible on

the rocky, stormy surface. To add to the truly natural hazards they also share their planet with the mechanical flora and fauna left behind in the twisted image of the Bots.

To combat this hellish environment, the Far'wd live in what have become titanic underground complexes tens of stories tall and filled with open streets like skyscrapers carved into the earth. These settlements are always few and far between connected by massive subterranean rail systems but each houses millions if not tens or hundreds of millions of inhabitants. Out of these fortresses there is no safe refuge or sparse towns, only the occasional blockhouse or technical installation built to be not only rugged but by necessity to be easily replaceable.

The Doodobot menace has come with its advantages. With technology being built into their surroundings Far'wd consider computers more as we consider meat or fruit, as something to be hunted for and harvested. Creatures like Antbots are scavenged for by particularly daring groups for massive rewards but even these smaller common forms contain systems capable of running even large facilities, if only for a short time before being overloaded. As such these stout creatures focus their time on the development of more and more advanced electromechanical systems having things even complex as spaceships run primarily by physical input.

Megacorp

It is difficult to say exactly when Megacorp first began, but most look to the horrors of Old Earth colonial powers as the birthplace of their exploitative ways. Sometime after humans crawled from their fallout bunkers following the Third Great War, the surviving corporations pooled their resources together to subjugate the rest of Earth. Their tyranny began in the Americas, but soon after the megacorps in Europe, Asia, and Africa followed suit.

A fourth Great War broke out in the Wasteland, between the corporations and the workers who resisted their reign. Though Megacorp had technological and material superiority, they lacked the numbers and esprit de corps of the resistance groups. The war devolved further, with the few remaining nuclear and chemical weapons being used to crush large pockets of worker rebels. In the face of these atrocities, the rebelling workers hardened their resolve.

When Megacorp first made contact with the Vlese Ascendancy, the Vlese gave them the task to destroy the rebellion once and for all to prove their worth. Though Megacorp ultimately failed in their task, they were still taken on by the Ascendancy as their serf.

By signing a contract of vassaldom with the Vlese Ascendancy, Megacorp gained a single seat within the Ascendancy and ultimately serves their will. In exchange for their fealty, Megacorp was granted the power of practical space travel. The stars now in reach, Megacorp expanded across the Solar System, and to the nearby stars.

Megacorp's rapid expansion to the nearby star systems established many short-lived extraction based economies. Many outer world colonies are host to no more than a few million people, a drop in the bucket to a population numbering many billions. Earth, the de facto capital, has since been encrusted by cityscape. Mars has become the breadbasket of the stars, rapidly terraforming with the help of Vlese technology.

The Dood Union

The roots of the union are in underground resistance movements formed on pre-contact Earth. The first and largest cell of resistance arose within a city named Outpost Kilo, located in the American wasteland. Diplomatic means of securing their rights were met with stalling, ignorance, then violence. Their underground war of liberation continued for decades, slowly gathering support across the scattered cities of the ruined Earth. Renegade elements of the Vlese Ascendancy contacted the Union, finding them to be a natural ally against their new common enemies. Through their collaboration, the fledgling Union was able to escape lightyears away, and establish a sanctuary for others fleeing the Merger.

In every aspect of their civilization, the Union seeks to avoid the shortsighted and authoritarian ways of Megacorp. Their planets are governed by a system-wide democratic body, which operates in conjunction with planetary and local governments to promote participation in the political system for every citizen. The Union protects the planets they live upon, meticulously balancing their impact upon the planet's environments to preserve their natural splendor. Aliens and Humans live in harmony. the Union Worlds host the largest population of Vlese living outside the Ascendancy, and favorable trade relations with the Far'Wd Althing ensure mutual immigration.

This same level of care is reflected in their military and its tactics. The first year of a Union Soldier's training takes them to all five worlds of the Union system, where they learn to tolerate virtually any planetary environment and adapt their tactics accordingly. Their equipment is simple but rugged, designed to retain its quality even after months of field duty. Indeed, many of their electronics use the same electromechanical components as Far'Wd technology to protect their devices from the incursion of Megacorp electronic warfare strategies.

The Beastly Boys

Taking a page from the book of the Vlese Ascendancy, Megacorp attempted to create a workforce by regressing the evolution of several species into their surlier, brawnier forms. Mere months after the beginning of their slavery under Megacorp, groups who managed to escape the labor camps set up resistance warbands in the remote regions of their planet, using whatever weapons and tools they can salvage or build on their own.

Within the year, they had pushed Megacorp back to their most heavily reinforced positions around the planet's half-finished capital city. Planetary commander Luiji Kardona's wasteful attacks on the mountains resulted only in victory for the Beasty Boys and soon, they were able to take the offensive. Through a series of daring raids on the border outposts, the Beasty Boys were able to commandeer several spacecraft, which they used to bring down Megacorp's orbital defenses. Seeing that their fate had turned, the last surviving contractor divisions attempted to escape. Surveillance probes sent many years later showed that the cities had been reclaimed by wildlife, and the lands beaten by warfare were muddy and sick.

The Crawdoods

For eons, the Vlese told legends of a terror lurking in the distant stars nestled close to the galactic center. Aquatic fiends who dwelled beneath the ice of frozen worlds, with the power to break one's mind and hijack their body. While the beasts themselves display little capability of thought, the thralls under their command retain much of their original intelligence and abilities.

Populations infected by the Beanocyte are known to form highly organized and secretive militant groups. The goals of their terrorist activities are veiled beneath layers of occult ideology, but generally the pattern of a Crawdood Cult is to expand their ranks by abducting new members and infecting them with the beanocyte. After gaining more numbers, they then attempt to conquer the local area through guerrilla warfare and sabotage. Unable to hide their physical mutations from others, the Crawdoods choose to live in remote areas such as abandoned sewers, the high seas, or wreckage in space. Any attempt by military forces to quell the threat is an opportunity to claim more weapons and trained fighters.

Megacorp first made contact with the Crawdoods on the frozen moon of Triton. Within a month, all the research and mining facilities had been taken over by the cult. With all personnel deemed dead or turned into Crawdoods, Megacorp bombarded the world with nuclear weapons until all signs of life ceased.

Army Lists

The Union of Doodz

Faction Rules

Fix Bayonets

All units gain Brutal Strength (1) the end of their turn when they take the Charge action

The Union Of Doodz has cultivated a fighting style to suit their combination of regular and irregular combat. Their weapons are built heavily, both to disperse recoil for greater accuracy, and to withstand being used as bludgeons, or ripping into the enemy with bayonets. Their soldiers are also equipped with sabres, hatchets, daggers, and entrenching tools. This brutal fighting style evolved from the Union's origins as a guerilla force on Earth, when ammunition was constantly in short supply and stealth was priority. Though the Union's supply lines are now well established, this willingness to fight tooth and nail is a surefire way to break the enemy's resolve.

Fight For Your Rights

Infantry and Monstrous infantry units you control heal 1d3 pins as a result of the Commanding Keyword instead of 1.

The Union was formed in the great class struggle which ultimately forced them to seek refuge amongst the stars. Their armies are composed of those who volunteered to lay down their lives to secure the freedom of the Union, and to liberate those who live under the boot of Megacorp.

Special Weapons

M2161 Gattlings

Light and Heavy Machine guns you take have 1 extra attack

Coming in a light .30 and heavy .45 caliber, these man-portable rotary barrel machine guns are the backbone of the Union's mobile firepower. Prized for their incredible rate of fire, these guns are truly feared in the hands of a skilled operator. Their immense weight is generally acceptable as many members of the Union's armed forces have been cybernetically repaired and reinforced over the course of their service history.

M2208 Sherman

Flamethrowers you take have Trained

Known for its controllable, steady napalm stream, the M2208 Sherman Flame Projector is favored by combat engineers and other close assault infantry of the Union. The Flame Projector is equipped with a loudspeaker to issue a warning and give the enemy the opportunity to

surrender before being set alight. In space combat, the M2208 can be modified to fire a stream of liquid nitrogen, though this limits its overall effectiveness as a weapon; it makes it considerably safer in zero-G, high oxygen environments inside spacecraft than an open flame.

Observer Strikes

Orbital Broadside

Blast Radius: d6+6"

Roll a die for each unit within the blast radius, on a 5+ that unit suffers 3d6 hits with Armor Piercing (3), each other unit suffers 1d6 hits with Armor Piercing (3). Infantry and Monstrous Infantry in the Blast Radius are Confused

In keeping with their emphasis on simplicity, the Union's best weapons rely on the most basic laws of physics. Namely Newton's First Law; an object in motion stays in motion unless acted upon by an external force. Against high tech plasma disruptors, death rays, and microwave beams, the Union has opted to stick with explosive filled ballistic shells for ship to ship combat. Using heat-ablative ceramic shells which can penetrate thick planetary atmospheres, the Union Navy's ballistic railguns can rain hell from orbit. A battery of these weapons are able to deliver a burst mass weighing dozens of tons to a target on a planet's surface with high precision. In the most desperate of circumstances, atomic and thermonuclear anti capital ship missiles can be fired to the ground, but for moral concerns the Union rarely does so outside of ship-to-ship combat.

M2000 Obama Drone System

Blast Radius: One Target

Roll a d6 and compare the results to the table below

1-2 <u>Glancing Blow</u>	Target unit suffers (2d6) hits with Armor Piercing (4)
3-4 <u>Direct Hit</u>	Target unit suffers (3d6) hits with Armor Piercing (5)
5-6 <u>Critical Hit</u>	Target unit suffers (3d6) hits with Armor Piercing (6)

Built using electromechanical components, and operated on an oscillating frequency, the Obama class drones are nigh unhackable by even the most skilled technicians. Though they are lightly built, they are capable of operating in both the air and space, finding usage in both the Union Army and Navy. Though in many ways inferior to other interceptor crafts, the Obama class drones are inexpensive and do not risk the loss of a trained pilot, allowing the drone operator to make otherwise dangerous maneuvers or to continue fighting in highly unfavorable circumstances. These drones possess no autonomous features, but virtually every naval officer and ground trooper can operate one if needed, allowing the Union to flood the skies.

Characters

Union Captain, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M18 "Theodore" Big Iron, Pistol, 12", 6/6	12/14	4+	3+/3+
	Aura (Commanding), Aura (Precisie), Armor Piercing (2), Brutal Strength (1), Daring			

The Union's best and bravest, these commissioned officers lead from the front. They enact the strategies of sector admirals and planetary generals at the level of platoons and squads. Union Captains are often veterans of the initial raids on Union territories conducted by Megacorp years ago. The ruin of their homeland is a bitter memory, which they convey to their fresh recruits to galvanize their resolve to fight.

Cavalry Commander, Character (Monstrous Infantry), 150pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	M18 "Theodore" Big Iron, Pistol, 12", 6/6	12/14	4+	3+/3+
	Aura (Commanding), Aura (Precisie), Armor Piercing (2), Brutal Strength (1), Sure Footed, Daring, Recon, Hasty (1)			

Citizens of the Union who are gifted with telepathy are given rigorous training to ensure that their abilities are cultivated, not only for the safety of themselves and others, but also to achieve their fullest potential. Those telepaths who volunteer for service in The Union Military are taught how to use their abilities for combat and strategy. Combat telepaths typically serve in the commissariat, as advisors to Captains and other high ranking officials, as their preternatural abilities frequently yield tactical and strategic breakthroughs. In any negotiations involving Vlese, these telepaths are guaranteed to be present. On the battlefield, they bring to bear the great power of their minds.

112th Gear Grinders Captain, Character (Monstrous Infantry), 200pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M2165 HB Gatling, Heavy, 36", 6/8	13/15	5+	3+/3+
	Aura (Commanding), Suppressive (2), Brutal Strength (2), Daring, Violent, Painless			

Combat Telepath, Wizard (Time, Matter) Character, Level 1, 75pts

Movement	Weapon	Morale	Defense	Martial Skill
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6"	M2 "Smalls" Handgun, Pistol, 18", 4/6	13/15	3+	3+/3+
	Armor Piercing (1), Brutal Strength (1), Daring			

Citizens of the Union who are gifted with telepathy are given rigorous training to ensure that their abilities are cultivated, not only for the safety of themselves and others, but also to achieve their fullest potential. Those telepaths who volunteer for service in The Union Military are taught how to use their abilities for combat and strategy. Combat telepaths typically serve in the commissariat, as advisors to Captains and other high ranking officials, as their preternatural abilities frequently yield tactical and strategic breakthroughs. In any negotiations involving Vlese, these telepaths are guaranteed to be present. On the battlefield, they bring to bear the great power of their minds.

Naval Strike Coordinator, Character, 150pts

Movement	Weapons	Morale	Defense	Martial Skill
6"	M1 "Burnside" Shotgun, Assault, 12", 6/6	13/15	4+	3+/3+
Abilities	Observer (Orbital Broadside), Armor Piercing (1), Brutal Strength (1)			

The eyes and ears of the Union Navy in planetside operations, the Naval Strike Coordinator marks surface targets for destruction by starship mounted weaponry. As high ranking members of the Union Naval Infantry, they are among the fiercest fighters in the Union, trained specially in close quarters combat with their signature heavy gauge Burnside rail-shotguns.

Forward Drone Controller, Character, 100pts

Movement	Weapons	Morale	Defense	Martial Skill
6"	M2 "Smalls" Handgun, Pistol, 18", 4/4	13/15	4+	4+/4+
Abilities	Observer (Obama Drone System), Armor Piercing (1), Brutal Strength (1)			

The forward drone controller relays essential data from the ground to the remote controller pilots of Obama class drones. While almost every member of the Union Armed forces can theoretically fill this role if called upon, both the Union Planetary Forces and Union Navy employ specially trained, highly skilled drone controllers. When needed, these specialists can operate the drones as swarms focused on one command unit, allowing a single operator to coordinate mass airstrikes.

Troops

Ranger Squad (10, 20) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M6 "Chamberlain" Service Rifle, Rapid	12/14	3+	4+/4+

	Fire, 30" 12/10			
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The mainstay of the Union army, the Ranger Corps are among the galaxy's best trained and equipped regular army forces. Motivated by centuries of continual struggle against the corporate oppressors, millions upon millions of Union civilians have volunteered to join the fight. They are trained to be deployed from land, air, sea, and space when necessary, and to endure any battlefield condition imaginable.

Raider Squad (10, 20) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M2 "Smalls" Handgun, Assault, 12", 12/16	12/14	3+	4+/4+

Attached to the ships of the Union Navy, the Marines serve as defenders and boarding parties in ship-to-ship combat. As such, they are trained in close quarters combat, and are adept in the use of the sword and pistol. Attempting to attack a Union ship aboard a Megacorp Boarding torpedo is generally viewed as a death sentence. When needed, the Marines can be deployed in planetside operations as light infantry. When not deployed in combat, the Marines serve as the ship's crew. The requirements of technical know-how and the ability to fight in close quarters attracted many of the Union's Far'Wd soldiers to the Naval Infantry Corps.

Sharpshooter Team (5, 10) Infantry, 75pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M20 "Wild Bill" Sniper Rifle, Heavy, 36", 5/5	10/12	3+	3+/4+
Abilities	Marksman, Armor Piercing (1)			

Often operating in support of Ranger Brigades, the sharpshooter teams fulfill a role as light infantry commandos. These elite marksmen can be deployed far behind enemy lines to disrupt supply and communication lines. They are highly adept survivalists, as they may have to wait weeks or even months after completing their mission before they can be safely extracted. Many of the Union Army's Vlese comrades found their ways into the Sharpshooter teams, finding their agility and precision to be natural advantages. The pyrotechnic laser rounds of the "Wild Bill" sniper rifle have considerably less recoil than the "Chamberlain" Service rifle, making the weapon far kinder to their hollow bones.

Special Forces

Light Artillery Battery (3, 6) Monstrous Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
3"	M26 "Meade" Field Cannon, Heavy, 36" 3/3	10/12	4+	4+/4+
	Armor Piercing (2), Blast (d6), Reload			

The 75mm Field Gun was a military staple long before its employment by the Great Union. While the velocity of the chemically propelled rounds are no longer sufficient to effectively fight most armored vehicles, the shell's explosive power is nonetheless valued for dislodging infantry from entrenched positions. Despite the design being centuries old, it is still compatible with modernized targeting and barrage coordination suites.

Assault Engineers (5, 10) Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	M2208 "Sherman" Flamethrower: Assault, 12", 5/10	13/15	4+	3+/4+
	Painless, Trained, Daring, Armor Piercing (1), Blast (d6), Frightening (d3), Marksman			

In the field, the Engineers assist the mobility of the army by enabling passage through the landscape, or by removing obstacles. Specialized for brutal anti-fortification combat, the Assault Engineers carry flamethrowers and massive "wristbreaker" sabers for close quarters fights. Due to their inherently dangerous position, they wear chemical protective garments under their uniforms, toxin filtering respirators, as well as a heavy steel cuirass to protect them from enemy fire. The position attracts many Far'Wds thanks to the inherently technical and physically demanding "hands-on" approach of their tactics.

112th "Gear Grinders" Rifle Detachment (10, 20) Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M2 "Chamberlain" Automatic Rifle, Assault, 30", 15/15	13/15	4+	3+/4+
	Painless, Violent, Daring			

This legendary division traces their roots to the original irregular forces of "Gear Grinders", partisans who fought for the Union's independence back in the slums and wastelands of Old Earth. Though the division was intended to be a corps of instructors to train new recruits, their expertise was required in the liberation of New Florida, and to pry more worlds from the claws of Megacorp. To be accepted into the 112th requires a record displaying moral integrity, valiance, and fortitude. Service in the 112th is grueling; their deployments are kept as brief as possible, and all members are handled by a counselor. Nearly all of its members have sustained horrific injuries during their service and as such have undergone cybernetic rehabilitation to regain and even augment their abilities. Due to their expertise in commando tactics and prowess in close range combat, Naval Intelligence frequently sources members from the 112th for their agents.

Light Cavalry Squad (5 or 10) Monstrous Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
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12"	M1 "Burnside" Shotgun, Assault 8" 10/10	12/14	3+	4+/4+
	Sure Footed, Daring, Recon, Hasty (1), Brutal Strength (1)			

Operating in tandem with armored cars and tanks, the cavalry squads provide reconnaissance and screening for their motorized counterparts. Mounted on horses, motorcycles, or alien beasts, the rough-riding cavalymen of the Union fulfill an ancient yet still important role as light infantry.

Field Surgeon Team (5) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	M2 "Smalls" Handgun, Pistol, 12", 4/5	12/14	3+	4+/4+
	Medic, Aura (Painless (Infantry and Monstrous Infantry))			

Though field medics were once protected in combat by treaties, these are no longer respected by the combatants they face. Union field surgeons brave the horrors of the battlefield in order to stabilize their comrades and keep them in the fight, or to at least keep them alive long enough for extraction by air or armor. They are armed to defend themselves when necessary.

Siege Mortar Battery (1, 2, or 3) Monstrous Infantry, 125pts

Movement	Weapon	Morale	Defense	Martial Skill
3"	M63 "Hancock" Siege Mortar, Heavy, 36", 2/3	10/12	4+	5+/4+
	Armor Piercing (3), Blast (2d6), Reload			

The 280mm mortar is a new addition to the Union military as part of their adaptation to offensive warfare. The invasion of New Florida pitted the Union ground forces against heavily fortified positions which were too hardened for light ground artillery to chew through, requiring naval bombardment. As the Navy's ability to provide fire support from orbit was stretched ever thinner, ground forces were forced to improvise heavy mortars for breaking static fortifications that their light field guns could not handle.

AT Missile Team (1) Monstrous Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	M43 "Thomas" TOW Missile, Heavy, 30" 2/3	10/12	3+	4+/4+
	Armor Piercing (4), Blast (d6), Homing			

Though simple in design, the M43 "Thomas" wire guided missile launchers are among the Union's most potent anti-armor weapons. These lightweight launchers can be operated by a

two person team allowing for a great degree of tactical flexibility. The shaped plasma shell is guided by hand through a television camera to its target up to a kilometer away. When it hits its mark, it sears a pinprick hole through the armor, spraying the crewmen inside with spall.

AFVs/Monsters

M300-Billy Goat All Terrain Truck (1) Fighting Vehicle, 175pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	"Davis" Gatling Cannon, Heavy, 36", 6/6	10/12	6+	4+/4+
	Daring, Recon, Suppressive (1), Armor Piercing (1), Transport (1), Blast (d2)			

The design of this stamped steel wonder has not changed much since the introduction of its ancestors in the Second World War. This all terrain truck can operate in virtually any planetary environment, even in total vacuum, thanks to its all electric drive systems. Each wheel is sprung and steered independently, giving the Billy Goat unparalleled mobility and handling. The Billy Goat is ubiquitous throughout the Union as a civilian vehicle, particularly in remote agricultural and mining settlements.

M350-Pitbull Troop Carrier, (1) Fighting Vehicle, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	M2165 HB Gatling, Heavy, 36", 6/6	10/12	6+	4+/4+
	Transport (10), Suppressive (2)			

Using an extended and reinforced M200 Billygoat chassis with an additional axle, the M300 Pitbull truck is able to safely deliver large numbers of soldiers into the combat zone. The drivetrain can be configured as 6x6, or half-tracked, full-tracked, giving them incredible versatility. These vehicles often pull double duty as ambulances and supply trucks. Like its smaller cousin, unarmored versions of the Pitbull are mass produced for civilian and industrial use in remote areas. Much like its namesake, it is known amongst the soldiers as their tough, loyal friend in the field.

M900-Hyena Scout Car, (1) Fighting Vehicle, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
16"	"Grant" Light Gauss Cannon, Heavy, 36", 3/6	10/12	7+	4+/4+
Abilities	Armor Piercing (3), Blast (d6), Recon			

The Hyena Scout car, though relatively light in terms of arms and armor, is a highly effective projection of the Union's armed forces. The vehicle's high speed and communications

suite make it a highly effective reconnaissance tool, making it a natural supplement to the Union's cavalry tactics.

Armor

M400-Roosevelt (1, 2) Tank, 350pts

Movement	Weapon	Morale	Defense	Martial Skill
10"	"Stanton" Gauss Cannon, Heavy, 48", 4/8	12/14	8+	4+/4+
	Armor Piercing (4), Blast (d6)			

The Union's standard medium tank, fielded in tens of thousands to sway the outcome of battle. Every soldier in the Union is familiar with all of the crew positions, and if necessary can be deployed in a Roosevelt. The concept is relatively simple; a reliable chassis mated to a hull of solid steel and ceramic-composite armor, armed with a 76mm gauss cannon, all powered by a roaring methanol powered engine. The M400 Roosevelt lives up to and surpasses the reputation of its 20th century ancestors.

M2600-Lincoln (1) Tank, 500pts

Movement	Weapon	Morale	Defense	Martial Skill
10"	"Liberator" Heavy Railgun, Heavy, 48", 4/8	12/14	9+	4+/4+
	Armor Piercing (6), Blast (3d3)			

A behemoth of steel and ceramic composite, the M2600 Lincoln Heavy Tank can succeed where lighter vehicles fail. The Lincoln's service record is legendary, with a reputation of halting battalion level Megacorp armored advances in their tracks. Any foe it meets must contend with its 120mm "Liberator" super-heavy railgun, which can shatter concrete and punch burning holes through armor plate. Despite its mass, upwards of fifty tons, the vehicle can traverse even the harshest of terrain at high speeds thanks to its enormous gas-turbine engine.

M1800-Kennedy (1) Tank, 300pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	"Segundo" Hypervelocity Cannon, Heavy, 48", 4/6	10/12	6+	4+/4+
	Armor Piercing (5), Blast (d6)			

Light and fast, the Kennedy is armed with a deadly hypervelocity cannon which can reduce its enemies to heaps of scrap. The needle-like HVAP projectiles are accelerated to 5% the speed of light by its heavy railgun, leaving molten wounds in enemy armor. The Kennedy's unparalleled mobility, provided by the same turbine engine which makes the Lincoln roar with power, is essential for rapidly responding to the presence of enemy armored vehicles on the field. The roof of the turret was left open to give the commanders and gunners optimal visibility

and battlefield awareness. Though the decision to leave the turret open compromises crew safety to some extent, doctrinally these vehicles are intended to stay away from the front lines of cavalry assaults and respond rapidly to incoming enemy armor.

M700-Truman (1) Tank, 300pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	"Sheridan" 105mm Volatile Plasma Shell, Heavy, 48", 4/6	10/12	6+	4+/4+
	Armor Piercing (2), Blast (3d3)			

Built on the same chassis as the Kennedy, the Truman is armed with a heavy volatile plasma howitzer. The capacitors of its 105mm plasma shells are pre-charged in the ready rack for rapid firing, however this decision made early closed-top variants of the Truman unbearably hot. The engineers compromised by simply cutting off the roof armor and strengthening the walls to maximize crew comfort and protection to the extent possible. The Truman has proven itself invaluable in anti-fortification warfare, something which Union Forces struggled with.

M2100-Carter (1) Aircraft, 300pts

Movement	Weapon	Morale	Defense	Martial Skill
36"	"Davis" 20mm Gatling Cannons, Heavy, 36" 12/2	12/14	7+	4+/4+
	Flying, Armor Piercing (1), Blast (d2), Suppressive (1), Transport (10), Infiltrators			

The Carter Ground Attack Vehicle assists the Union by providing heavy airstrike support, interception capability, and critically, ground to space transport capability. For many soldiers of the Union, the hull of the Carter is their home away from home. Whether it is their lifeline of supplies from space to the ground, their extraction point to bring them home, or delivering the airstrike that saves their ass, every soldier in the Union sees the Carter GAV as their friend in the sky.

Megacorp

Faction Rules

Sleazy

When a non vehicle unit receives a hit, that hit may be transferred onto any friendly troop unit within 6" which is below its routing value in pins

As far as Megacorp is concerned, there is no higher cause than putting your underlings in harm's way to save your own skin. To the underlings, the only way to climb the ladder is to be as sycophantic as possible, even if it means taking a bullet for your superior.

Downsizing

If an infantry or monstrous infantry unit within 6" of a friendly commander unit fails a morale save, the unit is able to reroll. If the unit passes it gains Frightened (1) for the remainder of the battle.

Nothing motivates those lazy soldiers like seeing their own commander shoot their coworker. While the practice of battlefield "downsizing" has the obvious effect of demoralization, the stern reminder that failure on the battlefield will result in contract termination by execution is enough to motivate Contractors and Employees alike to stay in the fight.

Special Weapons

S.L.A.P System

Grenade and rocket launchers you take have the Homing keyword

The S.L.A.P (Single Launch Armor Piercing/Anti Personnel) weapon systems are extremely common in Megacorp service. These weapons employ simple but effective machine learning trained computer guidance technology for grenade launchers and larger missiles to maximize effectiveness in untrained hands, or allow skilled operators to make precision shots. The same general codebase is even employed in Megacorp's large scale "Go-Getter" cruise missile systems.

Searchlights

(Unique Upgrade)

Costs 25pts for troops, 50pts for special forces and monsters/afvs, cannot be taken on armor
Searchlight: Assault, 18", 1, If a hit is scored, the unit receives 1 illumination counter instead of any Pin Markers. Each unit in your army has the benefits below when targeting a unit with illumination counters.

If the equipped unit is special forces, monster, or afv, this upgrade causes 1d3 counters on a hit

Illumination Counters	
1	This unit no longer receives the defense bonus from cover
2	Reroll 1's when rolling to hit with ranged attacks

3	+1 to hit with ranged attacks
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The “Searchlight” system is a sensor cluster that can be mounted onto any of Megacorp’s standard weapons and vehicles, as well as existing in standalone portable versions. The “Searchlight” can operate as a literal source of battlefield illumination, but primarily it serves as a means to paint a target with persistent software-based motion prediction and tracking to assist the aim of soldiers in the sector. The more pings that searchlights place on a target, the more accurate the tracking suite becomes, and the more accurate its aim assistance becomes.

Observer Strikes

“Go-Getter” Cruise Missile

Blast Radius: Single Target,

When you roll on the barrage chart, reroll 1’s, the second result stands. When this strike goes, off roll a d6 and compare with the chart below.

1-2 <u>Small Blast</u>	The target unit suffers (2d6+1) hits with Armor Piercing (4)
3-4 <u>Medium Blast</u>	The target unit suffers (3d6+2) hits with Armor Piercing (5)
5-6 <u>Powerful Blast</u>	The target unit suffers (3d6+3) hits with Armor Piercing (5)

The Go-Getter cruise missile can be launched from ground, sea, air and space installations. The guidance is provided by an enhanced version of the relatively simple S.L.A.P targeting software and hardware suite, streamlining their production. A single strike can be quite expensive, but the munitions surgical precision makes it well suited to both ground support and ship-to-ship combat. Its warhead is adjustable in scale, from a 100 kilogram explosive charge up to a 50 kiloton atomic warhead, although nuclear weapons are rarely deployed outside of space combat or the most desperate of sieges.

Stonks

Blast Radius: 2d6”

When this strike goes, off roll a d6 and compare with the chart below.

1-2 <u>Small Blast</u>	Each unit within the blast radius suffers (1d6) hits with Armor Piercing (1). Infantry and Monstrous Infantry in the blast radius are confused.
3-4 <u>Medium Blast</u>	Each unit within the blast radius suffers (2d6) hits with Armor Piercing (1). Infantry and Monstrous Infantry in the blast radius are confused.

5-6 Powerful Blast	Each unit in the Blast Radius suffers (2d6) hits with Armor Piercing (2). Infantry and Monstrous Infantry in the blast radius are confused.
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Artillery Vendors operate a mixture of conventional gun and rocket-based artillery located just behind the front lines. Their forward observers can provide the telemetry necessary for delivering accurate, ground shaking barrages to the enemy. These Stonk barrages can become quite expensive, with a price usually determined by the amount of ordinance used and adjusted after the fact relative to the effectiveness of the strike on the outcome of the battle.

Characters

Assistant Manager, Character, 50pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Synergy" Carbine, Assault, 18", 4/3	12/14	3+	4+/4+
	Aura (Commanding)			

The Underappreciated and overworked, for five MegaCoins a typical Assistant Manager would beat you with a pool cue until you had detached retinas. To attain their low level command position requires licking every boot and kissing every ass that presents itself. For all intents and purposes, a role as assistant manager is the furthest upward mobility a Contractor can achieve without submitting themselves to severe body modification for employment as a Toob Dood.

Employee of The Month, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Adjustor" Deathray, Assault, 18", 2/6	-/14	5+	3+/3+
	Aura (Commanding), Anti-Magic (1), Brutal Strength (1), Violent, Armor Piercing (2), Blast (D3), Disintegrating			

To be Employee of The Month is an honor bestowed upon only the most grizzled veteran Toob Doods, who have proven themselves to be the most ruthless, violent, and malleable yes-men in their department. While some remain Employee of The Month for many years on end, it is often granted as a field promotion and condemns its recipient to lead suicidal attacks until the month ends, or they are too wounded to continue. Many recipients of the title overlook their expiration date and see only the %10,000 pay increase it will yield.

Overseer, Character (Monstrous Infantry), Wizard (Technomancy, Entropy) Level 2, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Fixer" Automatic Plasma Cannon, Heavy,	-/16	6+	3+/3+

	36", 4/6			
	Aura (Commanding), Brutal Strength (2), Armor Piercing (1), Suppressive (1), Disintegrating			

The cold mechanical arm of Mecacorp's Board of Directors, the Overseers serve as their eyes and ears on the battlefield. Overseers are made from the twisted remains of Toob Doods, Assistant Managers, and Liquidators who proved themselves to have some degree of tactical knowledge. Much of their body has been replaced with armor and machinery, with suites of sensors and computers to process and transmit masses of combat data to their handler. Ever since the construction of the first Overseer, known as "The Brainwasher", these mobile data processing stations have been an integral part of Megacorp's military hierarchy. To become an Overseer is arguably the only meritocratic role within the Megacorp military, as becoming one requires almost no toe-sucking, only one's near-death in combat. These mechanical monstrosities are not only skilled tacticians, but deadly combatants. Their heavily augmented bodies allow them to carry an entire automatic plasma cannon into battle. Their suite of technology can be used to hack enemy electronics, or to manipulate the fragile meat-brains of combatants.

Underwriter, Character, Wizard (Technomancy, Entropy) Level 1, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Executor", Pistol, 12", 3/3	-/13	4+	3+/3+
	Aura (Commanding), Armor Piercing (2), Disintegrating			

Crime is not illegal in Megacorp, so long as it is beneficial to the company. Megacorp generally loathes those gifted with telepathic abilities, opting to hunt down and kill them rather than attempt safe coexistence. While this policy puts the Megacorp military at an obvious disadvantage, they compensate by hiring on criminal hackers, or in very rare instances rogue wizards with whom they struck a bargain. Underwriters operate as expensive battlefield consultants, providing their unique speciality to knock down enemy communications, play havoc with vehicles, and instill fear in their soldiers.

Missile Consultant, Character, 150pts

Movement	Weapons	Morale	Defense	Martial Skill
6"	"Executor", Pistol, 12", 5/5	12/14	4+	3+/3+
Abilities	Observer (Go-Getter Cruise Missile), Disintegrating, Brutal Strength (1), Armor Piercing (2)			

The ground-based observers of orbiting cruise missile vendors, the Missile Consultant works with other Megacorp Ground forces to determine optimal targets to strike with conventional missiles. Missile Consultants are formidable fighters in their own right. Oftentimes,

they are veteran Toob Doods who have managed to secure a contract with a fire support company as a means to pay off the debt of their augmentations.

Stonk Broker, Character, 75pts

Movement	Weapons	Morale	Defense	Martial Skill
6"	"Executor", Pistol, 12", 3/3	8/10	3+	4+/4+
Abilities	Observer (Stonks), Disintegrating, Armor Piercing (2)			

The Stonk Brokers are whatever unfortunate representative is chosen from the fire support company to be their forward eyes on the battlefield. Often found still wearing their suit and tie, or in many circumstances khaki shorts and a company branded collar shirt, they are rarely well equipped or trained for combat. They are high value targets for arrest and questioning as they will rarely lay down their life for their colleagues.

Troops

Contractors, (10,20) Infantry, 75pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Synergy" Carbine: Assault 18", 15/10	9/11	3+	5+/4+

The contractors represent the mass of unskilled labor which makes up the billions strong horde of Megacorp's forces. Any denizen who can afford the equipment rental fee can join a contractor battalion. If they are lucky, they might be able to pay off their boots before they die. Primarily used to bully the locals, Contractor squads often lack the resources to put up a fight against anyone with the gall and guns to actually stand up to them.

Toob Dood Squad, (5, 10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	"Turnkey" Automatic Rifle, Rapid Fire, 24", 10/10	12/14	4+	3+/3+
	Marksman, Armor Piercing (1)			

When Megacorp emerged from their bunkers on Earth many years ago, it was with the first batches of lab grown elite soldiers that they subjugated the wastelanders. The term "Toob Dood", alluding to their original lab-grown origins, now refers to a broad range of Megacorp's elite soldiers. While some companies still grow their soldiers artificially, others have opted to instead upgrade existing soldiers with cybernetics and genetic modification. All soldiers of this class are half-man-half-machine monsters, enhanced with computerized target assistance, and equipped with the finest military gear Megacorp can offer. If and when contractors fail, Toob Doods are sure to respond. To keep them combat-ready, Toob Doods are also frequently used

as patrol and SWAT officers by Colonial Security forces due to their intimidating nature and anonymity.

Lobeman Gang, (5, 10) Infantry, 50pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Stupid and Violent, Melee, N/A, -/10	-/10	4+	6+/4+
	Brutal Strength (1), Painless			

To become a Lobeman is the ultimate fate of the common criminals, political prisoners, and disavowed soldiers who Megacorp does not simply execute. They are taken to the holding facilities on Mercury, and subjected to a proprietary treatment which leaves their body intact, but reduces their brain to all but its most basic functions. The Lobemen are used for general labor throughout Megacorp. In military operations, they assist in constructing fieldworks, and often serve as a crude form of transport. In a pinch, they can be used as shock infantry, or as rations for Contractors although this will void their warranty.

Special Forces

Doodogators (5,10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	"Breakout" Shotguns, Assault, 12", 5/12	12/15	3+	5+/3+
	Brutal Strength (1), Regenerate (6+), Violent			

The Doodogators originated from the poisoned swamp in what used to be called Florida. The approved use of radioactive construction materials and abundance of firearms in the 21st century ultimately created the conditions for these gun toting monsters to arise. Megacorp tried to tame these beasts through psychological conditioning and drugs. Megacorp often uses these monsters as naval frogmen, a role that 200 million years of evolution has prepared them for. Their role as marines extends to the stars; these beasts are frequently the payload carried on boarding torpedoes launched at enemy ships. They know no fear and have no remorse. Their animalistic brutality has cemented their role as terror shock troops, their bloody jaws have signaled the end of many peaceful protests.

Focus Group (5) Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Pushpin" Marksman Rifle, Heavy, 24", 6/5	13/15	4+	3+/3+
	Sniper, Marksman, Armor Piercing (2), Blast (d3) Disintegration			

Focus Groups are specially trained contingents of Toob Doods armed with “Pushpin” sniper rifles. These powerful weapons are incredibly precise, although somewhat limited in range due to their use of plasma toroids, characteristic of all “di0ruptor” type weapons. Focus Groups are often deployed to counter other snipers in guerilla warfare conditions, as these pose the greatest threat to squads of advancing Toob Doods who are too strung out on stimulants to actually look around their environment. When not on the front lines, Focus Group members take assassination contracts to afford the latest and greatest rifles, and to pay for liquor soaked safaris where they hunt alien beasts for sport.

Liquidators (5,10) Infantry, 225pts

Movement	Weapon	Morale	Defense	Martial Skill
6”	"Adjustor" Deathray, Assault, 18”, 5/10	13/15	5+	3+/3+
	Anti Magic (1), Armor Piercing (2), Blast (d3), Disintegrating, Painless, Violent			

The Brainwasher’s Finest, and perhaps Megacorp’s most elite infantry, the Liquidators are heavily armored, and carry the Adjustor Deathray. Their origins are murky, as far as intelligence can gather The Brainwasher creates them in it’s stronghold on Mercury. Their absolute obedience and unfeeling ruthlessness is likely because they are in fact heavily modified lobemen. Only the wealthiest commanders in Megacorp can afford their own Liquidators. Generally, if a commander wishes to deploy these highly effective killing machines they must put their reputation on the line to the Brainwasher itself, and even a successful deployment of them will require exorbitant material compensation, or worse, favors.

Siege Gang (5) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
7”	“” Handguns and Bangalore Torpedoes, Pistol, 12”, 5/8	-/13	4+	6+/4+
	Armor Piercing (2), Brutal Strength (2), Blast (d6), Painless			

When a lobeman gang proves themselves to be particularly violent and fearless, they are equipped with firearms and “Bangalore” torpedoes. Ostensibly, Siege Gangs are employed under the direction of Contractors for combat engineering purposes like detonating enemy mines and removing fortifications. In reality, they are most often employed as ad-hoc tank hunters. Their pole mounted explosives would undoubtedly harm a weaker Contractor, but the Lobemen seem not to mind and in some cases even enjoy the sensation the weapon produces.

“Tag Team” Multiple Launcher Crew (1,2, or 3) Monstrous Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
5”	“Tag Team” Multiple Launcher, Heavy 30”,	8/10	3+	6+/4+

	12/3			
	Armor Piercing (1), Blast (d6)			

The “Tag Team” multiple launcher is essentially a rocket-mortar operable by a team of two Contractors, although these often become the focal point of their defensive works. As cheap as it is effective, the cluster of launch tubes can hurl barrages of explosives at the enemy, albeit with very little accuracy. The Tag Team launcher is frequently featured in the popular DoodTube series, Toob Perfect, where it is seen making improbably difficult shots.

“Headhunter” Heavy Anti Tank Gun (1) Monstrous Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
5”	“Headhunter” Anti Tank Gun, Heavy, 48”, 3/3	12/14	4+	3+/3+
	Armor Piercing (5), Blast (d6)			

Utilizing a high velocity 88mm shell packed with a shaped plasma charge, the “Headhunter” anti tank gun is most often found in Megacorp’s fortifications and starships, and its towed variant can be seen on the battlefield in support of elite companies of Toob Doods and Liquidators. It is one of few weapons that gives pause to even the crew of Lincolns and Bertha Dozer Tanks. The disruption effect of the plasma shell often turns any unfortunate souls inside the hull to ashes, and ignites any munitions to seal the vehicle’s fate.

AFVs/Monster

Courier (1) Fighting Vehicle, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
15”	“Fixer” Automatic Plasma Cannon, Heavy, 36”, 4/3	10/12	5+	4+/4+
	Sure Footed, Daring, Recon, Armor Piercing (1), Suppressive (1), Transport (3)			

An all terrain hot rod, the Courier is every nepobaby’s dream. Originally conceived as an interceptor to catch smugglers on the Outpost Kilo Salt Flats, the Courier combines omnidirectional steering and self-driving technology, optimized for driving under the influence. Its new models are still used as a patrol car in Megacorp territories, and the Courier is still regularly pressed into service as a light utility vehicle on the front lines. It is known as the bane of combat mechanics due to planned parts obsolescence and yearly redesigns, and it’s often easier to buy a new Courier than to fix it.

Utility Truck (1) Fighting Vehicle, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
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12"	Machine gun, Heavy, 36", 3/3	10/12	4+	4+/4+
	Open Topped, Sure Footed, Daring, Suppressive (1), Transport (12)			

Coming in at least a thousand different makes and models from a period spanning nearly 300 years, Megacorp's military constantly struggles to keep its vast, unstandardized motor pool in operation. Whether the rig was simply seized from a nearby worksite, or is the prized possession of a contractor squad, the humble Truck is the broken backbone to the most humble of Megacorp's forces.

"Fast Track" Infantry Fighting Vehicle (1) Fighting Vehicle 200pts

Movement	Weapon	Morale	Defense	Martial Skill
10"	"Beacon" Guided Missile, Heavy, 36", 4/4	12/14	7+	3+/3+
	Sure Footed, Daring, Transport (6), Homing, Blast (d3), Armor Piercing (3)			

These lightweight tracked vehicles were developed to stop Toob Doods from getting killed by snipers before entering the battlefield. Conditions inside are cramped for the hulking Toob Doods, for contractors it would be comfortable but they rarely can afford to ride onboard. Based largely on designs from the late 20th and early 21st centuries, these amphibious armored carriers can be used as relatively effective infantry support vehicles thanks to their guided missile armament.

"Leverage" Class Heavy Assault Bot (1, 2, or 3) Fighting Vehicle 100pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	"Bluechip" Plasma Cannons, Heavy, 24", 4/6	-/13	6+	3+/4+
	Armor Piercing (3), Blast (d2), Disintegrating, Brutal Strength (1)			

The "Leverage" class assault robots are Megacorp's primary armored infantry support for urban warfare environments, as well as scouting in harsh terrain. These hulking steel brutes are equipped with heavy bore "Fixer" autocannons on each of their "arms". The weapons can engage both enemy infantry and armor, and their massive hydraulic feet can mercilessly crush infantry beneath them. As their name implies, the "Leverage" class was invented to address mounting contractor losses and provide greater leverage on the battlefield as a way to supplement smaller teams of Toob Doods and Liquidators. Though their control software is purportedly quite advanced, it is far from perfect as the machines have been known to run into each other, and even accidentally fire on Megacorp forces. Their lack of emotion or discretion has made them a common sight amongst colonial security forces for suppressing protests.

"Paradigm" Artillery Carrier (1) Fighting Vehicle 150pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	"Paramount" Siege Assault Cannon, Heavy, 48", 3/-	11/13	5+	4+/4+
	Armor Piercing (3), Blast (d6), Reload			

The "Paradigm" carries its enormous gun atop an open-air tracked platform. The vehicle itself offers almost no protection to the crew; the tractor unit was built as lightly as possible in order to carry a short barreled assault version of the "Paramount" cannons, which are ordinarily carried onboard Megacorp Merchantman vessels. Though these vehicles make excellent long-range fire support units, the open platform is extremely susceptible to being rushed by tank hunters.

Armor

ST.DFZ-2111 Stooze (1) Tank, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
8"	Particle Beam Cutter, Heavy, 36" 2/2	11/13	8+	4+/4+
	Armor Piercing (3), Blast (d6)			

The cheapest vehicle which arguably qualifies as a tank, many crews have likened the plastic and aluminum hull to a portable toilet, rather than an armored fighting vehicle. Nonetheless, its hull is able to take more abuse than one would think from an initial glance, as the plastics are able to catch the otherwise lethal fragments from the armored metal layers. The primary weapon of the Stooze is based on an industrial grade cutting ray, which is mounted facing forward in the hull similar to many self propelled guns from the mid 20th century. The low profile of the Stooze and relatively low weight were meant as cost saving measures, but do contribute to the vehicles overall survivability.

FW-2119 Fuck Wolf Interceptor (1) Aircraft, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
36"	Auto Blasters, Heavy, 36" 10/2	11/13	7+	3+/4+
	Armor Piercing (2), Flying, Suppressive(1), Disintegrating, Violent, Infiltrators			

Megacorp's primary starfighter, the Fuck Wolf is a formidable interceptor craft which can turn its plasma cannons groundwards for infantry support. These planes were once entrusted only to highly skilled Toob Dood pilots, who could control its complicated sighting and tracking systems. However as Megacorp lost more and more pilots, they requested technological assistance from The Ascendancy to improve the craft such that merely a well trained contractor could fly it, freeing up more Toob Doods for ground and space service.

ST.DFZ-2132 Big Cat (1) Tank, 400pts

Movement	Weapon	Morale	Defense	Martial Skill
10"	Disruption Cannon, Heavy, 36", 4/8	11/13	9+	4+/4+
	Armor Piercing (5), Blast (d6)			

Megacorp's finest armored fighting vehicle, the Big Cat is made almost entirely out of real metal. By far the most impressive feature of the tank is its license-built disruption ray, based on ancient Vlese technology. To even the heaviest Union tanks, the disruption ray is devastating, leaving deep gashes in their armored shells, and reducing the crew to ash. As far as anyone can tell, these weapons are secretly built under license from the Vlese by a team of deafened and muted lobemen. The crew of the Big Cat should be wary not to drive up any hills, however, as this can set fire to the electrical drive mechanism. Similarly, soft ground can bog down the narrow tracks of the vehicle, turning it from a "rolling pillbox" to just a pillbox.

ST.DFZ-2135 Trust Fund (1) Tank, 600pts

Movement	Weapon	Morale	Defense	Martial Skill
10"	Microwave Cannon, Heavy, 24", 8/16	11/13	9+	4+/4+
	Transport (25), Blast (d6), Radiation, Armor Piercing (1), Brutal Strength (1), Violent			

The Trust Fund is essentially an armored personnel carrier variant of the Big Cat, intended to carry around high volumes of troops as well as any necessary support staff. For all intents and purposes, the Trust Fund can be thought of as a mobile fortress. Though its microwave cannon armament struggles to fight other armored vehicles, it can repel infantry advances by making them feel as though their own skin is boiling. The presence of a Trust Fund on the battlefield signals either the beginning of a vast, dangerous assault, or the last ditch defensive effort of a penny-pinching commander.

Vlese Ascendancy

Faction Rules

Smooth Moves

Whenever an Infantry, Monstrous Infantry, or Character unit you control makes two move actions during its activation it may then make a free ranged attack action

Vlese are lean and lithe raptor-like creatures which move with unnatural and unnerving speed. While their otherworldly movement may be off-putting to members of other species, it gives them an undeniable advantage in battle. While not being able to dodge bullets or anything near that they can outrun any foe with ease and a dancer-like grace allowing them to open fire into enemies at full sprint.

Airphibious Assault

When one of your AFVS or Armor takes a second movement action in their turn, you may treat that unit as if it had Flying during that action

The Vlese Ascendancy armed forces or as they call them, the “Security Forces”, have a tried and true strategy of rapid maneuver and overwhelming firepower. A cornerstone of this is their patented Airphibious Tactic. Vehicles shoot out of their rapidly deployed spaceships coming straight down to the planet they have decided to cut down. Bringing down troops and high power cannons the Vlese can overwhelm and surround forces with unmatched speed and coordination under a skilled Commander.

Special Weapons

Fang Precision Blasters

Sniper Rifles and Autocannons you take have Trained

The Fang is a powerful weapon used to kill priority targets in enemy ranks, with a powerful burst of energy accelerated faster than any other blaster the projectile can eat through an individual's armor and flesh with ease.

Banshee Gas Grenades

Grenade Launchers and Missile Launchers you take have Radiation

While every other faction abides by certain conventions of war, some for simple moral reasons and other for fear of retaliation. The Vlese however have through centuries built up many immunities viewing those who succumb to mild chemicals like mustard gas as weaklings. To this end they kill and maim enemies with gas as though it was any other weapon, viewing it as less barbaric even than solid-shot projectiles. The current poison thrown out en masse is Banshee Gas, a patented poison filled with radioactive particles.

Observer Strikes

Photon Torpedo Launch

Blast Radius: 6"

When you roll on the barrage chart add 1 to a maximum of 6. When the strike goes off, roll a d6 and compare the results to the table below

1-2 <u>Small Blast</u>	Each unit within the blast radius suffers (2d6) hits with Armor Piercing (3)
3-4 <u>Medium Blast</u>	Each unit within the blast radius suffers (3d6) hits with Armor Piercing (4)
5-6 <u>Powerful Blast</u>	Each unit in the Blast Radius suffers (3d6) hits with Armor Piercing (5)

The ships of the Vlese Ascendancy are a force with unparalleled reach. Owing to their FTL Engine patents and advanced targeting technology both of unknown and questionable origins they are able to head out into space, launch rapid merciless strikes, and flee before being hammered by opposing defenses. Their Photon Torpedoes are the backbone of the Vlese arsenal. With a high yield and ability to melt through any alloy their death dealing ability is unmatched however their low explosion radius leaves much to be desired when fighting masses.

Pterodactyl Attack Craft

Blast Radius: d6+6"

Roll 1d6 for each unit within the Blast Radius, on a 5+ the unit takes (3d3) hits with Armor Piercing (3), each other unit suffers (1d3) hits with Armor Piercing (3). Infantry and Monstrous Infantry in the blast radius are Confused

Air power is the main way the Vlese are able to strike out and maintain control of a battlefield. By launching from their Honorable and Perspirant Space Fleet they fly straight down onto the battlefield blasting through lines of infantry and light vehicles alike.

Commanders

Security Force Commander, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
8"	Disruptor Pistol, Pistol, 12", 5/5	9/12	5+	2+/2+
Abilities	Aura (Commanding), Aura (Trained), Brutal Strength (2), Disintegrating			

While nepotism is a sure fire, and in many cases the only, way to advance in the Ascendancy, Security Force Commanders are somewhat of an exception to the rule. In order to reach the position of commander, a commando must perform the ancient ritual of killing and consuming 100 enemies. The Ascendancy makes no distinction between political and military enemies, or even civilians, this breeds ruthless commanders who won't blink at committing crimes to further their agenda. This has the horrible side effect of creating brutal competition

where security force commanders will kill each other for control of squads, sectors, and political favor.

Caller of the Winds, Character, Wizard (Space, Time, Entropy, Matter) Level 1, 50pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Disruptor Pistol, Pistol, 12", 3/3	6/9	4+	3+/3+
Abilities	Disintegrating, Brutal Strength (1)			

Vlese have a strong connection with the extra dimensional powers that be. Ingrained through centuries of practice and entangling of ritual into the culture of the Ascendancy, magic is commonplace at court and Callers of the Winds are its practitioners. While many Callers are Nepo Babies looking to cruise into a relaxing life of power as an attache to Megacorp or their fife, many view it as only a first step to great power.

Master of the Winds, Character, Wizard (Space, Time, Entropy, Matter) Level 2, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Disruptor Pistol, Pistol, 12", 4/4	9/12	4+	2+/2+
Abilities	Aura (Commanding), Disintegrating, Brutal Strength (1)			

When a Caller stays at their craft for a hundred or so years and has gained the attention of one of the Great Houses Archdukes they can expect a grand promotion to Master. The Masters of the Winds are not only the most powerful casters the Vlese can bring to bear, they form a society which can bend the will of the whole Ascendancy. Whether divining time in long seances or in organizing the fall of a house for what they deem to be the good of the order they work in the shadows mobilizing their apprentices as an unparalleled spy ring. The Masters have been responsible for many of the Vlese's greatest successes from their rise to domination over their neighbor's, orchestrating the Great Merger, and even locating the Union Home System however their hubris is as great as their power and was a driving factor in the very creation of the Doodobot menace.

Hunter Group Commander, Character, 125pts

Movement	Weapon	Morale	Defence	Martial Skill
7"	Talon Precision Blaster, 48", 3/5	7/10	3+	2+/2+
Abilities	Sniper, Marksman, Aura (Recon), Armor Piercing (2), Blast (d3)			

Vlese Hunters are the eyes and ears of a security commander, selling their services to whichever house can pay for their intel. While accuracy and skill are required, Hunter Commander's positions as the rearline ranged support in a battle lead many inferior candidates to buy their way into the ranks.

Strike Fleet Liaison, Character, 150pts

Movement	Weapons	Morale	Defense	Martial Skill
7"	Disruptor Pistol, Pistol, 12", 5/5	9/12	5+	2+/2+
Abilities	Observer (Photon Torpedo Launch), Disintegrating, Brutal Strength (2)			

The orbital bombardment is integral to any Vlese battle plan but coordination with ground forces is a difficult task for any army especially the rapid moving assault groups of the Ascendancy. The strike fleet observers end up at the front line directing fleet fire onto hard targets whenever the opportunity arises. These officers are the senior observers able to afford cushy rearline postings when out of combat but unlike many this is a position many lower kids of lower mobility must fight to achieve.

Pterodactyl Wing Liaison, Character, 100pts

Movement	Weapons	Morale	Defense	Martial Skill
7"	Disruptor Pistol, Pistol, 12", 4/4	9/12	4+	3+/3+
Abilities	Observer (Pterodactyl Attack Craft), Disintegrating, Brutal Strength (2)			

As the Vlese advance on an enemy, military, civilian, or otherwise airstrikes will sweep ahead of the Ascendancy Strike Force. These are directed by junior observers, usually 3rd or 4th children of lower nobility trying to work their way up some meaningful position. Eventually these officers can move up to naval observers or officers but many simply throw themselves at the enemy to gain some notoriety.

Demon of The Deep, Character (Monster), 250pts

Movement	Weapon	Morale	Defense	Martial Skill
9"	Inferno Blade , Assault, 12", 9/15	-/16	5+	2+/2+
Abilities	Aura (Commanding), Aura (Daring), Brutal Strength (4), Armor Piercing (2), Frightening (2)			

While only the Grand Emperor, Masters of the Winds, and the Archdukes know of their origin, through magical means the Vlese are able to summon a horrible monstrosity from beyond this realm. The Demons of The Deep are not only murderous, horrifying creations of flesh and otherworldly metal but are unnervingly cunning and lightning fast. Only concentrated fire and a will of steel can hold off an assault from one of these beasts.

Troops

Vlese Strike Team, (10, 20) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Disruptor Carbine, Assault, 12", 16/8	10/13	3+	3+/3+
Abilities	Disintegrating			

The most common soldier in the Ascendancy and the only soldiers the Vlese can mass are the Strike Teams. These forces are drawn from the lower classes of the Vlese. While Vlese live at a higher standard than their human counterparts and can count on a significant amount of training even for the conscripted classes, the pressure on a Vlese without noble birth is far higher to the point of being made an outcast for not just refusing to serve but for refusing to volunteer. Armed with a powerful disruptor and flexible polymer suit, the Strike Team is a fast and hard hitting force to be reckoned with.

Vlese Hunter Team, (5, 10) Infantry, 125pts

Movement	Weapons	Morale	Defense	Martial Skill
7"	Fang Precision Blaster, Heavy, 36", 8/8	9/12	3+	3+/3+
Abilities	Armor Piercing (1), Sniper, Marksman			

Hunters are more elite scouts and assassins of the Ascendancy often heading out in small parties on FTL capable drop craft but their elite nature attracts those with money to throw around. Many children of nobility with the power of nepotism at their back buy commissions into these forces allowing them to gain adventure and combat experience while staying a safe distance away from the real fight. Many Strike Team members and especially Commandos view the Hunters as little more than a gaggle of nepo-baby backpackers, but it is undeniable their presence on a battlefield can still do much to turn a tide with their marksmanship and expensive equipment.

Vlese Commando Team, (5, 10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Disruptor Rifle, Assault, 18", 16/12	10/13	4+	3+/3+
Abilities	Disintegrating, Marksman			

Commandos are the real edge of the blade making up the Ascendancy's armed forces. When a promising Security Force unit survives a battle and impresses their lord they are withdrawn to hidden training centers. Veteran officers push these recruits hard in unforgiving conditions to master their top of the line equipment weeding out those who break. Paired with this forceful approach is a regimen of brainwashing propaganda until recruits are convinced beyond reason of their cause. This training not only breeds unit coherency but a fierce loyalty to the House and a racist and bloodthirsty hatred for their enemies. Once graduated these units are dispatched as some noble's bodyguards, elite shock troops, and hit and run teams never to be wasted on mere occupation duty. Many movements and assaults have been cut down in their infancy by Commando lightning assaults. Once commandos prove themselves even further they

are allowed to attend the prestigious Ve'resh'na Training Academy in the main Vlese compound on Earth to further specialize.

Special Forces

Wraith Security Borgs, (3, 6) Monstrous Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Heavy Disruptor, Assault, 12", 6/9	-/12	5+	3+/3+
Abilities	Armor Piercing (3), Crushing Strength (1), Disintegrating			

Lumbering bipedal machines, the Wraith Security Borgs are considered the most reliable defense for any high noble with a price on their head. These machines were the original Doodobot prototypes without the versatility or capability for intelligence; these Borgs contain the mangled brains of prisoners leaving only targeting and walking controls intact. This is supplemented by some patented computer technology allowing their sole master to give commands with a simple wave of their hand or keyphrase. In order to make use of their size and make up for their slow nature they are well armed with their Heavy Disruptors and covered in thick armor plates.

Raptor Assault Bikes, (3, 6) Monstrous Infantry, 100pts

Movement	Weapon	Morale	Defence	Martial Skill
14"	Twin Disruptors, Assault, 12", 8/6	9/12	4+	3+/3+
Abilities	Hover, Disintegrating			

Compounding the Vlese need for speed is the Raptor Assault Bike. With their powerful engines and hovering jet technology they are able to attain speeds unheard of and deadly to those not adapted to the environment the Vlese evolved in. Speed junkies both high on substances that make meth look like cigarettes and addicted to the rush of moving so fast are drawn mainly from lower nobility but make for one of the most effective rapid response forces in the known galaxy.

Iguana Pursuit Bikes, (3, 6) Monstrous Infantry, 200pts

Movement	Weapon	Morale	Defence	Martial Skill
14"	Precision Blasters and Disruptors, Heavy, 30", 10/6	9/12	4+	3+/3+
Abilities	Hover, Armor Piercing (1), Sniper, Marksman			

When speed needs to be mixed with sustained operations in the field the Iguana Pursuit Bikes are the Ascendancy's go to tool. Hunter teams who have worked up enough kills through assassination contracts or with a rich couple of parents will jump at the opportunity to take their

profession to the next level. Combining precision and speed the Iguana Bikes can take out high profile enemies, civilian or military, with a forceful grace.

Ghost Weapons Platform, (3, 6) Monstrous Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Disruptor Cannon, Heavy, 36", 2/3	8/11	4+	3+/5+
Abilities	Armor Piercing (4), Blast (d6), Reload			

While rapid maneuver is the key to the Ascendancy's success in the field, firepower is a close second. To this end they employ the Ghost Weapons Platforms. These slowly hovering heavy disruptors provide a punch to the light infantry tactics of the Vlese. These are capable of punching through any individual's armor and even light vehicles and often form the pivot point of a sweeping maneuver.

Widow Commandos, (5, 10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Twin Disruptors, Assault, 12", 20/10	10/13	4+	3+/3+
Abilities	Disintegrating, Miner Threat			

One of the many specialist forces in the Vlese army, the Widow Commandos are masters of infiltration and mass murder. With noise suppressing gear, smoke launchers, and rapid firing disruptors, the Widows are the go to soldiers for wiping out resistance cells and enemy headquarters. These Commandos are often trained in active combat working through the dense megacorp cities of Earth and Mars where their stealth is put to great use harvesting the poor and discontented lower class.

Infernal Commandos, (5, 10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Plasma Lance, Assault, 9", 8/10	8/11	5+	3+/3+
Abilities	Armor Piercing (4), Blast (d2), Daring			

Infernal Commandos are specialists in the field of demolition and anti armor operations. Encased in strong insulating suits paired with carbon composite armor plating they can withstand oppressive temperatures. With a concentrated fusion powered plasma burner they can cut straight through any known material with enough time. The elite soldiers are also used in demolition operations and sabotage of important targets, nothing cuts steel beams quite like a concentrated burst of plasma.

Griffon Paracommandos, (5, 10) Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
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8"	Disruptor Rifle, Assault, 18", 16/12	12/15	4+	3+/3+
Abilities	Disintegrating, Marksman, Fly, Daring, Infiltrators			

For an airphibious assault to truly be successful, enemy defenses and hardpoints need a good bit of disruption. While traditional armies use paratrooper assaults, the light and agile Vlese have mastered the airborne assault. With mechanical winged suits and trained beyond the normal commando level in single combat, the Paracommandos are the elite of the elite spearhead of an assault. Being the first in any attack inevitably leads to high casualties however those who survive can be fast tracked up to commander status and even those who stay in the force can count on higher pay, more advanced equipment, and the prime meat cuts of their prisoners.

Thunderhead Commandos, (5, 10) Monstrous Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Photon Missile Launcher, Heavy, 36", 8/6	8/11	5+	3+/4+
Abilities	Armor Piercing (3), Blast (d3), Trained			

The pinnacle of Vlese weapons technology is the photon missile launcher. A miniaturized version of their star ship weaponry, the punch packed by these devices can stop assaults in their tracks and cut gaps in an enemy line. Fittingly enough the wielders of these weapons, the Ascendancy's bringers of death, are the Reaper Commandos. Expert marksman and bloodthirsty warriors, Thunderhead Commandos are conditioned to take pleasure in killing. Coupled with their training, powerful drug concoctions give these Vlese abnormal strength allowing them to whip their guns around and dull any spark of sympathy they may feel.

AFVs/Monsters

Monitor Assault Platform, (1,2, or 3) Fighting Vehicle, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
16"	Auto Disruptor Turret, Heavy, 18", 9/6	10/13	5+	3+/3+
Abilities	Armor Piercing (1), Hover, Disintegrating			

Vlese scouting parties are masters of stealth and lightning maneuver but when faced with a concerted assault a patrol will crumble without support. The Monitor Assault Platform is the rapid armored support Vlese use when pushing deep behind enemy lines. With its light armor, strong anti-personnel armament, and ability to shoot ahead with a scout force it's the most common of the AFVs the Vlese can field. This has led to it being fielded in every theater of war the Ascendancy fights in but also has allowed their enemies to find its weaknesses.

Rhea Assault Walker, (1) Monster, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
9"	Photon Missile Tubes, Heavy, 36", 6/6	10/13	6+	3+/3+
Abilities	Armor Piercing (3), Blast (d3), Sure Footed			

The Vlese blitzkrieg is planet spanning and in order to maximize surprise and avoid catastrophic losses they suffer in any head on assault the Ascendency often push through some of the worst terrain imaginable. Marching up mountains, through dense woods, and through muddy swamp, the Komodo Assault Walker can support an advance able to push back counter-attacks by even armored reserves. This vehicle is normally held back for special operations but certain houses with origins on the mountains of the Vlese homeworld have worked these into their go to strategy.

Wraith Annihilator Borg, (1) Monster, 225pts

Movement	Weapon	Morale	Defense	Martial Skill
9"	Disruptor Annihilator Array, Heavy, 18", 12/12	-/13	7+	3+/3+
Abilities	Armor Piercing (2), Brutal Strength (1), Disintegrating, Suppressive (1)			

Each Archduke is a prize for assassins both within and without the Ascendency and thus requires the highest level of protection. Wraith Annihilator Borgs were the solution to this problem with advanced sensors to pick up minute movements and cut through stealth systems they can pick up and waste potential threats with extreme prejudice. These became so successful that soon they were dispatched to heirs and heiresses to keep royal lines firmly intact. While Security Borgs are made from the less appetizing parts of imprisoned brains, Annihilators are made from prized commandos killed in the line of duty as a perverse honor.

Armor

Serpent Assault Tank (1) Armor, 225pts

Movement	Weapon	Morale	Defense	Martial Skill
14"	Disruptor Cannons, Heavy, 36", 2/5	9/12	7+	3+/5+
Abilities	Transport (10), Hover, Armor Piercing (4), Blast (d6),			

A staple of every operation the Vlese undertake, the Serpent Assault Tank is an effective and hard hitting troop carrier. While the Vlese's assaults are easily shattered, like their hollow bones, by concentrated fire, the Serpent provides a hard shell for their troops along with some counter fire against enemy armor. These sleek craft are not only able to speed along the ground but they are sealed off from the vacuum of space allowing them to bring troops down from orbit to the most vital sectors on a target world. While these vehicles aren't able to withstand a true

armored assault their utility and function in the Vlese doctrine makes them indispensable to the Ascendancy's operations from small commando raids to full scale warfare.

Naga Battle Tank (1) Armor, 350pts

Movement	Weapon	Morale	Defense	Martial Skill
12"	Fission Beam Cannon, Heavy, 60", 4/5	11/14	7+	3+/3+
Abilities	(Either: Armor Piercing (6), Blast (d6), or Armor Piercing (2) Blast (3d3)), Hover			

When a target is identified as a danger to a Vlese outpost or advance the Naga is the cleaver brought out to bring them low. Bearing the most powerful cannon the vlese can mount on their speedy assault craft, the Naga Battle tank is able to destabilize and detonate a target's atomic structure causing a blast able to wipe out even the strongest points and most determined soldiers. While these are the strongest weapons in any commander's arsenal, only a house with strong connections and a coherent strategy in mind will risk these devices in the field. Even when deployed these are given to tank aces and the 3rd and 4th children of the highest nobles.

Pterodactyl Attack Craft (1) Aircraft, 350pts

Movement	Weapon	Morale	Defense	Martial Skill
48"	Twin Light Disruptor Cannons, Heavy, 36", 4/4	11/14	7+	3+/3+
Abilities	Armor Piercing (3), Blast (3d3), Fly, Infiltrators			

The Galaxy's premier fighter aircraft, the Pterodactyl Attack Craft is the prize of the Ascendancy and their go to weapon in spreading their brand of speedy oppression. Able to reach speeds of 76000 mph and outgun any competitor the Slasher is a war criminals wet dream. While air superiority is a necessity for Vlese operations to succeed their first priority is to destroy any ground target they deem as in their way. While an air assault doesn't harvest the dood steaks quite like a ground assault, this has allowed them to wipe out bunkers and skyscrapers the same, even if the rubble of population centers makes for a quality defensive line. The Slasher also doubles as a star fighter capable of fighting alongside their capital ships, wiping out cannons before closing the distance and cutting enemy ships clean in half.

The Far'Wd Althing

Faction Rules

Stubborn Doods

Units do not receive the one Pin Marker for being hit by a ranged attack

While not grown for war or unnaturally cruel beings, Far'wds have a knack for dangerous situations and cool nerves in the face of overwhelming fire. Having developed on a blasted world covered in insectoid Bot Forms has bred a culture of bravery and devotion to their comrades, and to many Far'wds death is preferable to abandoning their post.

Natural Resistance

When this unit would have their stats negatively affected by a keyword roll a d6, on a 4+ ignore that keyword effect, if multiple keywords are applied at once roll a die for each

Having broken into the realm of sentience as their planet was being ravaged by the Doodobot crusade against the Vlese, the Far'wds learned not only to survive but evolved to be durable and resilient. Their thick scaly hide is very difficult to cut and when over their stocky bodies they are living rocks. The Farwds also possess an unnatural radiation resistance and a powerful liver allowing them to survive on their now toxic planet. Indeed, it is considered common courtesy amongst Far'wds to wear protective gear when liaising with comparatively fragile humans, to avoid exposing them to a Far'wds natural low level radiation.

Grappling Hook

When this unit makes a second move action it gains +2" of movement and Flying until the end of its turn

Far'wds may be tough beings but their stubby legs and heavy bodies make them slower than any other. To counteract this innate disadvantage they have invented many mechanical contraptions, the most common personal one is the grappling hook. While not something available to the general public, specialized workers and miners use these to rescue themselves from otherwise deadly falls or to climb steep cliffs which they'd have no hope of mounting otherwise.

Special Weapons

IPMI Shatterhammer

Great weapons you take have 1 extra attack

Few tools of the Farw'd are designed solely for industry. In the wastes and dark pits of their world bots hide, consuming the mineral rich rocks and any Far'wds they can ambush. To this end the Shatterhammer is the backbone of any expedition. With a dense head which can be filled with a shaped plasma charge, these can split stone and cave in metal chests easily.

UV 4800 Series Blaster Weapons

Plasma Rifles and Blaster Cannons you take have -2" of range, Radiation, and Blast (d3) instead of Blast (d2)

While plasma weapons are cutting edge and scarce technology amongst the Farw'd, what few they have make up for it with fierce volatility. The unrefined nature of the UV 4800 leads to it firing out crackling rings which vaporize soldiers and vehicles alike. While generally the property of the crown alone aspiring entrepreneurs can get units leased to them for an expedition, where what they need is more than the metal they normally throw down range. An increasingly large number of units have been known to "fall off trains" and into the hands of IPMI or their criminal collaborators.

Observer Strikes

Seismic Charge Bomber

Blast Radius: d6+6"

Roll 1d6 for each unit within the Blast Radius, on a 5+ the unit takes (2d6) hits with Armor Piercing (4), otherwise the unit suffers 1d6 hits with Armor Piercing (2). Infantry and Monstrous Infantry in the blast radius are Confused

The need for minerals is never ending in the Althing but while landing on asteroids and mining them by hand is badass, it is horribly inefficient. The Seismic Charge was developed to crack up these bodies and make grabbing them and further breaking them down possible. In a pinch however these explosives have a second intended function as bunker busters and anti ship bombs where they cause massive damage.

Stalactite Drop Pod

Blast Radius: One Target

Choose a point as normal. When the strike comes in, instead of an attack, place an AFV Drop Pod Model (no more than 5" diameter) on the field as close to centered on that point as possible accounting for units. If there is no spot you can put it which contacts the spot and is free of units, move units to make just enough room for the pod, move as few models as possible shortest distance they can go while still making space. Once the pod is down, place the models of one of your reserve units of infantry with 12 or fewer models or units of monstrous infantry with 4 or fewer models within 2" of that model. The Drop Pod counts as terrain after that and is light cover. Any unit in contact with the drop pod when it comes down initially, takes 2(d3) hits with brutal strength (3)

The crown holds a key place in the Althing as the commander of the permanent armed forces. These Shock Marines respond to any threat overrunning the fortified cities deep underground that the Farw'd call home. In order to relieve the Soldats before total collapse they rely on a system of orbital platforms and starships from which they fire themselves down. Rocketing down in torpedo pods with drills and filled to the brim with elite professionals, they have on many occasions saved millions with these insertion tactics.

Commanders

Excavation Team Boss, Character (Monstrous Infantry), 175pts

Movement	Weapon	Morale	Defense	Martial Skill
4"	Pick and Hand Cannon, Pistol, 10", 6/6	15/16	6+	3+/3+
Abilities	Aura (Commanding), Aura (Trained), Brutal Strength (3), Armor Piercing (2), Natural Resistance			

The backbone of The Farw'd way of life is their material culture. Tools, suits, machines, and even weapons all play an integral role as survival needs built into religion and economy equally. Gathering the raw materials for these objects however is always a bloody mess. Expeditions out into the wastes of Fjall or into the asteroid belts of the solar system are always met by remnants of the Doodobot menace. For this notable guild leaders and enterprising ex-marines set out to make a fortune and with the wealth of IPMI and the Crown they can always manage a grant for their own expedition.

Senior Armor Smith, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	NO 4000 Precision Rifle, Pistol, 30", 3/4	13/14	4+	3+/3+
Abilities	Medic (Vehicles Only), Armor Piercing (2), Brutal Strength (1), Sniper, Marksman, Natural Resistance			

In the harsh environments of Fjal protective gear has always been important. Protection from falling rocks, metal claws, and the poisonous elements was constantly the difference between life and death, those capable of making the most effective protection were highly honored. This has evolved over time into a system above the guilds of master smiths. These venerable craftsmen ensure that factories and foundries keep up to speed helping where needed and providing invaluable knowledge from decades of experience. In the field these smiths manage the repairs of armored units and fleets, getting into the thick of the fighting when needed.

Senior Rune Crafter, Character, Wizard (Technomancy) Level 1 100pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Ancient Blaster Staff, Pistol, 6", 4/4	13/14	5+	3+/3+
Abilities	Anti Magic (2), Armor Piercing (1), Brutal Strength (2), Natural Resistance			

While evolving in the blasted waste of Fjal, Farw'd learned of the incredible wealth stored inside the many Botforms which hunted them. These mechanical creatures run by powerful computers were a plentiful resource the primitive but clever Farw'd learned to harness far ahead of their time. While this has had the effect of stagnating their ability to develop computers from scratch, the incredible rate of bot replenishment and their continued discovery across the galaxy has kept this from becoming much of an issue. Those who specialized in the repurposing and

manipulation of these computer brains are Rune Crafters, named for the odd interactive language which controls the botforms. Graduating from highly specialized and prestigious institutions, Rune Crafters are highly capable but this insular training and their odd pseudo ritual behavior with their work has led greater Farw'd society to look at them with suspicion.

Shock Team Boss, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	Chaurad Carbine, Rapid Fire, 16", 6/6	13/14	4+	3+/3+
Abilities	Aura (Sure Footed), Brutal Strength (2), Daring, Radiation, Natural Resistance			

Originating with the guilds themselves as a warrior order the Shock Teams have come a long way and are now the professional military of the Crown. To lead them the officer core of the Shock Teams form ad hoc groups with their rigid hierarchy allowing them to come together quickly and form cohesive units. Whatever chief officer leads the force assembled at a given point is a Team Boss and is expected to take the initiative whenever higher orders fail to come in.

D.O.G.E (Demolition Ordinance Guidance Extractor) Bot, Character (Monstrous Infantry), 150pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	DP2800 Auto Turret, Heavy, 30", 3/4	11/12	6+	4+/4+
Abilities	Observer (Seismic Charge), Suppressive (1), Brutal Strength (2),			

Seismic charges can cause devastating collateral damage, especially with the lackluster capabilities of Farw'd sensors. To deal with this and to avoid losing ships and even settlements, the Farw'd have created a series of remote controlled robots armed with enough weapons to clear a path to their objective and with a powerful beacon which fleets or bombers can reference.

Pod Guidance Operative, Character, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	Naval Hand Cannon, Pistol, 10", 4/4	11/12	4+	4+/4+
Abilities	Observer (Stalactite Drop Pod), Armor Piercing (2), Brutal Strength (1), Grappling Hook			

When it comes to deploying Shock Marines the Crown would never rely on something as crude as a robotic insertion. To guide these high value assets specially trained operatives are deployed ahead of guild forces, often behind enemy lines to place beacons or use reworked Doodobot targeting systems to connect with the orbital forces.

Troops

Guild Soldats, (10 or 20) Infantry, 100pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Maxen Auto Rifle, Rapid Fire, 20", 10/10	13/14	4+	4+/4+
Abilities	Suppressive (1)			

Fjal and other worlds under the reign of the Farw'd Althing are still prowled by the mechanical wildlife, making even the mundane task of mining extremely difficult. The Miner's Guild trains their workers to operate as well organized fighting cadres to defend themselves in the field. Similarly, the Spacer's guild trains their crews to operate as marines to protect themselves against roving gangs of pirates and other threats of space. Every Guild maintains some amount of trained and armed soldaten amongst its workers, though theoretically all guild employees can be mobilized if then need arises.

IPMI Enforcers, (10 or 20) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	MP4000, Assault, 10", 18/10	13/14	5+	4+/4+
Abilities	Violent			

Initially conceived as Interplanetary Mining Incorporated's own private defense force, to operate where the Shock Marines could not or would not go, the Enforcers have since become little more than a tool to bully workers with. They are adapted for fighting primarily other Far'Wd troopers in the close quarters environments of cities and tunnels, with short-ranged, heavy-caliber submachine guns, and ambush resistant armor.

Shock Marines, (5 or 10) Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	Chaurad Carbine, Rapid Fire, 16", 12/12	14/15	4+	4+/4+
Abilities	Brutal Strength (1), Radiation, Natural Resistance			

Also known as the King's Hammer, the Shock Marines answer directly to the Crown. The Shock Marine Corps are a highly mobile strike force which can rapidly respond to any situation. Garrisoned aboard destroyer and cruiser vessels as well as the permanent stations in orbit of their worlds, they are able to respond to threats anywhere within Far'Wd space.

Special Forces

Surveyor Assault Bikes, (3 or 6) Monstrous Infantry, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
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10"	Hull Mounted DP2800, Heavy, 30", 9/9	9/10	5+	4+/4+
Abilities	Recon, Suppressive (1)			

These lightweight utility vehicles are meant primarily for prospectors to find new ore veins, or to help mining crews get around the worksite. Ruggedly built and powerful enough to handle any terrain, the Surveyor Bike proved to be an exceptional fighting vehicle in reconnaissance or hit-and-run operations.

Marine Bot Scrappers, (5 or 10) Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	UV 4800 Blaster Rifles, Rapid Fire, 16", 10/12	16/17	4+	3+/3+
	Blast (d3), Armor Piercing (2), Brutal Strength (1), Violent, Radiation, Natural Resistance			

Among the Shock Marines are the brave few who form the initial spearhead into the dark caverns. Armed with the most advanced plasma weapons the Althing can muster, these (relatively) high mobility assault troopers burn holes through the enemy line for their reinforcements to exploit. The position is one of great risk and high prestige, and many of these soldiers will be honored with the task of guarding dignitaries of the royal court.

Excavator Scout Team, (4 or 8) Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
6"	NO 4000 Precision Rifle, Heavy, 30", 8/8	14/15	4+	3+/4+
Abilities	Grappling Hook, Armor Piercing (2), Recon, Sniper, Marksman			

These members of the armed IPMI "Excavator Corps" are specialized in light-infantry and commando tactics, which are relatively new to the Far'wds but have quickly been embraced. In the mines, the Scouts survey the ground for ore veins to harvest. In battle, they are tasked with rooting out, and if possible destroying colonies of insectoid robots. If they find a challenge they cannot face alone, they flee with the assistance of their grappling hook, and relay their intelligence to their teammates.

Excavator Driller Team, (4 or 8) Monstrous Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Flamers and Drills, Assault, 10", 4/12	14/15	5+	4+/3+
Abilities	Blast (d6), Frightening (1), Armor Piercing (1), Brutal Strength (4),			

	Marksman			
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Equipped with powerful drills and heavy duty blowtorches, these specialist workers are tasked with clearing the toughest obstacles for Excavator teams. Given enough hazard pay for their efforts, a team of Drillers will readily put their tools to work against a Centibot hive. Their heavy tools and protective equipment naturally lend the drillers to acting as a force of aggressive sappers.

Excavator Engineer Team, (4 or 8), Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	NO 3000 Locator Rifle, Assault, 16", 12/12	14/15	4+	3+/3+
Abilities	Homing, Antimagic (1), Brutal Strength (1), Medic (Vehicles Only)			

Tasked with ensuring a mine's safety by installing air pumps, water supplies, and security systems the Engineers fulfill the support duties essential for keeping the miners themselves in working order. The Engineer's use of Doodobot derived technology and overall less physically demanding job has led the other Excavators to look upon these support technicians with a degree of distrust. Nonetheless, their assistance is always appreciated when push comes to shove.

Excavator Gunner Team, (4 or 8) Monstrous Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Bolor Roto-Cannon, Heavy, 20", 16/8	14/15	5+	4+/4+
Abilities	Armor Piercing (1), Brutal Strength (1), Suppressive (2)			

Deployed in conjunction with the Excavator Scout Teams, the Gunners are equipped with heavy rotary barrel machine guns to clear out the toughest hives. These professional mercenaries frequently find jobs backing up squads of Enforcers in labor disputes, leading to a reputation of fear and distrust amongst the Guilds.

H.O.S.E (Heavy. Ordinance. Support. Extractor.) Bots, (3 or 6) Monstrous Infantry, 200pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	DP2800 Auto Turret, Heavy, 30", 9/6	-/14	6+	4+/5+
Abilities	Medic, Suppressive (1), Brutal Strength (2)			

Wherever there are teams of miners delving into the caves, there are bound to be a number of H.O.S.E robots in tow. With the ability to defend themselves en-route and to provide armored fire support to Far'Wd mining teams, the H.O.S.E bots are as essential to the Excavators as their dynamite and pickaxes.

H.O.L.E (Heavy. Ordnance. Launcher. Extractor.) Bots, (3 or 6) Monstrous Infantry, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
5"	Launch Toobs, Heavy, 26", 4/6	-/14	6+	4+/5+
Abilities	Bast (d6), Armor Piercing (4), Brutal Strength (2)			

Built upon the chassis of the H.O.S.E, the up-gunned H.O.L.E sacrifices the storage capacity of its brother for a heavy multiple rocket launcher. Able to defeat even the heaviest mechanical horrors that stalk the caves of Fjal, the H.O.L.E has earned a legendary reputation amongst the Excavators, Guilds, and even the Shock Marines who have purchased several for fire support.

AFVs/MONSTERS**Universal Terrain Buggy (1) Fighting Vehicle, 150pts**

Movement	Weapon	Morale	Defense	Martial Skill
8"	Hull Mount DP2800, Heavy, 30", 3/6	11/12	6+	4+/5+
Abilities	Transport (5), Suppressive (1), Open Topped, Sure Footed			

Though not the fastest or flashiest, the Universal Terrain Buggy incorporates the all terrain insectoid crawler design of the H.O.(S/L).E system into a rugged transport. Inexpensive and ubiquitous, the buggy is used for everything from hauling equipment into the mines to spearheading mechanized assaults.

Exo Miner, (1, 2, or 3) Monster, 150pts

Movement	Weapon	Morale	Defense	Martial Skill
8"	Mining Lasers, Heavy, 10", 2/8	13/14	6+	4+/4+
Abilities	Blast (d6), Armor Piercing (4), Brutal Strength (3), Sure Footed			

Though stout and plated in keratin scales, there are limits to what the body of a Far'Wd can achieve on its own. When the equipment is truly too heavy or the conditions of the worksite are simply too hellish, the Exo-Miner suit is worn. Fashioned from armor plate and powered by hydraulics, the Exo-Miner suit magnifies the strength of its wearer, and protects them from hazardous conditions such as extreme temperature, cave-ins, or hostile mechanical wildlife. To many of the militarized groups of Guild Soldats, the Exo Miners comprise their primary armored fighting vehicle force.

Exo Enforcer, (1) Monster, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
8"	Twin Bolor Roto-Cannon, Heavy, 20", 10/10	13/14	7+	4+/4+
Abilities	Suppressive (2), Armor Piercing (1), Brutal Strength (2), Sure Footed, Violent			

The Exo-Enforcer is simply an armed variant of the Exo Miner suit. In keeping with the Far'wds ever-inventive "fuck it we ball" mentality, the first Enforcers were built by mounting available guns onto an Exo Miner to create an expedient armored fighting vehicle. Over time, the Exo Enforcer was adopted for official production, where it was commonly sold to corporate Enforcers.

Armor

"Geode" Mobile Fortress, (1) Armor, 350pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Multiple Missile Launcher, Heavy, 30", 6/10	13/14	8+	5+/5+
Abilities	Blast (d6), Armor Piercing (1), Brutal Strength (2), Transport (12), Sure Footed, Natural Resistance			

Built to survive a fall from orbit onto the harsh terrain of moons and asteroids, the ruggedly built Geode Mobile Fortress provides a team of Excavators, Enforcers, or Guildsmen with a home base. The armored carapace contains a safe, pressurized environment that can survive the conditions of space, its stout mechanical legs can carry it over the harshest terrain, and its multiple missile launcher can protect the crews from the mechanical horrors which may spill forth from the mines. Though its weaponry pales in comparison to the real armored fighting vehicles used by The Crown, it is nonetheless the most formidable land vehicle that IPMI or any Guild can field.

"Stalagmite" Self Propelled Cannon, (1) Armor, 350pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	K Series Canon, Heavy, 30", 4/8	13/14	8+	4+/5+
Abilities	Blast (d6), Armor Piercing (4), Brutal Strength (1), Natural Resistance			

Stalagmite Self Propelled Cannons are the backbone of Shock Marine Royal Mechanized Armies. These vehicles are the continuation of a proud Farw'd tradition, because of the size and might of many Botforms, artillery, whether primitive stake and stone throwers or cannons and howitzers, have played an integral part in survival on Fjal. Stalagmites as such mount the latest of these marvels of engineering, the K series cannon. Firing 115mm by 500mm

shells with either tungsten armor piercing cores or high explosive shells, the two main answers to the bug styled Botforms which roam around the wilds of Fjal. The weapons platform's main flaws are the immense weight of the artillery platform, limiting its armor thickness and ability to be deployed and with that its lack of a rotating turret in order to mount the cannon in a functional mass produced weapon.

“Bertha” Class Dozer Tank, (1), Armor, 500pts

Movement	Weapon	Morale	Defense	Martial Skill
7"	Siege Gun and Dozer Blade, Heavy, 40", 4/8	13/14	9+	4+/5+
Abilities	Blast (3d3), Armor Piercing (5), Brutal Strength (4), Sure Footed, Natural Resistance			

Based on an ancient earthmoving tractor which is still ubiquitous throughout the mines, the Bertha Class dozer tank combines the nigh indestructible chassis and unstoppable engine with a 95mm hypervelocity gun in a fully rotating turret, cased soundly in a 68 ton armored shell. Designed long ago to meet the herds of Centibots in battle, the Bertha Tank can tangle with the largest Botforms, even in close quarters. These tanks are revered relics in many cities, kept waiting in working order on pedestals and in museums to defend their people when needed. Aboard the Crown's starships, these beloved artifacts are cared for daily to ensure their proper function. Though large and slow, the Bertha is surprisingly ambush resistant thanks to the sheer mass of its armor which allows it to weather blows, and crush anything beneath its mighty treads. Its high powered gun, loaded with configurable bag charges for variable ranges, allows it to fell any beast which crosses its path. Though no longer in high-volume production as the Stalagmite has supplanted it as the mainstay armored vehicle, the venerable Bertha Class remains in service to the Shock Marines as an unbreakable obstacle.

H.S.B.E (Heavy Sensor Blimp Extractor), (1), Armor, 250pts

Movement	Weapon	Morale	Defense	Martial Skill
8"	Dropped Mining Charges, Assault 6", 4/4	13/14	7+	4+/5+
	Armor Piercing (2), Blast (d6), Aura (Marksman), Aura (Commanding), Aura (Daring), Transport (1 Monster/AFV or 12 Infantry)			

Though the concept of aerial warfare is relatively undeveloped within the Far'Wd Althingi, modern analysis of combat on planetary surfaces revealed several key needs: close support firepower, surveillance, communications, and transportation in an airborne platform. The automated Sensor Blimps provide just that, a mobile hardpoint in the sky providing visual and sensory watch over the battlefield, communications relays, and a respectable carrying capacity for troops, equipment, or even vehicles. Though typically used by the Shock Marine forces, these vehicles are also used by nonstate actors such as the Guilds and IPMI.

One More Thing...

Well I'll be damned, someone actually read this book. You won't get that time back, I only hope that you enjoyed it enough to lose further unretrievable hours playing this game. Then

spend even more time telling me how to improve it. In all seriousness, this book is the culmination of over 3 years of development and if anyone bothers playing it, that is its own reward. Thank you.

The reason we made Doodfight was twofold; accessibility and inclusivity. The barrier to entry on tabletop gaming, namely a certain game by a certain workshop, is far too high for most to pay. In what world should a single 28mm plastic dood cost ten dollars? In recognition of this barrier to entry, we opted to release our models for free as digital files. While 3d printing is far from universally accessible, makerspaces and reasonably affordable hobbyist printing setups are becoming more prevalent.

Furthermore, while doodfight does have a relatively clear set of protagonists and antagonists, we are committed to maintaining a balance of power on the tabletop between all factions. We hope that the alpha version of our game will garner interest in the finished product, and we encourage you to write back with suggestions and feedback. Find some friends, find a basement, grab some plastic models, throw some dice, and let us know how it goes.

Thank you for your time.