

PARADOX WARS



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INTRODUCTION

At the heart of this game is what is known as a BGF – A Battle Group Formation. This is a way in which individuals can combine their stats together to create groups of characters that are specialised towards a certain function. Different types of models can be combined to create different effects – for example, 4 assault rifle armed soldiers would create a formidable missile unit, whilst 5 melee fighters in a BGF would create an unstoppable melee tank, or you could combine 3 fighters and 2 archers for a unit with the best of both worlds. Tactics will depend largely on the player, and as such there is no right or wrong way of doing this.

PROLOGUE

It had been almost a decade since the end of the third great war of nations. Chemical warfare and modern technology had ravaged the atmosphere, leaving the Earth completely dependent on energy shields to protect against the violent gamma radiation of the sun. Areas outside of the shields became uninhabitable. The Earth had been stripped of its once bountiful supply of its raw materials. The Earth was dying and time was running short. Humanity faced what appeared to be an inevitable destruction.

New hope developed in Europe with an advancement in nano technology, allowing scientists to scratch build living organisms from a genetic level in mere days. Mankind had uncovered its salvation. The technology was used terraform the once uninhabitable deserts, creating lush green paradises once more. Within a few years the natural state of the planet recovered and the reliance on the energy shields to protect civilisation was over. The creation of the perfect Nanites united the world and saved Humanity from its destruction.

The age of Nanites had created an evolution in Human society, allowing massive advances in medicine, mechanics and weaponry. Disease was a thing of the past, and wounds which would have once surely been fatal no longer posed a threat. But Human nature would prevail. They would find other ways to kill each other. Inevitably the very technology that had only a few years earlier been their saviour was now their greatest threat.

In time, the world became overcrowded and war once again reared its head. Two great nations struggled for land. Many Humans took to living on mining ships in the solar system asteroid belt. After 3 long years of war a worldwide cease fire was called as the defence corporation n-Tec industries announced it's first successful interstellar Wormhole jump. This breakthrough brought peace back to the Earth. There was now another option – deep space travel. Once again our two great nations worked together once more as they had done so all those years ago.

The second industrial revolution had united the world constructing massive star ships, freighters and transports embarked on deep space missions. As the Humans reached out further into the stars discoveries of new elements and minerals led to the introduction of new alloys enabling advancement and enhancement of technologies capable of extending the range of Wormhole travel; previously limited by massive power consumption. It soon became apparent that not all the scout vessels were arriving at their designated planets on schedule. Some arrived early whilst others were late, and some never arrived at all. There was no evidence to explain this phenomena in any of the ships logs.

After long periods of testing, it became apparent that the reason for the anomalies in the Wormhole jumps was due to external influence of tachyon radiation from subspace nebular clouds in the direct path of a Wormhole. The Wormhole experiments were temporarily suspended as scientists looked in to the possibilities of being able to replicate the tachyon storm effect within a drive system to enable precise control of how an object travels through time as well as through space. The World Council called an emergency meeting to discuss the use of tachyon based drive systems being used, realising that this technology could be used to alter time itself. The consequences of doing so were unknown and too dangerous to explore. It was decided that this technology would remain a secret from public knowledge and banned from further development.

Two years later a small cargo ship on the outer rim of the galaxy received a distress signal using Earth's military encryption protocol. The signal was relayed back to Earth where it was discovered to be one of the missing vessels. The Earth Defence Council authorised its retrieval and launched a small salvage mission to recover the crash data and debris for testing. Long range scans of the planet were giving off strange readings believed to be caused by the star system's tachyon nebulas. Closer observation of the planet detected advanced structures and energy signatures as well as their crashed vessel on what was supposed to be an uninhabited planet. A high energy surge was detected from the planet's surface, and contact with the probe was lost. Mankind, to this point had never found definitive proof of other intelligent life in the galaxy but after reviewing the data from the probe it was clear that Humans were not alone. The data revealed by the probe showed the crashed vessel had been transmitting a distress signal for thousands of years. The signal was coming from a structure and not from wreckage.

The Wormhole experiments had transported the automated vessel six thousand years into the past. The ship was knocked off course and badly damaged by space debris and the ship crash landed on the planet. The ship was unmanned, but was loaded with a terraforming Nanite payload designed to make the atmosphere breathable, however, the data core was badly damaged and many of the Nanite command protocols had become damaged or corrupt. The Nanites did what they were programmed to do, but they didn't stop at the atmosphere, they modified and improved all aspects of all life on the planet bringing the micro-organisms that were native to the planet, in to a state of hyper evolution creating the first non-Human intelligent life in the known universe.

The planet's surface was covered with dome like alloy structures with evidence to suggest massive underground complexes. Due to the magnitude of this discovery the Earth Defence Council ordered immediate deployment of their military and exploration fleets in attempts to communicate and study this newly discovered civilisation. After three months of hyperspace travel and Wormhole jumps the Humans gathered on the edge of the Alien star system but his time things were different. The Aliens had constructed large orbital structures around their planet which were accompanied by a large fleet of ships, this time they were waiting. The Alien fleet began to move on an intercept course with the Human fleet. The large Alien orbital structures began to power up, revealing devastating power as they opened fire on the Human ships. The Humans retaliated and launched every fighter they had in attempt to draw fire long enough to make the jump to hyperspace, but there were too many. For every Alien fighter shot down, ten more were launched.

A large Wormhole began to open up behind the Human fleet. A large assault cruiser emerged from the void transmitting a message for Captain Magnus commander of the military flag ship. Although the cruiser was an advanced unfamiliar design the voice in the transmission was unmistakably his own. The Captain had travelled through space and time to prevent destruction of the Human fleet. The assault cruiser obliterated wave after wave of Alien fighters allowing the Human fleet to disengage the Aliens and retreat to hyperspace. During their retreat, A data stream of valuable Intelligence was received along with instructions from the future Captain to his past self to be presented to the Earth Council. The information related to an Alien retaliation attack on Earth, technical data for weapons and technology both Human and Alien, and instructions to resume the Wormhole experiments with extensive new data on temporal manipulation. The Earth Defence Council appointed Captain Magnus to lead an elite military force assigned to protect the Earth with any and all resources at their disposal.

Captain Magnus and his experimental team began to establish fortifications in an attempt to safeguard strategic points across the Earth and Human colonies. The Captain and his team were equipped with cutting edge time distortion technology enabling each Human to wield the power of time itself. Humans with these abilities are known as Paradox Troopers.

It soon became apparent that the Alien race also had capabilities for time travel, and the annihilation of the human race would be much easier at a less advanced point in human history.

Little do the aliens realise that their own origins rely upon the advancement of the human race and so destruction of humans in a more infant state would result in their own eradication from time. Ironically, in order for the Alien's own civilisation to survive (or even to exist at all), humanity must prevail... Let the battle commence!



TIMELINE

2491

The Human race was at its peak of the second golden age of the mighty Human Empire. Spreading out to the stars and colonising new worlds reaching the furthest corners of the galaxy in the search to find signs of other intelligent life in the universe. Wormhole technology was still very limited due to the power requirements it could only be used for short range travel

2493

Dr Nonameyet theorised that Wormhole technology may be able to prove or disprove the multi verse theory and that it could be possible to travel to another universe and meet different versions of life in other worlds. His presentation was an inspiration to the leaders on the world and the project was approved.

2495

After much testing it was proved that the drive system functioned correctly although not much was known about the other side as the bridge between worlds could only remain open for a few seconds after that time any contact with probes or shuttles that had been sent through was impossible. The drive system for multi verse travel was ready for testing with real life subjects. The world council assembled a team of their best and brightest minds from medicine to military and begun preparations for their mission.

2496

Riots and terrorist cells range havoc across the colonies in their protest of breaching the walls between worlds. The star ship Nonameyet sets off on its mission to another universe. Moments after the Wormhole jump all contact is lost with original universe.

2498

After two years with no contact or any sign of the star ship Nonameyet it was decided the project was a failure and was shut down

2499

An alert is issued due to waves of unknown tachyon interference causing communications issues all over the galaxy. a Wormhole opened towards the centre of the galaxy. Two shuttles had emerged and two weeks later two probes arrived the same way. it was then discovered the unmanned shuttles and probes were the very same ones that had been used for the multi verse experiments however the logs for all systems had no signs they had been anywhere at all.

2501

Another tachyon storm causes havoc on the system as another unexpected Wormhole opens this time it was the star ship Nonameyet. The ships computer logs were the same as the shuttles and probes. it had been five years the ship had been missing for but nobody had aged and were completely unaware of how long they had been gone. Instead of travelling between worlds they had travelled through time.

(meanwhile thousands of light-years way lived a race of highly intelligent cybernetic Humanoid race called Deceptions had evolved in a different technological way, were also searching for other life in the universe began to detect strange tachyon phenomena and set out to track this energy to its origin. until now the Deceptions believed they were alone in the universe as they had spent the last 7 millennia destroying everything living thing they ever found to assure their dominance of the universe)

2502

Dr Nonameyet was hired by Corporation X to continue the multi verse program in secret now with a working time drive and a whole new set of variables and data to work through.

The World Council considered the time travel technology too dangerous and prohibited its use or development.

2504

Human colonies on the edge of the galaxy are attacked by the Deceptions. the world council try to reason with the Deceptions, who demand the Humans hand over the technology that creates tachyon storms or be destroyed. Corporation X decides the council are to weak and launches a counter attack at the Deceptions, reminding them if they destroy any planets they will end up destroying the very thing they came for and instead demanding the surrender of the Deceptions. An epic battle ensues, lasting several years with heavy losses on both sides.

At the same time Dr Nonameyet and the secretive Corporation x have been busy preparing perfecting and experimenting not only with Human technology but also testing Alien Human hybrid weapons and defences

2506

Dr Nonameyet concludes that to defeat an enemy of this scale Humans need rapid evolution. He assembles his experimental team and begins cybernetic augmentation, and weapon testing

2507

The Deceptions learn of prototype Human shuttle craft equipped with classified technology, and dispatch a fleet for its retrieval from a military space dock. They capture the shuttle after it is damaged in the gunfight and retrieve the temporal drive technology, at this point still unaware of its time travel capability. The Deceptions got what they came for and the annihilation of Human colonies began. The Humans were fighting a losing battle as more Deception reinforcement ships arrive.

2508

The Deceptions unlocks the secret of the stolen Human technology and sets out to eliminate sentient life on all planets to aid in their relentless colonisation of the entire universe in all periods of time past present and future. all that stands between them and extinction of the Human race is Dr Nonameyet and the paradox squad.

2509

The fate of the Universe lies in your hands. Arm your forces and prepare for all out war!



GAME TERMINOLOGY

Player

A player in the game is you! Player refers to the Human being rolling the dice and moving the models.

Owner

References to the Owner of (for example) a unit, refer to the player who is in control of that particular unit.

Dice

Dice in the game are referred to in the gaming standard as D6, D4, D10 etc. The number following the D is the number of sides to the Dice. The only exception to this rule is where a D3 is required. In this case, you roll a D6 and half the result rounding up (1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3). Where a number precedes the 'D' (e.g. 2D6), then you are required to roll that number of the specified die.

BGF (Battle Group Formation)

A BGF is the core of the Game, allowing a number of individual models to band together into a single more powerful entity.

Character

A Character is a single model, usually a unique personality with special abilities.

Individual

A reference to an Individual refers to a single model that is not part of a BGF

Unit

When a Unit is referred to, it is referring to any and all models and BGFs. It is a non specific term to cover all figures in the game.

FORMING A BATTLE FORCE

To compile a battle force, you will need to force listing for the faction you wish to play as. Within this list, each troop and vehicle type is given a point value based on their power and abilities in the game. Realistically, 2 forces built to the same points value should each be able to partake in a fair battle.

Depending on the type of game or scenario you play, you will either have a prescribed points limit to work to, or agree a maximum limit between players. Scenarios may also place limits on elements of the force, such as vehicles, heavy weapons, hi-tech equipment, maximum BGF numbers etc. These restrictions will be specified within the specific scenarios. In a pitched battle (i.e. not scenario driven), restrictions can be left out entirely or imposed as agreed by all players in the game.

Once the points limit and restrictions are established, pick your force within those limits.

STATS

Each troop type has a profile of statistics known as Stats. Individual stats are abbreviated to 2 letters, and explanations of the abbreviations and what they represent in the unit are:

HP stands for Health Points, and represents the amount of damage a unit can take before being removed as a casualty

AV stands for Attack Value, and represents the unit's melee prowess

MV stands for Missile Value, and represents the unit's ability with firearms and other missile weapons

DV stands for Defence Value, and represents the unit's armour or other such ability to deflect damage.

WV stands for Will power, and represents a unit's mental toughness and tenacity.

Note: AV, MV and DV are determined by equipment and skills and no race will have a standard profile.

RACE	MOVE	HP	AV	MV	DV	WV	Unit Size
Human	4	1	-	-	-	3	1
Aliens	5	1	-	-	-	2	1

BATTLE GROUP FORMATIONS

Each individual has their own unit size (typically between 1 and 5). Individual units may be joined together into a Battle Group Formation with total unit strength of up to 5. This must be done at the start of the game, and once created, a BGF may not be disbanded during the game (in campaign play, individuals may be moved around to create alternative BGFs). The total HP, AV, MV and DV of all models in the group are combined. The WV of the highest member is taken, as is the lowest Movement value in the group This group is effectively treated as a single entity for the duration of the game and may not disband at any time.

This is a good way of protecting valuable characters, but can also have its disadvantages, for example, a group of fighters would obviously be much more effective with 5 warriors as opposed to 1, where a group of 5 thieves would be cumbersome and impractical, so some common sense should be applied when creating your formations. Other than maximum BGF sizes, there are no other restrictions in terms of creating your BGFs.

All models in a BGF must perform the same action in any turn (or supporting actions as detailed later in this section), and must all direct their actions at the same target. If you wish one BGF member to shoot at an enemy, then all other models in the BGF must also do the same. Any who do not have the ability to make a missile attack are unable to act and cannot contribute. This will not be too difficult to work out as the BGF will have a single combined stat line which will reflect this, but again, bear in mind the purpose of your BGF when deciding on your actions.

Where all models are equipped with a different weapon with special effects, you may choose one special effect

Some individual's special abilities will have an effect on the whole BGF that they are part of, however, some will only affect the individual themselves. If the special abilities apply to the whole BGF, then it applies no matter what weapons are fired, actions are taken etc. If the ability is specific to the individual, and is relative to an action (such as increased speed allowing greater movement) then unless all members of the BGF share the rule, then it is rendered obsolete and cannot be used (in cases like this it can be more beneficial not to be part of a BGF).

Some individuals have special melee, Biotech and missile attacks that they can make, which they can still use even if no-one else in the group is able to use. These may be used in place of the BGF's action for that turn.



THE GAME TURN

At the start of the game, players roll a D6 each to determine who takes the first turn. The player that rolls highest may decide to go first or second. If there are more than 2 players, repeat this process, leaving out the winner of the last round to determine the sequence of play.

Each turn in the game follows the same sequence:

- 1 – Movement Phase
- 2 – Action Phase
- 3 – Recover Phase
- 4 – Resolution Phase

MOVEMENT PHASE

Each BGF has a standardised move of 4". The effects of some Biotech abilities may reduce this value or increase it. This is all that is allowed in the Movement phase. All models in a BGF must remain within 2" of another model in the same BGF at all times. This coherency cannot be broken voluntarily and if at any time the gap should grow greater than 2", every attempt must be made to close it.

The units may also run in a turn and move double their standard rate if they so wish – to do so, the player must roll 1D6 and roll equal to or less than the unit's move rate (e/g a Human's Movement rate is 4", so a 1, 2, 3 or 4 on a D6 will succeed – a roll of 6 always fails irrespective of the Movement rate). If the roll succeeds, the unit may move up to double their normal rate. If it fails, the normal movement may still be taken, but they may not shoot or use Biotech abilities in the Action Phase.

The facing of each model in the BGF at the end of the movement determines the direction in which they will perform their action. Although the BGF acts as a single entity, all models in the BGF must be able to see the intended target or the stat line must be adjusted accordingly for that action.

All models have a 90 degree field of vision to the front.

ACTION PHASE

During the Action Phase, a BGF may elect to do ONE of the following:

Melee Attack

Shooting Attack

Use a Biotech ability

Use a character specific ability (one per BGF)

Use a weapon specific ability (one per BGF)

Use an item specific ability (one per BGF)

MELEE

Roll 1D6 for each point of AV on the BGF profile. Each roll of 4+ is a successful hit.

The target BGF rolls 1D6 for each point of AV on their BGF profile. Each roll of a 4+ successfully deflects a hit.

For each hit that is not blocked, roll 1D6. A roll of 4 5 or 6 inflicts a wound. The defending unit then gets a number of D6 equal to their DV value with which to attempt to cancel out the wounds. A roll of 5+ will successfully nullify a wound. For each wound that is not saved, 1HP is removed from the BGFs remaining total.

Multiple opponents

Every BGF beyond the first to engage an enemy gains a bonus to their attack score. The first group to engage gets no bonus, the second and third get +1AV bonus for a flanking attack, the fourth group gets +2AV bonus for a rear attack. Once the 2 flanks and the rear of an enemy are engaged, no subsequent combatants may join, except from the other player's own units who can join to even the score. If a flanking unit is engaged by an enemy in this way, all flanking and rear attack bonuses are lost.

Resolve the first unit's attacks against the target, and if the unit survives, proceed to resolve the second unit's and so on. Each subsequent bout of attacks is treated like a new combat, with full HP on both sides etc, with the exception of the flanking bonuses being applied.

SHOOTING

Roll 1D6 for each point of MV on the BGF profile. Each roll of a 4+ is a successful hit.

For each successful hit, roll 1D6. A roll of 4 5 or 6 inflicts a wound. The defending unit then gets a number of D6 equal to their DV value with which to attempt to cancel out the wounds. A roll of 5+ will successfully nullify a wound. For each wound that is not saved, 1HP is removed from the BGFs remaining total

Maximum Range

Each missile weapon has a maximum range shown in the weapons tables. This is the furthest distance at which an enemy can be targeted. If the enemy is outside of this range, then no shots may be directed to them.

In the case of a BGF, it is possible to have a variety of different missile weapons with different ranges. If this is the case, pick the longest and shortest ranges from the group. When firing within the shortest range, the BGF may use 100% of their MV when shooting. If the range is beyond the shortest and within the longest range, only 50% of the BGF's MV may be used. This applies irrespective of the ratios of weapons, so choose wisely!



BIOTECH ABILITIES

Biotech is a term used to describe a variety of abilities that have become apparent in some talented individuals. These range from fairly minor ESP and telekinesis, through to highly destructive abilities capable of vaporising a city! Through modern technological advances, it has become possible to 'implant' certain abilities into users, although the range of implanted abilities is far smaller than those occurring within nature. In primitive beings, these abilities are referred to as 'Magick', and can change the course of a battle if used correctly.

Biotech Generators

Biotech users can only use their biotech abilities if they have a power source known collectively as a biotech generator to generate the Power Points (PP) they require. They come in a variety of sizes and power levels, although generally, the smaller the generator, the less power it can generate. For those whose abilities are innate, there are a number of creatures from whom this energy can be drawn – these are known as Familiars. Each familiar grants the Biotech user D6 PP to use each turn. Power Points (whatever the source) cannot be carried over to the next turn, so must be used or lost.

Biotech Abilities

Biotech Abilities are used in the action phase like any other skills or abilities and as with other actions, all members of the BGF must perform the same action or a relative supporting action. Abilities are listed in the Faction Force booklets along with the relative PP required to use them.

DAMAGE

In order to kill your opponent, the amount of damage caused must be greater than the number of HP the BGF has on its profile otherwise they remain in play. Each subsequent combat phase, all BGF's HP is restored and the process begins again. You cannot reduce your opponent's HP by winning further combats, though some spells, skills, artefacts and the like may have effects that will reduce an opponent's HP temporarily. A BGF that has all of its HP removed during a single phase is killed and is removed from play.

RECOVER PHASE

Any ill effects that have been imposed for any reason (fire, poison, confusion, sleeping, panic etc) may be recovered from. If the recovery fails, the effect remains in play until the subsequent recover phase (or until other removal criteria are met)

Ill effects that may befall an individual or BGF are as follows:

Sleep

The unit falls into a deep sleep. They will be woken if attacked or if a friendly unit comes within 2" of them in the movement phase. They may also wake during the Recover phase if a 5 or 6 can be rolled on a D6.

Poison

The unit is poisoned and the overall HP of the unit is reduced by -1 for the duration of the poison effect. Poison may be removed using abilities, or may recover naturally during the Recover phase if a 6 is rolled on a D6.

Burning

A unit hit by an explosion or a flaming weapon may catch fire. If the unit survives, the owner of the unit must roll a D6. On a 1, 2 or 3, the unit catches fire. They may not move normally, instead moving D6" in a random direction. The fire may be put out by a friendly unit within 2" in the Recover Phase by rolling a 5 or 6 on a D6. However, if the assisting unit rolls a 1 they will also catch fire! Additionally, any unit (friend or foe) that the burning unit comes within 2" of during their random movement may also catch fire if they roll a 1 on a D6. The burning unit may not be engaged in melee until after the fire is extinguished.

Frozen

A Frozen unit is not frozen solid, but does have a delayed reaction time.

Confusion

Roll a D6 at the start of the turn. If the number is Even, the Owning player controls the unit as normal. If the roll is Odd, the opposing player may make that unit's movement and actions for the turn (including attacking friendly troops should they wish). The opposing player may not make the unit do anything self destructive (such as drop a grenade at their feet or deliberately catch fire), however any other actions are permitted. If the owning player rolls a 4, 5 or 6 in the Recover phase, the confusion is removed. Also, if an enemy unit fires at the unit or engages them in combat, it will also break the confusion (by effectively reminding the unit who is the enemy!)



RESOLUTION PHASE

The Resolution phase is applicable to a unit if any of the following events have happened to it in the turn:

The unit has been shot but not killed

The unit has lost a melee combat but has not been killed

The unit has been hit with an offensive Biotech ability (i.e. one that causes direct damage, rather than a status effect) but has not been killed

The unit must roll equal to or under its WV value on 1D6. If the roll is successful, the unit suffers no adverse effects, however, if the unit fails the roll, the outcome will be as follows depending upon the cause of the test:

Shooting/Biotech Resolution

If the WV test was failed after being hit by enemy fire, the unit must immediately move 2D6" towards cover. If this distance is sufficient, the unit must hide in the nearest cover and must pass a WV test in their next movement phase to be able to move from that cover. If the distance rolled was insufficient to reach cover, then

Melee Resolution

If the WV test was failed due to losing melee combat, the unit turns and runs from combat 2D6" towards the nearest table edge. If they leave the table they are removed from play. The winning unit may opt to pursue and also roll 2D6 to determine the distance they move. If this is GREATER than the distance rolled by the fleeing unit, they are destroyed. Move the victorious unit the distance rolled and they may act normally in the following game turn.

SKILLS AND ABILITIES

Some unit types and Heroes have abilities which either affect an individual (i.e. Individual Ability) or a BGF (i.e. Conferred Ability). Others will only affect a BGF if all members of that BGF have the ability (i.e. a Group Ability).

Individual Abilities

Individual abilities can be used only when a character remains independent. The bonus is lost if the character joins a BGF.

Expert Combatant

D6 scores of 3+ count as successful hits in melee.

Expert Marksman

D6 scores of 3+ count as successful hits for shooting.

Expert Defence

D6 scores of 3+ count as successful blocks.

BGF Abilities

At the start of a turn, each BGF may select an ability to be effective in that turn. Only one BGF ability may be used at a time.

Combat Trainer

All members of the BGF count D6 scores of 3+ as successful hits in melee

Shooting Trainer

All members of the BGF count D6 scores of 3+ as successful hits for shooting.

Defence Trainer

All members of the BGF count D6 scores of 3+ as successful blocks.

Berserk

The BGF may add their DV to their AV in combat. If this is done, their DV counts as 0 for the remainder of the engagement. Once Berserk is activated, no other abilities of any kind may be used. Berserk remains active until either the opponent or the BGF is defeated

Group Abilities

Regimented

The BGF is made up of individuals with strict military discipline and training. They may re-roll **all** of their dice once per turn, in either shooting, melee or damage. They do not have to use this, however, if they choose to use the ability, ALL dice must be re-rolled and the second result must be accepted even if it is worse than the original roll.



Ranked Abilities

Some abilities come in a variety of levels of effectiveness – these are known as ‘Ranked Abilities’. The levels of effectiveness are shown by the level of the ability. A level 2 ability will be twice as effective as a level 1, a level 3 will be 3 times as effective and so on.

Melee support Level ‘n’

Characters who have the Melee Support skill can use their support skill to increase the level of a melee skill used by another member of their BGF by +1 for each level of this ability.

Magick support Level ‘n’

Characters who have the Magick Support skill can use their support skill to increase the level of a Magick ability used by another member of their BGF by +1 for each level of this ability.

Missile support Level ‘n’

Characters who have the Missile Support skill can use their support skill to increase the level of a Missile skill used by another member of their BGF by +1 for each level of this ability.

Equipment Profiles

Weapons come in a variety of forms, from conventional weapons using solid ammo or blades etc, through to Biotech and Energy weapons using pure energy to cause damage.

Melee Weapons

WEAPON	ERA	TYPE	AV	DV	SPECIAL
One handed weapon	Ancient +	Conventional	1	-	
Two handed weapon	Ancient +	Conventional	3	-	2 Handed Weapon Hits wound on a 4+
Polearms, Halberds and Staves	Ancient +	Conventional	2	1	2 Handed Weapon Can be used defensively to boost DV
Pike	Ancient +	Conventional	1	-	2 Handed Weapon Re-roll hits on the turn and enemy charges you
Lance	Ancient +	Conventional	3	-	Re-roll hits on the turn you charge (Mounted only)
Flail	Ancient +	Conventional	3	-1	Dangerous for the user - reduces DV of user
Katana	Ancient +	Conventional	2	1	Can be used defensively to boost DV
Parrying Dagger	Ancient +	Conventional	-	-	(Parry) may force opponent to re-roll one successful hit per round of combat
Whip	Ancient +	Conventional	1	-	(Disarm) normal attacks can be waived and the opponent may be disarmed. They may not use any weapon specific abilities this turn and must re-roll any successful hits (although the second result always stands)
Nunchaku	Ancient +	Conventional	2	1	Can be used defensively to boost DV
Motored Weapon	Hi-Tech	Conventional	2	-	
Pneumatic Weapon	Hi-Tech	Conventional	2	-	May re-roll failed hit rolls
Powered Weapon	Hi-Tech	Conventional	3	-	Wounds on a 4+
Electro Weapon	Hi-Tech	Energy	2	-	(Stunned) Instead of killing an enemy, the weapon releases an electrical discharge stunning the opponent. Their HP is reduced by -1 for the remainder of the turn
Paradox Weapon	Hi-Tech	Energy	3	-	Enemies must re-roll successful Defense rolls in melee.
Magick Weapon	Ancient +	Magick	4	-	May re-roll failed wound rolls



Hybrid Weapons

Hybrid weapons are a combination of both a melee and missile weapon in one, allowing users to have both melee and missile ability.

Hybrid Melee/Missile Weapons	Era	Type	AV	MV	Range	Special
Pistol sword	Ancient +	Conventional	1	2	8"	Re-roll failed hit rolls in melee
Sawn-Off Halberd	Ancient +	Conventional	2	2	10"	2 Handed Weapon
Bayonette	Ancient +	Conventional	1	-	-	May be attached to any basic or hitech rifle to add melee capacity
Motored bayonette	Hi-Tech	Conventional	2	-	-	May be attached to any basic or hitech rifle to add melee capacity

Missile Weapons

Missile Weapons	Era	Type	MV	Range	Special
Throwing Weapon/blow gun/sling	Ancient +	Conventional	1	6"	2 Handed Weapon
Shortbow	Ancient +	Conventional	1	18"	2 Handed Weapon
Longbow	Ancient +	Conventional	1	24"	2 Handed Weapon
Crossbow	Ancient +	Conventional	2	18"	2 Handed Weapon
Repeating Crossbow	Ancient +	Conventional	4	12"	2 Handed Weapon inaccurate - hits on a 5+
Black powder pistol	Ancient +	Conventional	2	10"	
Black powder rifle	Ancient +	Conventional	2	20"	2 Handed Weapon
Blunderbuss	Ancient +	Conventional	2	18"	2 Handed Weapon Spread - Re-roll failed hits, Hits on a 5+
Blunderbuss Pistol	Ancient +	Conventional	2	10"	Spread - Re-roll failed hits, Hits on a 5+
Shotgun	Modern +	Conventional	2	18"	2 Handed Weapon Spread - Re-roll failed hits, Hits on a 5+
Sawn off Shotgun	Modern +	Conventional	2	10"	Spread - Re-roll failed hits, Hits on a 5+
Pistol	Modern +	Conventional	1	12"	
SMG (Sub Machine Gun)	Modern +	Conventional	2	12"	
Assault Rifle	Modern +	Conventional	3	24"	2 Handed Weapon Recoil - hits on a 5+
LMG (Light Machine Gun)	Modern +	Conventional	5	24"	Recoil - hits on a 5+ Deployable - may not fire if moved
Tactical Battle Rifle	Modern +	Conventional	2	24"	2 Handed Weapon Scoped - Allows precision aiming over long distances. Hits on a 3+ as long as the unit

					didn't move.
Gatling Gun	Modern +	Conventional	6	24"	2 Handed Weapon
Grenade Launcher	Modern +	Conventional	2	30"	2 Handed Weapon Re-roll failed wounds



Sniper Rifle	Modern +	Conventional	1	36"	2 Handed Weapon hits on a 2+, wounds on a 3+. Cannot move and fire.
Flame Thrower	Modern +	Conventional	-	Template	2 Handed Weapon Any BGF under the template suffers 1 hit for each model partially under the template.
Rocket Launcher	Modern +	Conventional	4	36"	2 Handed Weapon Wounds on a 3+. Static - may not fire if moved
Tri-shot Rifle	Hi-Tech	Conventional	3	20"	2 Handed Weapon
MSML (Multi Shot Missile Launcher)	Hi-Tech	Conventional	6	36"	2 Handed Weapon
Laser Pistol	Hi-Tech	Energy	2	12"	
Laser Rifle	Hi-Tech	Energy	3	24"	2 Handed Weapon
Laser Gatling	Hi-Tech	Energy	6	24"	2 Handed Weapon
Thermal Beam Rifle	Hi-Tech	Energy	4	18"	2 Handed Weapon
Thermal Beam cannon	Hi-Tech	Energy	6	24"	2 Handed Weapon
ION Cannon	Hi-Tech	Energy	8	24"	2 Handed Weapon
Plasma Rifle	Hi-Tech	Energy	2	24"	2 Handed Weapon wounds on a 3+
Plasma Cannon	Hi-Tech	Energy	4	30"	2 Handed Weapon wounds on a 3+
Plasma Sniper Rifle	Hi-Tech	Energy	3	36"	2 Handed Weapon Hits on a 2+, wounds on a 3+
Grapple Rifle	Hi-Tech	Energy	1	20"	2 Handed Weapon (Grapple) Can Pin a BGF within range in place or displace a BGF within range to another location also within range.
Grapple Cannon	Hi-Tech	Energy	1	30"	2 Handed Weapon (Grapple) Can Pin a BGF within range in place or displace a BGF within range to another location also within range.
Crystal Launcher	Hi-Tech	Conventional		20"	2 Handed Weapon Crystals are biological ammo and seek out targets. Can target units that are out of sight with a -1 to hit modifier.
Pulse Rifle	Hi-Tech	Energy	3	24"	2 Handed Weapon A unit hit by a pulse may be affected by an EMP. Roll a D6, on a 1 or a 2, any Hi-Tech weapon or shield is temporarily rendered inactive during the owner's subsequent turn (returning to normal thereafter).

Rift Cannon	Hi-Tech	Energy	1	30"	2 Handed Weapon (Rift) Opens up a temporal Rift within the range of the weapon (plus D10" in a random direction). This rift allows deployment of non-time specific troops to the battlefield. See the RIFT table in the rule book
Temporal Displacement Cannon	Hi-Tech	Energy	1	30"	2 Handed Weapon (Temporal Displacement) The target unit is affected by the temporal displacement table in the rulebook.

Shields

Shields require 1 hand to be used. They may be used in conjunction with both melee or missile weapons, as long as the weapon may be used one handed.

Shields	Era	Type	AV	DV	Special
Buckler	Ancient +	Conventional	-	-	(Parry) may force opponent to re-roll one successful hit per round of combat
Basic Shield	Ancient +	Conventional	-	1	
Tower Shield	Ancient +	Conventional	-	2	(Shield Wall) if all members of BGF are armed with a tower shield, they may form a shield wall, making all defense rolls succeed on a 3+
Aspis (Spartan Shield)	Ancient +	Conventional	2	2	(Shield Wall) if all members of BGF are armed with an Aspis shield, they may form a shield wall, making all defense rolls succeed on a 3+
Riot Shield	Modern +	Conventional	-	2	(Shield Wall) if all members of BGF are armed with a Riot shield, they may form a shield wall, making all defense rolls succeed on a 3+
Power Shield	Hi-Tech	Conventional	-	2	
Energy Shield	Hi-Tech	Energy	-	1	Shots saved by an Energy Shield and where a 6 was rolled to save are deflected back at the attacking unit.
Bubble Shield	Hi-Tech	Energy	-	2	A bubble around the user makes then difficult to pinpoint. Enemy units firing at the unit are at -1 on their to hit rolls (only effective for shooting)

Armour

Armour	Era	Type	AV	DV	MV	Special
Basic Armour	Ancient +	Conventional	-	1	-	
Chain Mail	Ancient +	Conventional	-	2	-	
Scale Mail	Ancient +	Conventional	-	3	-1	
Half Plate	Ancient +	Conventional	-	4	-1	Users movement value is reduced by -1"
Full Plate	Ancient +	Conventional	-1	4	-2	Users movement value is reduced by -1"
Motored Armour	Hi-Tech	Conventional	1	4	-1	
Light Tactical Powered Armour	Hi-Tech	Conventional	1	2	-	Wounds are nullified on a 3+
Medium Powered Armour	Hi-Tech	Conventional	2	3	-	Wounds are nullified on a 3+
Heavy Powered Armour	Hi-Tech	Conventional	3	4	-	Wounds are nullified on a 3+ Models in Heavy powered Armour count as 2 models for composition of BGFs
Biotech/ Magick Armour	Ancient +	Magick	-	1	-	A woven mesh of Biotech energy surrounds the wearer, protecting them from physical and Biotech attacks. May only be used by Biotech Users.
Chameleon Armour	Hi-Tech	Conventional	-	1	-	Camouflages the wearer - Defense rolls may be re-rolled. May only be targeted by an enemy unit if the enemy first rolls a 4+ on a D6 (otherwise another unit may be chosen). NOT EFFECTIVE IN A BGF UNLESS ALL MODELS ARE EQUIPPED WITH CHAMELEON ARMOUR

VEHICLES

Vehicles work differently to other units in the game. Their profiles are effectively the same, with each vehicle having a unit strength of 5. Where vehicles have multiple weapons, the same rules apply as for a BGF with different weapon types.

Vehicle Movement

The main difference is with regards to movement. A vehicle may turn up to 90° for each full 2" of movement it has on its profile. The turn itself takes 1" of the movement allowance. (e.g. a vehicle with a movement of 6" could physically move 4" with 2 90° turns). Move the vehicle 2" and adjust the facing as required. You may repeat this sequence as many times as required

The facing of the vehicle is important in terms of movement, and for targeting with fixed weaponry, however, turreted vehicles have 360° line of sight so may use the turret weapon for any facing.

Also, vehicles come in 5 movement styles:

Walker

Walker type vehicles are treated like large infantry, and any terrain causing modifiers to infantry movement will also affect them, however, tank traps, barbed wire barricades etc will not have any effect

Wheeled

Wheeled Vehicles are generally faster than walking and tracked vehicles. They tend to be quite light and are used where agility and mobility are key. A tyre blowout could cause the vehicle to become temporarily immobilised.

Tracked

Tracked vehicles tend to be more heavily armoured and generally are the slowest of all vehicle types. They are, however, not affected by terrain modifiers, so although they are slow, they're also consistent.

Hover

Hovering vehicles hover up to 3 metres off the ground, so can move directly over infantry without penalty. They are also not affected by terrain, however, a lack of traction does mean that they are prone to sliding out on turns at speed. When turning after moving over 6" in a straight line, roll a D6, if the score is a 1, the vehicle slides D3" before making the turn. This sliding movement is in addition to the movement allowance of the vehicle.

Flying

Flying vehicles are entirely airborne, and so their movement is not affected by terrain. However, due to the nature of air currents and the like, the maximum turn allowed at any interval is 45°, so a larger turning circle is required.

Vehicle Types

Some units are designed to carry personnel, where others are designed to carry heavy artillery and cause lots of damage.

Bikes, Trikes and Quads

Bikes, trikes and quads are crewed by an individual. Rather than having a profile of their own, they adopt the profile of the crew, granting an increased movement allowance and granting +1DV. The vehicle has a unit strength of 0.5, so the maximum BGF is a fleet of 3 mounted infantry.



Creature Mounts

Creature mounts such as horses grant the rider a greater movement allowance, and often AV and DV bonuses (dependant on the creature). They are not subject to the turning rules for vehicles (as they technically aren't vehicles), and are affected by all terrain modifiers. Horses may run in the same way as infantry, and may also be spurred on in the Action phase. When Spurred as an Action, the creature may move an additional D6". All Creature mounts have a unit strength of 0.5, so the maximum BGF is a fleet of 3 mounted infantry.

Personnel Carriers

Personnel Carriers can carry a number of units up to a certain unit strength (specified in the vehicle profile). In the Action Phase, a Personnel Carrier can eject any units on board or take on additional passengers. Whilst riding in the vehicle, only the vehicles armaments may be used, and the vehicles AV, DV and MV are all used. The passengers have no input into the effectiveness of the vehicle. Dismounting units must be placed within 2" of the access points on the vehicle.

In the case of flying and hovering Personnel Carriers, units dismounting must leap from the back. Its generally assumed that they will fly low enough to allow a safe dismount, however, there is always a danger. Unless the units are equipped with jet packs, roll D6 when dismounting. On a roll of a 1, D6 hits are sustained per figure (a BGF consisting of 4 figures, will therefore take 4D6 damage). Resolve these as with any other kind of damage.

If the vehicle is destroyed whilst there are passengers on board, they will all take damage as described in the destroyed vehicles table later on.

Buggys

Buggys are more mobile, with greater movement allowances, lighter armaments and lighter armour. In most cases, they will also be open topped. If the vehicle is open topped and is carrying passengers, randomise any shooting hits by rolling a D6 for each. Once hits have been determined, roll an additional D6 for each hit. Even numbers hit the vehicle, whilst odd numbers hit the crew. The profile is again determined by the vehicle profile, with the exception of the crews DV, which will be taken from their own profile if a shot hits them.

Buggys may have a maximum of 1 mounted support weapon

Light Vehicles

Light Vehicles have no troop carrying capacity, but greater firepower. A light vehicle may have a maximum of 1 mounted support weapon and 1 heavy weapon, or 2 mounted support weapons.

Medium Vehicles

Medium Vehicles have no troop carrying capacity, but greater firepower. A medium vehicle may have a maximum of 1 mounted support weapon and 2 heavy weapons, 2 mounted support weapons and 1 heavy weapon, or 3 mounted support weapons

Heavy Vehicles

Heavy Vehicles have no troop carrying capacity, but greater firepower. A heavy vehicle may have a maximum of 2 mounted support weapons and 2 heavy weapons, 3 mounted support weapons and 1 heavy weapon, or 4 mounted support weapons

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