

Beasts Abominations Monsters

6 Factions:

Abominations

Abominations of Flesh (dirz-esk frankenstiens monsters)

Abominations of Steel (ork-esk machines built from scrap) -may not take Light mechs

Abominations of Death (undead / voodoo creations)

Champions

Champions of Flesh ("normal" humans, gladiators, mass of muscles) -may not take Heavy models

Champions of Steel (sleek tau / japanese styled mecha)

Champions of Life (Beastmen / Hordes-esk beasts)

Leaders (6 warcaster-esk Named Characters)

Each modifys the playstyle of the faction.

e.g.

The Lady (She likes them Fast) : May not hire any Heavy models or any Blunt weaponry. may allocate 2 extra Movement Die per turn.

The Scientist (what has science done?!) : any recruited miniatures may have Tesla Shields for Xpts each.

Mechs

Before each game, a player recruits X points worth of miniatures. Their Leader is "free" and points are not paid for them.

Mechs come in three varieties (more maybe added; fliers / ingame mechnaics). Each is armed with two Hands.

Light: 2 Equipment Slots. +1 Movement Die per turn.

Medium: 3 Equipment Slots. may be fitted with upto two Weapons. +1 Defense Die Per Turn

Heavy: 4 Equipment Slots. may be fitted with upto two Armour Items. +1 Defense Die plus +1 Action Die per turn.

Stats

Combat

Targeting

Armour

Chassis -how many damage points a mech has. at certain values, structural damage is done and limbs become crippled.

Actions

Each model accrues 1 Action Die per turn. This is placed into a "pool" next to the figures' stat card. Certain effects (weapons, damage received, special rules) can affect this pool.

Some die are referred to as Action Die. These are generic and are assigned at the start of the miniatures activation.

Some are given a specific use (Movement, Attack or Defense) and these are placed separate and easily identified by all players (different colour dice for attack / defense, placing attack die at the top of the reference card and the defense at the bottom as example).

Activations

When it is a players turn to activate, they nominate a single miniature that has not yet activated this

turn.

They are required to separate the models Action Pool into separate actions; Movement, Attack and Defense.

They then utilise these dice one at a time in any order to make actions until no more are remaining or the player wishes to end that miniatures activation.

Miniatures can only be activated once per game turn unless a specific rule overrides this.

Movement

Each Movement Die sacrificed allows 6" worth of movement.

If this movement takes the miniature into Melee Range of a non-friendly model, the remaining distance of that Move Action is lost.

Medium Mechs may make a single Strike as part of this engagement. Heavy mechs may make two strikes utilising two different weapons. If a miniature does not have any appropriate weapons left, these attacks are lost.

If the miniature's base passes any terrain piece its movement is halved over this distance.

Attack Strikes

To make an attack, the player sacrifices a single Attack Die.

They then nominate a weapon the mech is using and measures the distance from the activating mech to the closest non-friendly model before comparing if the attack is in range.

If two or more eligible miniatures are in range, the attacking player may choose the target.

If the weapon is in range, the player rolls 1 die according to the weapon's Efficiency (eff) and adds either the mech's Combat (com) stat for melee or the mech's Targeting (Tar) stat. for ranged attacks.

If the target has no Defense Die remaining, reference their Armour (arm) value.

If the target has any Defence Dice remaining, they may nominate any number of them, rolling each and adding the mech's Armour (Arm) value to any single die of their choosing.

If the Armour / Defense result is higher than the Attack result, the attack has been dodged / reflected off armour and the Defense Die is replaced in the target's Defense Pool.

If the attack result is equal or higher than the defense total, both the Attack Die and the Defense Die are discarded.

Check the weapon's Damage (Dam) value and remove this from the target's Chassis (Cha) value.

Leader

Leaders may attack any miniature in LoS. A leader gains +2 Action Die per turn.

If the Leader is removed from the game, each model must roll equal or under its Tar value or suffer the following:

Abominations of Flesh: First action will be to toward and attack the closest non-friendly miniature

Abominations of Steel: Will stay stationary and attack any miniature within range

Abominations of Death: will take 1 point of damage at the start of their Activation.

Champions of Flesh: Model with highest Value is counted as the new Leader.

Champions of Steel: first activation will always be a move toward the point the leader fell.

Champions of Life: will move toward and attack nearest miniature, friend or foe.

Weapons

Hands: Range: 1" Eff: D3 Dam: Special- May inflict 1 damage or remove 1 Die from the target's Action Pool.

Sword: +1 Action. Range: 2" Eff: D6 Dam: D3.

Hammer: +1 Attack. Range: 2" Eff: D6 Dam: D6 + remove 1 Defense Die. Blunt

Spear: +1 Attack. Range: 6" Eff: D6 Dam: D3

Pistol: Range: 6" Eff: D6 Dam: D3

Cannon: +1 Attack. Range: 12" Eff: 2D6 Dam: 2D6. 2 Attack Die to Use. Attacker May not make any Movement Actions before firing. Blunt

Armour

Shield: +1 Defense. +1 Armour. Range: 2" Eff: D3 Dam: D3 + remove 1 Action Die

Extra Plate: +2 Defense. +2 Armour

Tesla Shield: takes 2 available slots. D6 to Armour (roll each time it is used).

Equipment

Advanced Targeter: at start of Activation may attempt to roll equal or under Tar. if passed, may ignore the restriction on targeting the closest model.