Contents

Introduction

Welcome to At the Gates of Doom Second Edition! This is a sci-fi wargame set in the Gates of Doom universe, although you can also use it as a framework for fighting battles in any other setting. It is designed to be played with anything from a handful to dozens of models, roughly in the 25-32mm scale range, although you can modify ranges and distances in the game to play at smaller or larger scales if you wish.

This book contains all the rules you need to play games of At the Gates of Doom, including the rules for how to play the game, rules for creating your army, and rules for all the equipment and weapons you can use. There are eight factions you can pick from, the army lists for which are all contained in this book. They all have different play styles in the form of different options and special abilities.

If you want to find out more about the universe the game is set in, there is a separate book that provides an introduction to the world and factions available on the website. More expansions to both the lore and rules will also be published in the future.

Scatter Dice

Sometimes the rules call for you to use a scatter die. This is a 6-sided die, with arrows on five sides, and direct hit on the final side. If you don't have scatter die, you can use a normal D6, treating a 6 as a direct hit, and a 1-5 as directions. Scatter dice are used when you need to check how accurately something is landing, for instance a thrown grenade. You always pick the point you want it to land, and then roll a scatter die, and a number of normal D6s. It helps if you can get the scatter die to land near your target point, as it will make measuring easier. If you get a direct hit, it lands exactly on the point you wanted – ignore the D6s. Otherwise, it lands a distance away from your intended target equal to what you rolled on the D6s (in inches), and in the direction indicated by the arrow on the scatter die.

The Board

The space in which the game is played is referred to in these rules as the battlefield or board. Depending on how many models you are using, the board should be different sizes, and you should also take into account what models present are good at- a board should not be too small to make long-range snipers redundant, but also shouldn't be too large to make it impossible for melee-focused units to reach their targets. Furthermore, the board should have some terrain on it. This can take the form of buildings, cliffs, hills, rivers, craters, forests, etc. and the amount you use should also be dependant on the models in play, just like with the board size, although for the best experience, you should always have a decent amount- about one piece per 12" square.

Types of Play

There are many different ways to get enjoyment out of a wargame, whether through playing narratively, and telling a story, deeply strategising, or anything else. If you and your opponent(s) want to change how a rule works to suit your style of gameplay, then you should do so! Likewise, if you want models in your army to have weapons, equipment, or abilities these rules don't give them, then as long as your opponent agrees, you should feel free to give them these, and come up with your own forces. Models do not have to be modelled with the weapons and equipment they have rules-wise, but it is helpful if they look about right (e.g. a model with a rifle having some kind of gun, rather than a sword for instance), and you should be clear with your opponent what everything in your army is.

The rules as is are designed to let you play a small battle, with most models grouped together into units. However, if you wish to play with only small teams of specialists, then just treat every unit in your army list as being composed of one model. Additionally, though the army lists in this book represent the main factions of the Gates of Doom universe, the equipment lists have been made universal, precisely so that you can easily create your own forces, or play in your own settings, if you and your opponent so desire.

Enjoy!

Making an army

To make an army, first agree with your opponent on how big you want your game to be- how much power each army will be. Then pick a faction to play as. Each faction has a variety of units you can pick from, and there are eight factions to choose from. Their army lists – the rules that outline how to build an army from that faction – can be found later in this book.

Units come in three different types: Command, squads, and special. You must have at least one command unit, and you cannot have more command units than squads, but everything else is up to you. The unit profiles detail what equipment and weapons the members of the unit may have, and also what level the members may be. There are four levels: recruit, soldier, veteran, and hero:

Type:	Melee skill:	Ranged skill:	Nerve:	Agility:	Health:
Recruit [5]	-1	-1	2	3	1
Soldier [10]	+0	+0	3	4	1
Veteran [20]	+1	+1	4	4	2
Hero [40]	+2	+2	5	5	3

Everything including the level, weapons, and equipment is worth a certain amount of power (shown in square [] brackets), and the combined power of your army must be equal to (or as close as possible to) the limit you agreed with your opponent. Units will generally have a [+x] in their name. For command units, this only applies to the hero leading the unit, but for all other units, it is that much extra power *per model* in the unit.

One member of each squad unit of more than two models must be designated the sergeant of that unit. The sergeant can be one level higher than the rest of the unit if you want. Sergeants can also take different weapons to the rest of their unit, but every other member of the unit must have the same weapons and equipment, unless otherwise specified in the army rules. This does not apply to command units – they may have mixed weapons.

It is recommended that you fill in the unit sheets available on the game's website for all your units, or create similar notes of your own, so that you don't have to keep checking through this book to find all your units' stats.

Playing the Game

The game is split into four rounds, in each of which every unit in play activates. At the end of each round, you should tally up victory points, depending on the scenario, and at the end of the fourth round, roll a D6. On a 4+ the game continues for another round.

Units in this game attack one at a time, in a random order. Every unit that hasn't been destroyed has the chance to activate once every round. How you pick what unit activates is up to you, as long as it is random. One option is to write down the name of each unit on a piece of paper, put them all into a bag, and draw one out.

When a unit is picked to be activated, it may perform two actions, in any order:
- Move – the unit may move by up to its speed in inches.
- Attack – the unit may attack with ranged weapons, or melee weapons if it is within melee distance.
- Take Cover – the unit lies down. Enemy units gain -2 ranged skill against this unit, but the unit cannot move until it gets back up, which takes an action. A unit that is lying down is hit automatically by melee attacks.
- Recover – Roll a nerve check, aiming to get under your nerve score. On a success, the unit loses D6 under fire markers.
- Overwatch – the unit does nothing, and after any unit performs an action later that round, this unit may make an action. This action can only be taken once per activation.

Note that models in a unit must always stay within 2" of at least one other unit member. Also note that every model in the unit is considered to have taken the action you pick, although they do not actually have to carry it out. So for instance, if you make a *move* action with a unit, which contains a model with a *heavy* weapon, you can choose for that model not to move, as long as it remains within 2" of another model in the unit. If you then choose for the unit to take the *attack* action, the model with the heavy weapon does not get debuffs for having moved with a heavy weapon (since it didn't), but it still only gets to take the *attack* action once, since its unit did move.

How you attack varies depending on whether you are fighting at range, or in melee, and also on what type of weapon you are using. Small arms are weapons that fire a number of shots that either hit or miss. These are the most common type. Missile weapons launch projectiles through the air towards a point, where they explode, dealing damage in an area. Suppression weapons are anti-infantry weapons that can deal damage to large numbers of models in an area. Finally, lance weapons fire powerful shots that can carry on going after they have hit a target, to hit more behind them.

Models may only ever target the closest enemy unit, unless the closest unit is in cover, in melee range of a friendly unit, or using missile and lance weapons. If using suppression weapons, at least some attacks must hit the closest enemy unit. Each point of damage to a model takes away 1 health, if a model is reduced to 0 health, it is killed. If a unit is hit by an attack, but succeeds its armour saves against it, it receives an "under fire" marker (one per shot that hit but didn't damage). This can be represented by tokens, or special dice. For each under fire marker a unit has, it gets -1 speed, and -1 ranged skill. When a unit is activated, it automatically loses a single under fire marker. And a unit may also take the recover action to lose more, as discussed in the actions section.

Attacking (Small Arms)

Weapons have ranges. If a weapon has one range, then that is its normal range. If it has two, then from 0 until the first value is close range. Until the second value is normal range. If a weapon has a third range, then from the second until the third range is long range.

Roll a number of dice equal to the attacks value of the weapon, adding the model's ranged skill to each roll. At short range, add 1 to ranged skill, at long range subtract 1. Every roll greater than or equal to agility of the target is a hit. The enemy rolls these, aiming to get their save, given by their armour, modified by the armour piercing value of the weapon. Each failed save deals damage equal to the damage value of the weapon. Wounds must be allocated to a single model, until that model dies, when excess damage is allocated to another one. Damage is allocated by the player being attacked. Note that small arms cannot be used to target a unit in melee range of a friendly unit.

When a unit is targetted by small arms weapons, and it has not activated yet that turn, it may take a reaction, if it can succeed a nerve test (aiming to get under the highest nerve value in the unit), subtracting 1 from their nerve value for every under fire marker the unit has. This counts as an action, so when it does activate, it will have one fewer actions to take. There are three possible reactions:
- Fire back- the unit may make shooting attacks with -2 ranged skill back, at the same time as it is being shot itself.
- Duck for cover- the attacking unit gains -2 to hit this unit. It will take an extra action for the unit to stand up if it wishes to move (it may stay as is and shoot). Note that this reaction cannot be taken if the unit has already taken the *take cover* action.
- Run away- the attacking unit gains -1 to hit this unit, and then the unit moves by its movement in any direction that takes it further from the unit that attacked. Note that attacks are resolved before this movement happens.

Attacking (Missile)

Pick a point within range, and roll a scatter die, plus a (D6)–(ranged skill). The point moves by this amount, in the direction of the scatter die. If the shot lands within 2" of a model, it may make an armour save, modified by the armour piercing value of the weapon worsened by 1, taking the first damage value of the weapon. If the shot lands directly on a model, its save is modified by the armour piercing value of the weapon, and it takes the second damage value of the weapon.

Attacking (Suppression)

Pick a point within range. Nearby units take as many hits as they have models within the spread value of the weapon of that point, and from there it is the same as small arms. You may choose to focus fire, in which case the spread value is halved, but units take twice as many hits. Note that friendly units are also hit if they are in range.

Attacking (Lance)

Pick a point at this weapon's range, and draw a line from there to the model. The first model hit by the line (starting from the shooting model) takes a hit, and then it's the same as small arms, except the wounds are dealt only to the model that was hit, rather than a model of the attacked player's choice. If the model is killed, the next one touched by the line also takes a hit, and so on. If the model isn't killed, on a 2+, the next model is hit anyway. If this next model isn't killed either, then its on a 3+, and so on.

<u>Fighting in Melee</u>

When models are within base to base contact with each other, they, and the rest of their units are considered to be in a combat. Models in combat may only make ranged attacks with one handed weapons when they are activated, and if they move out of melee, they must use an extra action to do so, and can be shot at by the unit they were in melee with as a free action.

When a unit in melee is chosen to be activated you can choose to have some or all models attack with melee weapons instead. For these models, roll their attack dice, as defined by their weapons, and add their melee skill to each roll, as well as an additional +1 if they moved into melee in this turn. Every natural 6 is a critical hit, and every natural 1 is a fumble.

The enemy may then attempt to parry, doing the same as the attackers, if they have melee weapon models in the unit. You may not parry if your weapon is a lower tech level than the attacker's, unless it is tech level 5 or higher. You may also not parry if your weapon is two or more sizes smaller than the opponent's (sizes are, in order: one-handed, two-handed, large, huge). The enemy can choose to use any of their rolls to remove the attacker's rolls that are lower, except for critical hits which cannot be parried but a critical parry can also be used to parry any hits, including critical hits, and a fumbled parry is discarded. Every attack needs as many dice to parry as it deals damage.

If there are any dice left over (i.e. dice that either cannot parry or have no attacks left to parry), the defending player can use these to score a number of hits equal to the number of fumbles the attacker got. Once this is done, any remaining rolls for the attacker are considered hits, and the normal rules for saves, and allocating damage can be done.

Models cumulatively gain -1 melee skill for every time they attack or parry in melee within the same round. So if a unit is attacked and parries, and then when it activates wishes to fight back, it would so so with -1 melee skill because it already parried earlier that round. Likewise, the other unit would parry with -1 skill, since it had already attacked.

Here's an example of how this works: Models A and B charge models C and D. Models A and B are equipped with chainsaws, while C and D have plasma greatswords. A and B therefore roll 4 attacks, adding 1 for the fact that they moved into a melee this turn. They get: 7, 5, 3, and 2. Models C and D attempt to parry, and they roll their 2 attacks, getting a 6 and 4. C and D choose to use the 6 to negate the 5, and the 4 to negate the 3. This leaves two attacks unparried, so two hits are dealt to models C and D.

<u>AI Models</u>

Models with the AI rule always hit on a 5+ both in melee and at range (or have 0 skill for missile weapons), and this is never changed. They automatically pass nerve tests. AI units are also unaffected by under fire markers, and may not make reactions, or take the overwatch action.

<u>Flying</u>

Models that can fly can ignore vertical distances when moving – you only need to measure horizontal distance. They are also always fully visible to other units, and other units are always fully visible to them. Models also get -1 to hit flying models, or -2 if it has moved that round. Flying models may only

be attacked in melee by other flying models. Note that things that are considered to hover (such as drones), are not considered to fly, and are instead given a special rule to ignore the effects of terrain.

The Fate Deck

This is an optional rule for which you need to have a copy of the fate deck, available at the end of this book. Before the game starts, each player draws 3 random cards from this deck, discarding and re-drawing if there is no possible way for them to use a card. At any point in the game, a player may use one of their cards to alter the game. Each card can only be used once. If you like, you can change this rule in many ways: have players draw more cards, have them build a deck of their choosing instead of drawing randomly, draw cards at the start of each round, etc.

Terrain Rules

The most basic way you can use terrain is simply to block line of sight: if the models in one unit cannot see another unit because there is a piece of terrain big enough in the way, then those units cannot see each other. If at least half the models are completely obscured, or every model is visible, but behind a (low) piece of terrain, then the unit is in cover. However, if you want to make terrain more interesting, you can also assign traits from the list below to any pieces of terrain you have – decide this with your opponent at the start of the game. A unit is considered to be in a piece of terrain if at least half the models in the unit are fully inside it.

Cover (barricades, trenches, craters, etc.):
Enemy models gain -1 ranged skill when attacking a unit in this terrain.

Difficult (rocky ground, marshes, rivers, etc.):
Every inch of movement over this piece of terrain counts as two.

Dangerous (pools of toxic waste, minefields, etc.):
Any model that moves over this piece of terrain must roll a D6. On a 1, they take 1 damage.

Volatile (explosive barrels, fuel pipes, etc.):
If a unit within 2" of this piece of terrain is targetted by a ranged attack, and some attacks miss, or a *lance* weapon would go through this piece of terrain, or this piece of terrain is in the spread value of a *suppression* or *missile* weapon, roll a die. On a 1, every model within 3" of this piece of terrain takes 1 damage.

Buildings

You may want to designate certain pieces of terrain as buildings units can go inside. These should be intact structures, not ruins, and units can enter them via doors of your choice by moving inside. Models in a building can make ranged attacks out of it, but cannot themselves be targetted. The buildings can be targetted however, and you should agree on the amount of health, and the armour value of each building. A building should have roughly 6 health for every 3" square of volume it has, and armour values range from 6+ for primitive wood/mud buildings, to 2+ for dedicated bunkers. If a building is destroyed, any units inside take a number of hits equal to the original health of the building, with ap 2.

Artillery and Weapon Emplacements

You may choose to set up weapons around the battlefield. These can be any ranged weapons you like from the weapons list, and can be fired by a model instead of its normal weapons if it is in base to base contact with it, and no enemy units are also within base to base contact.

Missions

The simplest way to play a game of At the Gates of Doom is to simply fight, and whoever deals the most damage, or wipes out the other army wins. However, if you want to spice things up, you can choose to use some of the below rules for alternative ways to win, and special conditions. You should use these rules as you see fit, and you should also feel free to use them as inspiration for more complex scenarios of your own devising.

Objectives:
Each player gains a number of objectives they must achieve. If they do, they gain a number of victory points. The player with the most victory points at the end of the game wins. You can pick objectives, roll for them, or allocate them for narrative reasons. You could even roll for new objectives every round, mixing up the flow of the game.
1. Slaughter: gain 1 victory point for each point of damage you deal.
2. Head-taker: gain 5 victory points for each hero you kill.
3. Assassination: the other player picks a hero from their army. Gain 20 victory points if you kill that model.
4. Area Denial: gain 5 victory points for every quarter of the battlefield at the end of the game containing one of your units, but none of the enemy's.
5. Capture Point: Pick a piece of terrain not in your deployment zone. If at the end of the game, you have a unit in it, and the enemy doesn't, gain 20 victory points.
6. Advance: gain 5 victory points for every unit you have in the enemy's deployment zone at the end of the battle.
7. Defend territory: gain 20 victory points if your opponent has no units in your deployment zone at the end of the game.
8. Retrieval: place down a marker outside of your deployment zone. If a model (friendly or enemy) moves into base to base contact with it, it can pick it up as a free action. If the model dies, the marker is placed down where they were. If one of your models has the marker at the end of the game, gain 20 victory points.

Conditions:
Pick or roll for any number of conditions to apply to your game:
1. Low Gravity: All weapon ranges and speeds are increased by 3".
2. High Gravity: All weapon ranges and speeds are decreased by 3"
3. Toxic/no Atmosphere/Pollution: All infantry models (excluding AIs) must roll a die at the start of every round. On a 1, they take 1 damage. You may give any model a breathing apparatus for 1 power to avoid this.
4. Low light/night time: All models gain -1 ranged skill, and units cannot be targetted from more than 15" away. You may give any model night vision goggles for 1 power to increase this to 30".
5. Limited ammunition: Each model may only make ranged attacks twice in the entire game. Afterwards they may only make melee attacks.
6. Hidden treasures: Every time a unit enters a piece of terrain, roll a D6. On a 5+, they find a weapon or piece of equipment of your choice.
7. Hidden Traps: Every time a unit enters a piece of terrain, roll a D6. On a 1-2, they must take a dangerous terrain test.
8. Meteor Storm: At the end of every round, D3 meteors land. These scatter (using scatter dice) 2D6" from the board centre, and any unit within 2" takes D6 hits with -3 AP.

The Alliance

Equipment available:
Anything tech level 8-9

Sensor suite:
All units gain +1 to hit with shooting attacks.

True AI:
Models with the AI rule in this army hit on a 4+ instead of 5+.

Data-Sphere Manifestations:
- Shatter- pick a point within 3D6". All models touched by the line between this model and that point take D3 damage.
- Summon data ghosts- Place D3+2 data ghosts within 6"

Melee skill	Ranged skill	Nerve	Agility	Health
-	-	-	6	2

  Data ghosts may activate immediately, and again, at the same time as the model that summoned them. At the start of each round, roll a D6 for each data ghost. On a 1-3, they dissipate: remove them from play. Data ghosts may ignore all terrain effects, are unaffected by under fire tokens, and may move through terrain. On their activation, each data ghost may give a unit within 3" D3 under fire tokens.
- Force-shield- until this model's next activation, models within 3" do not take under fire tokens.
- Force-push- pick a model within 6". Move that model away from you D6", dealing D3 damage.

Command:

Controller [+10]
1x hero, 0-4 veterans or soldiers. May also be accompanied by 0-4 attack drones
May take any weapons, armour, and equipment
Command-Net: Every time this unit is activated, you may pick one other unit in your army. That unit may immediately take a free action.

Psionic operative [+10]
1x hero
May take mesh armour, and one pistol
May disrupt enemies as an action: pick a unit within 12". That unit gains D6 under fire tokens.

Data Priest [+20]
1x hero
May take mesh armour
May perform one data-sphere manifestation per round as an action.

Squads:

Probes [15]
3 AI models
Friendly units gain +1 ranged skill when targetting a unit with a probe unit within 3".

Attack drones [10]
3-10 AI models
May take any two-handed weapons, count as having polymer armour

Volunteers [+5]
5-10 recruits, soldiers, or veterans
May take any compression weapons, and mesh armour

Dedicated Warriors [+5]
1-10 soldiers or veterans
May take any equipment and mesh armour

Agents [+5]
1-10 veterans
May take any weapons, common equipment, and mirage armour

<u>Special:</u>

Support drone [30]
1x AI model (with +3 health)
May take any large weapon

Nova Mech [+10]
1x medium mech (piloted by a soldier or veteran)
May take any weapons and equipment

Avatar [+50]
1x medium mech (no pilot)
May take any melee weapons and equipment
May perform two data-sphere manifestations per round as an action each
This model always hits on a 2+, and automatically succeeds nerve checks.

<u>Vehicles:</u>

May take any vehicle build, and vehicles may take any of the following upgrades. Any vehicle parts count as tech level 8.
- Adaptive Camouflage [10]: enemy units gain -1 to ranged attack rolls against this model.
- Self Repair [15]: This model regains D3 lost health whenever it is activated.

Anti Technology League

Equipment:
Anything tech level 1-2

Prayer:
Any unit in this army may pray as an action. If it does so, roll a D6. On a 4+, the unit gains +1 melee and ranged skill for that round, and +2 nerve.

Sermons:
- Sermon of Wrath: Friendly models within 6" gain +1 attack in melee.
- Sermon of Mercy: Friendly models' weapons within 6" count as having -1 AP.
- Sermon of Divinity: Models *praying* within 6" succeed on a 3+ rather than a 4+.

Units:

Battle Priest [+5]
1 hero, 0-4 recruits, soldiers, or veterans
May take any weapons and equipment. May take flak armour.
Hero may preach one sermon per turn as a free action.

Silah [+10]
1 Hero
May take blades or heavy blades
Enemies gain -2 to hit this model, and this model always gains +2 to hit, and +2 attacks.

Squads:

Asliha [+5]
5-10 veterans
May take blades or heavy blades
Enemies always gain -1 to hit this unit, and models in this unit always gain +1 to hit.

Janissaries [+0]
10+ recruits or soldiers
May take any slug weapons, one model per 5 may take any other weapon. All models may take flak armour
May be upgraded with a holy icon for +20 power. This gives the unit +1 to prayer rolls.

Purification squad [+3]
5-10 soldiers
Must take flamethrowers, and may take flak armour.
Holy Cleansing: This unit may remove one under fire token from itself for every point of damage it causes.

Flagellants [+5]
5+ recruits, soldiers, or veterans
Zealots: This unit is unaffected by under fire tokens. When a model from this unit dies, the rest of the models gain +1 melee skill for the rest of the game. Every model in this unit counts as having two blades. These may not be used to parry, but also cannot be parried themselves.

<u>Vehicles:</u>

Pilgrim-Pattern APC [+0]
Normal Transport
May be upgraded with a Holy Image for +30 power. This gives all units within 6" +1 to prayer rolls.

Avalonia

Equipment available:
Anything tech level 4-7

Avalonian power armour:
All power armour costs +2 power, but does not have any speed disadvantages. Models in power armour on jet cycles may also use both hands to wield weapons, (they can still fire weapons on the jet cycle)

Command:

Knight [+10]
1x Hero +0-4x Veterans
All models may take any weapons, and equipment, but must wear heavy power armour, and every model must have a melee weapon. A herald and/or forge master may also be taken as part of this unit. The Hero leading this unit gains +2 attacks in melee, and +1 skill, and may remove an extra under fire token from this unit per turn.

Herald [+10]
1x hero, 0-4 veterans or soldiers
All models may take any weapons and equipment, but must wear heavy power armour
All friendly models within 6" gain +1 nerve.
If this model is using a sonic weapon, it may make a booming declaration instead of a normal attack. If it does so, all friendly units within range of the weapon remove one under fire token, and all enemy units within range gain one.

Forge Master [+10]
1x hero
May take any weapons and equipment, but must wear heavy power armour.
For every forge master in your army, D3+3 weapons in your army may be upgraded to be master-forged. This means models using them count as having +1 skill.

Squads:

Men at Arms [+5]
3-10x soldiers or veterans
All models may take any weapons, and common equipment, but must wear heavy power armour, and must have at least one melee weapon.
Loyal: If this unit is picked to be activated, you may instead activate a knight unit in your army (this unit can then be picked for activation again, and the knight can't)

Serfs [+5]
5-15x recruits, soldiers, or veterans
All models may take any weapons, but must wear light power armour.
Loyal: If this unit is picked to be activated, you may instead activate a knight unit in your army (this unit can then be picked for activation again, and the knight can't)

Special:

Weapons Team [+0]
2x serfs +any large weapon (separate model)
Weapon has 2 health, 3" speed, and 4+ armour

Cyber Nomads

Equipment available:
Anything tech level 4-6, up to 50% of models may have tech level 7 weapons and equipment.

Nightmare Raiders:
Enemy models within 6" of any models in this army count as having -1 nerve.

Cyborgs:
All models in this army are immune to the *rad* trait of certain weapons

Command:

Saviour [+20]
1x hero +0-9x Sinners of the Flesh
Hero can take any equipment.
Battlefield Surgery: As an action, the hero may transform D3 enemy infantry models in base to base contact into Sinners of the Flesh, which join this unit. This works like casualties from fighting for the purposes of picking models.

Prophet of the New Flesh [+15]
1x hero +0-4 Iron saints
Hero can take any weapons and equipment and must have some form of power armour.
Visions of Metal: The hero gains +2 attacks in melee, and as an action may remove all under fire tokens from a unit within 12".
Skin of Metal: This unit always gains one less under fire token when it gains any.

Squads:

Iron Saints [+5]
5-10x soldiers or veterans
Can take any weapons and common equipment, must have light power armour.
Skin of metal: This unit always gains one less under fire token when it gains any.

Disciples of the Holy Sound [+5]
5-10 veterans
Can take any weapons and common equipment, but each model must have at least 1 sonic weapon.
Aura of Noise: every time this unit uses sonic weapons, it loses D3+1 under fire tokens.

Angels [+5]
5-10 soldiers or veterans
Can take any weapons and common equipment, must be equipped with jet packs.
Scavengers: As an action, this unit may choose to fly high. If it does so, it cannot make melee attacks, and has -1 ranged skill, but enemy units also count as having -1 ranged skill against this unit, and always count as being 6" further from this unit than they actually are (note that this also counts for this unit against enemy units). It is a free action to come down again.

Sinners of the Flesh [+0]
10+ recruits
can take any weapons

Lobotomised: ignores the effect of under fire tokens, and can only perform one action per turn.

Special:

Weapons Team [+0]
2-3x iron saints, 1 large weapon (separate model)
Weapon has 2 health, 3" speed, and 4+ armour

Delian League of Independent Planets

Equipment available:
Anything tech level 4-6
Also gain access to the following unique weapons:

Name:	Range:	Attacks:	AP:	Damage:	Tech level:	Traits:
Javelin Mag-Launcher (small arms) [20]	10/30/40	1	-2	2	3	Large, Any models damaged but not killed by this weapon have their speed reduced by 3"
Demolition Gauntlet (missile) [30]	18	-	-3	1/1	3	Large, Can fire three times per shot.

Command:

Battlesuit Commander [+15]
1x hero +0-2 veterans.
All models must pilot small or medium mechs. All models can take any weapons and equipment.
Noble Hero: The hero gains +3 attacks with melee weapons, and when fighting in melee against an enemy unit that contains a hero, they gain +1 melee skill.

Woden-Pattern Battlesuit [+20]
1x hero +3-6 drones.
Hero must pilot small mech. Can take any weapons and equipment.
Drone Repair: As an action, may return D3 previously destroyed drones to any unit within 3".
Uplinked Drones: Drones with a targetting system in this unit give +2 to hit instead of +1.

Squads:

Hoplite-Pattern Battlesuits [+10]
3-6 soldiers or veterans.
All models must pilot small mechs. All models can take any weapons and common equipment.
Overlapping energy fields: while this unit contains three or more models, any energy shields work on a 4+ rather than a 5+.

Harpy-Pattern Battlesuits [+0]
3-6 recruits or soldiers
All models must pilot small mechs. All models can take common equipment, but must take jetpacks.
Modified battlesuits: models in this unit may take 4 plasma claws instead of the weapons normally allowed.

Drones [+5]
3+ AI models
All models count as having polymer armour. Can be given any two-handed weapons. Can take a targeting system instead for +5 power per model.
Defence protocols: When a unit within 3" is targeted by a ranged attack, you may move this unit in front immediately, making it the new target of the attack.

Targeting system: As an action, a model with a targetting system may give +1 to a battlesuit unit's next attacks against an enemy unit both can see. This action may only be performed by the same unit once per round.

Special:

Cyclops-Pattern Battlesuit [+10]
1x soldier or veteran in a medium mech
Must be equipped with two demolition gauntlets.
Shielded: Moves 2" slower, but ignores armour piercing of missile weapons, unless directly hit, and always takes one fewer under fire tokens when taking any hits.

Simioids

Equipment available:
Anything tech level 2-3, up to 50% of models may take tech level 4 weapons and equipment, and up to 25% may take tech level 5.

Hacked:
Some items have the *hacked* trait. When a weapon with this trait is used, and a 1 is rolled on the attack, it malfunctions, and you must roll on the malfunction table below. If the item is not a weapon, roll a die every time it is used instead (and a roll of a 1 triggers a malfunction).

Malfunction:

Roll:	Result:
5-6	The item doesn't work this one time (a weapon misses)
3-4	The item doesn't work, and cannot be used again in this game
1-2	The item explodes, dealing 1 damage to its user (and cannot be used again this game)

Command:

Chieftain [+10]
1x hero +0-9 veterans
May take any weapons and equipment
+1 health (all), +1 nerve (all), +2 attacks (hero)

Mechaniac [+20]
1x hero +0-4 veterans or soldiers
May take any weapons and equipment
Hero may take any number of tech level 6-7 weapons and equipment, which all gain the *hacked* trait.
Hasty repairs: While within 2" of a friendly vehicle, this model may use an action to restore up to D3+1 lost health to it.

Dodgy Dealer [+10]
1x hero
May take any weapons and equipment
Black market deals: For every Dodgy Dealer in your army, you may take up to 10 tech level 6-7 weapons or equipment, all of which gain the *hacked* trait.

Squads:

Thugs [+10]
5-20 veterans, soldiers, or recruits
May take any weapons, armour and common equipment
All models gain +1 health, and +1 nerve.

Grunts [+0]
5-30 soldiers or recruits

May take any weapons and common equipment

Aberrations [+5]
5-10 soldiers
May not take any weapons or equipment.
All models gain +1 health, +1 nerve, ignore the effect of under fire tokens, and count as having two blades each.

Special:

Weapons Team [+0]
2-3x thugs or grunts, +1 large weapon (separate model)
Weapon has 2 health, 0 speed, and 5+ armour.

Brutes [30]
3-6 models:

Melee skill	Ranged skill	Nerve	Agility	Health
+2	-1	4	3	3

May be given any weapons and common equipment.
May make four attacks in melee if unarmed, may carry two-handed weapons in one hand, or large weapons in two hands.

Vehicles:

May take any vehicle build, and can take any of the following optional upgrades, all of which have the *hacked* trait:
- Modded engine [10]: +D6" speed (roll every time the model moves).
- Explosive ram [20]: Deals 2D6 automatic hits to enemy units when moving into melee with them.
- Souped-up guns [15]: small arms weapons gain +D6 attacks.

United Nations of Freedom

Equipment available:
Anything tech level 2-4

Special Issue Weapons and Equipment:
Some units have access to special issue weapons and equipment. These are tech level 5, but are worth +2 power each, due to their rarity.

Experimental weapons:
Some units have access to experimental weapons. These are tech level 6 weapons, but every time a 1 is rolled for an attack (roll for every model hit if not small arms), roll another D6. And consult the table below:

Roll:	Result
5-6	The item doesn't work this one time (a weapon misses)
2-4	The item overheats: no damage is dealt, and the shooting model takes 1 damage
1	The item explodes: no damage is dealt, the shooting model takes D3 damage, and the weapon is destroyed.

Command:

Army Command squad [+15]
1x hero +4x veterans
All models may take any weapons, equipment, and armour, including special issue ones.
Communications array: In an action where this unit doesn't move, you may choose another unit (that hasn't activated yet that turn) to perform an action (it will have 1 less action the next time it activates that turn).

Intelligence officer [+5]
1x hero +4x veterans
Veterans may take any weapons, equipment, and armour, including experimental and special issue ones. Hero may only take armour and equipment.
If you have this unit in your army, you may upgrade Liberty-Pattern Walkers to Test Platforms.

GMC inspector [+15]
1x hero, +4x veterans
Veterans may take any weapons, equipment, and armour. Hero may only take armour and equipment.
If you have at least one copy of this unit in your army, you take vehicles for -10% of the power.

Squads:

Marines [+15]
5-10x recruits, soldiers, or veterans.
May take any weapons, common equipment, and armour, including special issue ones.
All models gain +1 nerve.
Models in this unit must be given a drug, and this does not add any additional power. They may also take an additional drug for the normal power.

Troopers [+0]
5-20x recruits, soldiers, or veterans.
May take any ranged weapons, and flak armour.

GMCC troopers [+0]
5x soldiers
May take any 1 handed weapons, and flak armour

Special:

Weapons Team [+0]
2-3x troopers, +1 large weapon (separate model)
Weapon has 2 health, 0 speed, and 5+ armour.

Liberty-Pattern Attack Walker [+0]
Small mech, can take any weapons and equipment. Piloted by a soldier or veteran.
Can have robot pilot instead of normal: this gives it the AI rule.
Test platform (see Intelligence officer) [+5]: can be given a basic energy shield, that also gives the rule
to models within 6", and may take experimental or special issue weapons.

Vehicles:

Freedom-Pattern Attack Helicopter [+0]
Small vehicle with chopper blades.

Independence-Pattern Assault Vehicle [+0]
Normal vehicle.

Wild Sector Armies

This list represents the armies that can be found on the frontiers of the Middle Sector, and the edges of the Wild Sector. The list is split into three sub-lists. You may choose to make your army exclusively from one of these lists, or you can take units from multiple. You must however take at least one hero model from each sub-list you take units from, and units cannot benefit from another sub-list's abilities.

Equipment Available:
Any number of tech level 2-4 weapons, up to 75% of your models may have tech level 5, up to 50% may have tech level 6, and up to 25% may have tech level 7.

Planetary Guard sub list:

Command:

Noble [+15]
1x hero, 0-4x veterans
May take any weapons, armour, and equipment. May pilot small battlesuits.
Royalty: Hero gains +2 attacks in melee, and elite guard within 6" gain +1 to attack rolls.

Squads:

Elite Guard [+0]
1-5 veterans
May take any weapons, armour, and common equipment. May pilot small battlesuits.

Militia [+0]
10+ soldiers or recruits
May take any weapons, and flak armour

Mercenary sub list:

Command:

Mercenary Leader [+5]
1x hero, 0-9 veterans or soldiers
Can be given any weapons and equipment, and flak, polymer, or light power armour.
all models gain +1 nerve.
Communications array: In an action where this unit doesn't move, you may choose another unit (that hasn't activated yet that turn) to perform an action (it will have 1 less action the next time it activates that turn).

Squads:

Mercenary Soldiers [+5]
5-10 veterans or soldiers
Can be given any weapons and equipment, and flak, polymer, or light power armour.
all models gain +1 nerve

Special:

Weapons Team [+5]
2-3x Mercenary Soldiers, +1 large weapon (separate model)
Weapon has 2 health, 0 speed, and 5+ armour.

Pirate sub-list:

Command:

Pirate Captain [+10]
1x hero, 0-4 veterans
May take any weapons and equipment, and flak armour
Wily: may remove 2 under fire tokens per turn automatically, not 1.

Squads:

Pirates [+5]
5-10x veterans, soldiers, or recruits
May take any weapons and equipment, and flak armour
Wily: may remove 2 under fire tokens per turn automatically, not 1. This unit must also always take the *run away* reaction when it can.

Vehicles:

May take any vehicle build as long as it can fly.

Weapons

Small Arms

Carbines may be fired while moving as a free action once per round, with -2 to hit.
Heavy weapons give -1 to hit if the model moves that round.
Rad- Every time a model with this weapon is activated, all models within 1" take 1 automatic damage (including the model carrying it), unless they are an AI model or weapon.

Name:	Range:	Attacks:	AP:	Damage:	Tech level:	Traits:
Slug Pistol [5]	6/12	1	0	1	2	1 handed
Slug Carbine [15]	6/18/24	1	0	1	3	2 handed
Slug Rifle [12]	12/24/30	2	0	1	2	2 handed
Slug Shotgun [12]	6/18/24	1	0	1	2	2 handed, +1 to hit
Slug Sniper Rifle [20]	36	1	-2	1	3	Shooting model may pick model wounds are allocated to. 2 handed, heavy
Gyro Pistol [10]	5/10	1	-2	2	4	1 handed, heavy
Gyro Rifle [20]	10/20/25	2	-2	2	4	2 handed, heavy
Gyro Cannon [35]	15/25/30	3	-2	2	4	large
Needle Pistol [7]	8/16	1	-	-	3	1 handed, any models hit get -1 speed, skill, and nerve for the rest of the round.
Needle Rifle [14]	16/32/40	1	-	-	3	2 handed, any models hit get -1 speed, skill, and nerve for the rest of the round.
Mag Pistol [7]	5/10/15	1	-1	1	5	1 handed
Mag Carbine [17]	10/20/25	1	-1	1	5	2 handed
Mag Rifle [15]	10/25/30	1	-1	1	5	2 handed
Mag Launcher [25]	10/30/40	1	-2	2	5	large
Mag Sniper Rifle [30]	45	1	-3	1	5	2 handed, Shooting model may pick model wounds are allocated to. 2 handed, heavy
Plasma Blaster [12]	7/14	D3	-2	1	7	1 handed
Plasma Gun [17]	7/21/28	D3	-2	1	7	2 handed
Particle Gun [20]	11/19/29	1	-4	1	6	2 handed, Rad
Anti-Matter Pistol [25]	4/8	1	-	1	8	1 handed, Automatically bi-passes armour
Anti-Matter Rifle [30]	8/16/24	1	-	2	8	1 handed, Automatically

						bi-passes armour
Compression Pistol [8]	6/12	2	0	1	8	1 handed
Compression Carbine [18]	6/18/24	2	0	1	8	2 handed
Compression Rifle [15]	12/24/30	3	0	1	8	2 handed
Distortion Rifle [50]	40	1	-3	D6	9	2 handed, heavy
Distortion Cannon [60]	60	1	-3	2D6	9	Large, heavy

Missile Weapons

Permanent: effect remains on battlefield

Name:	Range:	AP:	Damage:	Tech level:	Traits:
Grenade [5]	6	0	1/1	2	
Flash Grenade [5]	6	-	-	3	All models within 3" of hit get -3 skill for the rest of the round.
Smoke Grenade [5]	6	-	-	2	Permanent, Models hit get -1 skill while they remain in the area of effect.
Rad Grenade [10]	6	0	1/1	6	Permanent, ignores armour
Grenade Launcher [10]	18	-	-	3	Loaded with any grenades
Plasma Grenade [10]	6	-1	1/2	6	
Artillery Piece [30]	36	-2	1/3	2	Large
Missile Launcher [40]	36	-3	2/4	3	Large

Suppression Weapons

Models targetted by sonic weapons and flamethrowers count as having -1 nerve for the rest of that round.

Name:	Range:	Spread:	AP:	Damage:	Tech level:	Traits:
Flamethrower [10]	6	2"	0	1	2	2 handed
Heavy Flamethrower [15]	8	3"	0	1	2	Large
Sawn-Off Shotgun [10]	6	1"	0	1	2	1 handed
Chain Gun [25]	30	2"	0	1	3	Large
Plasma Cannon [30]	14	1"	-2	1	6	Large, Deals D3 hits per model
Particle Beamer [35]	29	2"	-4	1	6	Large, Rad
Sonic Blaster [5]	5	1"	0	1	5	1 Handed, Heavy
Sonic Gun [10]	10	2"	-1	1	5	2 handed, Heavy
Sonic Cannon [20]	15	3"	-1	1	5	Large

Compression Blaster [30]	30	3"	0	1	8	Large

Lance Weapons

Name:	Range:	AP:	Damage:	Tech level:	Traits:
Railgun [45]	48	-4	3	5	Large
Laser Rifle [30]	40	-	1	5	2 Handed, Heavy, Automatically penetrates armour
Lasgun [40]	60	-	2	5	Large, automatically penetrates armour
Distortion Beamer [60]	50	-3	2D6	9	Large

Melee Weapons

Name:	Attacks:	AP:	Damage:	Tech level:	Traits
Blade [1]	1	0	1	1	1 handed
Heavy Blade [2]	1	-1	1	1	2 handed
Chainsaw [5]	2	-1	2	3	2 handed
Heavy Chainsaw [7]	3	-1	2	3	Large
Angle Grinder [5]	1	-1	1	3	1 handed
Shock Mace [5]	2	0	1	4	1 handed, models hit get -1 to their next roll.
Shock Lance [7]	1	-2	2	4	1 handed, jet cycle models only
Vibro-Blade [7]	2	0	2	5	1 handed
Plasma Lance [10]	1	-3	3	7	1 handed, jet cycle models only
Plasma Sword [8]	2	-2	1	7	1 handed
Plasma Claw [7]	3	-2	1	7	1 handed, -1 to hit with this weapon
Plasma Great Claw [10]	4	-2	1	6	Large, -1 to hit with this weapon
Plasma Greatsword [10]	1	-2	2	7	2 handed, +1 attack when parrying
Plasma Axe [6]	1	-2	2	7	1 handed
Plasma Mace [6]	2	-1	1	7	1 handed
Plasma Broadsword [12]	2	-2	2	6	Large
Plasma Broadaxe [10]	1	-2	3	6	Large

Mono-Molecular Blade [5]	2	-1	1	8	1 handed
Phase-Sword [10]	1	-	1	9	1 handed, Ignores armour
Phase Broadsword [30]	2	-	2	9	Large, Ignores armour

Equipment and Armour

Common Equipment:
- Basic Energy Shield [15]: Tech level 5. Every time this model is hit by a ranged attack, roll a die. On a 5+, it isn't. If you succeed this roll, lance weapons are automatically stopped. Must be carried in one hand (even for mechs). If this is targetted by a laser weapon, the attack scatters (distance remains the same). Can also automatically parry a single hit in melee, or two if used by a mech.
- Advanced Energy Shield [20]: Tech level 7. As above, but works on a 4+.
- Jet Cycle [30]: Tech level 5. Models mounted on this gain +2 health, 12" speed, and may ignore all terrain. It may also have up to two 2 handed weapons mounted on it, which can be fired by the rider. The rider may also wield and use one other 1 handed weapon.
- Perception Filter [20]: Tech level 8. When this unit is targeted by a ranged attack, roll a D6. On a 4+, it cannot be.
- RDG [15]: Tech level 5. Model does not have to be deployed at the start of the game. Instead, it may be deployed as an action in any of its activations anywhere on the board at a point of your choosing, scattering D6". Cannot be taken with a jet cycle. When the model is deployed, roll a die. On a 1-2, it fails to land and is killed.
- Advanced RDG [20]: Tech level 7. As above, but only fails on a 1.
- Jet Pack [10]: Tech level 5. Model may fly, and move at 12" speed.

Rare Equipment:
- Bionic Eye [5]: Tech level 5. Model gains +1 ranged skill
- Bionic Arm [5]: Tech level 4. Model gains +1 melee skill
- Camo Cloak [10]: Tech level 2. Models attacking a unit where all models have camo cloaks from 12+" away count as having -1 ranged skill.
- Combat Drugs [20]: Tech level 3. Can be administered as a free action at any point. Once administered, the model must use at least one action per turn to move closer to an enemy unit, but can ignore under fire tokens, and gains +2 attacks in melee.
- Targetting Aid [5]: Tech level 3. Model gains +1 ranged skill.

Armour:
- Flack Armour [2]: Tech level 2. 5+ save
- Mesh Armour [6]: Tech level 8. 4+ save, 3+ against tech level 2 or lower weapons.
- Mirage Armour [10]: Tech level 9. No save. This model starts the game invisible. When activated, it may be placed down in the deployment zone, or turns passed x speed x2 inches from it. Once placed down, units gain -2 to attacks against this model. Lance weapons miss on a 3+.
- Polymer Armour [7]: Tech level 4. 4+ save, -1 speed
- Basic Power Armour [10]: Tech level 4. 3+ save, -2 speed, -2 agility, -1 melee skill, +1 health
- Relic Power Armour [20]: Tech level 5. 2+ save, -4 speed, -3 agility, -2 melee skill, +2 health
- Light Power Armour [12]: Tech level 6. 3+ save, -1 speed, -1 agility
- Heavy Power Armour [17]: Tech level 6. 2+ save, +1 melee skill, +1 health, -2 speed, -2 agility

Drugs

Drugs can be given like any other equipment. All drugs are tech level 3, and their effects can be activated at any point you like. At the start of each subsequent round, roll a die. On a 1-2, the drug wears off. On the next turn, it will wear off on a 1-3, and so on.

- Sting [2]: Gain +2 speed
- Stum [10]: Whenever a model with this drug takes a point of damage, roll a die. On a 6, it doesn't.
- Craze [15]: Automatically pass nerve tests
- Crush [5]: +1 attack in melee

Mechs

Mechs are robotic, humanoid fighters, piloted by people. There are two sizes of mechs: small, and medium. For each mech, you must have a pilot, the stats for which are found in each faction's rules. Mechs can also take shield generators (if allowed by the faction's tech level) instead of one of their weapons.

Small Mechs [30]
+3 health, 6" speed, 3+ save
Can take up to two large or two handed weapons.

Medium Mechs [60]
+6 health, 6" speed, 3+ save
Can take up to two large or two handed melee weapons, as well as up to two additional two handed ranged weapons.

Vehicles

To make a vehicle, you must first pick a size. A small vehicle is essentially a weapons platform, and has 6 health, while a normal vehicle can be either a tank or a transport, and has 12. A small vehicle can take one large weapon, while a tank can take two large weapons, and up to two smaller weapons. A transport can take two two-handed weapons, and can transport up to 11 models. You must also pick what armour and propulsion the vehicle has. A vehicle may be given a shield generator, which takes up a weapon slot. Power is given: [small vehicle/normal vehicle].

A vehicle must also be given a gunner for each weapon it has – you can pick from recruit, soldier, or veteran. These are worth the normal power, but only add their ranged skill and nerve to the vehicle, not their health. All vehicles have an agility of 2.

Armour:	Small:	Normal:	Tech level:	Special:
Light Metal [20/40]	4+ (-2" speed)	3+ (-2" speed)	2	
Heavy Metal [25/50]	3+ (-4" speed)	2+ (-3" speed)	2	
Light Polymer [22/44]	5+	4+	4	
Heavy Polymer [25/50]	4+ (-1" speed)	3+ (-1" speed)	4	
Light Molecular [30/60]	4+	3+	6	
Heavy Molecular [40/80]	3+	2+	6	

Propulsion:	Small:	Normal:	Tech level:	Special:
Tracks [20/18]	10"	8"	2	May ignore difficult terrain.
Wheels [15/12]	12"	10"	2	
Hover Jets [30/30]	16"	14"	4	May ignore all terrain.
Chopper blades [30/30]	14"	12"	3	Fly

Lucky Re-roll any one die of your choice.	**Insane Bravery** Automatically pass a nerve check (can use this after failing one).	Fate Card	Fate Card
Burst of Speed One unit of your choice may move by +6".	**Last Breath** When one of your models dies, it may take one free action before being removed from play.	Fate Card	Fate Card
Lucky Shot One ranged attack automatically hits (must be used before rolling to hit).	**Relentless Barrage** Use this when a unit has just made ranged attacks. It may immediately make ranged attacks again against the same target as a free action with -1 to its ranged skill.	Fate Card	Fate Card
Furious Blows Use this when an enemy unit is making armour saves against melee attacks. Those attacks count as having +2 AP.	**Sacrifice** Use this when one of your units is destroyed. A friendly unit within 6" may immediately take a free action.	Fate Card	Fate Card
Unlucky Shots Use this when an enemy unit is making ranged attacks. That unit gets -1 ranged skill.	**Suicidal Charge** Use this when a unit moves into melee. Casualties from overwatching units are not removed until this unit has finished activating.	Fate Card	Fate Card

Repair One vehicle regains D3 lost health.	Burst of Energy One of your units that has already attacked/parried in melee this round, may ignore all negative modifiers to skill for having done so.	Fate Card	Fate Card
Scouting At the start of any round, one of your units may take a move action as long as it doesn't end up within 3" of an enemy unit.	Battlefield Promotion When one of your heroes dies, an infantry model within 1" gains the nerve and any special rules that hero had.	Fate Card	Fate Card
Strike and Fade One unit may immediately take a free move action after it has made any attacks.	Weakened Pick an enemy unit that has already been targetted that round. Any units that target it this round get +1 AP.	Fate Card	Fate Card
Ready Use this when an overwatching unit takes its action. It may take two actions instead.	Rally One unit immediately loses all under fire tokens.	Fate Card	Fate Card
Last One Standing The last model in a unit where all other models have been killed gains +2 health, nerve, and attacks in melee.	Advance Warning Use this when an enemy unit deploys on the board. One of your units may immediately take a free action.	Fate Card	Fate Card

Counter Attack When an enemy unit has just finished attacking, one of your units may immediately take a free attack action against it.	**Bombardment** Pick a point anywhere on the board. That point scatters D6". Every unit within 3" of the new point takes D3 hits with 2 AP.	Fate Card	Fate Card
Critical Hit Use this when an armour save is failed. The attack deals +3 damage to the target.	**Telemetry** All your vehicles gain +1 ranged skill for this round.	Fate Card	Fate Card
At Any Cost Pick one unit. For the duration of this round, that unit ignores all under fire tokens, and automatically succeeds all nerve checks.	**Covering Fire** One unit of your choice may fire with -1 ranged skill, but the target takes twice as many under fire tokens from it.	Fate Card	Fate Card
Inspiring Presence Pick a hero. All friendly units within 6" of that hero gain +1 combat and melee skill the next time they attack (or parry).	**Speedy Withdrawal** Use this when a unit moves out of melee. The unit it was in melee with may not attack as it normally would.	Fate Card	Fate Card
Organised retreat Use this when a unit moves out of melee. It may do so as a free action.	**Special Ammunition** Use this before a unit attacks at range. For this set of attacks, the unit's weapons have +1 AP.	Fate Card	Fate Card