



Special Abilities

ACID BLOOD

If a unit with this ability loses a Health Point (HP) from an attack within 2 inches the unit that caused the wound immediately suffers a PW: 4 hit before any other actions are resolved; this hit is treated as a Ranged Attack for all purposes. Should 2 HP be lost from the same attack then 2 Acid Blood hits are resolved. A unit with this ability is immune to the effects of Acid, Acid Blood, and the Cauterize effects of acid-based attacks.

ACROBATICS

Units with this ability may Jump up to 2 inches instead of the normal 1 inch. They also subtract 2 from the PW of any Falling Damage (PW cannot go below 1).

ADAPTABILITY

Once per activation a unit with this ability may copy certain Weapon Abilities from a unit it is in Base-to-Base with (friendly or enemy). Only one Weapon Ability may be copied at a time and it replaces any normal Weapon Abilities the unit currently has. Weapon Abilities that may be copied are: Acid, Bleed, Brutal, Cauterize, ED(x), Fire, Pierce, Poison, Reach, and Stun. The unit gains the selected ability until the end of the unit's activation. Any copied ability that has a lasting effect on a unit acts as normal per that ability's Special Rules.

AEROBATICS

Aerobatics: Units with this Special Ability may Climb or Jump without Movement Penalty. Furthermore, units with Aerobatics may make "Vertical Jumps", allowing them to move both vertically and horizontally when making a Jump.

ANIMOSITY (X)

A unit with the Special Ability may not be included in any force that has a unit named (x) in that Force.

ART OF WAR

When Saint Luke is chosen he must choose a Fighting Style: Mantis or Dragon. When Luke chooses the Mantis fighting style he gains the Vault Special Ability, the same Attack Groups as Stingers and Take Charge (Stingers). When Luke chooses the Dragon fighting style he gains the Breach Blast Special Ability, the same Attack Groups of Arsenals, and Take Charge (Arsenals).

ASSASSINATION

After the first turn, during any Lingering Effects phase, a unit with Assassination may be Deployed anywhere on the Battlefield. Deploying a unit in Base-to-Base with an enemy unit does not count as a Charge. If more than one Force contains units with Assassination follow the rules for resolving Simultaneous Effects in the Lingering Effects phase (Rulebook Pg.: 19). A Force may only contain one unit with the Assassination ability.

AUGMENTED

Units with this Special Ability may not be affected by the Grafting Special Ability.

BACKSTAB

A unit with this Special Ability gains +1 AS and +1 PW to attacks during its activation if it is the first unit activated during a player's turn.

BAD MOJO

Any non-friendly unit within 8 inches of a unit with this Special Ability suffers -1 to ALL Target Number rolls. Non-living units are immune to this effect. Bad Mojo is not cumulative with any other effects that give a negative to Target Number rolls. If two effects give a negative to a Target Number use the one with the highest modifier."

BECKON

Units with this Special Ability may spend 1 AP and target another unit from the same friendly Force, forcing them to immediately Activate and ending the Beckoning unit's activation. Beckon does not need Line of Sight, and may target a Unit/Squad anywhere on the Battlefield, regardless of distance. A unit with this ability may not target a unit with a higher PS. Units engaged in Close Assault may not use this ability until they are unengaged. If a unit has Beckon(x), (x) will define either how many times PER GAME a unit may use Beckon, OR what units it may affect with Beckon. Units with Beckon(2) or higher may elect to spend AP up to their Beckon(x) value, immediately ending their activation and forcing (x) friendly Units/Squadrons to Activate in an order chosen by their controller. If a unit affected by Beckon also has Beckon they may not use it that turn.

BERSERK

A unit with this ability may spend 1 AP to activate Berserk. While Berserk the unit gains +1 AS +1 PW, and an additional power multiplier (i.e. PW 4 becomes 4x2, PW 4x2 becomes 4x3, etc.) to CA or RE attacks, and must always spend all available AP to move towards the nearest enemy unit, Charging if possible. Additionally, while Berserk a unit gains the Never Fear and Never Panic Special Abilities. While affected by Berserk, a unit may end the effects of Berserk at the start of their Activation by spending all available AP.

OVER EXERTION: During each Lingering Effects phase roll 1d20 for each Unit currently affected by Berserk. On a roll of 11 or more the unit loses 1 AP until it is no longer Berserk; this effect is cumulative. A unit that has lost all available AP due to the effects of Over Exertion immediately loses the effects of Berserk.

BIO-GENS

A unit with this ability has a number in parentheses after the Bio-Gen ability, ex. Bio-Gen (2), this number represents exactly how many Bio-Gens that unit can purchase. The first Bio-Gen is free, the second, and each thereafter, cost an additional 5 points (ex. The second Bio-Gen costs 5 points, the third costs 10 points, and so forth). Note that some Bio-Gens take up more than one slot, in which case they count as a single Bio-Gen for points purposes. Bio-Gens follow the normal rules for attacks of their type.

BITE REFLEX

When an enemy moves into Base-to-Base with a unit with this ability, or the unit with Bite Reflex moves into Base-to-Base with an enemy unit, the unit with Bite Reflexes may immediately make an attack with the Bite Reflex Attack Group against enemy units in Base-to-Base, subject to the

normal rules for Close Assaults, including Rate of Fire. These attacks are made before any attacks from Charges, and do not gain bonuses from Ganging Up. This ability may not be used if the unit possessing Bite Reflexes is Dying or Prone.

BLOK STOPPER

This ability increases the level of Cover the unit is behind. If the ability has a (X) after it, then increase the cover bonus of the unit by that many levels.

EXAMPLE: A unit with Blok Stopper is always considered in Partial Cover, should they already be in Partial Cover they are considered in Cover, if the model is in Cover then it is considered Completely Obscured.

BLOOD CULT

When a Living Unit is removed from the game place a Blood Splatter marker on the table where the unit was. During each Lingering Effects Phase each Unit/Squad with this special ability checks to see how many Blood Splatter markers are within 8 inches, gaining the following benefits based on the number of Blood Splatters:

1-4: +1 Target Number to all Close Assaults

5-8: Unit/Squad gains the Never Panic Special Ability

9-12: Unit/Squad gains the Cause Fear Special Ability

13+: Unit/Squad gains the Blood Frenzy Special Ability

For Squads the player must select one unit from the squadron to check the measurement. All effects from Blood Cult are cumulative and not optional. Whenever units with this special ability are present during a battle, the rules for Blood Splatter must be in effect.

BLOOD DOMINANCE

Units with this Special Ability cause all enemy units to suffer -2 TN to any CA or PS checks while they are in Base-to-Base contact with this unit. This has no effect upon non-living units.

BLOOD FRENZY

Units with this ability must always Charge or spend all available AP to move towards the nearest non-Blood Cult unit (friendly or enemy!). In addition, units with this Special Ability are considered under the effects of the Berserk Special Ability, except they may not voluntarily end its effects.

BOUNTY HUNTER

Units with the Bounty Hunter Special Ability may be included in any Forsaken or Outcast Force. Before the game starts the player may nominate an Individual from the opposing Force as a Bounty, specific to each unit with the Bounty Hunter Special Ability; if the opposing force contains no Individuals

then the highest point value unit may be selected instead. This unit gains +2 to all attack TNs against their Bounty. If the unit selected as their Bounty is removed from play then remove this unit from play as well, though no Victory Points are awarded or Objectives claimed for them. Units with the Matched Set Special Ability may nominate one Bounty or separate Bounties. Units with this Special Ability also gain the Tracking Special Ability. A force may only contain two Bounty Hunter selections per 1000 points.

BREECH BLAST

A unit with this Special Ability may opt to detonate a Smoke Grenade at their feet. If this ability is used then the Combat Shotgun may still be used but the Grenade Launcher may not. No roll for scatter is made; the Blast from the Smoke Grenade is centered on the firing unit. A MAL roll is required however, and if a MAL is rolled then do not place the Smoke Cloud, but the AP is spent and counts toward the Rate of Fire of the Grenade Launcher.

BURROW

For 1 AP a unit with this Special Ability may burrow into the ground. When "Burrowed" place a Burrowed counter next to the unit. The counter gives the unit -4 DF and +2 AR, but the unit may not make Attack Rolls and all movement is reduced by half. For 1 AP the unit may resurface, removing the Burrowed counter. Unit with the Enhanced Optics Special Ability ignore the -4 DF bonus, though the +2 AR still applies.

CABAL

While a unit with this Special Ability is within 8 inches of Saint Johann they may re-roll one d20 per activation. Units with this Special Ability may not be the target of Command.

CANNIBAL

All non-Skarrrd units in Base-to-Base with this unit suffer -1 TN to all attack rolls. Non-Living units and units with the Never Fear Special Ability are not affected by Cannibal.

CASTER

A unit with this Special Ability may, once per activation, choose to cast a Foci from their applicable Foci List. Ritual Castings, or specific Foci (Soul Warden Only) may not be selected.

CAUSE FEAR

All enemy units activating within 8 inches of a unit with this Special Ability are affected by Fear (Dark Age: Core Rulebook). Units with Never Fear are immune to the effects of Fear. Units that have Cause Fear Special Ability are not affected by the effects of Cause Fear.

COMBAT REFLEXES

If a unit with this Special Ability is hit by an attack and fails their Armor Save they can make a PS Check. If the PS Check is successful they suffer no damage from the attack but are Knocked Prone. The unit still suffers the effects of any Special Abilities from the attack. Combat Reflexes may not be used while Prone.

COMBINED ELEMENTAL

Units with the Combined Elemental Special Ability do not cost any points and are not included during Force Creation. Combined Elementals are placed on the table via the effects of specific Foci or Special Abilities and as followed: Target one member of a squad with the Elemental Special Ability; they must be In Coherency with their squad. Remove from play the squad and replace the targeted unit with a Greater Elemental; the Greater Elemental's base must fit where the target unit was. Any Counters or Wound Markers on any of the removed Elementals carry over to the Greater Elemental, though it may only be affected by one type of each Counter. If separated, replace the Combined Elemental with one squad member exactly where the Greater Elemental was, and then place the remainder of the squad in Coherency. Squad members may be placed in Base-to-Base with other units but do not count as Charging. Any wounds on the Greater Elemental transfer to the Elemental squad. Greater Elementals count as Elementals. Greater Elementals, once in play, are worth a number of points equal to their component elementals total points cost.

COMMAND

Units with this Special Ability may spend 1 AP and target another unit from the same friendly Force, forcing them to immediately Activate and ending the Commanding unit's activation. To Command a squad, they must be within Line of Sight and within 8 inches of the Commanding unit. A unit with this ability may not target a unit with a higher PS. Units engaged in Close Assault may not use this ability until they are unengaged. If a unit has Command(X), (X) will define either how many times PER GAME a unit may use Command, OR what units it may affect with Command. Units with Command(2) or higher may elect to spend AP up to their Command(x) value, immediately ending their activation and forcing (x) friendly Units/Squadrons to Activate in an order chosen by their controller. If a unit affected by Command also has Command they may not use it that turn.

CRACK SHOT

Units with the Special Ability may ignore normal Targeting Priority rules and shoot at any unit within range and Line of Sight.

CULL THE WEAK

You may have the unit with this ability target a friendly Slave in Base-to-Base and remove that model from the game for 1 AP. If this is done the Slave squad gains +2 to their AS stat until the end of their next activation. A unit may only use this ability once per turn.

DANCE OF DEATH

Once per a game, at the start of their activation, a squad with this Special Ability gains +2 to TN, PW, and an additional power multiplier to all attacks with a range of CA or RE, until the end of their current activation. Units with this Special Ability are also immune to effects that modify PS.

DEFIANCE

A unit with this Special Ability adds +4 to its PS stat for all tests caused by Casting Psyche Effects, as well as immune to the effects of the Command Special Ability and any effects that modify this unit's PS stat.

DRUGGED

Before the game, a Force containing a unit with this Special Ability may nominate a unit to be "Drugged"; Give that unit a Drugged Counter. Drugged units deploy with the unit responsible for their Drugged Counter, as if they were a single squad, though they act as normal once the game begins. While possessing a Drugged Counter, a unit suffers -2 to all TN rolls except AR checks. When a unit with a Drugged Counter receives a wound, remove the Drugged Counter instead of suffering the wound as normal- this is not optional. Should an effect cause multiple wounds (ex. Extreme Damage) only the first wound is ignored. After the Drugged Counter is removed the unit no longer suffers the -2 TN penalty from being Drugged. Units may not receive multiple Drugged Counters.

ELEMENTAL

Units with this ability may be affected by the Soul Link Special Ability

ELUSIVE

Ranged attacks against this unit that originate from more than 6 inches away suffer double the normal range modifiers, additionally, units with the Elusive Special Ability automatically pass the PS Check to Evade Template Attacks.

ENHANCED OPTICS

A unit with this Special Ability may ignore any modifiers for making Ranged Assaults through Smoke Clouds

ENVIRO FILTERS

Units with this Special Ability may ignore any modifiers for making Close Assaults through Smoke Clouds.

ESSENCE POOL

The members of a squad with this Special Ability have a shared pool of HP. The HP Statistic in the unit's profile(s) show the total HP for the entire squad. Damage is recorded for the entire squad, not individually. Should the squad suffer enough wounds to equal their HP Stat the entire squad enters the Dying State. Should one member of the squad be removed from the game then so are all remaining squad members.

FEROCIOUS ASSAULT

If an enemy unit is removed from play by an attack of a unit with this Special Ability, the squad it was a member of receives a Panic Counter. Units with Never Panic are immune to this ability.

FOR SAINT AND GLORY

A unit with this Special Ability gains the Never Fear and Never Panic Special Abilities if they are within the PS Range of their Saint. If the Saint is Dying and in Line of Sight to this unit, they do not receive the benefits of this Special Ability and immediately gain a Panic Counter.

FORTITUDE

Units with this Special Ability are not Removed From Play or Knocked Prone immediately upon Dying. Instead, Dying units with Fortitude receive a Dying Counter and remain on the battlefield until the end of their next activation or take twice their original HP in damage. Instead, Dying units with Fortitude receive a Dying Counter and remain on the battlefield until either the end of their next Activation or they are reduced to negative their starting HP value. Units with this Special Ability cannot be affected by Special Abilities that prevent it from being removed after its activation (ex. Hang in There Boys!), though they may still be healed to a non-Dying state.

FLOAT

Units with this Special Ability ignore terrain for movement purposes, as well as move their full MV value when Climbing or Jumping.

FURIOUS CHARGE

Units with this Special Ability receive +2 TN and PW when making a Charge Attack, instead of the normal +1 TN and PW.

GLIDING DEPLOYMENT

A unit with this ability does not deploy at the start of the game. Instead, units with this Special Ability may activate it at the start of any Lingering Effects phase after Turn 1. Once activated, the unit with this Special Ability will be deployed on the table in the following Lingering Effects phase (ex. Ability is activated Turn 2, units will arrive Turn 3). When deployed, choose a point on the battlefield and roll Scatter for each squad member, this determines where the unit will be placed. If a unit's final deployment point is off the table edge they will deploy at the point on the battlefield nearest to the table edge. If the unit's final deployment point is on another unit, or in Hazardous Terrain, the unit with Gliding Deployment is placed with their base touching the unit/terrain closest to the final deployment point; this does not count as a Charge.

GOES OUT WITH A BANG

When a unit with this ability is reduced to 0 HP, it will explode in a BL: 2, PW 5x2 blast at the end of the next Lingering Effects phase, unless a Special Ability can bring it to at least 1 HP before the end of the next Lingering Effects phase.

GRAFTING

Forces containing a unit with this Special Ability may select one Grafting to be applied to a friendly unit/squad. Graftings identified as (U) are Unique and may only be applied to one unit, regardless of force size. See Pg. 277 Dark Age: Apocalypse for full list of Graftings

GRAPPLE (X)

(X) represents the distance Grapple can affect. Models with this ability gain the use of grappling weapons. To represent this when Jumping the unit may move their MV Value -1 per AP spent rather than ½ MV per normal rules. Units with this ability may also Climb as if a ladder was in place, up to the distance of the Grapple Ability; Falling less than the range of the Grapple results in no damage.

GUERRILLA TACTICS

Units with this Special Ability may double their Squad Cohesion distance. Any unit with this ability gains a +2 Target Number bonus to Leaving Close Assault. Units with this ability grant Guerilla Tactics to any squad they Take Charge of.

HANG IN THERE BOYS!

Any Dying unit from the same Force within 8 inches of a unit with this Special Ability are not removed from play when they are Activated as long as the unit could be brought to positive HP via Just a Flesh Wound and/or Numb. The Dying units are still removed if they ever take twice their

original HP in damage as per normal. This ability does not affect Non-Living units. Any unit still Dying once the game ends are counted as casualties for purposes of Victory Points and Scenarios. NOTE: Dying units still follow all normal rules for Dying Units such as being Prone, not counting towards Coherency, etc.

HATRED (X)

(X) Represents the unit or individual triggering Hatred. Should a unit with this Special Ability make either a Ranged or Close Assault against a unit they have Hatred for then it receives +1 to Assault Target Numbers. In addition, the unit also receives +1 PW to all Close Assaults or Reach Attacks made against the Hated unit.

I'M THE BOSS

All Slave units that have at least 1 Slave within 4 inches of a unit this ability may use that unit's PS Stat in place of their own for all checks that use the PS Stat.

IMMACULATE MAINTENANCE

All MAL Stats of friendly units are increased by "1" while a unit with this ability is on the battlefield. If a MAL Stat is "20" then treat it as "-".

I NEVER LOSE!

As long as a model with this ability is on the battlefield its owner wins all ties made from Initiative Rolls.

INFILTRATE

Units with this Special Ability are Deployed only after all other (non-Infiltrating) units have been Deployed. A unit with this Special Ability may be Deployed anywhere on the battlefield, as long as it is not in Line of Sight of an enemy unit. If multiples Forces contain units with Infiltrate roll a d20 and, starting with the lowest roll, take turns Deploying Infiltrating units until all units with Infiltrate have been Deployed.

INSPIRE (X)

A unit with this Special Ability is treated as having the Command (X) ability. In addition, when they use the Command (X) Special Ability, the target unit also receives +1 Target Number to any Ranged Assaults, Close Assaults, or Reach attacks made during their activation. All rules that apply for Command also apply for Inspire.

INSTIGATE

Friendly units within 8 inches of a unit with this Special Ability gain +2 to Target Number rolls for Fear and Panic Checks, as well as Close Assault attacks. Individuals, Non-Livings units, or units with a higher PS than the unit with this Special Ability are not affected by Instigate.

JUST A FLESH WOUND

This Special Ability prevents friendly units from being Removed From Play immediately upon Dying. Instead, friendly Dying units receive a Dying Counter and remain on the battlefield until they next activate or are reduced to negative their starting HP. Units with this Special Ability may spend 1 AP while in Base to Base contact with a Wounded unit to restore 1 HP to the Wounded unit; the 1 AP used for this Special Ability may not be the free AP granted from Charging. Units may only be affected by this Special Ability once per game and may not be restored beyond their starting HP. Non-Living units may not be the target of this Special Ability.

LATCH ON

Units with this Special Ability will have two attacks listed in parentheses after Latch On (Ex. Latch On (Retractable Claws/Bite)). The Attack group triggering Latch On will be listed first, followed by the Attack Group that is used for the free attacks resulting from Latch On. If all attacks from the first Attack Group hit the same unit using a single AP, then the unit with this Special Ability may immediately make an attack (costing 0 AP) against the same target with the second Attack Group listed under Latch On. Additional attacks made during this Activation from the secondary Attack Group automatically hit. Attacks from the secondary group may only be made as a result of Latch On, and may not be Parried.

LUCK

Once per game a unit with this Special Ability may reroll any single d20 they have rolled. The second result must be accepted even if it is worse than the first; the initial roll is discarded for all game purposes. Units with this Special Ability also do not suffer the effects of Critically Failing an AR Roll.

MATCHING SET

Matched Sets of units must be fielded together in a Force; they may not be taken separately. Units with this Special Ability must remain within 4 inches of each other or suffer Out of Coherency penalties (as per the Squadron rules). These units always activate together, following the rules for a Squadron. Should one of the units be removed from play, the other member(s) of the Matched Set gain the Berserk Special Ability, and immediately enter Berserk at no AP expenditure (this is not optional). Units with this Special Ability never suffer from Lack of Support.

MY BLOOD FOR YOUR BLOOD

An individual that has Taken Charge of a unit/squad with this Special Ability may transfer any wounds received to a member of that unit/squad. Any attacks with the ED(X) Special Ability only count as dealing 1 wound to this unit, regardless of (X). The individual Taking Charge of this unit/squad must be in Coherency to make use of this Special Ability.

MY PRETTY TOYS

A unit with this Special Ability may upgrade one unit of Buzzblades to either Charity's Might or Charity's Zeal. The unit with this Special Ability deploys with the squad they upgrade, though they are not considered part of that squad and may act normally once the game begins. If the unit with this Special Ability is removed from the game the upgraded unit of Buzzblades immediately enter Berserk, as per the Berserk Special Ability, at no AP expenditure (this is not optional). NOTE: They do not actually gain the Berserk Special Ability.

NEVER FEAR

Units with this Special Ability are immune to the effects of Fear

NEVER PANIC

Units with this Special Ability are immune to the effects of Panic. Squads with this ability never suffer from Lack of Support.

NON-LIVING UNIT

A unit with this Special Ability is immune to the effects of the Poison Special Ability, as well as the effects of Fear and Panic. In addition, many other Special Abilities do not affect Non-Living Units; these abilities will note that in their description.

NOW IS OUR TIME!

Once per game the player with a Force containing this Special Ability may elect to make a PS Check instead of rolling Initiative. The unit with this ability makes a PS Check, taking into account any modifiers it may have. If the check is successful that unit's controller immediately wins Initiative, if the check is failed then that unit's controller immediately loses Initiative. If the check is successful the unit with this Special Ability must be the first unit activated this turn.

OBSESSED

Before units are Deployed this unit's controller may select a single unit from the opposing Force. The unit with this Special Ability gains +2 AS and +2 PW to any Close Assaults made against the selected enemy unit. In addition, a unit with this Special Ability may not engage any enemy other than its selected unit, though it may attack and respond normally should the enemy engage it. While the selected unit is in play the unit with this Special Ability gains the Never Fear and Never Panic Special Abilities. If the selected unit is removed from play before the unit with Obsessed can engage them then the Obsessed unit gains the Berserk Special Ability.

POP SMOKE

Once per Activation a unit with this Special Ability may center a Smoke Grenade directly on them. The unit spends 1 AP to do so but must make a MAL Check. If a MAL is rolled the Grenade does not go off. Using a Smoke Grenade in this manner does not count towards the units Rate of Fire.

POWER GENERATOR

During each Lingerin g Effects Phase, a unit with this Special Ability must choose to power one Powered Item (only one Powered Item may be enabled at a time). If a Powered Item Malfunctions, the Power Generator has overloaded and may not be used to power an item during the next Lingerin g Effects Phase.

PSYCHOGENIC-INVOKER

A unit with this Special Ability may cast one Psychogenic per activation. They may choose from any of the Psychogenics available to their applicable Cult.

PSYCHOGENIC-MASTER

A unit with this Special Ability may cast two Psychogenics per activation if they remain stationary. Otherwise, if they move or engage in Close Assault, they may only cast one Psychogenic. They may choose from any of the Psychogenics available to their applicable Cult.

PUD CONTROL (X)

(X) represents the number of Puds this unit comes equipped with. See the applicable Force List for stats on Puds. If an AoE weapon hits the unit with this Special Ability, any Puds currently equipped suffer a hit equal to half the PW of the AoE weapon, rounded down.

I'M THE BOSS HERE, NOT YOU! : Puds are not deployed at the beginning of the game, but come equipped on a unit with Pud Control (X).

A unit with Pud Control (X) may spend 1 AP to:

Activate an equipped Pud, placing it in Base to Base and immediately Activating it.

Activate any friendly Pud within 4 inches, resolving its Actions immediately. This may not be used on a Pud that has already activated this turn.

Call a Pud back into hibernation, removing it from play and equipping it to the unit with Pud Control. A Pud removed from the table in this way keeps any wounds and counters on it, resolving them as normal (NOTE: Equipped Puds may Regenerate), in addition, if removed from combat, it does not count as Breaking Free from CA (and thus no Free Attack may be made from the enemy).

RISE AND SHINE!: If a unit with Pud Control (X) is removed from play immediately place any equipped Puds in Base-to-Base before removing it. Puds placed on the table this way may not be activated this turn (but are not Removed From Play), though they will begin acting as normal during the next Lingerin g Effects Phase.

PUD POWERS

Units with this Special Ability may only be fielded if the Force contains at least one unit with the Pud Control Special Ability. In addition, units with this Special Ability use a number of special rules:

At the end of each Lingerin g Effects Phase, after all other effects have been resolved, any Puds not currently equipped will Activate, Charging the closest enemy unit (or making a Close Assault if already engaged). If the closest enemy unit is Dying, the Pud may choose to attack the next closest target instead. If the Pud cannot Charge an enemy unit it will use all available AP to move towards the nearest enemy unit. This Activation does not interfere with the Pud's normal Activation for the turn. The controlling player determines in which order Puds are activated in.

Units with this Special Ability may never gain bonuses from Ganging Up, nor do they count towards other models Ganging Up bonus. Units with this Special Ability never take damage from Falling or being Thrown, nor may they be affected by Entangle. Units with this Special Ability are never considered Prone, Pinned, nor may they be affected by the Crush Special Ability. Units with this Special Ability cannot Climb, and may be ignored for the purposes of Target Priority.

PUSH

Once per Activation a unit with this Special Ability may increase the movement of any squad they are a part of. If all AP are spent on movement, other than Charging, then the squad immediately gains one extra AP worth of movement. This extra AP of movement may not result in a Charge. While the unit with this Special Ability is alive both it and any unit he is a part of gain the Never Panic Special Ability.

RAGE

Units with this Special Ability gains a cumulative +2 PW for any weapon that has range Close Assault or Reach for each wound currently on the unit. In addition the unit gains the Never Fear and Never Panic Special Abilities.

RAZOR WIRE

Any unit that hits the unit with this Special Ability with a Close Assault or Reach Attack suffers an automatic hit with PW 2x2.

REGENERATION (X)

During each Lingering Effects Phase a unit with this Special Ability will automatically attempt to heal itself if it has a Wound Counter(s) by rolling a number of d20s equal to (X), healing 1 Wound per roll equal to or less than 10 (note that a unit may never heal above its starting HP). Units with this Special Ability are not removed from play immediately upon Dying. Instead, Dying units with Regeneration receive a Dying Counter and remain on the battlefield until they next activate, take twice their original HP in damage, or if the unit is unable to Regenerate to at least 1 HP during the Lingering Effects Phase.

NOTE: Cauterized Wounds cannot be Regenerated. A Dying Unit that successfully Regenerates is still considered Prone.

REPAIR

See Dark Age: Devastation for new entry on Repair.

RETALIATION

A unit with this Special Ability may immediately make a free Close Assault with any one weapon in any one Attack Group against a unit that misses a Close Assault or Reach attack against it. This special Ability may not be used if Dying. Distraction attempts trigger Retaliation.

RIGHTEOUS CHARGE

A unit with this Special Ability may target an enemy unit/squad to charge and allow another friendly squad that is currently within 8 inches to follow them into assault. The friendly squad Activates immediately after the unit with Righteous Charge, as if affected by the Command Special Ability, though they must spend all available AP to charge and attack the targeted enemy unit/squad. If the targeted enemy unit is removed from the game before the friendly unit activates then they still activate immediately after, but may act as normal (per the Command Special Ability). If the friendly target is a squad with a Squad Leader then the Squad Leader must be within 8 inches, otherwise any member of the squad must be within 8 inches. A unit with Righteous Charge may not nominate a friendly unit with a higher PS Score than it. Units engaged in Close Assault may not use this Special Ability. This Special Ability may only be used once per game.

RITUAL CASTER (X)

X represents the specific Ritual the Ritual Caster may use. First the unit spends 1 AP, and then makes a Target Number Check against the TN required for the specific Ritual, succeeding or failing as normal. If the unit is a member of a squad, increase the TN for each subsequent Ritual Caster by 1.

RITUAL SACRIFICE

Any unit that has to spend one wound or more in order to cast a Psychogenic may instead remove from play a unit with this Special Ability. Both units must be in Coherency when the Psychogenic is cast.

SADIST

When a unit with this Special Ability hits an enemy in Close Assault they must spend all further AP on the Crush Weapon Ability, if applicable. In addition, units with this Special Ability do not receive Gang-Up bonuses in Close Assault, nor must they make Panic Checks when they are reduced to 50% or less of their starting HP.

SCAVENGE

When a unit with this Special Ability is taken as part of a Force the following rules apply: When any unit is removed from play place a Scavenge Token where the unit was removed. A unit with the Scavenge Special Ability may spend 1 AP while in Base to Base with this token to pick it up. The token gives the unit a +1 bonus to all Weapon ARs and PWs. When a unit picks up more than one token replace the Scavenge Token with a Scavenge +2 Token or Scavenge +3 Token, as applicable. A unit may only have a combined total of +3 Scavenge Tokens on it at any given time. If the unit is removed from play place a single Scavenge +X Token instead of multiple Scavenge Tokens.

SCOUT

After all units have been Deployed (including Infiltrating units), the player who's Force contains at least one unit with this Special Ability may redeploy one unit/squad in their Force. Normal Deployment and Infiltrator rules apply for this redeployment.

SEAR

A unit with this Special Ability may spend 1 AP if in Base to Base with a friendly unit to remove a Bleed Counter.

SERPENTINE BODY

A unit with this Special Ability may go Prone or Stand Up for no AP cost. This unit may not be Entangled, Knocked Prone, or Crushed. Units with this Special Ability treat Dangerous Terrain as Open. Units with this Special Ability may not Climb or Jump.

SHARD WALK

Units with this Special Ability can move through a Shard Field without risk of Detonating it (See "Scatter Shard" Weapon Ability). Should they, however, be in the radius of a Shard Field that detonates due to another unit they will take damage as normal.

SHEER

Units with this ability are Immune to all attacks based on Acid, Poison, or Fire. In addition, roll a d20 for any Assault hitting the unit, on a 10 or less the attack automatically misses. The Sheer ability may not be used against a Critical Success.

SIDESTEP

Units with this Special Ability may elect to sidestep a Close Assault, Reach Attack, or a Spray/Stream Weapon. To make a Sidestep the owning player rolls a d20, on a 13 or less the sidestep is successful and the attack is considered a miss. If the Sidestep attempt fails the unit still gets its normal AR Save. You may not attempt to Sidestep a Critical Hit.

SLAVEMASTER

When a unit with this Special Ability Rallies any friendly Slave squad within 4 inches, they automatically pass their Rally Check.

SLIMY

Units with this Special Ability are immune to the Fire Weapon Ability.

SOUL CASTER

A Soul Caster may cast twice per turn if they did not move or once if they do move. Like the Caster Special Ability they may choose any Foci from their applicable Foci Caste List. Soul Casters may not select Ritual Castings to cast.

SOUL LINK

If a unit with this Special Ability is within 8 inches of any friendly Elemental unit/squad and receives a wound it may instead elect that Elemental to take the wound instead. Likewise, if a friendly Elemental within eight inches takes a wound this unit may elect to take the wound instead. This ability may only be used with Elementals summoned to the battle by the unit with this Special Ability. Wounds received from either Critical Success or Critical Failures cannot be transferred.

SPOTTER

Units Deployed onto the battlefield via a Special Ability (such as Assassination and Infiltrate) may not be Deployed within this models PS Stat in inches.

SQUAD ATTACHMENT (X)

(X) represents the squad this unit may attach to. You may elect to Deploy a unit with this Special Ability with its linked squad. If you do so, it becomes a member of that squad for all game-play purposes (such as Unit Size). In addition, the attached unit gains any of the following special abilities the attaching unit possesses: Blood Cult, Toxic Cult, Cult of Metamorphosis.

SUPERIOR GANG-UP

Units with this Special Ability gain a +2 to Target Numbers when receiving a Gang-Up bonus, instead of the usual +1.

SUPERIOR MAINTENANCE

Place three counters on this unit's card at the beginning of the game. During the game when a Malfunction is rolled the owning player may decide to spend one of the counters to ignore the Malfunction (any other effects of the roll are handled as normal, such as a 20 rolled for the attack). The counter must be used immediately after the Malfunction is rolled and before any effects of the Malfunction come into play. A squad or individual may not benefit from more than one Superior Maintenance counter over the course of the game. NOTE: Only the Malfunction is ignored, the attack is not negated or stopped. Also note that a unit with this Special Ability does not need to be in play in order to make use of Superior Maintenance Counters.

SURVIVALIST

If a unit with this Special Ability spends all AP on movement the unit gains the Elusive Special Ability until the start of its next Activation.

SWARM

A unit with this Special Ability suffers ED(2) from all AoE Attacks. Units with this Special Ability are not affected by Fear or Panic. Swarms do not have a unit size, but may freely move through any friendly unit per the normal movement rules. Swarms do not receive any bonuses from Charging or Gang-Up, and do not grant Gang-Up Bonuses. The number of attacks a Swarm unit has is reduced by the number of wounds currently on the unit (Ex. Pud Swarm has five attacks in AG1, if it has suffered 2 wounds the number of attacks is now 3).

TAKE CHARGE (X)

(X) Represents the squad a unit with this Special Ability may Take Charge of. During Deployment you may choose to have a unit with this Special Ability "Take Charge" of the applicable squad, if you do it is considered a member of that squad for the rest of the game. They are considered part of the squad for all game-play purposes, act as the unit's Leader in all ways, and all Leader rules apply to them and the squad they have Taken Charge of (though this does not interfere with the squad having a Leader of its own). They still retain their Individual status and related ability (such as Rallying Troops).

NOTE: Should the Individual Taking Charge have an ability their squad does not, such as Never Fear or Never Panic, the squad does not gain the benefits of that Special Ability.

This may lead to situations where the squad Panics while the Individual does not!

THIS WILL MAKE IT ALL BETTER

A unit with this Special Ability may spend 1 AP when in Base to Base contact with a unit to remove all Poison or Numb Counters. The 1 AP spent may not be the free AP gained for Charging. You will remove all counters of the same type for each 1 AP spent (ex. Remove two Poison Counters for 1 AP). A friendly unit may only be affected by this Special Ability once per game.

TOUGH AS NAILS

Units with this Special Ability do not take an additional HP of damage on a Critical Armor Failure. Any Special Effects, such as Knock prone, still automatically affect the unit. This Special Ability also gives a -2 modifier to the strength of any Poison Counters this unit has on them.

TOXIC CULT

Units with this special ability are immune to the effects of Fear Toxin, Poison and any other effect that involves poisons, toxins or venoms.

TOXIC MIASMA

A unit with this Special Ability is treated as being in Partial Cover against any Ranged Assault made against it. In addition, any Close Assaults targeting this unit suffer a -2 to their Target Number. This Cover bonus and Close Assault penalty do not stack with any other cover bonuses or Smoke Cloud effects. In addition, any unit that begins its Activation in Base to Base with a unit with this Special Ability receives a Poison (4) Counter. Units with Enviro Filters or Non-Living Units are immune to the effects of Toxic Miasma. Units with Enhanced Optics ignore the Partial Cover bonus.

TRACKING

Tracking forces all enemy units with the Infiltrate Special Ability to be announced before the Deployment Phase of Game Setup. The player with a Tracking unit may choose any one of the Infiltrating units/squads or individuals to be Deployed first, before any other unit is placed on the table. A player may elect not to use Infiltrate in this case, Deploying the unit with the rest of his Force as normal.

TRIGGERED SALUTE

A unit/squad with this Special Ability may spend 1 AP to:

Make an Aimed Ranged Assault

Move in any direction up to their Movement Value and make a Ranged Assault

UNNATURAL CLIMB

A unit with this Special Ability may Climb vertical surfaces at its full Movement Value.

VAULT

A unit with this Special Ability may spend 1 AP to immediately move their full Movement Value in a straight line, ignoring obstacles up to 4 inches high (though it may not move over enemy units). If the unit moves into Base to Base with an enemy they count as Charging, in addition they gain +2 to the AS and PW of the Charge Attack instead of the normal +1, although they do not gain bonuses from Gang-Up. This Special Ability may only be used once per Activation.

VIRULENT FUMES

Any unit moving into Base to Base with a unit possessing this Special Ability immediately suffers a PW 4 hit before any other actions are resolved. Does not affect Non-Living Units.

Weapon Abilities

360 ARC

This attack follows all the rules of a standard Arc Attack, though it targets every model within 360 degrees of the models base instead of the normal 180 degrees.

ACID

On a successful Hit, place an Acid Counter on the affected unit. During the following Lingering Effects Phase any unit with an Acid Counter suffers an automatic PW 4 damage roll. If the target succeeds on its AR Save against this attack, remove the Acid Counter, otherwise the Acid will continue to affect the target during the next Lingering Effects Phase. Acid is not a cumulative effect.

ARC ATTACK

See Core Rules Pg. 27

BLAST (BL)

A BL (X) label in a weapon's RN or Notes specifies a Blast Weapon. (X) represents the distance, in inches, from the Point of Impact that the attack affects. All units whose bases are at least partially within the Blast Radius suffer the effects of the attack. NOTE: For Blast Templates, see the back of the Dark Age: Apocalypse Core Rulebook

BLEED

On a successful Hit, place a Bleeding Counter on the affected unit. During the following Lingering Effects Phase any unit with a Bleeding Counter must make a Bleeding Test. Roll a d20, on a result of 11 or more, the affected unit suffers an automatic wound (No AR Save!), if a 10 or lower is rolled remove the Bleeding Counter. The Bleeding Counter remains on the affected unit until it successfully passes a Bleeding Test. Bleeding Counters are not cumulative, and may not affect units with the "Tough as Nails" Special Ability or "Non-Living units". Bleed Counters are not cumulative.

BLIND

On a successful hit, place a Blind Counter on the affected unit. Units with a Blind Counter suffer a -2 to Ranged Assault and Close Assault rolls. In addition, double all Range Penalties to all Ranged Assaults they make. Blind Counters are lost at the end of a unit's activation. Blind Counters are not cumulative.

BLOOD PATHOGENS

On a successful hit, place a Blood Pathogens Counter on the affected unit. During the Lingering Effects Phase any unit with a Blood Pathogens Counter suffers an automatic PW 4x2

damage roll. On a failed AR Save no wound is suffered but the unit is automatically Knocked Prone and loses 1 AP during their next activation. If the AR Save is passed the unit suffers no ill effects this turn, and the PW of the automatic hit is lowered by 1 during the next Lingering Effects Phase. Once the PW of the attack reaches 0x2, remove the Blood Pathogens Counter. Blood Pathogens Counters are not cumulative, nor do they affect units with the "Blood Cult" Special Ability or "Non-Living" units.

BURST

All Ranged Assaults made from attacks with the Burst Special Ability must be directed at the same target unit. Attacks with the Burst Ability may not be Aimed."

NOTE: You must resolve all attacks from the Attack Group, even if the target is removed from the game (for the purposes of Malfunction, etc).

BRUTAL

A Close Assault or Reach Attack made from a weapon with this ability cannot be affected by the "Parry" Weapon Ability.

CAUTERIZE

Healing abilities or Regeneration may not be used to remove a wound caused by weapons with this Weapon Ability. The "Numb" ability is still effective on units with Cauterized wounds.

CONDUCTION

When a Template Weapon with this ability is used the unit with the highest Armor (AR) Value under the Template suffers an additional Power Multiplier to the damage roll, as well as the "Cauterize" ability. In the case of a tie for highest Armor, the attacking unit decides who suffers the additional effects.

CRUSH

If a weapon with this ability successfully hits, all further attacks made from the weapon during the same activation automatically hit, though an attack roll is still made for the purposes of Malfunction (ignoring Critical Success and Failure). The "Parry" ability may not be used against the automatic hits from a Crush attack.

DETONATE

If a weapon with this ability hits and its target successfully passes its AR Save, the attacking unit may use Detonate. The target unit immediately suffers a PW with strength 4x2 (this is not counted as a separate attack). A unit may only use Detonate once per activation.

ENTANGLE

On a successful hit, place an Entangled Counter on the target unit. While a unit has an Entangled Counter it is considered Knocked Prone for the purposes of Target Numbers and Movement, nor may it spend AP to use Attack Groups. An affected unit may spend 1 AP during its activation to remove the Entangled Counter. Entangled Counters are cumulative, though a unit may not have more Entangled Counters than it has AP.

EXTREME DAMAGE (ED)

(X) represents the amount of HP lost to a successful attack with this weapon. Example: ED (2) means that two wounds are lost due to each failed AR Save the weapon inflicts.

FEAR TOXIN

On a successful hit, place a Fear Counter on the affected unit. This counter may not be removed and it remains for the duration of the game. “Non-Living” units are unaffected.

FIRE

(X) represents the Target Number for an “On Fire Test”. On a successful hit, place a Fire Token on the affected unit. At the start of an affected unit’s activation it may elect to spend 1 AP to try to remove the Fire Token by making an On Fire Test. To make the test, roll a d20, succeeding if they roll equal to or under the Target Number for the On Fire Test and removing the Fire Token. The unit may repeat this until they remove the Fire Token or run out of AP. If all the On Fire Tests failed, or the unit elects not to make a test, it immediately suffers an automatic PW 7 damage roll before any other actions are resolved.

FRANTIC TOXIN

On a successful hit, place a Frantic Counter on the affected unit. When the affected unit next activates, it makes a PS Test at -4. If the test is successful, remove the Frantic Counter. If the test is failed make a Scatter Roll; the affected unit immediately spends all available AP to move in that direction. This is not considered Breaking From Combat. If the affected unit comes into Base to Base with another unit it will use all remaining AP to attack the unit (this is not considered a Charge) with a randomly determined Attack Group. Once this is completed remove the Frantic Counter. Units moving off the table are subject to the Movement Off Table rules. The affected unit will end its activation if it reaches terrain it cannot pass through, but will willingly move into Dangerous Terrain. “Non-Living” units are not affected.

FULL AUTO (FA)

(X) represents the number, in inches, that a Full Auto weapon can affect. All units who are within (X) of the target of a Full Auto attack, and still within the weapons maximum range and Line of Sight, are also affected by the attack. First roll to hit the initial target then, working from closest to furthest unit from that target, resolve the additional attacks. All normal modifiers to hit (such as Cover, Critical Success/Failure, and Range Penalties) apply to each attack, though only the initial attack is subject to Malfunction. All attacks from a Full Auto weapons are considered to resolve simultaneous. Full Auto weapons cannot benefit from Aiming, and ignore the “Firing Into a Close Assault” rules. A unit using a Full Auto Weapon can never be the target of their own attack (except Malfunctions).

HOOK (X)

(X) is the Knock Prone Target Number for Hook attacks. On a successful hit, place a Hook Counter on the affected unit. Once a model has a Hook Counter the attacking unit may spend AP to cause the following effects: an automatic hit from the Hook weapon, or a Knock Prone check using the (X) value of the Hook weapon, gaining a +2 to this roll for each Hook Counter on the target unit. A model with a Hook Counter may not move, for any reason, outside the maximum range of the Hook weapon. The only ways to remove a Hook Counter are:

- 1.) The model that caused the Hook Counter fires the weapon at another target.
- 2.) The model that caused the Hook Counter is killed or removed from the game.
- 3.) The affected unit spends 1 AP to remove the Hook Counter, suffering an automatic hit from the Hook weapon.

HORRIBLE DEATH

If a unit in a squad is reduced to Dying as a result of an attack from this weapon, immediately give the squad a Panic Counter.

INGEST

On a successful hit, place a Pud Counter on the affected unit. During the Lingering Effects Phase a unit with a Pud Counter makes an AR Save. If the save is successful the affected unit suffers no ill effects this turn. If the save is failed the affected unit automatically suffers one wound (No AR Save!). On a Critical Failure the unit dies and X Puds are placed where the unit was (or as close as possible). X is the starting HP of the affected unit. Upon reaching 0 HP the affected unit dies, but do not remove it. During the next Lingering Effects Phase remove the unit, placing a single Pud where it was (or as close as possible). That Pud may act normally this Lingering Effects Phase. Units with a Pud Counter may not

Regenerate. Units with "Fortitude" still remain in play for one round after reaching 0 HP, as per normal. "Non-Living" units and units with the "Acid Blood" Special Ability may not have Pud Counters.

KABOOM!

(X) represents the number in which KABOOM! will trigger. When a unit with the KABOOM! ability is successful hit by a Close or Ranged Assault roll a d20. If the result is equal to or higher than (X) place a BL (2) Template centered over the KABOOM! unit. Any unit at least partially under the template is treated as if the affected weapon has made a successful Ranged Assault on them. NOTE: A KABOOM! unit that rolls a Malfunction is considered to have hit themselves with the weapon, and thus may trigger KABOOM!.

KNOCK BACK (KB)

(X) represents the Target Number for a Knock Back Test. On a successful hit, before AR Saves are made, a unit with this ability rolls a d20 for a Knock Back Test. If the number rolled is equal to or under (X) then the unit hit is moved directly back d20/2 inches from the attacker and Knocked Prone. For melee and reach attacks, subtract 2 to the KB Target Number for every Size smaller the attacking unit is than the target; add 2 from the KB Target Number for every Size larger the attacking unit is than the target. For every Size smaller the attacking unit is than the target, subtract 2 from the KB Target Number. A model that is Knocked Back will stop if it hits a unit with an equal or larger Size and is immediately "Knocked Prone". Additionally, it suffers a PW damage roll equal to ½ the Knock Back distance (regardless of how far it actually moved). A model that is Knocked Back moves over units with a smaller Size, automatically affecting them with "Knock Prone". If a unit that is Knocked Back lands on a unit with a smaller Size, move the smaller unit back to make room for the larger Sized model. Units moved out of Close Assault as a result of Knock Back are not subject to the "Leaving Close Assault" rules. "Prone" units are only Knocked Back ½ distance. Weapons with Knock Back do not gain Ganging Up bonuses. An "On Hold" unit may make an "Evade" attempt against models that have been affected by Knock Back. NOTE: A 20 always fails and a 1 always succeeds, no matter the size of the affected units.

KNOCK PRONE (KP)

(X) represents the Target Number for a Knock Prone Test. On a successful hit, after AR Saves have been made, the attacking model makes a Knock Prone Test. If the number rolled is equal to or under (X) then the unit hit is now "Prone" (see Dark Age: Apocalypse Core Rules Pg. 22). For melee and reach attacks, subtract 2 to the KP Target Number for every Size smaller the attacking unit is than the target; add 2 from the KP Target Number for every Size larger the

attacking unit is than the target. For every Size smaller the attacking unit is than the target, subtract 2 from the KP Target Number. NOTE: A 20 always fails and a 1 always succeeds, no matter the size of the affected units.

NOZZLE

Weapons with this ability may fire in either a Spray or a Stream (See Dark Age: Apocalypse Core Rulebook Pg. 33).

NUMB

This ability prevents friendly unit from being removed from play immediately upon Dying. Dying units receive a Dying Counter and remain on the battlefield until they next activate or suffer twice their original HP in damage. Numb can be used in two ways:

DEFENSIVE: A unit with Numb may spend 1 AP while in Base to Base with an injured unit to give that unit a Numbed Wound Counter. Any unit with a Numbed Wound Counter receives 1 HP but is also at a -2 penalty to all Target Number rolls except AR Saves. Additionally, if the Numb weapon has a Range Assault, that may be used to distribute the Numbed Wound Counter as well, although it must make a successful Ranged Assault with the weapon, applying all normal range modifiers and penalties. If a Numbed Wound Counter is removed for any reason then the HP is immediately lost, as is the -2 penalty.

OFFENSIVE: If a unit suffers damage from an attack with Numb it receives a Numb Counter in addition to the normal effects of the attack. Any unit with a Numb Counter suffers a -2 penalty on all Target Number rolls, other than AR Saves.

PARALYZING POISON

On a successful hit, the affected unit immediately loses 1 AP. If the unit has 0 AP due to other reasons than Paralyzing Poison, instead give them a Paralyzing Poison Counter. At the beginning of that unit's next activation, it immediately loses 1 AP per Paralyzing Poison Counter, and then all Paralyzing Poison Counters are removed. Paralyzing Poison is a cumulative effect, though a unit may not have more Paralyzing Poison Counters than it has AP. "Non-Living" units and units with the "Immune to Poison" Special Ability are not affected. NOTE: Paralyzing Poison cannot remove free AP gained from Charging.

PARRY

Units with the Parry ability may elect to Parry Close Assaults. To make a Parry the unit rolls a d20 equal to or under the highest AS of a weapon with Parry. If successful, the attack is considered to have missed. If the Parry fails the unit still gets its normal AR Save. If a "20" is rolled the Parrying unit immediately suffers 1 wound (AR Save allowed!). Ranged

Assaults may not be Parried. Only one Parry attempt can be made per Attack Group. You may not attempt to Parry a Critical Hit.

PIERCE

(X) represents the distance the Pierce weapon can affect. When making Assaults with a Pierce weapon, draw a straight line from the attacking model's base through the targeted unit, up to (X). All models in that line are affected by the Pierce attack. Resolve the attack against the target as normal. If the target unit loses a HP due to the Pierce attack, make an attack against the next unit directly behind the original target unit, ignoring Pierced units for the purposes of Cover (although all other Cover and Range modifiers, in the case of Ranged Pierce Assaults, still apply). The PW against every unit beyond the first is subject to a cumulative -2 modifier. A Pierce attack will stop if it either fails to hit or to wound a unit or if it hits a solid terrain feature (such as a wall, building, etc). Only the initial To Hit roll may Malfunction, and only the initial roll To Hit may gain an Aiming bonus.

PIN

If a weapon with Pin successfully hits a Prone target, they are considered Pinned. Once a unit is Pinned the attacking unit may spend AP to cause automatic hits from the weapon with the Pin ability (damage is worked out as normal). A Pinned unit may not take any other actions than to try and Break the Pin (although if it so chooses a unit may elect to take no actions. If it chooses this it will not be removed from the game as per normal rules).

Break the Pin: In order to break the pin the affected unit must make a Break Test. To make a Break Test the affected makes a single Close Assault (not an Attack Group!) against the Pinning unit. If the roll To Hit is successful the attack deals no damage, but the affected unit may stand up for free and is no longer considered Pinned. Should the roll be unsuccessful the Pinning unit may immediately make a free attack with the Pinning weapon. A Pinned unit may attempt the Break Test as many times in a turn as it likes, assuming it has the AP necessary.

If, while maintaining a Pin, the Pinning unit is attacked, it may choose one of the following:

Hold the Pin: In this case the Pinning unit is counted as Prone against all Close Assaults made against it.

Release the Pin: In this case the Pinning unit suffers no ill effects, but is no longer considered to be Pinning the enemy unit.

NOTE: While Pinning, a unit may not use the "Parry" ability.

POINT BLANK

Ranged Weapons with this ability may be used in Close

Assault, with the following stipulations: Point Blank weapons never gain PW bonuses for Charges, Ganging-Up, or any Special Rules that modify the PW of Close Assaults (such as Berserk or Hatred), and must share their Rate of Fire between both Ranged and Close Assault Groups. The Rate of Fire (RF) listed is the maximum number of attacks you can make per Game Turn with that weapon, regardless of whether they are Ranged or Close Assaults, or however many Attack Groups the weapon is listed in.

POISON

(X) represents the strength of that particular Poison. On a successful hit, the affected unit receives a Poison (X) Counter. During the Lingering Effects Phase the affected unit must make a Poison Test (see below) for each Poison (X) Counter they have. Poison (X) Counters are cumulative, but a unit may never have more Poison (X) Counters than their current HP.

Poison Tests: A Poison Test is a Target Number Test. The Target Number for the test is (X) subtracted from "20". If the test is successful then remove the Poison (X) Counter. If the test is failed then the unit suffers an automatic wound (No AR Save!). Wounds caused by Poison Tests have the "Cauterize" Special Ability.

POWER DRAIN

A unit may only use one weapon with Power Drain per Game Turn.

REACH (RE)

(X) represents the additional distance a unit can use to make Close Assaults. When making a Close Assault, a unit with Reach may target a unit up to (X) inches away, meaning it can make Close Assaults while not in Base to Base. A unit with Reach counts as successfully charging if it engages an enemy unit within its Reach distance. A Reach attack can be made while On Hold, in which case resolve it as a "RA- From Hold", ignoring any modifiers such as Cover or Range, or as a standard "CA-Getting the Jump" held action. In addition, when attempting to "Break From Close Assault" against a unit with a Reach weapon, an enemy unit must make and pass two Break Tests, suffering an attack if either fails. Reach Attacks may only contribute or benefit from the bonuses of Gang-Up if they are physically in Base-to-Base with the enemy unit.

RICOCHET

If a unit affected by an attack with Ricochet passes its AR Save roll a Scatter. The attack "bounces" to the first unit, friendly or enemy, that is in the path of the Scatter. The affected unit suffers an automatic PW 3x2 hit. To determine the distance of the Ricochet subtract the distance fired from the range of the weapon; it will "bounce" the remaining distance.

ROT

Upon a successful hit the affected unit receives a Rot Counter. During the Lingering Effects Phase, the affected

unit must make a Rot Test for each Rot Counter they have. Roll a d20; on a result of an 11 or greater the Rot Counter is removed. A Rot Counter confers a -2 AR to the affected unit. Rot Counters are cumulative.

SCATTER SHARDS

A unit with Scatter Shards may spend 1 AP to lay down a 1 inch radius “Shard Field” on the battlefield, placing it in Base to Base. This ability is automatic and no To Hit roll is required, although the player must still roll for Malfunction. This ability may not be used while the unit is in Close Assault.

Any unit that passes through a Shard Field must make an AS Test, rolling equal to or under their highest AS Stat. On a success the unit may continue moving as normal. On a failure the field has exploded, causing an automatic hit at the PW of the Scatter Shard weapon, and the Shard Field is removed. This test is taken each time a unit moves through a Shard Field. Shard Fields do not stack, and thus two overlapping Shard Fields will only trigger once, both detonating (although only causing one damage roll) if the test is failed.

Shard Fields may be targeted by Close or Ranged Assaults, detonating upon a successful hit (and thus damaging any units on top of them!). In order to target a Shard Field, however, a unit must make a successful PS Check, otherwise they may not target that Shard Field that Game Turn. Templates and Blast weapons landing on a Shard automatically hit.

NOTE: Units with Scatter Shards may ignore Shard Fields for all purposes, and cannot cause them to detonate by moving through them.

SHARD SHATTER

If a weapon with Shard Shatter Malfunctions, all units in Base to Base with the unit suffer the effects of the Malfunction as well.

SHOCK WAVE

A Shockwave attack affects all units in its range, friendly or enemy, and automatically hits. All units hit two or more Sizes smaller than the originating unit are automatically Knocked Back. All units one Size smaller are automatically Knocked Prone. Units the same Size or larger are not affected. Regardless of Size, all affected units are subject to the “Stun” Weapon Ability. After completing the Shock Wave, the attacking unit must spend 1 AP to make any further attacks (this carries over to the next Game Turn if necessary).

SKEWER

Attacks with the Skewer Weapon Ability may only be made against Prone targets.

SMOKE CLOUD

Ranged Assaults whose Line of Sight crosses (even partially) a Smoke Cloud suffer a -4 penalty to their To Hit Target Number. Additionally, if a unit’s base is completely within the

Smoke Cloud any Close Assaults it makes have a -4 penalty to their To Hit Target Number. During each Lingering Effects Phase, roll a d20, removing the Smoke Cloud on a roll of 11 or greater. Multiple Smoke Clouds are not cumulative.

STUN

On a successful hit, the affected unit immediately loses 1 AP. If the unit has 0 AP due to other reasons than Stun, carry this penalty over to the next Game Turn. Stun is not a cumulative effect.

TOXIC CLOUD

A Toxic Cloud is a Smoke Cloud with the following special rules: Any Non-Toxic Cult unit that enters the cloud or begins their activation in the cloud receive a Poison (4) Counter. In addition, they will receive another Poison (4) Counter for every AP worth of actions they make while within the cloud. “Non-Living” units, or units with the “Enviro Filters” Special Ability, are not affected.

TREMOR

When making an attack with a weapon with Tremor, center a BL (3) Blast within 1 inch of this unit. All units, except the one making the attack, in the Blast suffer KP (14).

THROWING PUDS

A model with Throw Pud may spend 1 AP to throw a Pud. To do this it must have a Pud equipped. The player picks a Point of Impact within the range of the weapon and makes a To Hit Roll. If the attack is successful place a Pud on the point hit. If that point brings the Pud into Base to Base with an enemy unit, immediately resolve a PW 4x2 hit against them (originating from the Pud. This does not interfere with the Pud’s normal activation), if the attack misses make a Scatter Roll to determine where the Pud actually lands, scattering it ½ the distance shown on the d20. **NOTE:** The maximum a Pud can scatter is ½ the distance between the firing unit and the Point of Impact, and it may never scatter beyond the weapon’s maximum range! If the Pud lands on top of a friendly unit, place the Pud in Base to Base contact with the unit. If the Pud scatters off the table edge, they will be placed at the point on the battlefield nearest the table edge. If the Pud scatters into Dangerous or Hazardous Terrain, the Pud is placed with their base touching the edge of the terrain closest to the final scatter point.

WHIPLASH

If the target of an attack made by a weapon with Whiplash is hit, it loses 1 AP whether or not it passes its AR Save. If the unit has 0 AP remaining this turn the effects of Whiplash carry over until the next Game Turn. Whiplash is cumulative, though a unit may never lose more AP than is printed on their card due to the effects of Whiplash.