

ARMAGEDDON EMPIRES

**Can You Rule
the Wasteland?**



A Post-Apocalyptic Turn Based Strategy Game

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The Great Cataclysm of 2025

In the year 2025 human civilization makes first contact with not one but two alien civilizations. The Machine Empire and the Xenopods have been enemies locked in a death struggle for over 10,000 years. As the battle for control of the solar system and the earth rages with unimaginable fury, neither group pays the insignificant natives of the planet much attention. Within a month of first contact, 99% of the human race is exterminated by thermonuclear fire, kinetic weapons strikes, genetically engineered plague and starvation. The survivors scurry like cockroaches to stay out of the aliens' way. A little over 20 years later the fighting stops as suddenly as it started. A shift in the tide of battle moves the front to other star systems and all that remains on the devastated planet are scattered groups of human survivors and the abandoned remnants of the aliens' fighting forces. They have been left to fend for themselves until the system can be reoccupied and the stranded units withdrawn. The earth smolders like an ash heap and the once blue green jewel of the solar system has been transformed into a brown scorched wasteland.

That was 300 years ago.....

Now you must take charge of one of four factions and build a pocket empire on the bones and burning metallic hulks of your enemies. Gather resources, deploy armies, and crush your foes without mercy. Only then can you rule the wasteland!

Armageddon Empires is a computer turn based strategy game that takes the best elements of collectable card games (don't worry there are no cards to chase you get them all), board games, and computer games and brings them all together to provide a unique interactive strategy war game experience. You can choose a standard size map and battle in a death match with a single AI opponent finishing within an hour or select a huge map and slug it out with the other 3 factions in a game of epic proportions.



Introduction

Welcome to Armageddon Empires, the turn based strategy game that pits you against humans, mutants, machines and aliens in a bid to conquer the wastelands of the future. This manual will provide you with all the information you will need to get started playing the game.

Minimum System Requirements

Windows XP

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent
256 MB RAM
32 MB Video Card capable of 1024 by 768 resolution
CD-ROM drive if installed via CD-ROM
200 MB of free hard drive space

Mac OS

Power Mac G3 or better
256 MB RAM
32 MB Video Card capable of 1024 by 768 resolution
CD-ROM drive if installed via CD-ROM
200 MB of free hard drive space

Installation

Via Digital Download: After downloading the software from our website, double click on the icon of the downloaded file and follow the installation instructions.

Via CD-ROM: Insert the CD-ROM into your drive. A setup screen will appear and you should click on Install. If auto run fails to launch on your computer then you can activate the setup program manually by clicking on setup.exe on the CD-ROM.

The Factions

It is a time of warring states. Four major factions vie for supremacy of the wastes:



The Empire of Man

Despite its ragtag origins, the imperial order of battle is impressive. Infantry and armor units form the backbone of the Empire's military forces. Their soldiers are of the highest caliber possessing fanatical faith in their Emperor and their holy war to reclaim the earth for humanity.

The Emperor's Own are the most devoted and fanatical fighting forces in the Empire. Imperial troops generally have excellent attack strength and potent special abilities. While they lack a wide range of Mecha variants, they more than make up for it with an impressive array of armored fighting vehicles. Imperial Powered Battle Armor (PBA) designs allow the Imperial Marines, Guard and Rangers go toe to toe with the best shock troops any enemy can field. The armies and heroes of the Empire of Man are well rounded fighting forces. Finally, Imperial Airpower has become an aggressive and powerful arm of the Imperial arsenal by adapting alien technology to older human airframe designs. An Imperial player has a lot of flexibility when building a winning strategy.

Faction Bonus

The Empire of Man has a base Command Rating (CR) of 3 instead of the default 2



The Xenopods

The Xenopods are masters of the biologic and sculptors of the living flesh. Xenopods field units evolved through genetic manipulation and accelerated growth. The foundation of Xenopod society is the Hive, built on a Queen pod layer. Pods hatch into xenogytes,

which attach themselves to a host organism, devour the brain and manipulate the body through direct control of the nervous system. The body can then either be gradually devoured or genetically transformed as the xenogyte chooses its final stage of evolutionary development. Xenogytes tend to keep much of the form of their hosts and can use and manipulate tools and weapons. Xenomorphs are brute force fighting machines armed with an array of biologic weapons from toxic and corrosive enzymes to biologic projectiles. The Xenopods also have a solid line of genetically engineered biomecha, non-sentient bipedal fighting organisms, but limited access to powered flying vehicles. Some Xenopods have developed powerful psionic abilities that can damage the minds of enemy troops or sow confusion in the ranks of biologic opponents. While the Xenopods do not require as much material resources as the other factions they do need access to large amounts of humans to reach their full war fighting potential. With access to sufficient human resources the Xenopods can quickly build up a juggernaut of destruction.

Faction Bonus

The Xenopods have a base AP Cost of 2 to draw a card from their deck instead of the default 3



The Machine Empire

Machine battle robots are heavily armored and have generally high resistances. The elite Scourge Platoon strikes fear into the heart of any biologic entity. Machine warlords have access to a wide variety of automated armor (automats) and mecha (automecha).

Machine heroes generally have excellent wound points and a solid line of special abilities especially when it comes to creating technology cards. Robots, automats and automecha are immune to biological attacks such as nerve gas, neurotoxins, bore worms or psionic control. The remnants of the Machine Empire Suborbital Expeditionary Forces are capable of projecting power over long distances. Finally, the Machines can choose to ignore the collection of human resources if they desire. Materials, energy and tech stockpiles are more important for the Machines player, but uses for humans can always be found. A Machines player tends to be methodical and aggressive, extending outposts, controlling territory and extracting resources so that he can muster a large army with some of his most deadly units.

Faction Bonus

The Machine Empire has a base maximum hand size of 9 instead of the default 8



The League of Free Mutants

The League of Free Mutants is a loose confederation of clans that seek to live free from servitude as soldier slaves. Created by the Xenopods in the years following the Cataclysm, the mutants were used as fodder to

fight the forces of the Machine Empire. The core DNA was human, but enhancements were made by adding other genetic material to create races of super soldiers. The pinnacles of the Xenopod's efforts were creation of the so called Giants and Dragons. Giants are 15 foot tall humanoids with super strength, enhanced reflexes and exceptional constitutions. Capable of firing tank cannon as personal weapons the Giants make the ultimate shock troops. Dragons were the result of combining human and reptilian DNA to create a creature that is intelligent, deadly fast, well armored, and highly mobile. Dragons are the perfect beasts for surviving in the harsh conditions of the Wastelands. Mutant troops thrive in the wastelands. Many can operate behind enemy lines without supplies and Mutants generally move faster than almost any comparable enemy units, except specialized recon forces. Although the Mutants shun aircraft, they have developed powerful counters to their enemies' air capabilities. Swarms of mutants volley firing shoulder launched surface to air missiles can devastate an incoming attack wave in seconds. Mutants also have access to excellent genetic technology card creation abilities. The Mutant player can use hit and run tactics to keep his opponents off balance and then quickly move troops in for a killing blow.

Faction Bonus

The Mutants have a base supply range of 5 points instead of the default 4

Getting Started:

Play Example

This section will run you through a brief example of how to start a game and a few simulated turns that demonstrate some of the basic mechanics of the actions that you can take during your turn.

Starting a New Game

Refer to the “Start New Game” diagram in the Interface Guide below. Start a new game by clicking on the “New Game” button. Keep all the defaults settings for card points, tile points, map size, specials and resources. Click on the select deck button and select the “Imperial Demo Deck” from the deck selection menu. Now click on the top opponents drop down box and select “The Machine Empire” as an opponent. The start button will now be activated so click on it to start the game.

Laying Tiles

Refer to the “Determine Lay Tiles Order” and “Lay Tiles Interface” diagrams in the Interface Guide below. You will next roll dice to determine who lays tiles first. Click on the “Start Roll” button and observe who wins the roll. The dice will be automatically re-rolled in the event of a tie. Once the winner has been determined you will wait for your turn and click the “Lay Tiles” button at the bottom of the menu. Refer to the “Set Tile in Hex” diagram in the Interface Guide below. You will see a group of green tiles that represent the area of valid hexes for you to lay your tiles. Drag the tile from your hand and drop it on the hex you wish to use. Make sure the mouse pointer is over the desired hex. Click on “Set Tile” in the upper right hand corner to move to the next round. Players alternate taking turns during a round in the same order as their original dice rolls. When all the tiles have been set, you will be presented with your Stronghold card. Click on your Stronghold card and drag it over the tile to which you want to deploy it. Drop

the card onto the tile by releasing the mouse button making sure that the cursor is over the desired hex. Click on the “Start Game” button in the upper right hand corner.

You will now receive a message that the map is being created. Wait for the game initialization to be completed and you will then be taken to the game board “Game Interface.” Refer to the “Buy Initiative Die” diagram in the Interface Guide below. You will notice that the “Buy Initiative Die” dialogue box is already displayed. Don’t purchase any dice. Click on “Done” to bring up the “Determine Initiative” dialogue box and click on “Roll Die.” Once the winner has been determined, click on “Start Round” to start the first round of turns.

Taking Your Turn

Once the initiative winner has been determined you will be able to start your turn. The AI player has won the initiative so it takes its turn and a dialogue box appears indicating this. The box then changes to indicate that it is now your turn once the AI has finished. You left click on the “Start Turn” button on the small dialogue box and begin your turn. Examine **Screen Shot 1**. You will notice that you have collected 1 resource of each type and that the resource display at the top of the map indicates this. At the beginning of each round of turns you will collect any resources where you have both a tile containing resource icons and a card with a special ability to collect the resources. The hex must also be able to trace a supply route to a non-besieged outpost or stronghold card that you control. You have also been assigned 6 Action Points because you lost the turn initiative. Examining your cards you observe that you have an Imperial Recon card available to play and sufficient Action Points and resources to pay for its deployment. You left click on the Imperial Recon Card and drag it over the icon representing your base which contains your stronghold card. Release the left mouse button with the cursor inside the hex containing the base icon (**Screen Shot 2**). The card will disappear and will now be found



Screen Shot 1

Screen Shot 2



Screen Shot 3



Screen Shot 5

within the base garrison represented by the army icon with your symbol and the number "1" (*Screen Shot 3*). You now left click on the army icon and the "View Army" interface will appear (*Screen Shot 4*). Clicking on the "Create Army" button at the top of the screen brings up a dialogue box that allows you to enter the new army's name. You enter the name "Recon Alpha" and press the "Create" button. The cost of creating the new army is 3 Action Points and you notice that they have been deducted from your Action Point total. You now left click on the "Garrison" text in the

Display Viewer by left clicking on the "Close" button. Now that you have created your army you will want to move it out around the game board in the hopes of discovering new resources or specials that grant you resources or cards. You right click on the gold army symbol and an options pad appears. Observing the pad (*Screen Shot 5*), you notice that a stealth icon appears next to the army's name. This indicates that you can engage stealth mode for this army. The cost in Action Points is displayed by the red icon with the number "1" next to the stealth icon. This might



Screen Shot 4

be a good idea since the army is weak and the stealth ability will allow it reconnoiter the area a little more safely. Left click on the text with the army's name and the stealth icon and stealth mode will be engaged. Next you right click on the army icon again and notice that the stealth icon has disappeared. In its place is the option to "Destealth Recon Alpha." You could select this to move the army back out of stealth mode. You also notice the movement option for "Recon Alpha" has reappeared. The text is black indicating that the army has not moved this turn and enough Action Points are available to conduct a movement operation. The movement cost in Action Points is displayed by the red icon next to the name with the number "1." You also notice a circular light brown icon with the number "4" inside it. This indicates the

left side panel and then left click on your Imperial Recon card and drag it over the unit info text for "Recon Alpha" and release the card with the cursor over the army to which you wish to transfer the card, in this case "Recon Alpha." You then close out the Army

Movement Points available to the army for moving on the map. Moving into a tile costs movement points. Yellow edged tiles cost 1 movement point, light brown edges cost 2 and dark brown cost 3 movement points. When you left click on the movement



Screen Shot 6

option the army icon will jump to your mouse cursor and the tiles will highlight indicating valid hex locations for movement. Your origin hex will be highlighted in orange (Screen Shot 6). Valid adjacent hexes will be highlighted in green. You will have to left click the mouse cursor with the attached army icon into one of these to move the unit. Hexes that you potentially can reach upon moving to an adjacent green hex are highlighted in yellow. You move your unit around the map two hexes and suddenly a dialogue box pops up indicating you have stumbled upon a



Screen Shot 7

“special” in a hex. You still have movement points available and you could click on continue to keep moving but you decide to claim the resources that this special might offer (Screen Shot 7). You left click on the “Claim” button and 4 energy resources are added to your stockpiles (Screen Shot 8). Claiming the special ends your army’s movement for this turn. You decide to end your turn and click on the “End Turn” button in the upper right hand corner. The AI has already taken its turn so you start the round of turns again by buying dice. You don’t have many resources so just click “OK” and proceed to the “Determine Initiative” dialogue box.



Screen Shot 8

Click on the “Roll Die” button and watch the dice roll. Again the winner will be assigned 12 Action Points and go first. The loser receives 6 Action Points and takes his turn second. You lose the initiative again and take your turn second. The AI quickly takes its turn. Moving your “Recon Alpha” a few more hexes around the map you notice that you have discovered a tile with human resources available for collection. You will need to get a hero card or a unit card with the “engineer” special ability to the hex in order to create a resource collection card there. You have a hero name “Honore Harris” in your hand but she requires 2 human resources to deploy. You hit end turn and win the next initiative roll as well as pick up the additional human resource for a total of 2. You drag “Honore Harris” to your stronghold hex and opening up the army viewer interface create an army as before calling it “Battle Group Z.” You drag the hero card into the new army and exit the viewer. You right click on the army icon and move the army to the resource hex. Now that you have the army containing your hero in the right hex (Screen Shot 9) you are going to have to wait a turn to have enough resources to build the collector in the hex. You click on end turn and after the AI finishes its turn you start the next round rolling for initiative. You lose the initiative but you



Screen Shot 9

have more than enough Action Points to build the collector. You left click on the army symbol in the resource hex and bring up the "Army Viewer" interface. You can now see the Honore Harris card in the army. By right clicking on her card you can access any of

interface and note that a new icon appears in the hex denoting the existence of a collection facility in the hex (**Screen Shot 11**). If you left click on the "Players" button the "Empire Information" screen will appear and the number of human resources collected per turn will now read as "2." In this way you can expand your resource base so that you can gather enough resources to build some more powerful armies. Remember that collector facilities are very vulnerable. Even a single enemy hero entering the hex can destroy the collector cards if there is not a combat capable army in the hex or an outpost or stronghold facility present in an unguarded hex. Basically, if the enemy can exert control in the hex the facility card is destroyed.



Screen Shot 10



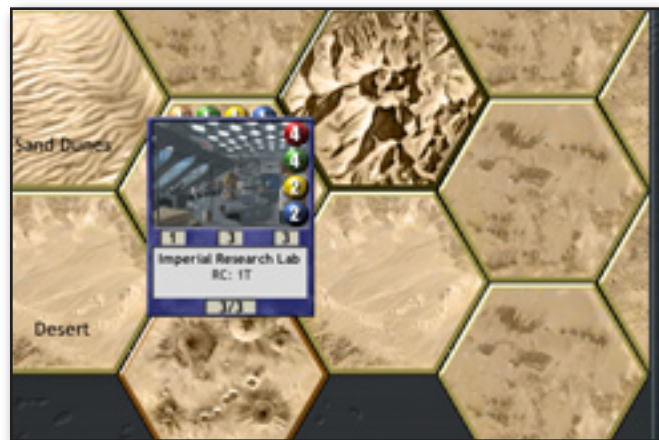
Screen Shot 11

her special abilities (**Screen Shot 10**). In this case all heroes have the innate special ability to create a resource collector. The option to create the collector in the hex appears on a pad. Since the text is black the action point and resources requirements to create the collector have been met. Left click on the text entry and the collector is deployed to the hex. You close the "Army Viewer"

interface and note that a new icon appears in the hex denoting the existence of a collection facility in the hex (**Screen Shot 11**). If you left click on the "Players" button the "Empire Information" screen will appear and the number of human resources collected per turn will now read as "2." In this way you can expand your resource base so that you can gather enough resources to build some more powerful armies. Remember that collector facilities are very vulnerable. Even a single enemy hero entering the hex can destroy the collector cards if there is not a combat capable army in the hex or an outpost or stronghold facility present in an unguarded hex. Basically, if the enemy can exert control in the hex the facility card is destroyed.

Now that you have mastered army creation and movement let's take a look at how you deploy facility cards to the game board. The technique is essentially the same as deploying unit cards. Drag the facility card to a valid hex and release it with the cursor over the target hex (**Screen Shot 12**). Facility cards other than outposts or minefields must be deployed to a hex that already contains an outpost or stronghold card. There must also be a slot available. An outpost or stronghold can "host" as many additional cards as it has levels. You will have to upgrade the outpost or stronghold to raise its level and thus gain additional slots for hosting other facilities. This is accomplished in the "Base Viewer" interface which is opened up by left clicking on the facility icon on the map. You can then right

click on the outpost or stronghold card in the viewer to bring up a special abilities option pad which will include the option to upgrade the facility if all requirements are met.



Screen Shot 12

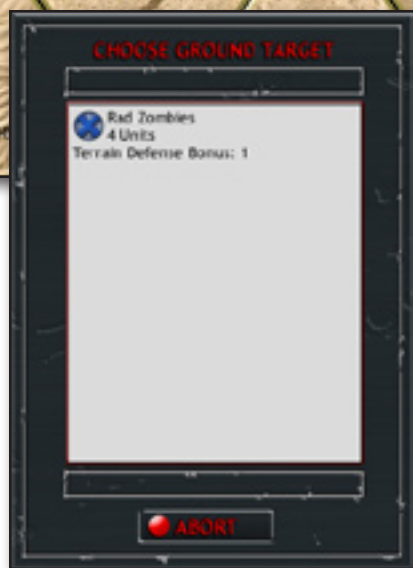
click on the outpost or stronghold card in the viewer to bring up a special abilities option pad which will include the option to upgrade the facility if all requirements are met.

In order to deploy an outpost card to the game board you must have a hero card or a unit card with the "engineer" special ability in a hex that is controlled by your faction and in supply. You must also have sufficient Action Points and resources available

as required by the card. To deploy the outpost card you drag it from your hand and drop it on the valid target hex. The card will disappear and a base icon will then appear on the map allowing access to the “Base Viewer” interface.



Screen Shot 13



Screen Shot 14

Air attacks are the final type of card deployment that will be discussed. Just like unit and facility cards, attack cards are dragged from the hand and dropped on a valid target hex (Screen Shot 13). A dialogue box will appear that lets you select an army or facility to attack depending on what enemy forces you have identified in the hex (Screen Shot 14). Attack cards that are “Aircraft” or “Helo” types will return to the hand after an attack if the card survives all the ensuing challenges. “Missile” type cards are consumed in the attack.

Battles in the Wasteland - A Brief Primer

As your armies explore the wasteland they are likely to run into both independent and enemy armies. To initiate combat with either you simply move your non-stealthed combat capable army into the enemy’s hex. You will be given the option to attack immediately or delay the attack until the end of the turn. If you opt to delay the attack the battle will be initiated after you left click on the “End Turn” button to finish your turn. Once the battle is started you will be taken to the “Battle Set Up” interface. Here you arrange your armies in the order in which they will battle. By clicking on the up and down arrows to the left of their names you can change their position on the list. Armies battle in the order of those at the top of the list first and continue down to the bottom of the list. You must then left click on the “Start Battle” button

to begin the battle proper. You are taken to the “Tactical Battle Module” interface. Your unit cards and hero if present now appear on the bottom two rows. You are given an opportunity to arrange them in any order that you desire but keep in mind you must always have more unit cards in the front row than in the back. Once you have finished arranging your cards you left click on the “Ready” button to commence the actual attacks. An initiative screen appears which indicates that you go first. You and the enemy will take turns initiating attacks from your cards. An attack is accomplished by right clicking on the card with which you want to attack. A pad will appear offering the “Ground Combat” option. Left clicking on the option turns the mouse pointer into a targeting reticule. You select the target of the attack by left clicking the reticule on a valid enemy target. A dialogue box will appear that takes you through the process of completing a “Ground Combat” challenge. Combat is resolved by rolling the attacking card’s dice pool against the defender’s dice pool. If the attacker’s total successes exceed those of the defender then the difference is applied as damage to the defender. The players alternate taking actions until every valid card has done so or the “Pass” button has been clicked enough times that no further actions are possible. At the end of such a round of actions the players are given the opportunity to continue the battle with the army or retreat. If both players elect to continue then another round of actions commences. This process continues until one side is destroyed or elects to retreat.

You now know the basic mechanics to play the game.

To recap:

- ✦ At the beginning of each turn you purchase additional die with resources and roll to determine the initiative winner.
- ✦ Unit cards are dragged and dropped on a valid deployment hex where they enter the garrison in that hex. Valid deployment hexes contain a non-besieged outpost or stronghold card.
- ✦ You can create armies in the “View Army” interface. You can also transfer cards between armies by dragging and dropping the card onto the army’s name text on the left side panel. It does not cost Action Points to transfer a card from a garrison to an army but it does cost Action Points to transfer a card out of an army.
- ✦ Right clicking on an army icon will bring up a pad listing all the possible action options for those armies. Armies can engage stealth, hunt enemy heroes and move and perform air assaults from this pad.
- ✦ In order to build a collector, a hero or a unit with the engineer special ability must be present in the hex. The hex must be in supply and enough resources and Action Points must be available. By right clicking on the hero or engineer unit card you can bring up the option to create the collector.
- ✦ Facilities cards are dragged and dropped on a valid deployment hex where they can be examined by clicking on the base icon on the game board. For non outpost cards, valid deployment hexes contain a non-besieged outpost or stronghold card with sufficient space to accommodate the new card. An outpost or stronghold can host one additional card for each level it has attained. Levels can be increased by upgrading the card.
- ✦ Attack cards are dragged and dropped onto target hexes containing a valid target. Missiles can only target facility cards but can cause collateral damage to unit cards in the same hex.

Game Play Hints

- ✗ Get a recon army out on the field quickly. Unit cards with the "recce" special ability or Hero cards with the "stealth" special ability are great scouts. Discovering a few resource specials on the map can jump start your deployment of cards to the field.
- ✗ Watch you hand size as you initially explore the board. If you discover a special that adds an attachment card to your hand and you already have the maximum number of cards in your hand you are going to have to discard something.
- ✗ Make sure your strongholds and outposts are well guarded. Even a lone recce army can capture your "HQ" if it is completely unguarded.
- ✗ Place your outposts with discretion. You will need to project your supply lines into enemy territory if you want to capture your enemy's stronghold.
- ✗ Guard your high value heroes at your outposts with intelligence center cards and unit cards with the "recce" and "bounty hunter" special abilities. It only takes a single assassin to reek havoc amongst your heroes.
- ✗ Tactic cards can not only let you change the tide of battle but bring those hard to create doomsday weapons within reach.

Main Menu

After starting the game program you will encounter the Main Menu screen. The following options are available:

New Game: Click on this button to start a new game. You are then taken to the "Game Setup Menu" so that you can choose the parameters for your new game.

Load Game: Click on this button to load a previously saved game. You will be taken to the "Load Game" screen.

Create Deck: Click here to create a new deck of cards. You will directed to the "Select Faction Menu" so that you can choose which of the four factions for which you want to build a deck.

Edit Deck: Click on this button to load a previously saved deck so that you can modify it. You will be taken to the "Load Deck" screen.

Iron Man: Click on this button to create or load an "Iron Man" game which strictly limits your ability to save the game. In "Iron Man" mode you are playing for keeps with zero toleration for mistakes. You can only save your game when you exit the game and only to a single file name. You will be taken to the "Iron Man Menu."

Options: Click here to adjust the game audio settings.

Hall of Fame: Click on this button to view your best scores from previously finished games.

Quit: Click here to leave the game and return to your desktop.

New Game Settings

Once you click "New Game" from the "Main Menu" you will be directed to the "New Game Settings Menu." Here you will choose the type of game you wish to play. There are several key decisions that you must make:

Max Card Points: This drop down box selects the maximum card points for each player's deck. Each card in a player's deck has a certain point value and their combined value is limited here. The settings of this box will determine which player decks can be selected for a game. Player decks that total more than the selected card point value will not be available in the "Select Deck Menu."

Max Tile Points: This drop down box selects the maximum tile points for each player's deck. Each tile in a player's deck has a certain point value and their combined value is limited here. The settings of this box will determine which player decks can be selected for a game. Player decks that total more than the selected tile point value will not be available in the "Select Deck Menu."

Select Player Deck: This box selects the player's deck. Based on your settings for "Max Card Points" and "Max Tile Points", you are presented with a list of decks that you have created that meet the game parameters. You can click on a deck's name to select it and get information about the makeup of the deck. You select the deck by clicking on "Select."

Map Size: This drop down box selects the size of the map that you will play on. There are three map sizes available. Normal size measures 12 hexes by 9 hexes. Large size measures 14 hexes by 11 hexes. Huge size measures 16 hexes by 13 hexes.

Resources: This drop down box selects the frequency of the four basic resources distributed on the playing map. "None" prevents any resources from appearing except in special hexes. "Rare" seeds roughly 2 percent of the map with resources and resources appear in "Destroyed City" and "Abandoned Town" hexes in small quantities. "Uncommon" seeds roughly 5 percent of the map with resources and resources appear in "Destroyed City" and "Abandoned Town" hexes in moderate quantities. "Common" seeds roughly 15 percent of the map with resources and resources appear in "Destroyed City" and "Abandoned Town" hexes in abundant quantities.

Specials: This drop down box selects the frequency of the special discoveries and independent units and facilities distributed on the playing map. "None" prevents any specials from appearing. "Rare" seeds roughly 2 percent of the map with specials. "Uncommon" seeds roughly 5 percent of the map with specials. "Common" seeds roughly 8 percent of the map with specials.

Choose Opponents: These drop down boxes select the opponents you will play against. They are filtered and limited depending on the faction of the deck you have chosen and the size of the map selected.

Load Game Menu

Once you click "Load Game" from the "Main Menu" you will be directed to the "Load Game Menu." Here you will choose a game to load that you have saved from a previous session. You may click on the name of the game you wish to load to select it and then either click on "Load" to continue the game or "Delete" to remove it permanently from the list.

Select Faction Menu

Once you click "Create Deck" from the "Main Menu" you will be directed to the "Select Faction Menu." Here you will choose a faction for the deck that you will create.

Edit Deck Menu

Once you click “Edit Deck” from the “Main Menu” you will be directed to the “Edit Deck Menu.” Here you will choose a deck you will edit. Clicking on a deck name lets you view more information about the deck. You can then click on “Edit” to continue to the “Deck Builder/Editor” interface or “Delete” to remove it permanently from the list.

Iron Man Menu

Once you click “Iron Man” from the “Main Menu” you will be directed to the “Iron Man Menu.” Here you can choose to either create a new game or continue a previously saved game. Iron man games can only be saved when you exit the game and multiple saves are prohibited.

The Basics of Game Play

Armageddon Empires is a challenging strategy game based on the interaction of a variety of simple concepts. Mastery of the following game play aspects is essential for success on the battlefield.

Victory Conditions

The object of every game is to capture or destroy your enemies’ stronghold(s). Just like the capture of the King in a chess game, the game is over for a player when his stronghold falls. The stronghold card is unique in a player’s deck and only one stronghold card can be included in any deck. During the course of the game a player may transfer his seat of power from his present stronghold card to another eligible facility card. The new stronghold will receive the “HQ” special ability and the original will then lose it. When a player’s “HQ” is captured, the player has until the end of the present turn to recapture it or he will be eliminated from the game. If a player’s “HQ” is destroyed, the player will be eliminated at the end of the turn no matter what action the player undertakes during the remainder of the turn. The best the player could then hope for would be a draw, should he destroy his opponents’ stronghold(s) (“HQ”) that same turn.

Dice and Challenges

Throughout different points in the game, dice will be rolled to decide the outcomes of many different events. The dice used in Armageddon Empires are six sided with half of the sides being empty (denoting failure) and half possessing an icon (denoting success). When the dice are rolled the number of successes are counted up and added together and then compared to either the opponent’s number of successes or a fixed number in some cases. This process is called a “Challenge.” In combat challenges when one ground unit fires upon another, the number of success rolls for the defender is subtracted from the number of success rolls for the attacker and the damage if any is the difference between them. A zero or negative result means no damage is done. The story isn’t always that simple however as the players can often attempt to modify the outcomes by re-rolling die or playing tactic cards to alter the dice pools or change the results. Keep this basic explanation in mind when you see the mention of a “Challenge.” Greater detail on the mechanics of specific types of challenges will follow later in this manual.

NOTE: Some challenges are hidden in that you do not directly see the dice rolled but rather only the results. For example, observation checks (challenges) are carried out by the computer automatically at the beginning of every round of turns and whenever an army moves into a new hex.

The Player Deck


Each player brings a pre-constructed deck of cards and tiles to the game. The deck is built in the “Create/Edit Deck Menu” which is accessed from the “Main Menu” via either the “Create Deck” or “Edit Deck” buttons. Each deck is built around a single faction and must contain a minimum of 40 cards and a maximum of 100 cards. There are four basic types of cards that can be added directly to your deck: heroes, units, facilities and attacks. Each card has a certain point value that is added to the deck’s total point value. The maximum card value for a deck is 275 points. Every deck must include one and only one copy of a stronghold (facility) card. This stronghold card is the initial starting position of each player’s “HQ.” Each faction has access to three different types of stronghold cards which vary in cost and special abilities. In addition to cards, the player’s deck also contains hexagon tiles that are played out before the game begins. These tiles allow the player to be assured of a certain amount of starting resources or favorable defensive terrain when play commences. Every deck must have a minimum of 1 tile and a maximum of 10 tiles. Like cards, tiles also have point costs and the maximum point total for tiles in any deck is 15.

Card Types

The four types of cards that can comprise a player’s deck are as follows:

Heroes: Heroes represent individuals who lead your armies, create new technology or tactics cards, or undertake special operations missions like assassinations or sabotage on behalf of your empire. Only one copy of a hero can be added to a deck and once eliminated a hero can never be brought back in to play. Heroes all have the following key attributes:

Command Rating: The hero’s command rating (CR) determines how many units can be included in an army led by that hero without suffering a penalty to each unit’s attack and defense strengths (described later). An army without a hero cannot exceed the base command rating for their faction which is usually 2 units. Unless the army is a garrison (described later), units simply cannot be added beyond the base CR if a leader is not present. Thus a hero allows for the creation of larger and more powerful armies. If a hero commands more units than his CR then a penalty is incurred. The penalty is -1 to every unit’s attack and defense strengths for every two units over the hero’s CR. Thus a hero with a CR of 4 would suffer a -1 penalty to his army if he had 5 or 6 units under his command, and -2 if he had 7 or 8. The CR of any garrison without a leader is the faction’s base CR + 2. A garrison can always exceed it’s factions base CR + 2 limit but like a hero led army it suffers the same performance penalty. If a less capable leader commands a garrison, i.e. a leader with a CR of 2, then the garrison’s CR supersedes that of the leader. A garrison is created automatically at any location where you have a stronghold or outpost facility (discussed below).




Action Points cost to deploy (1)

Resource cost to deploy (2 human) (2)

Resistance (Nuclear, Bio, Chemical, Psi) (2, 3, 1)

Special Abilities (Master Administrator 2, Efficiency Expert 1)

Wound Points (2, 1/1)



Command Rating (4)

Fate Points (3)

Name (Morphos)

Special Abilities (Master Scout 2, Stealth 5, Bounty Hunter 2)

Movement Points (3, 4/4)

NOTE: Unit cards with the “Wave Attack” special ability do not count towards determining whether an army has exceeded its hero’s CR or the faction’s base CR if the army is without a hero. “Wave Attack” units never receive a negative CR modifier to attack and defense if the army exceeds its CR rating.

Fate: The hero’s fate serves several purposes. In battle or during various “challenges”, a hero may spend fate points to re-roll die that failed (did not land symbol side up). This ability allows a hero led army to have a significant advantage over an opponent without a hero. Fate is also used as a hero’s defense attribute when attacked during various “challenges” such as assassination, sniper attacks, or attempts to capture or kill the hero. Thus a higher fate means a greater chance to avoid harm or inflict extra damage.

Resistance: Resistance is an indicator of general toughness in resisting unconventional attacks such as nuclear, biologic, chemical or psychic attacks. Instead of fate a hero’s resistance will be used to determine whether a hero survives an attack. The higher the fate the more damage is negated. For example, a hero with a resistance of 3 is the target of an assassination challenge where the assassin has a “neuro toxin 4” special ability. If the assassin should wound the hero in the challenge then an additional 4 damage minus a random roll of the hero’s 3 resistance number would be applied in addition to normal damage. Sometimes the damage is simply modified by just subtracting the resistance.

Movement Rate: This number represents the number of movement points a hero can move per turn. The number of movement points that an army can move during any turn is limited by the lowest movement rate of the cards comprising that army. If a hero has a movement rate of 2 and all the units in the army have a movement rate of 3 then the movement rate for that army is limited to 2 points per turn. Movement points are spent

by an army to enter hexes on the game board and determine how far an army can move in any turn.

Wound Points: This number represents the number of wounds that a hero can sustain before being removed from the game. Heroes receive wounds during challenges when the opponent’s attack die roll exceeds the hero’s defense die roll. The difference in the rolls is applied as wounds. Heroes can be “healed” at a stronghold or outpost by expending action points (described later).

Special Abilities: Most heroes have some special abilities that set them apart from other heroes. Some abilities allow the hero to create new cards while others allow the hero to conduct special operations or provide bonuses to the armies that they lead. See the appendix at the end of the manual for a full description of all the heroic special abilities.

Collector Construction: All heroes can construct special collector facilities (described later) that permit the collection of resources from the game board. The resources are used among other things to play cards from the player’s hand to the game board.

No Supply Required: Heroes operating in an army by themselves do not require supply (described later.) This allows heroes to move rapidly across the playing board but also exposes them to the risk of being captured or killed by an enemy. Lone heroes are subject to capture / kill attempts by enemy armies while heroes commanding armies with units in them must be defeated in combat before they can be captured or killed.

Not Combat Capable: Heroes operating in an army by themselves are described as not combat capable and exert only a tenuous control over a hex. Hero only armies must yield control to combat capable armies.

Resource Cost: To deploy a hero to the game board you must pay its resource cost indicated by the colored icons on the side of the hero’s card. In addition to paying the resource cost you must pay Action Points (AP) equal to half the total number of resource points.

Units: Units represent groups of infantry, armor, mecha, support units, etc. that can usually project combat power. Units are added to a player’s armies to provide the army’s muscle allowing an army to exert control over a hex and engage in combat operations. Multiple copies of a unit can be added to a deck and once eliminated a unit is sent to the discard pile. Units are limited to a certain number of copies per deck indicated on the unit’s menu entry in the “Create/Edit Deck Menu.” Units all have the following key attributes:

Unit Type: Each unit has a type designator that describes the unit’s basic function. This designator is used for limiting attachments to the unit and determining eligibility for special damage types.

Attack Die Strength: Each unit has an attack die strength that ranges from 1 to 10. In some rare cases a support unit might have a * as a combat strength denoting that it cannot directly attack another unit but can defend. When a unit attacks during a combat challenge the unit uses its attack die strength modified by any leader or attachment bonuses. Each attack die has a 50% chance of rolling positive or negative as described later in the challenge/combat section.



over 1 row to the row behind it. A unit card with a range of 3 could target any row on the battle board.

Special Abilities: Most units have some special abilities that set them apart from others. Some abilities allow the unit to attack multiple times while others allow the unit to modify a target's defense or attack strength's with a successful hit in a combat challenge. See the appendix at the end of the manual for a full description of all the unit special abilities.

Supply Required: Units operating in an army require supply (described later.) If a unit in an army is out of supply then it suffers a penalty to its attack and defense die and has its movement rate reduced to 1. Units with the "Commando" special ability never require supply. Units that have just conducted an airborne assault receive one free turn of supply but after that are subjected to supply rules unless they have the "Commando" special ability.

Combat Capable: Non-stealthed (described later) armies with a unit in them are able to exert definitive control over a hex and are described as being combat capable. A non-stealthed combat capable enemy army that moves into a hex controlled by a non-stealthed combat capable army must give battle that round and cannot coexist in the same hex unless a siege situation exists (see control and siege later in the manual)

Resource Cost: To deploy a unit to the game board you must pay its resource cost indicated by the colored icons on the side of the unit's card. In addition to paying the resource cost you must pay Action Points (AP) equal to half the total number of resource points.

Facilities: Facilities represent permanent structures, buildings and outposts that help your faction expand your control over the game board map, provide supply, and allow the creation of special tactics, attachments and munitions cards. Facilities are deployed directly to the board and once placed cannot be moved. Multiple copies of a facility can be added to a deck and once eliminated a facility is sent to the discard pile. Facilities are limited to a certain number of copies per deck indicated on the facility's menu entry in the "Create/Edit Deck Menu." Facilities all have the following key attributes:

Facility Type: Each facility has a type designator that describes the facilities basic function. Outposts extend supply and allow for army creation and unit deployment. Laboratories allow for the creation of attachment, enhancement and munitions cards. Intel Centers provide extra action points and defense against espionage.

Facility Level: Each facility has a level designator that ranges from 1 to 5. Most facilities begin or enter play at level 1 however there are some exceptions. Upgrading a facility to a higher lever costs both action points and resources (described later) but enhances the structure in various ways usually increasing the structures survivability but also often providing other key effects. Strongholds and Outpost for example must be upgraded to allow for the deployment of more facilities to that location. Laboratories and Academies are upgraded to provide more die for "challenges" that allow for the creation of attachment, munitions and tactics cards.

Defense Die Strength: Each facility has a defense die strength that ranges from 1 to 10.


Defense Die Strength: Each unit has a defense die strength that ranges from 1 to 10. In addition to the unit's defense die strength the unit might also receive bonuses from its leader, attachments or terrain.

Resistance: Each unit has a resistance which indicates how much damage is negated by unconventional attacks such as nuclear, biologic, chemical or psychic damage. Depending on the type of attack, the resistance can either be subtracted directly from the special attack damage or generate a random number between 1 and the resistance.

Movement Rate: This number represents the number of movement points a unit can move per turn. The number of movement points that an army can move during any turn is limited by the lowest movement rate of the cards comprising that army. If a unit has a movement rate of 3 and all the other the units in the army have a movement rate of 2 then the movement rate for that army is limited to 2 points per turn. Movement points are spent by an army to enter hexes on the game board and determine how far an army can move in any turn.

Hit Points: This number represents the number of damage points that a unit can sustain before being removed from the game. Units receive damage during challenges when the opponent's attack die roll exceeds the unit's defense die roll. The difference in the rolls is applied as damage. Units can be "repaired" at a stronghold our outpost by expending action points and resources.

Attack Range: This number describes the number of rows that a unit can shoot at during combat in the tactical combat module (described later). A unit with a range of 1 can only reach targets directly in front of it while a unit with a range of 2 could shoot




Action Points cost to deploy (4)

Resource cost to deploy (4)

Resistance (Nuclear, Bio, Chemical) (1, 5, 3)

Special Abilities (Anti-Air 5, Anti-Missile 4)

Hit Points (6/6)



Facility Level (1)

Defense Dice (3, 4)

Name (Crashed Troop Pod)

HQ RC: 1M 1T 1E

Hit Points (8/8)

Resistance: Each facility has a resistance which indicates how much damage is negated by unconventional attacks such as nuclear, concussion, or nanite damage. Depending on the type of attack, the resistance can either be subtracted directly from the special attack damage or generate a random number between 1 and the resistance.

Structure Points: This number represents the amount of damage that a facility can sustain before being removed from the game. Facilities receive damage during challenges when the opponent's attack die roll exceeds a facility's defense die roll. The difference in the rolls is applied as damage. Facilities can be "repaired" by expending action points and resources.

Special Abilities: Many facilities have some special abilities that set them apart from others. Some abilities allow resource collection or generation while others grant Action Point bonuses. See the appendix at the end of the manual for a full description of all the facility special abilities.

Number of Upgrades: Indicates the number of upgrades if any that can be made to a facility.

Cards in Armory: Some facilities may have an "armory special ability" that allows cards to be withdrawn from the facility in exchange for paying action points. The number of cards remaining is indicated here.

Exert Control: Facilities exert control in a hex even if there are no armies of the faction located in the hex. Facilities without any armies to guard them are extremely vulnerable and can be captured or destroyed as appropriate if an enemy army enters the hex.

Resource Cost: To deploy a facility to the game board you must pay its resource cost indicated by the colored icons on the side of the facility's card. In addition to paying the resource cost you must pay Action Points (AP) equal to half the total number of resource points.

NOTE: One special type of facility known as a "collector" can be constructed by any hero card and any unit card with the "engineer" special ability. Collector facilities have special abilities that allow for the harvesting of resources at the beginning of each turn. Like facilities played to the board from the player's hand, only one of the same collector card can exist at any base.

Attack Cards: Attack cards represent aircraft, hoverships, helos and missiles that can attack enemy armies and facilities directly. Attack cards are played straight to the board from a player's hand and after the attack "challenge" is resolved return to the player's hand. The exception to this rule is missiles which are discarded after an attack. Missiles can be created by heroes with the "technologist" special ability so they can be replenished in that manner. Multiple copies of an attack card can be added to a deck and once eliminated an attack card is sent to the discard pile. Attack cards are limited to a certain number of copies per deck indicated on the attack card's menu entry in the "Create/Edit Deck Menu." Attack cards all have the following key attributes:

Attack Type: An attack card can be one of three types: aircraft, helo or missile. The attack type determines how the attack card functions. Aircraft and helos return to a player's hand after an attack. Aircraft have longer ranges than helos but must use strongholds and outposts to determine range to a target while helos may attack from hexes controlled by friendly non-stealthed combat capable armies that are in supply. Missiles can only attack enemy facilities and are discarded after an attack but can be built by your heroes.

Attack Die Strength: Each attack card has an attack die strength that ranges from 1 to 10. When an aircraft, helo or missile card attacks during a combat challenge the card usually uses its attack die strength modified by attachment bonuses. Each attack



Action Points cost to attack (3)

Resource cost to attack (2)

Fate (6, 5, 4)

Special Abilities (Air to Air 6)

Hit Points (4)

Attack Range (2/2)



Attack Dice (5, 4, 3)

Defense Dice (1)

Name (Phantasm)

Air to Air 4

Recce S4 R1

Attack Range (1)

Hit Points (3/3)

die has a 50% chance of rolling positive or negative as described later in the challenge/combat section.

Defense Die Strength: Each attack card has a defense die strength that ranges from 1 to 10.

Fate: The attack card's fate functions in a manner similar to that of the hero's. During various "challenges", an attack card may spend fate points to re-roll die that failed (did not land symbol side up). This represents a pilot's, artificial intelligence's or guidance system's ability to maneuver and react in combat. Thus a higher fate means a greater chance to avoid harm or inflict damage.

Hit Points: This number represents the number of damage points that an attack can sustain before being removed from the game. Attack cards receive damage during challenges when the opponent's attack die roll exceeds the card's defense die roll. The difference in the rolls is applied as damage. Attack cards other than missiles can be "repaired" while in the player's hand by expending action points and resources.

Attack Range: This number describes the attack cards ability to strike at a distance. For aircraft range is calculated from a stronghold or outpost that is not besieged. Helos have a range of 1 hex but can determine range from a non-stealthed in supply combat capable army in addition to a non-besieged stronghold or outpost. Missiles can determine range from both armies with mobile missile launchers and hexes with a friendly non besieged stronghold or outpost.

Resource Cost: To conduct an attack with an attack card the player must pay both the Action Point cost and resource cost displayed on the card.

In addition to the four types of cards that each player can add to their decks there are four other types that can be encountered or created during the game: attachments, munitions, enhancements, and tactics.

Attachments : Attachment cards are either discovered by your armies exploring the wasteland or created in your laboratories. They represent advanced weapons and equipment that can be "attached" to your heroes, units, and facilities (host cards) to improve their operational capabilities. Some attachments increase basic attributes while others provide new special abilities. Generally a unit or facility can have only a single attachment. Heroes are allowed two attachments. Once placed an attachment card can never be removed so choose wisely. Attachment cards all have the following key attributes:

Host Types: This attribute determines what types of cards the attachment can modify.

Special Abilities: Special abilities determine exactly how the attachment modifies the host card. For example, a special ability like +2 Atk grants a 2 dice bonus to the host unit's attack die strength.

Munitions : Munition cards are either discovered by your units exploring the wasteland or created in your laboratories. They represent one shot abilities used in combat by your units, heroes or attack cards. A unit, hero or attack card can have only a single munition attached at any given time. Once used in a challenge the munition is "expended" and sent to the discard pile. Munition cards all have the following key attributes:

Host Types: This attribute determines the types of cards to which the munition can be attached.

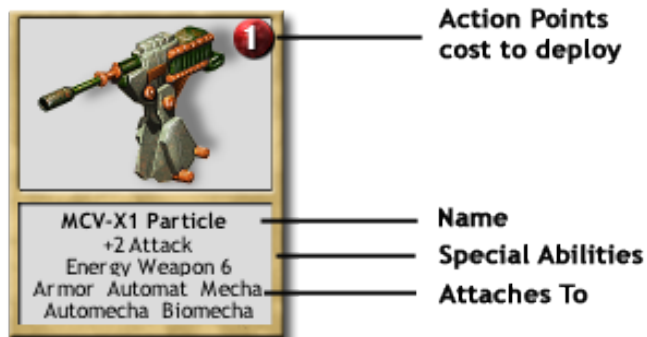
Special Abilities: Special abilities determine exactly how the munition modifies the host card. For example, a special ability like "Tactical Nuke 8" grants a one shot 8 dice nuclear attack ability in which the target card is destroyed if a single hit is scored.

Enhancements: Enhancement cards are either discovered by your armies exploring the wasteland or created in your laboratories. They represent advanced capabilities that can permanently upgrade your heroes and units (host cards) to improve their operational capabilities. Some enhancements increase basic attributes while others provide new special abilities. A hero or unit can have only a single enhancement of a particular type. Multiple enhancements are permitted as long as the enhancements do not share the same name. Enhancements DO NOT count towards the card's attachment limit. Once placed on a hero or unit, an enhancement card can never be removed. Enhancement cards all have the following key attributes:

Host Types: This attribute determines what types of cards the enhancement can modify.

Special Abilities: Special abilities determine exactly how the enhancement modifies the host card. For example, a special ability like +2 Atk grants a permanent 2 die bonus to the host unit's attack die strength.

Tactic Cards: Tactic cards are created by heroes possessing the "Tactician" special ability located in the same hex as a friendly academy. Tactic cards are stored in a separate "hand" and are played during "challenges" to modify the outcomes of die rolls. Players may have up to 4 challenge cards in their tactics hand and gain an additional slot for each academy that they have in play.



Tactic Effect: The tactic effect determines how the tactic card changes the players' die rolls or fate totals during a "challenge." Effects range from adding extra dice to your pool to re-rolling your opponent's dice or removing dice from his die pool. See the appendix at the end of the manual for a full description of all the tactic effects.

The Map

The game map is constructed of hexagons. Each hex represents a geographic location that a player can occupy with his armies or facilities. Every game a randomly generated map is created. Players also start each game by placing hexagon tiles that they have included in their deck. All players must place at least one hex tile and no more than 10 hex tiles on the map before play commences. Each tile hexagon has several different characteristics:

Terrain Type: The type of terrain is indicated visually on the hex tile and can range from barren desert to rugged mountains.

Movement Cost: The number of movement points that must be expended by an army to move into the hex. Movement cost is denoted by the color of the border around the hex. The lightest color represents a 1 movement point cost, the middle color denotes a 2 point cost and finally the darkest brown costs 3 points.

Terrain Bonus: The terrain can give an army a bonus number of die to each unit defending in a hex. The terrain bonus is generally the movement cost minus 1 (MC - 1). However certain specials in a hex can also provide a bonus. Tunnels provide a +2 bonus to defense die while defensive works provide a +1 bonus.

Resources: Each hex can contain resources denoted by colored icons across the top of the hex. Resources are collected by facility cards that a player either plays or constructs in the hex. Each turn before any player moves or acts, every hex that a player controls that has a resource and a matching collector is processed and the resources are added to the player's stockpiles. There are four different types of resources:

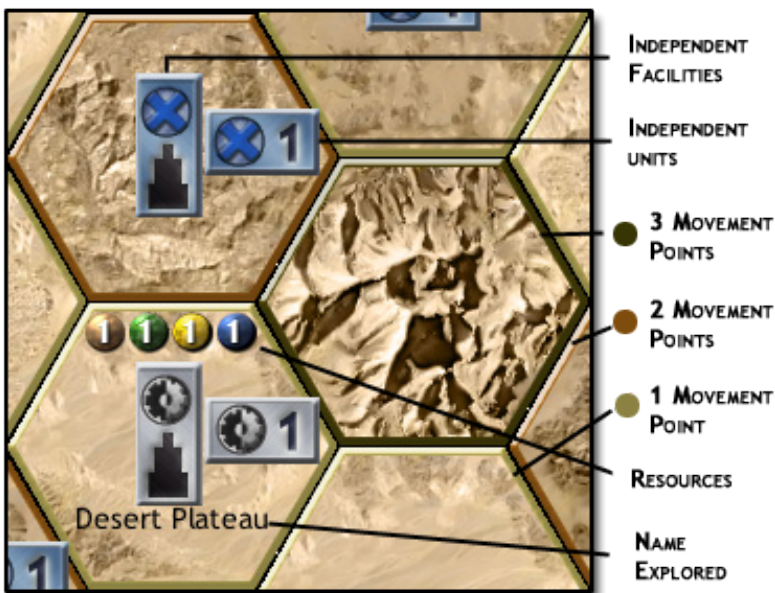
Humans: This resource represents small scattered human populations eking out an existence in the harsh environment of the wastelands.

Materials: This resource represents steel, wires, advanced alloys, and building materials strewn across the landscape from the devastation of the Great Cataclysm and the hundreds of years of ensuing strife. Such reprocessed materials are essential for constructing new weapons, vehicles and buildings.

Energy: This resource represents power sources need to drive advanced equipment, machines and biologic processes. Fossil fuels, batteries, power cells, and even atomic power are prized possessions in the wasteland.

Technology: This resource represents the both the knowledge of how to construct advanced weapons and units as well as the specialized equipment, computer chips, data banks, and scientific instruments, needed to do so.

NOTE: In order for a facility to collect a resource from a hex, it must have a "Special Ability" that allows it to do so. A collection special ability looks like this: RC: 1H 1M. RC stands for Resource Collection and 1H 1M means it can collect one unit of humans and 1 unit of materials per turn.



Specials: Each hex can also contain a "Special." There are four different types of specials: Independents, Discoveries, Defense Bonus and Salvage.

Independents: Independents are third party units and facilities that occupy a tile hex location and are represented as counters on top of the hex. They can have one of three attitudes towards a player: Join, Bargain or Fight.

Join: This attitude indicates that the independents goals are exactly aligned with the player's and the independents will readily join the player's cause. The independent units and facilities are immediately added to the player's empire and are now completely under the player's control.

Bargain: This attitude indicates that the independents goals are partially aligned with the player's and the independents will join the player's cause for a price. The independent units and facilities are added to the player's empire if the player can pay the independents price measured in resources.

Resource icons



Specials



Tunnels
+2 Def



Fort
+1 Def



Salvage



Humans



Materials



Energy



Tech

Fight: This attitude indicates that the independents are aggressively hostile to the player and will fight to the last man to prevent the player from occupying the tile hex. The independent units and facilities can only be removed by combat or capture.

NOTE: The Empire of Man faction has the easiest time finding ready allies in the wasteland. The League of Free Mutants follows next but must often bargain to finish the deal. The Machine Empire and the Xenopods have the hardest time finding friends except for lost units of their own faction.

Discoveries: Discoveries are represented by gold star icons and represent the presence of some unique find of resources, weapons, or equipment lost in the wastelands. When a player's army moves into a hex containing a discovery special the player has the option to recover it or leave it alone. The following types of discoveries can be made:

Resource Cache: A small cache of resources is added directly to the player's stockpiles

Bonus Card: A special attachment, munition, or enhancement card is offered to the player. The player must have room in his hand (described later) to accept the card.

Defense Bonus: A bonus applied to a defender in the hex during a combat challenge if the defender controls the hex. The bonus is + 1 for defensive works and +2 for tunnels. The special is represented by a green circle icon at the bottom of the tile hex.

Salvage: Whenever a unit card is destroyed in battle there is a 25% chance that any attachment or munition cards that it possesses are salvagable. A salvage icon will appear at the bottom of the hex. If a hero with the "technologist" special ability is located in the hex then the option to salvage the cards will appear in the Army Right Click Options Pad.

Action Points

Action points (AP) are an essential concept of the game. They limit what a player can accomplish in a given turn regardless of the quantity of resources that the player has managed to stockpile. Almost every action that a player can take requires the player to expend action points. The major exceptions are discarding a card from the player's hand, de-stealth an army and responding to an "air to ground challenge." Action Points are gained in three ways:

Winning The Initiative: At the beginning of each round of player turns, players roll initiative die to determine who goes first during the round. The player who rolls the most number of successes wins the initiative and is award the most Action Points. Each player is given a base of 3 dice and may purchase more by spending resources up to a maximum of 10 dice. One unit of any resource buys one additional die. The amount of Action Points awarded depends on the size of the map and the number of players in the game. Consult the appendix for a table detailing the exact amounts.

Bonuses From Cards: At the beginning of each round of player turns, after the initiative has been decided, players receive any bonus action points from heroes or facilities that have a

special ability that grants extra AP. Sometimes certain conditions must be fulfilled like having the hero located at the faction's Stronghold (HQ).

Bonuses For Captured Heroes: At the beginning of each round of player turns, after the initiative has been decided, players receive 3 bonus Action Points for each captured enemy hero that is currently being held prisoner at a non-besieged friendly stronghold or outpost.

Turn Sequence

Armageddon Empires is a sequential turn based strategy game. This means that each player is given an opportunity to play his cards and move his armies spending his action points as necessary to do so. Each player then ends his turn and passes to the next player. A round of turns describes the completion of all players taking their own turns in the order determined by the initiative roll. When a player is taking his turn he is said to have priority. Only the player with priority can deploy units, move armies, play attack cards to the board or activate card special abilities. Players without priority are given the chance to respond to the actions of the player with priority in two special circumstances:

Reaction to Movement: If the player with priority moves into a hex containing another player, and due to the rules of control (described later) does not have to initiate combat, the non-priority player may be eligible to force combat or make a capture kill attempt and will be offered the opportunity as appropriate.

Reaction to Air Attacks: If the player with priority initiates an "Air to Ground Challenge" by dragging and dropping his attack card onto an enemy hex, any players with the ability to respond via a "Ground To Air Challenge" or an "Air to Air Challenge" will be prompted to do so at that time. A "Ground To Air Challenge" does NOT require Action Points to engage the attack card that is taking its action. An "Air To Air Challenge" does require Action Points to engage the attack card that is taking its action. If sufficient Action Points are not available to the player, then the option to intercept is not offered.

Overview of a Round of Turns

Begin Round

When all players have completed their turns for the round then a new round is started. The following actions occur automatically at the beginning of the new round:

Resources Are Gathered: As described earlier, every hex with a resource icon and a facility or unit (controlled by the player) with a matching special ability to collect that resource is processed to sum up the total number of resources collected. In order to be eligible a hex must be "in supply" (described later) and non-besieged (described later).

Observation Checks Are Made: Observation checks are created based on the capabilities of a player's deployed armies and facilities. Hidden die rolls are then made to determine whether enemy armies and facilities are spotted. See the section on observation checks below.

Regeneration: Units with the “Regeneration” special ability are brought back to full hit points if they had sustained any damage.

Determine Initiative

Players buy die with resources from their stockpiles and then roll to determine the order in which players will take their turns. Highest roll goes first and receives the most Action Points followed in line by the remaining players.

Player Turns

Players spend their action points to do the following:

Play Cards: Heroes, units and facilities are dragged from the player’s hand to an eligible deployment hex (see deployment rules below). Attachments, enhancements and munitions are dragged from the player’s hand and dropped on to the host hero, unit or facility in the appropriate Army or Facility Viewer Interface. Munitions can be attached to attack cards by right clicking on the munition in the player’s hand.

Create, Manage and Disband Armies: Once a unit card has been played to an outpost or stronghold location it will appear in that location’s garrison. A garrison is automatically created in any outpost or stronghold location that you control (see deployment rules for further information). By clicking on the army counter for your faction in the hex you can examine all the armies in that hex location by using the “Army Viewer Interface.” You can create new armies and name them, transfer units among armies or disband armies that have no units in them.

Move Armies: By right clicking on the army counter for your faction in a hex you can bring up a menu that let’s you initiate movement, and other special actions. Both the army’s movement rate and movement cost in Action Points is displayed. Armies that are eligible for other special actions will have those options presented as well. Such actions can include air assaults, going to stealth mode to help prevent enemy detection, and hunting for an enemy hero in the same hex. When two combat capable, non-stealthed armies meet in a hex a battle ensues. If the human player is participating in the battle then it is resolved in the Tactical Battle Module described later.

Play Attack Cards: Attack cards are dragged from the hand and dropped on a hex that is to be targeted. If a valid target exists then an “Air to Ground Challenge” takes place. If there is a player who has the hex under observation and has a valid Attack Card that is both in range of the hex and possesses the “Air to Air” special ability, then that player may elect to initiate an “Air to Air Challenge” and intercept the attack. Following such an attack, if the hex contains a unit or facility with an “anti-aircraft” or “anti-missile” capability as appropriate, then that unit may elect to respond to the attack (see Attack Card Response cycle below)

Deploy a Collector: All heroes and any units with the “Engineer” special ability can construct faction specific collectors in a hex with a resource icon that is not already being exploited. Right click on the hero or unit card to select the “Build Collector” option from the pop up menu.

Activate a Card Special Ability: Heroes, units and facilities

can have special abilities that are activated by right clicking on their respective card and selecting an option from a pop up menu. Often special challenges can be initiated if certain conditions exist. Such challenges include assassination, sabotage, espionage, and creating tactics and technology cards.

Draw a Card: You can click on the draw card button on the player’s hand interface to take the top card from your deck and place it in your hand. You must pay Action Points to do this and have sufficient space in your hand.

Discard a Card: If you decide you want to remove a card from your hand you can right click on it and select “Discard” from the pop up menu. No Action Points are required to be spent in order to discard a card.

End Turn

A player ends his turn by left clicking on the “End Turn” button in the upper right corner of the “Game Interface.”

End of Round

At the end of each round of player turns the following actions are automatically taken:

Check Victory Conditions: Any players who do not have a valid stronghold location in play are removed from the game. A stronghold location is a facility with the “HQ” special ability.

Eliminate Players: Eliminated players are removed from the game and any units and facilities that they owned are randomly turned into independent controlled units and facilities or simply destroyed. If only one player remains in the game then he is declared the victor. If all players are eliminated the game is called a draw between the players who began the last turn.

Clear All Observations: All hexes are cleared of observation checks generated by a player’s armies and facilities.

Armies

Armies are hero and unit cards combined together to form a single group that fights and moves in unison. Armies are represented on the game board by a counter marked with the controlling faction’s symbol and the number of armies in the hex belonging to that faction. Armies are created in the Army Viewer Interface, which can be accessed by left clicking on an army counter that belongs to you. An army that is permanently stationed at a stronghold or outpost is called a garrison and cannot move or retreat. It is destroyed if the stronghold or outpost is captured. If the stronghold or outpost is destroyed the garrison remains (if it contains hero or unit cards) until it is destroyed or all the units in it are transferred to other armies in the same hex. The following rules govern armies:

- ✕ Armies cost 3 Action Points to create but can cost more or less depending on special abilities or espionage missions conducted by other players.
- ✕ Armies can only be created at a stronghold or outpost hex controlled by the player.
- ✕ Armies can only be created in a hex if that hex is not besieged.

- ✗ Armies must be named by the player.
- ✗ Armies can be disbanded at a stronghold or outpost if the army is empty.
- ✗ Armies can contain a maximum of 8 unit cards.
- ✗ Armies can contain a maximum of 1 hero card.
- ✗ The maximum number of armies for any faction is 8 in a single hex.
- ✗ Armies without a hero cannot exceed the player's base CR. If a situation arises where through loss of a hero an army exceeds the player's base CR then the units are subject to an attack and defense penalty until the excess units are transferred out or destroyed or a new hero is deployed to the army.
- ✗ Armies with a hero that exceed that leaders CR are subject to an attack and defense penalty.
- ✗ Armies move at the rate of the slowest card in the army.
- ✗ Armies with a hero use the hero's fate for combat challenges.
- ✗ Armies expend Action Points to move. The movement cost in Action Points is equal to one point for every hero and unit in the army unless the unit has the "Rapid Response" ability.
- ✗ An army can only move once during a turn.
- ✗ An army can engage stealth mode only if all cards it contains are stealth capable.
- ✗ An army can perform an air assault only if all unit cards in the army have the "Air Assault" Special ability. The hero leading an air assault operation does NOT have to have an "Air Assault" special ability.

Garrisons

As stated previously garrisons are a special type of army. The following rules govern garrisons:

- ✗ Garrisons can exceed the player's base CR + 2 unit limit but the units in the garrison suffer a penalty to attack and defense
- ✗ More than one hero can be in a garrison but only one hero is designated as the garrison commander for battle and CR purposes
- ✗ The garrison uses the garrison commander's CR attribute unless it is lower the player's base CR + 2
- ✗ The garrison uses the garrison commander's Fate attribute in battle.
- ✗ The garrison commander can be changed by right clicking on the new commander and choosing "Assign as CO" from the pop up menu
- ✗ Garrisons can never retreat to an adjacent hex
- ✗ If a garrison retreats during battle and the owner of the garrison loses the battle, every card (unit and hero) in the garrison is destroyed.
- ✗ If a Garrison is made non-combat capable during combat having lost all its unit cards and only has heroes remaining then those heroes are killed if the player loses the battle rather than receiving an escape attempt

Experience

If an army is lead by a hero it will gain experience points and become more formidable in the field. 1 experience point is gained per turn automatically. Experience points are also awarded for destroying enemy units in battle. Once certain levels of experience are gained the army is granted additional fate points in battle, but only of course if the army still contains a hero card:

Experience Level	Experience Points	Fate Bonus
Green	1 to 10	0
Hardened	11 to 30	1
Veteran	31 to 70	2
Shock	71 to 150	4
Elite	151 +	8

Adding new units to an army or losing/removing them from an army will negatively impact the experience level of an army. Adding a new unit card to an army means that the new unit must be brought up to speed and indoctrinated into the culture and ways of the new parent army. Because of this a 10% experience penalty is applied each time a new unit is added to an army. Removing/losing a unit also incurs a penalty but much more severe. A 25% penalty is applied in that case.

NOTE: A hero immediately grants its army a bonus of 8 experience points just by leading the army. If the hero leaves the army for any reason the bonus is lost.

Prestige Points

Each time an army destroys an enemy unit or facility or captures or kills an enemy hero it earns prestige points. Prestige points denote the fame the unit has gained among its peers in the empire. Once a unit reaches the level of 35 Prestige Points it has earned a place in the empire's pantheon of heroes and is designated a legendary army. Legendary armies are granted special bonuses signified by the awarding of their empire's highest award. Legendary armies receive +2 bonus points to their supply range and +1 to their movement point pool. They also fight more effectively when out of supply. The penalties applied to attack and defense when out of supply are reduced to -2 and -1 respectively. Legendary armies also receive a +4 fate bonus. Even if all the original units of the army are destroyed the prestige of the army will remain unless the army itself is eliminated in battle.

Battle Honors

Whenever an army participates in an important battle the army is awarded a battle honor noting the event.

Air Assault

Air assault movement allows an army to jump directly to a hex within range regardless of the terrain, control or supply status of the hex. The army is considered in supply during the turn it conducts the assault even if it would normally not be in supply in the target hex.

Stealth

If every card in an army including the hero has the "Stealth" special ability then the army is stealth capable and can engage stealth to reduce its chance of detection. A stealthed army however cannot exert control over a hex.

Bases

Bases are groups of facility cards placed together in the same hex. Bases are represented on the game board by a vertical counter

marked with the controlling faction's symbol and an icon of a structure. A large structure icon indicates a stronghold, outpost, or other major facility. A small icon indicates just the presence of resource collector facilities. Bases are examined in the Base Viewer Interface, which can be accessed by left clicking on a base counter. A base is always fixed in location and can never move. The following rules govern bases:

- ✗ Bases are usually built around a stronghold or outpost.
- ✗ Only certain facilities can be deployed to a hex location that does not contain a stronghold or outpost. These are: resource collectors and minefields.
- ✗ The total number of facilities besides resource collectors that can be deployed to a base location is limited by the facility level of the stronghold or outpost. One facility can be deployed for each level of the outpost or stronghold.
- ✗ To increase the number of facilities that can be deployed to a hex location, the stronghold or outpost must be upgraded. Right click on the facility card representing the stronghold or outpost and select "Upgrade Facility" from the pop up menu.
- ✗ Bases can hold captured prisoners. If a prisoner is being held at a base the Base Viewer Interface will offer a button to view the captured prisoner.
- ✗ Bases are essential for extending supply. All stronghold and outpost cards contain the "Supply" special ability which provides supply to all hexes within the supply range of the player's faction (see supply rules).

Prisoners

Once captured, enemy heroes appear in the prisoners section of your nearest in supply and non-beseiged base. For each prisoner that you control in an in supply and non-beseiged hex you receive a 3 Action Point bonus. By right clicking on the prisoner's card in the base viewer you can elect to either transfer the prisoner to another stronghold or execute the prisoner. Clicking on the transfer option allows you to drag and drop the prisoner card onto a different in supply and non-beseiged stronghold or outpost hex. Selecting execute removes the prisoner card from the game.

Card Hand

At the beginning of any game the player's deck is shuffled and a hand of 7 cards is drawn off of the top of the deck. The player can view these cards at the bottom of the "Game Interface" in the "Player Hand Viewer." Cards are then drawn for the deck and placed in the hand and are played to the game board by dragging them from the hand and dropping them onto the board or other cards in some cases. The following rules govern the operation of the player's hand:

- ✗ The default maximum number of cards in a player's hand is 8. This can be increased or reduced by special abilities on other cards in play or the effects of espionage operations by your opponents.
- ✗ The default cost to draw a card is 3 Action Points. This can be increased or reduced by special abilities on other cards in play or the effects of espionage operations by your opponents.
- ✗ To discard a card you must right click on a card and select "Discard" from the pop up menu.

Tactics Hand

At the beginning of any game, the player does not have any tactic cards in his "Tactics Hand." These cards must be created by a hero with the "Tactician" special ability at a hex that possesses a friendly Academy facility. If a "Create Tactic Card Challenge" is passed by the hero, the appropriate tactic card is placed in the "Tactics Hand." The player can view these cards at the bottom of the "Game Interface" in the "Player Hand Viewer" by clicking on the "Tactics" button. Tactic cards are then played during "Challenges" by dragging them from the hand and dropping them onto the "Tactics Card Slot" on the "Challenge Interface." The following rules govern the operation of the player's hand:

- ✗ The default maximum number of tactic cards in a player's hand is 4. This can be increased by deploying academy facilities to the board. Each deployed academy increases the maximum number of cards in the hand by 1 to a maximum of 7 cards.
- ✗ To discard a card you must right click on a card and select "Discard" from the pop up menu.

Playing Cards

Cards are played from the player's hand in several different ways depending on the type of card:

Heroes, Units and Facilities

These cards are played during your turn by dragging them directly to the game board and releasing them with the cursor over the hex to which you wish to deploy the card. The following rules govern the deployment of these types of cards:

- ✗ A hero or unit can only be deployed to a hex containing a stronghold or outpost that has the "Barracks" special ability. The stronghold or outpost must not be besieged.
- ✗ An outpost can only be deployed to a hex that contains a friendly army with a hero or a unit with the "Engineer" special ability. The hex must be in supply and uncontested for control.
- ✗ A facility card in a player's hand other than a minefield can only be deployed to a hex containing a friendly stronghold or outpost that is in supply and not besieged. The level of the stronghold or outpost card must be at least 1 greater than the number of facility cards in the hex excluding the stronghold or outpost and any collector cards. For example a level 2 outpost can have 2 facilities deployed to its hex in addition to any collector cards that are built there.
- ✗ Minefields can be deployed to any in supply and uncontested hex that has a friendly army containing a unit with the "Engineer" special ability.
- ✗ You must be able to pay the Action Point and Resource costs of the card.

Attack Cards

These cards are played during your turn by dragging them directly to the game board and releasing them with the cursor over the hex that you wish to target. The following rules govern the employment of these types of cards:

- ✗ If not destroyed during the challenges, aircraft and helo cards return to the player's hand. Missile cards are discarded.

- ✗ For aircraft range to the hex is calculated from the nearest friendly non besieged stronghold or outpost.
- ✗ For helos range to the hex is calculated from the nearest friendly non besieged stronghold or outpost, or the nearest in supply combat capable army.
- ✗ For helos if the range to the hex can only be met by an in supply combat capable army, then 1 point of damage is inflicted on the helo card before the challenge is completed. This may destroy the attack card.
- ✗ For missiles the range to hex can be calculated from the nearest friendly non besieged stronghold or outpost, or an army containing a unit with the "Mobile Launcher" special ability .
- ✗ You must be able to pay the Action Point and Resource costs of the card.

Attachments, Enhancements and Munitions

These cards are played during your turn by dragging them directly to the appropriate "Card Viewer Interface" and releasing them with the cursor over the host card with which you wish to connect the card. The following rules govern the deployment of these types of cards:

- ✗ A unit can only have a single attachment unless it has a special ability that permits more.
- ✗ A unit can never remove an attachment once it is placed.
- ✗ A unit can only have a single munition attached.
- ✗ Munitions are removed once they are played during a combat challenge.
- ✗ Munitions can be fired during battle in the "Tactical Combat Module" by right clicking on a unit card and selecting the munition from the pop up menu.
- ✗ A unit can only have one enhancement of the same name.
- ✗ There is no limit to the number of enhancements a unit may have as long as the names are different.
- ✗ A hero can only have two attachments .
- ✗ A hero can only have a single munition attached.
- ✗ Munitions are removed automatically when the hero is involved in a challenge that matches the munition's purpose. For example a hero with a "Neuro Toxin" munition would expend that munition during an "Assassination Challenge".
- ✗ A hero can only have one enhancement of the same name.
- ✗ There is no limit to the number of enhancements a hero may have as long as the names are different.
- ✗ A facility can only have a single attachment.
- ✗ Attack Cards can only be assigned a single "Munition" card.
- ✗ Munitions are removed from attack cards once they are played during an "Air to Ground" combat challenge.
- ✗ You must be able to pay the Action Point and Resource costs of the card you are trying to play as an attachment, enhancement, or munition.

NOTE: Attack cards can be assigned a single munition by right clicking on the appropriate munition and selecting the "Attach Munition" option. A dialogue box will appear that allows the selection of a particular attack card.

Control

Armies and Bases are said to exert control over the hex in which they are located. Control of a hex determines who can deploy heroes, units and facilities to that hex and blocks supply (described later) through that hex for the armies of the other players. Control also determines who is considered the defender when a combat eligible army from another faction moves into the hex. If combat is initiated the controller of the hex is considered to be the defender, with the sole exception of a player sallying forth from an outpost to break a siege. The following rules govern control of a hex:

- ✗ A non-stealthed army that is combat capable (has a least one unit card in it) exerts control over the hex in which it is in and has the highest precedence.
- ✗ A stealthed army that is combat capable (has a least one unit card in it) is considered to be hiding and does NOT exert control over the hex in which it is located.
- ✗ A non-combat capable army (contains only a hero) exerts weak control (supply is NOT blocked) over a hex if there is no combat capable enemy army in the hex. An empty enemy garrison qualifies as a combat capable army for purposes of control. Thus a lone hero cannot capture an enemy base with an outpost and an empty garrison, but he could capture an independent base with an outpost because it has no garrison.
- ✗ A hex with two opposing non-combat capable armies is said to be "contested." Any bases in the hex remain under the control of the original owner.
- ✗ A base containing an outpost or stronghold but without a combat capable army exerts control (can block supply) in a hex but is captured if a combat capable enemy army moves into the hex.
- ✗ If a base is captured by an enemy all collectors are destroyed. The remaining buildings are then transferred to the control of the player who captured the hex.
- ✗ A base containing just resource collectors but without a combat capable army exerts weak control (CANNOT block supply) in a hex.

Siege

When a non-stealthed combat capable army (the "Attacker") moves into a hex with an enemy base possessing a stronghold or outpost that also contains a non-stealthed, combat capable army or garrison (the "Defender") then the "Attacker" is given the option to lay siege to the base. Laying siege means that the enemy is completely surrounded and if an assault is made on a FOLLOWING TURN the base defenders are destroyed if they elect to retreat during battle. Additionally, on the FOLLOWING TURN the supply status of any besieged defenders is out of supply and the -3 Attack and -2 penalties are applied to any unit cards present in the hex. Besieged bases cannot deploy heroes or units to their locations or be used as sources for supply or for determining range for air attacks. They are in effect completely cut off from the empire and must either break the siege themselves or be relieved. If the "Attacker" elects to lay siege then the "Defender" is given an immediate opportunity to attack and prevent the siege. The "Attacker" however gains any defensive bonuses for the terrain in combat against the "Defender" trying to prevent the siege. The "Defender" can also elect to remain behind his walls and accept the siege.

NOTE: In order to break a siege you can either move an army into the besieged hex from an adjacent hex OR right click on the besieged armies and select "Break Siege" from the pop up menu. The Action Point cost to do this is 3 Action Points.

NOTE: In order to assault a besieged hex you can either move an army into the besieged hex from an adjacent hex OR right click on the besieged armies and select "Assault Defenses" from the pop up menu. The Action Point cost to do this is 3 Action Points.

NOTE: If you move the only army besieging a hex (even to the same hex) the siege is lifted immediately and must be reinstated and remain so for the rest of the turn in order to put the destroyed on retreat condition back into effect.

Supply

Supply represents your faction's logistical ability to maneuver and operate in the hostile environment of the wastelands. Supply is provided by a deployed non-besieged stronghold or outpost card and in special cases by a mobile supply unit card. Outposts and Strongholds with the "Supply" special ability project supply capabilities into the hexes surrounding them. Units with the "Mobile Supply" special ability provide supply only to the hex they are in and only for friendly armies that are in the same hex. Supply is not provided by the "Mobile Supply" special ability for any other purpose like building collectors or deploying outposts. In the case of a stronghold or outpost providing supply, the supply extends as far as the faction's supply range will allow. Most factions have a supply range of 4 points but that can be altered by deployed cards with special abilities or enemy espionage operations. Starting at the supply hex the adjacent hexes are determined to be in supply if they can trace a path back to the supply hex where the total movement cost of the hexes in the path is less than or equal to the supply range points and there are no hexes in the path "controlled" by the enemy. If a combat capable army begins its turn in a hex that is not in supply then it is limited to moving a single hex for that turn. This rule does not apply to armies that are composed solely of a hero. Such armies can move their full movement rate during the turn. Combat capable armies also suffer penalties to their attack and defense strengths if they are involved in combat in an out of supply hex. The penalties are -3 to attack and -2 to defense.

NOTE: Unit cards with the "Commando" special ability never receive the penalties to attack and defense if they are in an out of supply hex. Unless the entire army is made up of unit cards with the "Commando" special ability it will be limited to moving a single hex per turn if it starts the turn in an out of supply hex.

NOTE: Pressing the "Supply" toggle button at the bottom of the "Game Interface" will toggle on or off a green colored overlay indicating which hexes are currently in supply range for your faction. Remember though that the display is of supply potential. The hexes shown might not actually be in supply depending on whether enemy armies or bases are occupying hexes and blocking supply.

Relocate HQ

Although your initial base location is denoted as your "Stronghold", it is the card's "HQ" special ability that makes it the Victory Objective for your opponents. It is possible to transfer

the "HQ" special ability to another facility card. If you right click on the current "HQ" facility card a pop up menu will appear that will offer the chance to change your "HQ" location if other valid non-besieged outpost or stronghold locations are available. Both Action Points and resources are required to perform this operation and are dependent upon the player's faction. Generally the Action Point cost is 12 points.

Observation

Enemy armies and bases are not automatically detected and displayed on the game board unless your faction has observed them. This feature is called the "Fog of War." Most of the map will not be under your observation unless you gain access to rare special facilities or technologies that give you the ability to observe many hexes. The ability to detect an enemy army in a hex is called observation and is granted by units with the "Recce" special ability or just the mere presence of an army or base in a hex itself. Friendly armies and bases placed on the game board will all automatically project their observation capabilities into any hexes that they occupy or the surrounding hexes if they have the "Recce" special ability. These projections are called observation checks and represent a number of dice that are rolled in a "Hidden Challenge" to determine whether an enemy unit or facility is detected. The number of dice that are rolled by the faction making an observation check is determined by the observation strength of the army or facility making the check. A base or army by itself regardless of size gets a basic observation check in its own hex of strength equal to 1 die. If the army in the hex had a unit with the ability Recce S6, R1 (Observation Strength 6 dice, Observation Range 1 hex) then it would get an additional observation check of 6 dice in the same hex and the surrounding hexes would get observation checks of 6 minus the defensive terrain modifier minus the range of the hex from the unit's hex (in this case simply 1 or the adjacent hexes).

Observation Dice = base strength – terrain modifier - range

The detection threshold or number of die the enemy gets to try and avoid detection is determined by the number of cards in the enemy army. The more dice the enemy unit has to roll the greater the chance it will avoid detection. The base number of die decreases as the size of the army increases meaning that it is more difficult to hide a large formation of units than it is a smaller one. The formula is as follows:

Detection Dice = 3 – (number of units in army / 3)

So an army with 1 or 2 units will have 3 detection dice. An army with 3, 4 or 5 units will have 2 detection dice and finally an army with 6, 7 or 8 units will have 1 detection die. Heroes do not count for the purpose of calculating the detection dice so an army with just a hero in it will have a detection dice pool of 3 dice. Facilities each get separate checks for visibility during an observation check. Unless a facility has a "Camouflage" special ability the base detection dice pool for any facility depends on the type of facility. The detection die pools are as follows:

Stronghold, Outpost, Infrastructure: 1 die

Laboratory, Academy, Air Defense Center: 2 dice

Intel Center: 3 dice

Collectors: 4 dice

Some facilities like minefields have a "Camouflage" special ability that is used to determine the detection pool dice. For example the ability "Camouflage 4" would give the facility a 4 dice detection pool.

The two dice pools are then rolled and compared. If the observer has more successes than the undetected army or base, then it is detected and its icon will now be visible on the game board.

Stealth

Some units can enhance their ability to go undetected by using a "Stealth" special ability. In order for an army to go stealth it must contain ONLY stealth capable units and heroes. If an army is stealth capable, it will display an option to engage stealth or de-stealth when you right click on the counter representing that army. Armies that are stealthed use the stealth level of the lowest unit in the army as the number of dice in their detection pool. Additionally the strength of observation checks directed against them are cut in half. This means that the chance of detection for stealthed units is much lower, but as stated above a stealthed unit cannot control a hex.

Example: A friendly stealthed army is in an adjacent desert hex to an enemy army (Terrain Modifier = 0, Range to hex = 1) containing a unit that has a "Recce S6, R1" special ability. The observation check for the enemy army projected into the friendly stealthed army's hex will be $6 - 0 - 1 = 5$. Since the unit being detected is stealthed the total is divided by 2 yielding 2 dice total in its observation pool. The friendly stealthed army has a stealth level of 5 so it will roll five dice in its detection pool. Both sides roll. The friendly stealthed army rolls 3 successes and the enemy army rolls 1 success. The friendly army remains undetected.

Detecting stealthed units can be difficult but there is one circumstance where it is much easier. If a facility has a "Sniffer" special ability then it's observation strength is NOT cut in half during a check against a stealthed unit. Intel Center Facilities can be upgraded to gain the "Sniffer" special ability and help put a damper on enemy spies and assassins.

Camouflage

Facilities cannot be stealthed but they can lower their chance of detection by being "camouflaged." Some facilities have this capability because of a "special ability" that they possess, and others can gain it by the addition of an attachment card. If a facility card has the "camouflage X" special ability then the strength of observation checks against it are cut in half. Instead of the normal formula for determining how many dice the facility gets to avoid detection, X dice are used, where X represents the strength of the camouflage "special ability." If a Stronghold or Outpost card has the "camouflage X" special ability then any armies or garrisons in the hex also acquire camouflage benefits as long as they do not move or are in a "stealth" status. "Stealth" status always takes precedence over "camouflaged" status.

Basic Challenge Mechanics

Whenever a challenge is initiated an attacker and a defender roll dice to determine the outcome of the challenge. The attacker is given a specific number of dice in his pool and the defender is likewise designated a certain amount of dice each based on their attributes, attachments and any special circumstances like terrain or defense bonuses. The maximum dice that an attacker or defender can have in their pool is 10 and the minimum is 1. Once the challenge has been initiated the "Die Challenge Interface" will appear displaying the attacker's dice pool lined up on the top row and the defender's dice pool line up below. The names of the cards engaging in the calling as well as their faction symbols will be displayed. Often there will be other data displayed as well such as fate points, wound points, hit points or structure points.

The attacker starts with the initiative and can play tactic cards to the tactic cards slot if desired. The challenge is commenced by clicking the "Start Roll" button. The attacker's dice are rolled. If you are the attacker then the defender's dice are automatically rolled. Otherwise you must click on the "Roll" button in the upper right corner of the dialogue box. Once the defender's dice pool is rolled the two results are compared to see which side has the most successes. If the defender has fewer successes than the attacker,



Challenge Interface

then the defender is given a special opportunity to accept the results right there. This is known as “Defender’s Prerogative.” If the defender decides to use his Fate pool to re-roll die or to play a tactic card to alter the dice to a point where no damage/wounds will be inflicted then he cedes his “Defender’s Prerogative” and the attacker is given a chance to respond. The attacker can then use his fate or tactic cards to change the outcome in his favor. If the defender cedes his “Defender’s Prerogative” then the challenge continues until both sides accept the results by clicking on the “Accept” button at the bottom of the dialogue. Once this occurs the damage assessment phase begins and any bonus damage if applicable is applied if a hit/wound has been scored. A dialogue then appears and displays the results of the challenge and any eliminated heroes, units or facilities are sent to the discard pile. Challenges need not only be destructive. Certain Heroes with the “Tactician,” “Technologist” or “Geneticist” special abilities can create cards by winning a challenge. These challenges are fought against a fixed number of dice known as a threshold. If the heroes’ success total EQUALS or exceeds the threshold then the challenge is successful and the card is created and added to the player’s hand.

Special Operations Challenges

Heroes of your empire with certain special abilities can be sent on missions to assassinate other enemy heroes, destroy enemy facilities or conduct espionage. Some elite unit cards have these abilities as well. Each special ability has certain requirements that must be met before the “Challenge” associated with it can be initiated.

Assassination

Cards with the “Assassin” special ability can initiate challenges to wound or kill enemy heroes. A hero card conducting the assassination does not need to be stealthed but stealth status will make detection and possible capture or termination of the assassin more difficult. A non-stealthed army with a unit card acting as an assassin must be more careful, as it will initiate combat first with a non-stealthed enemy army if it enters the same hex. Therefore the army with the unit assassin card must often be stealthed. If detected the army with the unit assassin card faces combat rather than a “Capture Kill Challenge” that an army with only a hero (non combat capable) would face. In order to conduct an assassination the army with the assassin must be in the same hex as a target hero. Right clicking on the assassin card in the “Army Viewer Interface” will display a pop up menu that will offer the “Assassinate Hero” option followed by the cost in Action Points. If sufficient Action Points are not available then the option will appear in red text and not be selectable. Selecting the option with a left mouse click will initiate the challenge. If the assassin card also has the “Master Assassin” special ability it will be given a choice of target. Otherwise a random target from among the heroes observed in that hex location will be chosen. After viewing the assassin and his target side by side the “Assassination Die Challenge Interface” will appear. The assassin’s dice pool strength is equal to his “Assassin” special ability level i.e. a “Assassin 7” would be assigned 7 dice for the challenge. The

defender’s dice pool is equal to the defending hero’s fate plus any bonus modifiers like the “Bodyguard” special ability. Both players roll die or take actions until either the “Defender’s Prerogative” is taken or both players click on “Accept.” If the assassin’s total successes exceed those of the defending hero then the difference is applied as wounds. If the wounds are greater than or equal to the hero’s wound points then the hero is killed and permanently discarded.

Assassin vs. Assassin: Whenever an assassin initiates a challenge that targets another assassin a special duel ensues. The defender still maintains the right of “Defender’s Prerogative” but should the defender’s total successes exceed those of the attacker, the difference is applied as wounds to the attacker.

NOTE: The “Master Assassin” special ability allows the assassin to choose his target. Otherwise a random target is selected when an assassination challenge is attempted.

NOTE: The “Slayer” special ability provides the assassin with the power to kill a target hero if a single wound is inflicted. Few assassins’ have this ability naturally but some munitions provide this skill as a one shot use.

Sabotage

Cards with the “Saboteur” special ability can initiate challenges to damage or destroy enemy facility cards. A hero card conducting the sabotage does not need to be stealthed but stealth status will make detection and possible capture or termination of the saboteur more difficult. A non-stealthed army with a unit card acting as a saboteur must be more careful, as it will initiate combat first with a non-stealthed enemy army if it enters the same hex. Therefore the army with the unit saboteur card must often be stealthed. If detected the army with the unit saboteur card faces combat rather than a “Capture Kill Challenge” that an army with only a hero (non combat capable) would face. In order to conduct a sabotage operation the army with the saboteur must be in the same hex as a target facility. Right clicking on the saboteur card in the “Army Viewer Interface” will display a pop up menu that will offer the “Sabotage” option followed by the cost in Action Points. If sufficient Action Points are not available then the option will appear in red text and not be selectable. Selecting the option with a left mouse click will initiate the challenge. If the saboteur card also has the “Master Saboteur” special ability it will be given a choice of target. Otherwise a random target from among the facilities observed in that hex location will be chosen. After viewing the saboteur and his target side by side the “Sabotage Die Challenge Interface” will appear. The saboteur’s dice pool strength is equal to his “Saboteur” special ability level i.e. a “Saboteur 7” would be assigned 7 dice for the challenge. The defender’s dice pool is equal to the defending facility’s defense attribute plus any bonus modifiers. Both players roll die or take actions until either the “Defender’s Prerogative” is taken or both players click on “Accept.” If the saboteur’s total successes exceed those of the defending facility then the difference is applied as damage. If the damage is greater than or equal to the facility’s structure points then the facility is destroyed and permanently discarded.

Saboteur vs. Intel Center: Whenever a saboteur initiates a challenge that targets a facility with an intel center in the same hex, a special duel ensues. The defender still maintains the

right of “Defender’s Prerogative” but should the defender’s total successes exceed those of the attacker, the difference is applied as wounds to the saboteur. In addition the defender gains fate points equal to the level of the intel facility.

NOTE: The “Master Saboteur” special ability allows the saboteur to choose his target. Otherwise a random target is selected when a sabotage challenge is attempted.

NOTE: The “One Damage Fac Kill” special ability on some munitions provides the saboteur with the power to destroy a target facility if a single point of damage is inflicted.

NOTE: The “Demolitionist” special ability allows the saboteur to do triple damage during a successful challenge.

Espionage

Cards with the “Espionage” special ability can initiate challenges to gather intelligence on enemy empires or actively disrupt enemy operations. A hero card conducting the espionage does not need to be stealthed but stealth status will make detection and possible capture or termination of the spy more difficult. A non-stealthed army with a unit card acting as a spy must be more careful, as it will initiate combat first with a non-stealthed enemy army if it enters the same hex. Therefore the army with the unit spy card must often be stealthed. If detected the army with the unit spy card faces combat rather than a “Capture Kill Challenge” that an army with only a hero (non combat capable) would face. In order to conduct espionage operations the army with the spy must be in the same hex as an enemy stronghold or outpost facility. Right clicking on the card with the “Espionage” special ability in the “Army Viewer Interface” will display a pop up menu that will offer the “Espionage” option followed by the cost in Action Points. If sufficient Action Points are not available then the option will appear in red text and not be selectable. Selecting the option with a left mouse click will initiate the challenge. The spy must then choose whether to conduct “Active” or “Passive” espionage. “Active” espionage focuses on disrupting the enemy player’s operations by doing such things as increasing Action Point costs and emptying resource stockpiles. The downside is that the enemy is immediately aware that something is going on and if the espionage challenge fails the spy’s exact location can be revealed.

The spy’s die pool strength is equal to his “Espionage” special ability level i.e. an “Espionage 5” would be assigned 5 dice for the challenge. The defender’s dice pool is equal to the defending empire’s espionage threshold. An espionage threshold indicates how difficult it is to spy on an enemy empire. The value of the threshold is equal to 1 point plus an additional point for each facility level of all intelligence centers deployed by the empire (and not besieged). Additional modifiers can be applied if the empire possesses attachments to facilities that provide espionage threshold bonuses. The “Espionage Challenge” is not a hidden challenge but the defending player does not observe the roll or participate in the challenge directly. The player conducting the espionage rolls his die and takes actions to modify the results then clicks on “Accept.” If the spy’s total successes exceed those of the defending empire’s espionage threshold then the challenge is deemed a success. The difference between the spy’s success total

and the threshold is then added to a random number between 1 and 16 to yield the Espionage Result (ER). If the ER is greater than 20 then it is rounded down to 20. The results of the challenge are then determined by the following tables depending upon whether the “Passive” or “Active” option was selected before the challenge:

Passive Table

ER	Result
20, 19, 18, 17	Major penetration resulting in a download of entire areas of key intelligence data. Possibilities include: Map observations, army locations, base locations, general empire information.
15, 16	Excellent penetration resulting in 5 key intelligence down loads*
12, 13, 14	Good penetration resulting in 4 key intelligence down loads*
9, 10, 11	Satisfactory penetration resulting in 3 key intelligence down loads*
5, 6, 7, 8	Poor penetration resulting in 2 key intelligence down loads*
1, 2, 3, 4	Pitiful penetration resulting in 1 key intelligence down loads*

* A key intelligence down load is a single piece of information like the location of an army or base, or information about the empire i.e. number of heroes deployed.

Active Table

ER	Result
20, 19, 18, 17	Major disruption. Possibilities include: forced
Active Table cont.	
ER	Result
15, 16	discard, Action Point drain for a number of turns, decreased supply range for a number of turns, increased Action Point costs to move armies for a number of turns.
12, 13, 14	Serious disruption resulting in the loss of resources from the player’s stockpiles
9, 10, 11	Critical disruption resulting significant increases in costs for creating tactics and technology cards
5, 6, 7, 8	Significant disruption resulting in higher Action Point costs to deploy cards to the game board
1, 2, 3, 4	Average disruption resulting higher Action Point costs to draw cards
1, 2, 3, 4	Minor disruption resulting in higher Action Point costs to create armies and transfer unit cards between them

The empire that is affected by the “Active” espionage results will receive a message describing the activity. The empire that conducted the espionage will also be able to view and keep track

of the results by clicking the “Events” button at the bottom of the “Game Interface” and selecting the tab for the appropriate empire. The duration for all events is measured in turns and the result message is removed from the event log when the result expires.

Capture Kill Challenges

Heroes venturing out onto the game board alone in an “Army” are NOT subject to supply rules that cut movement to 1 hex per turn if the army starts its turn out of supply. However, such hero only armies are vulnerable to being captured or killed by enemy combat capable units. A hero only unit must first be spotted by the enemy by failing a hidden observation challenge conducted by the enemy in its hex. Once spotted the hero can be hunted by moving a combat capable army into the same hex and right click on the army counter. A pop up menu will offer the “Hunt Enemy Hero” option followed by a specific cost in action points. Left clicking on the option initiates a “Capture Kill Challenge.” The player pursuing the hero is designated the “Hunter” and the pursued hero is the “Target.” If there is more than one valid target enemy hero in the hex, then a target hero is selected at random. The exception to this rule is when the player commencing the challenge has a card in the hex with the “Bounty Hunter” special ability. Then the target hero can be selected from the dialogue that will appear after initiating the challenge. Once the target hero has been determined the “Capture Kill Challenge Display” appears. The number of die in the hunter’s pool is determined by the following formula:

Hunter’ Die = 1 + (player total unit cards in hex / 2) + highest observation strength in hex

The target hero receives a dice pool equal to his fate plus any modifiers from special abilities or attachments. Both players roll die or take actions until either the “Defender’s Prerogative” is taken or both players click on “Accept.” If the hunter’s total successes exceed those of the target hero then hero is killed while attempting to escape and the hero is permanently discarded. There is a special case where the hero can be captured. If the hunter’s total successes exceed that of the target hero’s total dice pool number then the target hero is captured and transported to the nearest base of the empire that captured the hero. This threshold for capture can be lowered by the presence of a unit with the “Bounty Hunter” special ability. The threshold is reduced by the single largest bounty hunter skill available in the hex. Only one bounty hunter skill ever modifies the capture threshold.

EXAMPLE: An enemy hero, alone in an army, is detected in a hex with a friendly army that consists of 3 unit cards. One of the unit cards has the special ability “Bounty Hunter 2” while another has the special ability “Recce S5, R1” The hex terrain is badlands so the terrain defense modifier is 1. Assuming no other nearby units project a higher observation check into the hex, then the highest observation strength is $5 - 0$ (range) $- 1$ (terrain modifier) = 4.

The hunter’s dice pool then equals:

$1 + (3 / 2) + 4 = 6$ dice

The target hero’s fate is 4 giving him 4 dice in his pool. The dice are rolled and the final results are 4 successes for the hunter and 3 successes for the target hero. Since the hunter’s total exceeds the target hero’s total the target is either killed or captured. Because the capture threshold is $4 - 2 = 2$ (target hero’s dice pool total

– highest bounty hunter ability) and the total successes for the hunter exceed 2 the target hero is captured and transported to the hunter’s nearest outpost or stronghold where the hunter will receive a +3 Action Point bonus every turn.

NOTE: Conducting a capture kill challenge in a hex destalths all friendly stealthed armies since all armies are assumed to participate in the challenge

Air Combat (Attack Card) Challenges Basics

When you drag an attack card from your hand and drop it on a hex to attack an enemy base or armies, your opponents may have the opportunity to respond before you can complete the “Air To Ground Challenge.” The same opportunities will be offered to you if an enemy launches an air attack against a target hex in which you have qualifying units available. When an attack card is played against a hex it uses its attack strength attribute in an “Air To Ground Challenge” against any targets that are eventually selected. Before this can happen though, all players who have observation checks in the hex for the current round of turns and have an attack card in their hand with the “Air To Air” special ability are checked to see if an intercept is possible. Each attack card must be able to trace a path of hexes less than or equal to their range attribute and be able to pay the Action Point and resource costs for the attack card. If both those conditions are met then a dialogue box is displayed offering the player the opportunity to intercept. After all “Air to Air Challenges” are resolved or declined then the hex is searched for unit cards with the “Anti-Air” (anti aircraft artillery) or “Anti-Missile” special abilities depending on the type of attack card dropped on the hex. “Anti-Air” units respond to aircraft and helos while “Anti-Missile” units respond to missiles. If such a unit exists then the owner is given the chance to initiate a “Ground To Air Challenge.” “Ground To Air Challenges” do NOT require any Action Points or resources to be spent to initiate. Once all possible “Ground To Air Challenges” have been resolved or declined then the “Air To Ground Challenge” is initiated.

NOTE: Attack cards do not regain any spent fate between challenges. If an attack card is intercepted by an “Air To Air Challenge” and spends 2 fate points during the challenge it will start the next challenge down 2 fate points.

Air To Air Challenge

Cards with the “Air To Air” special ability can initiate challenges against aircraft or helos (NOT missile) attack cards attempting to engage ground targets in a hex. The hex must be observed by the player attempting to intercept and within the intercepting card’s range as measured from an unbesieged friendly outpost or stronghold. If multiple cards are eligible for intercept then a dialogue box will offer a choice to the player. The intercepting card is the attacker for the challenge and has a dice pool strength equal to the level of its “Air To Air” special ability i.e. the special ability “Air to Air 5” would grant the attacker 5 dice for its pool. If the defending attack card is NOT “Air To Air” capable then its dice pool is equal to its defense strength. Otherwise if the defending card is “Air To Air” capable then its dice pool is equal to the level

of its "Air To Air" special ability. The challenge then starts and both players roll die or take actions until either the "Defender's Prerogative" is taken or both players click on "Accept." If the interceptor's total successes exceed those of the defending attack card then the difference is applied as damage. If the damage is greater than or equal to the defender's hit points then the defender is destroyed and discarded.

Air to Air Duel: Whenever an interceptor initiates a challenge that targets another "Air To Air" capable attack card a special duel ensues. The defender still maintains the right of "Defender's Prerogative" but should the defender's total successes exceed those of the attacker, the difference is applied as damage to the attacker.

Ground To Air Challenge

Cards with the "Ground To Air" special ability ("Anti-Air") can initiate challenges against aircraft or helos (NOT missile) attack cards attempting to engage ground targets in the same hex. The card with the "Anti-Air" special ability is the attacker for the challenge and has a dice pool strength equal to the level of its "Ground To Air" special ability i.e. the special ability "Anti-Air 5" would grant the attacker 5 dice for its pool. The defending attack card has a dice pool equal to its defense strength unless the attack card has the "HARM" special ability (Homing Anti Radiation Missile) which denotes an attack card that can counter Anti-Air attacks. If the attack card has "HARM" capabilities then its defense strength is equal to the level of its special ability i.e. a card with "Harm 5" will have a 5 dice defense pool. The challenge then starts and both players roll die or take actions until either the "Defender's Prerogative" is taken or both players click on "Accept." If the attacker's total successes exceed those of the defending attack card then the difference is applied as damage. If the damage is greater than or equal to the defender's hit points then the defender is destroyed and discarded.

Ground to Air Duel: Whenever a ground unit initiates a challenge that targets a "HARM" capable attack card a special duel ensues. The defender still maintains the right of "Defender's Prerogative" but should the defender's total successes exceed those of the attacker, the difference is applied as damage to the attacker.

Cards with the "Ground To Air" special ability ("Anti-Missile") can initiate challenges against missiles (NOT aircraft or helos) attack cards attempting to engage ground targets in the same hex. The resolution procedure is that same as that for the "Anti-Air" special ability.

NOTE: There is no HARM equivalent for anti missile challenges.

Air To Ground Challenge

Attack cards that survive all applicable "Air To Air Challenges" and "Ground To Air Challenges" can then complete an "Air To Ground Challenge." Attack cards without the "Precision Targeting" special ability are randomly assigned a target in the hex, although aircraft and helos may choose between a random unit in an army and a random facility in a base. Missile attack cards must choose a random facility in a base. Precision targeting allows the attack card to choose the exact target it wishes to challenge. The dice pool for the attacker equals the attack strength of the attack card and the dice pool of the defender is equal to the defending cards defense strength modified by any terrain or defensive

bonuses. Both players then roll die or take actions until either the "Defender's Prerogative" is taken or both players click on "Accept." If the attacker's total successes exceed those of the defending attack card then the difference is applied as damage. If the damage is greater than or equal to the defender's hit points then the defender is destroyed and discarded.

NOTE: Unit cards defending against an "Air To Ground Challenge" do NOT get to use their hero's fate pool. They are on their own for the challenge.

NOTE: Aircraft may have munitions attached to them that are expended whether or not a hit is scored. If a hit is scored many munitions provide extra damage.

NOTE: Missiles can only be played against hexes that have a base of some sort in them. Missile attacks targeted against armies in a hex are not permitted. However many missiles have a "Collateral Damage" special ability which may result in damage to unit cards that are in the same hex as the targeted facility.

Collateral Damage: Whenever a missile with a "Collateral Damage" special ability attacks a hex which in addition to a facility also contains one or more armies then there is a chance that the heroes and unit cards in those armies will be damaged or destroyed regardless of whether or not the missile was able to strike its target. The chance for collateral damage and the strength of the attack is determined by the missile's special ability. A special ability like "Collateral 60% 4 Atk" indicates that there is a 60% chance that an army will be hit and each card is subjected to a 4 attack die challenge versus the card's defense strength or fate (hero). After a missile attack hidden challenges are performed for the units in any army that rolls a ten sided die equal to or below the percentage defined by the collateral damage special ability. From the example above, if the collateral percentage is 60% then an army that rolls less than or equal to 6 on a 10 sided die is subject to "4 dice Collateral Damage Challenges" for every card both hero and unit in it.

WMD Challenge

If an attack card makes an "Air To Ground Challenge" and it has itself or a munition with the "Hydrogen Bomb" or "Grav Warhead" special abilities then a special devastating attack occurs on all armies and facilities in the target hex. All facilities are automatically destroyed unless they have the "Hardened" special ability. Hidden "WMD Challenges" are then conducted against every remaining facility, unit and hero card in the hex regardless of who owns the card. The strength of the "Challenge" depends on the special ability of the attack card or munitions. For example, a munition with the special ability "Hydrogen Bomb 10, 15" would unleash a 10 dice attack challenge and 15 points of radiation damage against all targets in the hex. Each target would face the 10 die challenge with its defense attribute and any bonuses for terrain or defense. If the target card survived the 10 dice "Challenge" then it would be exposed to the 15 strength radiation damage. 15 points of damage minus a random number between 1 and the card's resistance would be applied to the card. If it has any wound/hit/structure points remaining then it survives the attack, otherwise it is discarded. The process is repeated for every card in the hex.

NOTE: Facilities with the “Hardened” special ability are exempt from the automatic destruction rule but damage from “Challenge” damage is NOT cut in half.

NOTE: Outpost or Stronghold facilities with the “Hardened” special ability provide all units in their garrison with additional benefits against WMD attacks. All radiation damage is negated and all “Challenge” damage is cut in half.

Minefield Attack Challenges

Basics

Minefields are facilities that are controlled by a player faction or independent. When an army enters a hex containing a minefield not controlled by the owner of the army then the army must stop immediately and undergo a “Minefield Attack Challenge.” Minefields are usually camouflaged so they are not always readily visible. A “Minefield Attack Challenge” proceeds just like any normal challenge except the player controlling the minefield never has access to fate points. If a unit card is damage beyond its hit points it is discarded. Armies may exit the minefield on the following turn without undergoing another minefield attack.

Minefield Hit Points: Whenever a minefield damages a hero or unit in a “Minefield Attack Challenge” it loses hit points equivalent to the base amount of damage inflicted (Attack Die – Defense Die) without any special bonus damage being taken into account. If the minefield’s hit points are less than or equal to 0 hit after a “Minefield Attack Challenge” then the minefield is removed from play.

Engineers: Units with the “Engineer” special ability can remove an amount of minefield hit points equal to the level of their engineer ability once per turn. Engineer units are immune to minefield attacks and help negate the strength of a “Minefield Attack Challenge” (-2 attack die) against units in the same hex. Engineers can also deploy friendly minefields by positioning themselves in an in supply, controlled hex without any facility cards already present and then dragging a minefield facility card onto that hex.

Stacking: Minefields can never exist in the same hex as a base that contains any type of facility cards (including other minefields and resource collector facilities).

Research (Card Creation) Challenges

Basics

Heroes with the “Tactician,” “Technologist” or “Geneticist” special abilities can create attachment, enhancement, munition and even attack (missile) cards by completing a “Card Creation Challenge.” The hero attempting the challenge must be in the same hex as an academy to create tactics cards or a laboratory to create technology cards. The hex must also be uncontested. To start a challenge you must right click on the hero’s card in the “Army Viewer Interface” and select the appropriate special ability by left clicking on the option in the pop up menu. This will bring up a menu of the types of cards that can be created and the costs (Action Points and/or resources) and thresholds required for success. After selecting (left clicking on) the card you wish to attempt to create you click the “Create Card” button and proceed

to the challenge. You must roll your die and use fate or tactics cards to equal the success die showing in the bottom row (the threshold level). The amount of die you have in your pool to complete the challenge is equal to the level of your hero’s special ability plus the facility level of the academy or laboratory plus any bonus modifiers provided by other cards in play. The threshold for card creation can also be lowered by the presence of other cards in play. Once you are finished you click on “Accept.” If your successes equal or exceed the threshold then the card is created and you are offered an opportunity to add it to your hand. You will not be allowed to add it to your hand if the number of cards in the appropriate hand is already at its maximum limit. You will need to discard a card first or discard the newly created card to continue.

Tacticians

These cards are created by tacticians to give a player an advantage during challenges. See the appendix for details on the tactics cards available to each empire

NOTE: Tactics cards can be used to create higher level tactics cards or hard to create technology cards. Each empire has access to six unique tactics cards.

Technologists and Geneticists

Technologists create weapons and devices to provide the units of your empire with improved fire power, defenses, and special abilities. Geneticists focus on biologic applications to improve troops or counter organic creatures with powerful weaponized biological systems.

NOTE: Each empire has access to six unique technologist and six unique geneticist created cards ranging from hydrogen bombs to weaponized neuro agents.

Army Battle Mechanics Overview

Initiating Battle

Battle can be commenced between armies by one of these seven methods:

- ✘ A non-stealthed combat capable army moves into a hex containing another non-stealthed combat capable army
- ✘ A non-stealthed combat capable army moves into a hex containing a stealthed combat capable army that has been detected and elects to attack that army
- ✘ A non-stealthed combat capable army moves into a hex containing stealthed combat capable army (detected/not detected) and elects to stay in the hex or continue moving. The stealthed army elects to attack
- ✘ A stealthed combat capable army moves into a hex containing a non-stealthed combat capable army or a stealthed combat capable army that has been detected and elects to attack that army
- ✘ A stealthed combat capable army moves into a hex containing a non-stealthed combat capable army or a stealthed combat capable army (detected/not detected) and elects to stay in the hex or continue moving. The army (not moving) elects to attack

- ✗ A non-stealthed combat capable army moves into a hex containing another non-stealthed combat capable army with a friendly stronghold or outpost in the hex and elects to lay siege to the defending army. The defending army sallies to prevent the siege
- ✗ A non-stealthed combat capable army is besieged in a hex with a stronghold or outpost and elects to break the siege.

Delay Attack: If the battle is started by the attacker moving into the hex with a non-stealthed combat capable army then the attacker is given the choice to delay the attack until the end of his turn. This allows the attacker to coordinate with other armies on the board and possibly move them to participate in the battle.

Empty Armies Rule: If a battle is started at a hex containing a stronghold or outpost that has empty armies (armies with no heroes or units inside them) then those units are considered lost to disruption and destroyed. This occurs regardless of who initiates the attack in the hex.

Battle Setup

Once the battle is joined, either at the time of movement or at the end of the turn when all delayed battles must be resolved, the "Battle Setup Interface" appears and the players are given the opportunity to arrange the order in which the armies will participate in the battle. Players click on the up or down arrows to the right of their armies names to move them up or down on the battle list. Armies battle in order from the top of the list down to the bottom. Stealthed units may also be de-stealthed at this time to participate in the battle if they were not initiating the attack or the subject of an attack. The player then clicks on the "Start Battle" button at the bottom of the screen and is taken to the "Tactical Battle Module."

Tactical Battle Module

The "Tactical Battle Module" guides the players through the process of fighting a series of card battles between the opposing armies. The armies fight in the order in which they were placed during the "Battle Setup" phase.

Setup: Players then arrange their unit cards in one of two rows. The front row represents the forward combat line of the battlefield while the back line represents the support areas. A special slot is reserved for an army's hero if one is present. The following rules are important to keep under consideration when arranging your unit cards:

- ✗ You must always have one more unit card in the front row than in the back
- ✗ Your unit cards can only attack as far as their range extends. A unit card with a range of 1 must be in the front row to attack the enemy. A unit's range number indicates how many rows in front of that card can be attacked during combat
- ✗ Some special abilities like "Assault" have special range restrictions

Ready: Once you have set your cards up you must click on the "Ready" button. The first round of combat is then begun. Initiative determines which side attacks first. Each side then alternates

taking actions until both sides are finished and a new round is begun. The icons on the side of the "Battle Viewer Interface" display which side is currently taking an action and the order in which the remaining actions will occur. Initiative is determined by adding up the following factors:

Attacker/Defender base + special ability bonus + hero fate = initiative score

The player with the highest initiative score takes the first action during the round.

Actions: Players alternate turns taking actions. Each player gets a number of actions per round equal to the number of unit cards that begin the round "uncommitted" and are capable of conducting a ground attack or using a munition. A card is "committed" when it is unable to act during the turn. Usually this happens after the card takes an action but sometimes a card can be committed for other reasons. A successful hit by a unit that has the "Shock Attack" special ability will cause the defender to be committed for the rest of the round if it was uncommitted thus losing the opportunity to take an action. A "committed" card is identified by the checkmark icon that is placed on top of it. At the end of a round of combat all cards are uncommitted unless they conducted an "assault" attack that round in which case they must remain committed for an additional round.

Taking Actions: To make a card take a combat action, the player right clicks on the card displaying a pop up menu. If the text for an action is colored red then the option is invalid usually because sufficient Action Points are not available. The player then selects an option from the pop up menu by left clicking on it. All cards that can take an action have a default "Ground Combat" option but many have special abilities and munitions that can be expended. When an attack or special action is taken either a targeting reticule appears or the appropriate challenge appears immediately.



Targeting Reticule: To select a card to attack or in some cases support, left click on the target card once the mouse cursor has acquired the targeting reticule. If the target is valid a dialogue box will appear with more instructions or a "Ground To Ground Challenge" will immediately be initiated if the basic combat action was selected.

Ground To Ground Combat

If the AI player is attacking, a dialogue box displays the two combatants and allows the player to inspect any attachments the cards might have. After a valid target that is within range of the attacking unit card has been selected, the player then proceeds to the "Ground To Ground Challenge" dialogue interface which functions exactly as the other challenges. The attacker's dice pool strength is equal to his attack attribute. The defender's dice pool is equal to the defending unit's defense attribute plus any bonus modifiers for terrain or special defenses. Both players roll die or take actions until either the "Defender's Prerogative" is taken or both players click on "Accept." Actions that can be taken include spending fate points to re-roll unsuccessful die in the player's pool or expend action points to play a Tactic Card. If the attacker's total successes exceed those of the defending unit then the difference is applied as damage. If the damage is greater than

or equal to the unit's hit points then the unit is destroyed and discarded.

When a unit card initiates a "Ground Combat Challenge" that utilizes the unit card's attack attribute, some special abilities can provide additional attacks or enhanced damage. Some of the more common are described below:

Multi-targeting: Allows the attacking unit card to split its attack points among different targets. Each target is treated as a separate "Ground Combat Challenge."

Double Attack: Allows the attacking unit card to attack the same target twice in a single round.

Area Attack: Allows the attacking unit card to attack a different target located in the same row in a single round.

Breakthrough Attack: Allows the attacking unit card to attack a second target at full strength located in the back row if a successful hit is inflicted on the primary target in the front row.

Sniper Attack: Allows the attacking unit card to attack an enemy hero in a "Sniper Challenge." An Action point must be paid to initiate this challenge

Next Round

If both player's armies survive the round of battle and are still combat capable (at least one unit card exists in the army) then the "Start Next Round" dialogue box appears and the players are offered several choices. Players must usually always complete at least one round of combat for the first army they commit to battle. Once the round is complete and at the end of every round thereafter, the player is offered the chance to continue the battle, retreat the army in battle, or retreat all his armies in the battle.

Continue: Choosing "Continue" initiates another round of battle.

Retreat Army: Choosing "Retreat Army" retreats just the army in battle and subjects every unit card in the army to one final combat challenge called a "Retreat Challenge" where they must defend against an attack equal to the average attack strength of the army that they are presently fighting plus 1. If a unit in the army survives the challenge it will flee if the entire battle is lost. If the entire battle is won it remains in the hex.

Retreat All Armies: Choosing "Retreat All Army" retreats every army in battle and subjects every unit card in the every army to one final combat challenge called a "Retreat Challenge." If the army is no longer combat capable due to losses in combat and a hero remains in the army, then instead of the units undergoing a "Retreat Challenge" the remaining hero is subjected to a "Capture Kill" attempt.

Retreat Challenge: A "Retreat Challenge" is exactly the same as any other challenge. The retreating unit may use its hero's fate pool if a hero is available. The fate is not reset though between multiple challenges so it must be used carefully. The number of dice in the attacker's dice pool is equal to the average attack strength of the last army to engage the retreating player plus 1 die.

NOTE: Retreating unit cards do not get any damage modifications applied due to special abilities. For example, an armor unit with an attachment card that has the "Composite Armor -1" special ability would NOT receive the -1 damage modification during a retreat challenge.

Retreating: Armies retreat towards the nearest friendly outpost or stronghold. If there is no valid retreat hex available (all hexes are occupied by un-stealthed combat capable enemy armies) then the retreating army is destroyed, and all hero and unit cards that it contains are discarded.

Trickster: A hero with the "Trickster" special ability can retreat before the first round of combat begins and the "Trickster" ability level is subtracted from the attacker's dice pool for the "Retreat Challenge." For example "Trickster 2" would subtract 2 die from the attacker's pool.

Garrisons: Garrisons can never retreat. If the retreat option is selected for the garrison and the battle is lost then the garrison is destroyed and all cards in it are discarded.

Battle Results

The battle ends when either one player has no more combat capable armies available or has elected to retreat all his armies or his last army from the battle. Once all the necessary "Retreat Challenges" and "Capture Kill Challenges" have been resolved a dialogue box appears that summarizes the results of the battle. The winner is awarded control of any facilities in the hex and becomes the hex controller and defender.

Repairing Damage and Healing Heroes

When heroes, units, facilities or attack cards are wounded or damaged they must be healed or repaired to bring them back up to full strength (replenish wound, hit, or structure points). This can be accomplished by right clicking on the card in the appropriate viewer and then left clicking to select the "Repair/Heal" option. In order for the repair/heal option to even appear however, the hero or unit must be at a hex that contains a friendly stronghold or outpost. Facilities may be repaired anytime during the player's turn as long as the hex is not disputed for control or besieged. Attack cards reside in a player's hand and may be repaired during a player's turn by right clicking on the card in the hand display interface. Repairing or healing a card also requires the expenditure of Action Points and sometimes resources depending on the type of card.

NOTE: A unit card or hero card cannot be repaired/healed if the army it is a part of is stealthed. You must first destearth the army by right clicking on its counter and selecting the destearth option from the pop up menu. The repair option will then appear when you right click on the damaged or injured card.

Units and Facilities

If the unit or facility has damage equal to or less than half its hit/structure points then the repair only costs action points. The total number of action points is dependent on the type of card:

Unit Type	AP Cost
Armor, Mecha, Artillery	5
Automecha, Automats, PBA, Robot Artillery, Team	4
Infantry, Giant, Xenomorph, Bio-mecha, Support	3
Robot, Xenogyte, Dragon, Robot Support, Robot Team	2
Mutant	1

Facility Type	AP Cost
Stronghold	5
Outpost,	4
Infrastructure, ADF	3
Laboratory, Academy, Intel Center	2
Collector	1

If the unit or facility is damaged more than half of its hit/structure points then resources must be paid in addition to the Action Point costs:

H = humans M = materials E = energy T = technology

Unit Type	Resource Cost
Automecha, Automats	2M, 2E, 2T
Robot Artillery, Robot Support	1M, 1E, 1T
Robot, Robot Team	1M, 1T
Armor, Mecha, Artillery, Support	1 H, 1M, 1E, 1T
PBA, Team	1 H, 1M, 1T
Infantry	1 H, 1M
Giant	2 H, 1M
Dragon	1 H, 1E, 1T
Mutant	1 H, 1M
Bio-mecha	2 H, 2E, 1T
Xenomorph	2 H, 2E
Xenogyte	1 H, 1T

Facility Type	Resource Cost
Stronghold	4M, 4E, 4T
Outpost,	3M, 3E, 3T
Infrastructure, ADF	2M, 2E, 2T
Laboratory, Academy, Intel Center	1M, 1E, 1T
Collector	1M, 1E

For Facilities the Xenopods have a slightly modified system that relies more on humans as resources:

Facility Type	Resource Cost
Stronghold	4 H, 1M, 4E, 2T
Outpost	3 H, 1M, 2E, 2T
Infrastructure, ADF	2 H, 1M, 1E, 1T
Laboratory, Academy, Intel Center	1 H, 1E, 1T
Collector	1 H, 1E

Heroes

If the a hero is wounded the cost is always 3 Action Points to heal the hero no matter how severe the wounds.

Attack Cards

Only aircraft and helos can be damaged as missiles are discarded when they are used. If the attack card has damage equal to or less than half its hit points then the repair only costs action points. The action point cost is equal to the cost to play the card to the game board to conduct an attack. If the attack card is damaged more than half of its hit points then resources must be paid in addition to the Action Point costs. The resource cost is an amount equal to half the total damage paid in humans for the Xenopods or materials for the other factions.



Interface Guide

A graphical explanation of the major interfaces encountered during game play:

Create/Edit Deck

- A. Deck Name
- B. Card/Tile Tabs
- C. Card Category Pad
- D. Card Selection Pad
- E. Card Information Screen

Note: You can right click on a card to add or remove copies. You can also left click and drag a box around cards to move them together. To select a card with a box the box must contain the upper left corner of the card.



New Game Settings

- A. Maximum Card Points in Deck
- B. Select A Deck Button/Name Viewer
- C. Maximum Tile Points in Deck
- D. Select Map Size Drop Down Box
- E. Select Resources Frequency Drop Down Box
- F. Select Specials Frequency Drop Down Box
- G. Select Opponents Drop Down Boxes
- H. Start Game Button
- I. Cancel and Return to Main Menu Button



Determine Lay Tiles Order

- A. Roll Dice Button
- B. Dice Rolling Area
- C. Start Laying Tiles Button
- D. Tile Display Pad



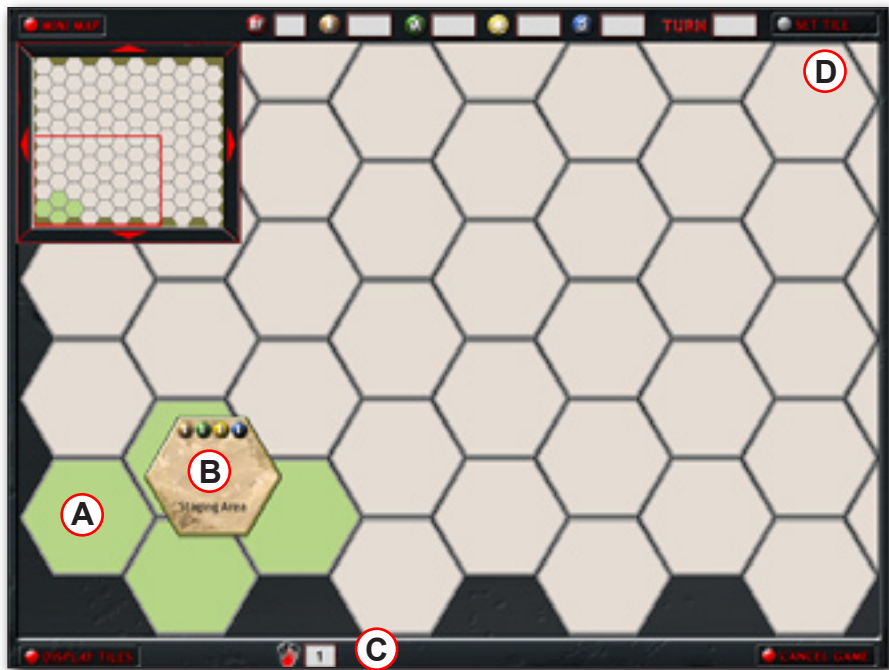
Lay Tiles Interface

- A. Tile Laying Round Indicator
- B. Start Laying Tile Button
- C. Tile Laying Status
- D. Tile Display Pad



Set Tile in Hex Interface

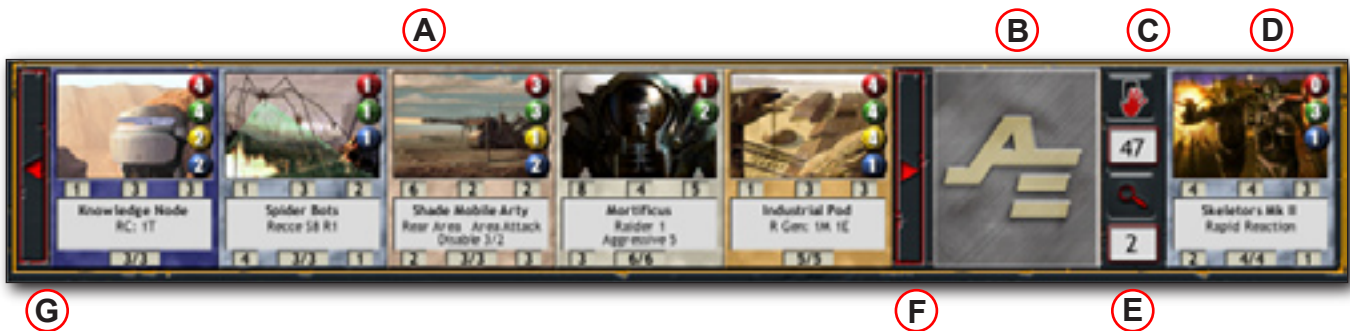
- A. Valid Tile Hex Targets
- B. Tile Dragged to Target Hex
- C. Number of Tiles in Hand
- D. Set the Tile and Proceed to Next Round Button



Game Board

- A. Mini Map Toggle and Filters
- B. Action Points
- C. Humans Resources
- D. Materials Resources
- E. Energy Resources
- F. Technology Resources
- G. Turn Number
- H. End Turn Button/Next AI Turn Button
- I. Display Cards Button
- J. Toggle Cards/Tactics Cards Button
- K. Number of Cards/Tactics Cards in Hand Display
- L. Toggle View Hexes In Potential Supply Button
- M. View Espionage Events Button
- N. View Players' Empire Information Button
- O. Save, Load, Return to Main Button
- P. Facility Icon on Map
- Q. Army Icon on Map



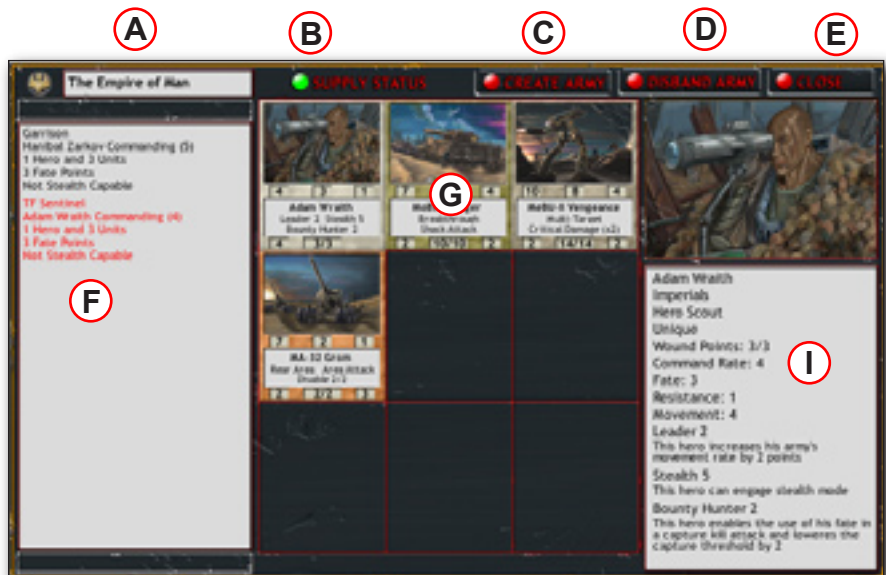


Player Hand

- A. Card Viewing Slots (5)
- B. Draw Deck
- C. Draw Card Button/Number Cards in Deck Indicator
- D. Discard Pile
- E. View Discard Pile Button/Number Cards in Discard Pile
- F. Shift View Cards in Hand Right
- G. Shift View Cards in Hand Left

Army Viewer Panel

- A. Faction Icon/Faction Owner of Armies
- B. Supply Status of Selected Army
- C. Create New Army Button (Only at Outpost/Stronghold Hex)
- D. Disband Army (Only Empty Army at Outpost/Stronghold Hex)
- E. Close View Army Panel
- F. Army Selection/Overview Panel
- G. Cards in Army Viewer
- H. Selected Card Picture Viewer
- I. Selected Card/Army Details Panel



Base Viewer Panel

- A. Faction Icon/Faction Owner of Base
- B. Facility Card in Base
- C. View Prisoners Toggle Button
- D. Close View Base Panel
- E. Selected Card Picture Viewer
- F. Selected Card Detail Panel



Army Icons / Right Click Display

- A. Army Icon – right click to bring up display
- B. Regular Movement Option – Action Points Cost/ Movement Points
- C. Air Assault Movement Option – Action Points Cost/ Air Assault Icon/ Movement Points
- D. Enable Stealth Option – Stealth Icon/ Action Points Cost



Buy Initiative Dice

- A. Faction Symbol/Faction Name
- B. Resource Pool
- C. Number of Dice For Initiative Roll
- D. Proceed To Initiative Roll Button



Roll For Initiative/AP Allocation

- A. Faction Symbol/Faction Name
- B. Player Dice Pool
- C. Action Points Won
- D. Place During Turn
- E. Success Dice Indicator
- F. Start Round of Turns Button



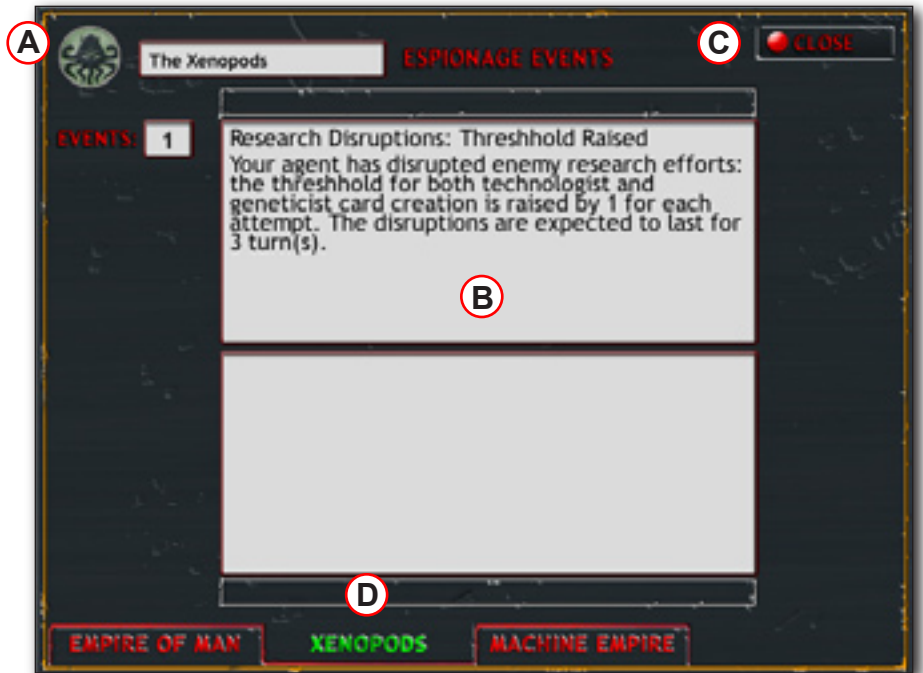
Players Empire Info

- A. Faction Symbol/Faction Name
- B. Close Player Empire Information Pad
- C. Tabs for Players' Empire Information



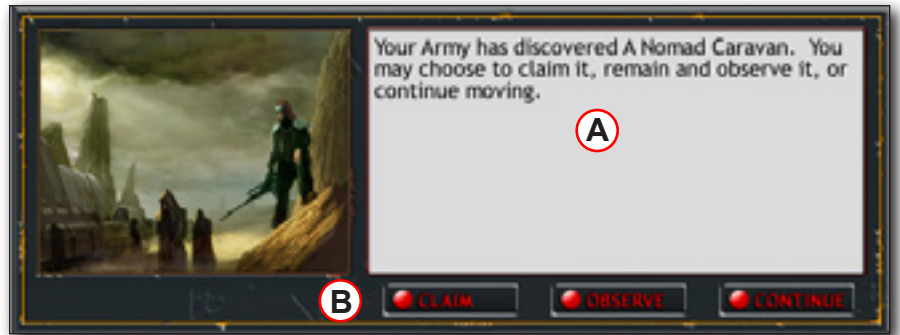
Espionage Events Info

- A. Symbol/Faction Name
- B. Espionage Event Details Display
- C. Close Espionage Events Information Pad
- D. Tabs for Players' Espionage Event Information



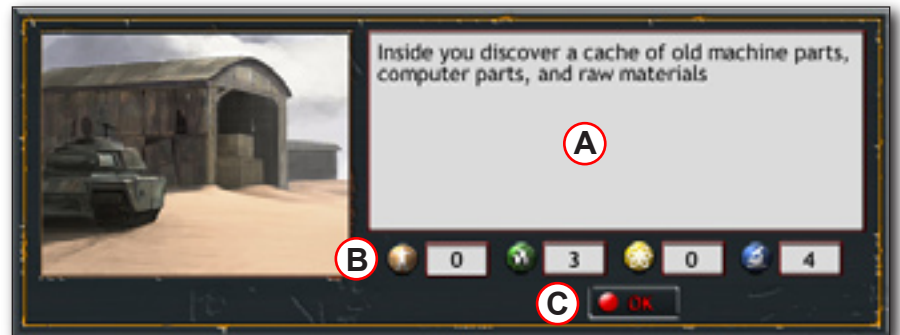
Tile Special Encounter Interface

- A. Description of the Tile Special
- B. Player Response Options



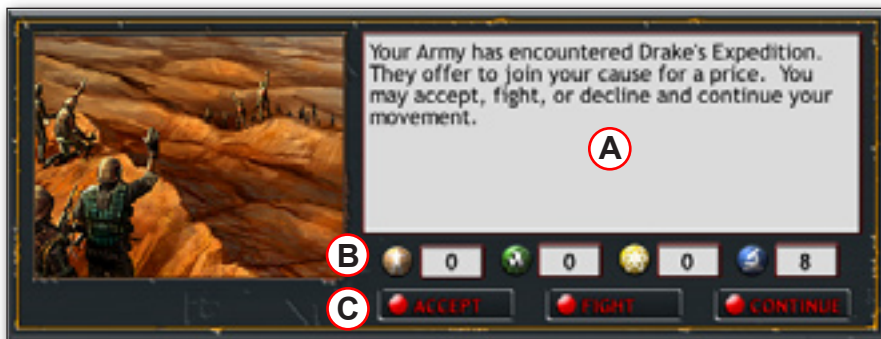
Tile Special Encounter Results

- A. Description of the Tile Special
- B. Resources Added To Stockpiles
- C. Proceed With Game Button



Join/Bargain Encounter Interface

- A. Description of Join/Bargain Encounter
- B. Resource Costs for Independents to Join Faction (Bargain)
- C. Response Options



Enemy Army Encounter Options Interface

- A. Symbol/Faction Name
- B. Hex Coordinate of Encounter
- C. Name of Hex
- D. Defense Bonuses Due to Facilities
- E. Defense Bonuses Due to Terrain
- F. Information on Army Moving
- G. View Moving Army Button
- H. Information on Friendly Armies in Hex
- I. Information on Enemy Armies in Hex
- J. View Enemy Armies in Hex
- K. Information on Specials In Hex/ Action Points Costs for Capture Kill Ops
- L. Response Buttons For Moving Unit



Basic Challenge Interface

- A. Faction Symbol/Name
- B. Challenge Type
- C. Attacker Fate Indicator/Spend Fate Point Button
- D. Roll Dice Button
- E. Attacker Dice Pool
- F. Defender Hit Points Indicator
- G. Dice Roll Results Indicators
- H. Defender Dice Pool
- I. Tactic Card Activation Slot – Drag Tactic Cards Here To Activate
- J. Results Text
- K. Accept Challenge Results Button



Battle Setup Interface

- A. Attacker Faction Symbol/Name
- B. Action Points Available For Player
- C. Stealth Status Icon/Commit Stealth Army To Battle Toggle Button
- D. Change Battle Order Buttons – Top Army Battles First
- E. Attacker Armies Available For Battle Display
- F. Defender Faction Symbol/Name
- G. Defender Armies Available For Battle Display
- H. Start Battle Button



Battle Module Main interface

- A. Action Points Available To Player
- B. Fate Available To Player For Engaged Army
- C. Selected Card Picture Viewer
- D. Selected Card Details Viewer
- E. Enemy Hero Card Slot
- F. Enemy Front Row
- G. Enemy Back Row
- H. Round Indicator
- I. Pass Button
- J. Initiative Indicators
- K. Player Front Row
- L. Player Back Row
- M. Player Hero Slot
- N. Player Engaged Army Supply Status/Name
- O. Player Engaged Army Info Button
- P. Enemy Engaged Army Info Button
- Q. Order Of Battle Button
- R. Player Tactics Cards Available
- S. Quit Battle/Return To Main Menu



Appendix

Hero Special Abilities

Rapid Reaction - The AP cost to deploy the hero is 0 and the hero cost no AP to move when in an army

Stealth X - The hero can engage stealth capability at level X

Recce XY - The hero can make observation checks at a range of X and strength of Y

Tactician X - The hero can create tactics cards with ability level X

Technologist X - The hero can create technology cards (devices/weapons) with ability level X

Geneticist X - The hero can create technology cards (biotechnology) with ability level X

Assassin X - The hero can conduct "Assassination Challenges" with ability level X

Master Assassin - The hero can select targets in an "Assassination Challenge"

Slayer - The hero can kill a target with a single wound in an "Assassination Challenge"

Saboteur X - The hero can conduct "Sabotage Challenges" with ability level X

Master Saboteur - The hero can select targets in a "Sabotage Challenge"

Demolitionist - The hero can destroy a target with a single point of damage in a "Sabotage Challenge"

Espionage X - The hero can conduct "Espionage Challenges" with ability level X

Military Genius X - The hero adds +X to the attack and defense of all unit cards under his command

Aggressive X - The hero adds +X points to his side to determine initiative during battle

Raider X - The hero extends the supply range of his army by +X points

Pathfinder X - The hero reduces the movement cost of his army by X Action Points

Leader X - The hero increases the movement points available to his army by X points

Air Ranger X - The hero increases the range for air assaults by his army by X points if the army is air assault capable

Jump Master X - The hero reduces the Action Point cost for air assaults by his army by X points if the army is air assault capable

Logistics Genius X - The hero increases the supply range of all armies in the empire by X if the hero is located in the same hex as the empire's stronghold

Chief of Staff X - The hero increases the player's maximum hand size by X if the hero is located in the same hex as the empire's stronghold

Efficiency Expert X - The hero decreases the AP cost to draw a card by X if the hero is located in the same hex as the empire's stronghold

Motivator X - The hero increases the player's base initiative dice by X if the hero is located in the same hex as the empire's stronghold

Trickster X - The hero can retreat his army at the beginning of the first round of combat and all retreat attacks are made at -X

Intel Mastermind X - The hero adds X to the his empire's espionage threshold and a bonus of X Action Points per turn if the hero is located in the same hex as a friendly Intel Center

Master Administrator X - The hero adds X to any technology card creation rolls and a bonus of X Action Points per turn if the hero is located in the same hex as the empire's stronghold

Master Strategist X - The hero subtracts X from the threshold for any tactics card creation rolls and adds a bonus of X Action Points per turn if the hero is located in the same hex as a friendly academy

Master Scientist X - The hero subtracts X from the threshold for any technology card creation rolls and adds a bonus of X Action Points per turn if the hero is located in the same hex as a friendly laboratory

Organizational Genius X - The hero decreases the cost of creating armies or transferring units from armies by X

Tactical Genius X - The hero reduces the Action Point cost of playing tactics cards by X and gets a free random tactics card at the beginning of any battle his army directly participates in if space is available in the tactics hand

Charismatic X - The hero attracts X human resources per turn to his empire's cause

Inspirational - The hero increases by 1 point the experience gained every turn by his army

Master Scout X - The hero increases the "Recce" ability of all units in its army by X steps

Elusive X - The hero reduces the number of enemy die in a "Capture Kill", "Assassination" or "Sniper" challenge by X

Bounty Hunter X - The hero subtracts X from the capture threshold for any "Capture Kill" challenges and also enables the use of fate during the challenge

Body Guard X - The hero increases the number of defending die in an enemy "Capture Kill", "Assassination" or "Sniper" challenge by X

Mechanic X - The hero reduces Action Point cost to repair unit cards in the same hex by X

Unit Special Abilities

Rapid Reaction - The AP cost to deploy the unit is 0 and the unit costs no AP to move when in an army

Fast Deploy - The unit can deploy directly to an army in the field that is in supply. A stronghold or outpost need NOT be present

Stealth X - The unit can engage stealth capability at level X

Recce S X R Y - The attack card can make observation checks at a strength of X and range of Y

Assassin X - The unit can conduct "Assassination Challenges" with ability level X

Saboteur X - The unit can conduct "Sabotage Challenges" with ability level X

Espionage X - The unit can conduct "Espionage Challenges" with ability level X

Bounty Hunter X - The unit subtracts X from the capture threshold for any "Capture Kill" challenges and also enables the use of fate during the challenge

Engineer X - The unit can remove and deploy minefields. The unit is immune to "Minefield Attack Challenges" and reduces the attack die strength such challenges use against other units in the same hex by X. The unit can deploy collector cards and allows the deployment of an outpost card to a hex just as a hero card does.

Commando - The unit does not require supply and never receives a penalty to attack, defense or movement for being out of supply

Forward Air Controller - The unit provide a +3 die bonus to friendly "Air To Ground" challenges made in the same hex as the unit

Regenerate X - The unit regenerates X hit points between rounds of battle and regenerates all hit points at the beginning of a round of play turns

Mutant Regeneration - The unit can repair all unit cards of the type "Mutant" located in the same hex by spending 6 Action Points

Mobile Supply - The unit provides a supply source for all other units in the same hex. The supply by itself does not permit the deployment of facilities or extend outside the hex

Mobile Repair - The unit enables the repair of any unit in the same hex

Mobile Launcher - The unit provides a valid launch hex for the purpose of determining range to target for missile attacks

Extra Attach - The unit is allowed one additional attachment card above the standard one attachment allowance

Anti-Air X - The unit can initiate "Ground to Air" challenges against aircraft or helos attacking units or facilities in the same hex

Anti-Missile X - The unit can initiate "Ground to Air" challenges against missiles attacking facilities in the same hex

Air Assault X - The unit can participate in Air Assault attacks up to a range of X hexes

Hyperkinetic +2 - The unit receives a +2 damage bonus against large* units if a successful attack is made in combat. Infantry-type** units receive a -1 damage modifier

Massive Damage (x1.5) - Damage inflicted by the unit in a successful attack is increased by a factor of 1.5

Critical Damage (x2) - Damage inflicted by the unit in a successful attack is increased by a factor of 2.0

Neuro Toxin 4 - A damage bonus of 4 minus a random roll of the defender's resistance is applied to damage inflicted in a successful combat challenge roll against a biologic*** unit

Ceramic Armor -1 - Any damage received by the unit is modified by -1

Reactive Armor -2 - Any damage received by the unit is modified by -2

Nanite Armor -3 - Any damage received by the unit is modified by -3

Glitter Surface - Any damage received by non hyperkinetic attacks is modified by a random negative number between 1 and 5

AT Field X - Blocks any damage above X that would be applied to the unit

Rear Area - If unit is in the back rank, "Ground Combat" challenges against it are made at half strength

Multi-Target - The unit may make "Ground Combat" challenges against multiple target units

Double Attack - The unit may make two "Ground Combat" challenges against the same target

Breakthrough - A successful "Ground Combat" challenge against a front line enemy unit allows a "Ground Combat" challenge at full strength against a back row unit even if the defender has the rear area ability

Area Attack - The unit gets an additional "Ground Combat" challenge against another random target in same row if the original target is greater than range 1

Sacrifice - The Unit can add its defense attribute as damage in a successful "Ground Combat" challenge but the unit is then destroyed. The unit must declare its intent to use Sacrifice before the challenge is resolved

Valor - The unit gains +1 attack and +1 defense for the duration of the battle for each friendly unit destroyed in battle.

Kamikaze - The unit can make a single 10 die "Ground Combat" challenge at range of 1 but the unit is then destroyed. If the challenge is successful a +5 damage bonus is added to any damage results

Fanatic - The unit can spend hit points to gain +4 Attack dice (cumulative) for one round

Berserk - The unit gains +1 Attack and -1 Def each time it is hit in a "Ground Combat" challenge for the duration of the battle

Rage - The unit gains +1 Attack for the duration of the battle

each time it destroys an enemy unit in a "Ground Combat" challenge

Vengeance - If any friendly units remain in battle, the unit gets one last "Ground Combat" challenge when destroyed in battle. The attack disrupts any further attacks from the player that destroyed the unit

Wave Attack - The unit gains +1 Attack for each other wave attack unit in the front rank

Shock Attack - A successful "Ground Combat" challenge by the unit results in the target unit being committed for the remainder of the turn if not already committed

Assault X - The unit can add X to its attack die in a "Ground Combat" challenge but then suffers a minus 2 defense penalty for the remainder of the round and must remain committed for an additional round. The attack must be from the front rank and has a range of 1

Flank Attack X - The unit gets +X attack dice in a "Ground Combat" challenge on a front rank enemy unit if the enemy rear rank is empty

Disable X Y - A successful "Ground Combat" challenge by the unit results in an X decrease in the target unit's defense attribute for Y combat rounds

Disarm X Y - A successful "Ground Combat" challenge by the unit results in an X decrease in the target unit's attack attribute for Y combat rounds

Sniper X - The unit gets an X attack dice "Sniper" challenge against the hero leading the enemy army

Infantry Support X - A friendly infantry unit gets + 1 attack and + 1 defense until the end of the round. One infantry unit also gains the speed of the unit for map movement purposes

Defensive Fire - A friendly front row unit gets + X defense until the end of the round, where X is the attack attribute of the unit with this special ability

Steadfast - The unit is immune to confusion, disruption, disablement, or commitment by shock attack

RC: W, X, Y, Z - The unit can collect resources by moving into a hex with untapped resource capacity. W humans, X materials, Y energy and Z technology can be harvested

Psiblast 7 - The unit can conduct a 7 dice "Psi Combat" challenge against a biologic*** unit that must use a number randomly generated between 1 and its resistance as its defense.

Confusion 6 - The unit can conduct a 6 dice "Psi Combat" challenge against a biologic*** unit that must use a number randomly generated between 1 and its resistance as its defense.

If the challenge is successful the target unit conducts a "Ground Combat" challenge against a friendly unit in the same row and is committed for the remainder of the combat round

Instant Evolution - The unit can undergo an immediate transformation into a random (d20) Xenogyte or Xenomorph unit card. An Action Point and resource cost must be paid but the presence of the Queen Hero in play decreases the cost and adds 4 to the random roll to determine which unit appears.

RN = random number between 1 and 20

RN = RN + Queen bonus

Random Number	Xeno-Creature Evolved
21, 22, 23, 24	Monstrosity
20	Abomination
19	Horror
18	Hellion
17	Degenerate
16	Psykers
15	Glutton
13, 14	Beasts
10, 11, 12	Brutes
7, 8, 9	Drones
3, 4, 5, 6	Drudges
1, 2	Vassals

* large indicates the following unit card types: Armor, Mecha, Support, Artillery, Automat, Automecha, Robot, Robot Artillery, Robot Support, Dragon, Giant, Xenomorph

** infantry type indicates the following unit card types: Infantry, Mutant, Xenogyte

*** biologic indicates the following unit card types: Armor, Mecha, Artillery, Infantry, PBA, Support, Team, Mutant, Giant, Dragon, Xenogyte, Xenomorph, Xenolarva

Scavengers - The unit can scavenge resources from the wasteland. In order for this to happen the unit must be in a hex that is in supply and not contested or controlled by an enemy player. At the beginning of the turn when resources are harvested for each player a random (d20) roll is made. If the unit is in a "City", "Town" or "Rare Special" hex that contains some type of resource already then a +4 modifier is added to the roll.

Random Number	Resources Harvested
24	1 H, 1M, 1E, 1T
20, 21, 22, 23	1 each of 3 random resources
17, 18, 19	1 each of 2 random resources
11, 12, 13, 14, 15, 16	1 each of 1 random resources
1, 2, 3, 4, 5, 6, 7, 8, 9, 10	None

Facility Special Abilities

HQ - The facility is designated as the "Stronghold" of the player's empire

Supply - The facility provides a supply source extending into neighboring hexes up to the controlling player's empire supply range

Barracks - The facility allows the player to deploy cards to a garrison in the hex

Counter Intel - This facility adds 1 for each facility level to the threshold for defending against enemy espionage attempts. All facilities in the same hex receive a fate pool equal to the intel center facility level during a sabotage challenge and the challenge is considered a duel

AP Bonus X - The facility generates X additional Action Points per turn

Egg Chamber - The host facility can deposit a Xenolarva egg pod in the local garrison at the cost of 1 Action Point. Pods that are instantly evolved in the same hex get a bonus of +4 in determining their final form as if a Queen were present in the hex

Create Thrall - The host facility can create a thrall unit that is immediately assigned to the garrison in the same hex

Anti-Air X - The facility can initiate "Ground to Air" challenges against aircraft or helos attacking units or facilities in the same hex

Anti-Missile X - The facility can initiate "Ground to Air" challenges against missiles attacking facilities in the same hex

Recce X Y - The facility card can make observation checks at a range of X and strength of Y

Sniffer X - The facility makes an observation check of X dice in the same hex. Stealth units do not have the observation strength cut in half for a check by a sniffer

Camouflage X - The facility is protected by stealth capability at level X

Hardened - All conventional damage against this facility is cut in half and a WMD attack does not automatically result in destruction. If the facility is a stronghold or outpost and it survives a WMD attack then units in the Garrison have any damage cut in half and all radiation damage negated as well. Damage to unit and hero cards in a garrison from a "Collateral Damage Challenge" is cut in half.

Defense +X - The facility grants a +X Bonus to the defense of any unit card in an army that is attacked in the same hex as the facility

RC: W H, X M, Y E, Z T - The facility is able to collect W Humans, X Materials, Y Energy and Z Tech each turn

R Gen: W H, X M, Y E, Z T - The facility generates W Humans, X Materials, Y Energy and Z Tech each turn

Exp +X - The facility increases by X the experience gained per turn for units in the same hex

Attack Special Abilities

Recce S X R Y - The attack card can make observation checks at a strength of X and range of Y

Air To Air X - The attack card can engage in an "Air To Air" challenge with an attack die pool of X

Harm X - The attack card can force a duel with a defense dice pool of X, when engaged by an enemy unit card in a "Ground To Air" challenge

Precision Targeting - The attack card can choose the exact target card it wishes to engage in an "Air To Ground" challenge

Stealth - "Air To Air" and "Ground To Air" challenges are made at half strength against the attack card

Suborbital - The attack card can attack/intercept anywhere on the game board as long as the basic requirements (AP, resources, observation) for the attack or intercept are met

Hydrogen Bomb X Y - The attack card unleashes X die "WMD" challenge and a Y die radiation damage attack

Grav Warhead X Y - The attack card unleashes X die "WMD" challenge and a Y die physical damage attack

Collateral 60% 4 Atk - The attack card has a 60% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 4 attack dice "Collateral Damage" challenge

Collateral 50% 5 Atk - The attack card has a 50% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 5 attack dice "Collateral Damage" challenge

Collateral 40% 6 Atk - The attack card has a 40% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 6 attack dice "Collateral Damage" challenge

Collateral 30% 7 Atk - The attack card has a 30% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 7 attack dice "Collateral Damage" challenge

Collateral 50% 6 Atk - The attack card has a 50% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 6 attack dice "Collateral Damage" challenge

Collateral 50% 7 Atk - The attack card has a 50% chance of striking any given army in a hex. If an army is struck every unit card in the army undergoes a 7 attack dice "Collateral Damage" challenge

Attachment Special Abilities

Recce S X R Y - The attack card can make observation checks at a strength of X and range of Y

Anti-Air X - The host card can initiate "Ground to Air" challenges against aircraft or helos attacking units or facilities in the same hex

Anti-Missile X - The host card can initiate "Ground to Air" challenges against missiles attacking facilities in the same hex

+X Attack - The attack attribute of the host card is increased by X dice

Hyperkinetic +2 - The host unit receives a +2 damage bonus against large* units if a successful "Combat" challenge is made. Infantry-type** units receive a -1 damage modifier

Armor Piercing +1 - The host unit receives a +1 damage bonus if a successful "Combat" challenge is made

Anti-Personal +X - The host unit receives a +X damage bonus against infantry-type** units if a successful "Combat" challenge is made

EMP +10 - The host unit receives a +10 damage bonus minus a random roll of the defender's resistance against electronic* units if a successful "Combat" challenge is made

Damage (x1.5) - Damage inflicted by the host unit in a successful attack is increased by a factor of 1.5

Damage (x2) - Damage inflicted by the host unit in a successful attack is increased by a factor of 2.0

Damage (x3) - Damage inflicted by the host unit in a successful attack is increased by a factor of 3.0

Energy Weapon X - A random damage bonus of X is applied to damage inflicted in a successful "Combat" challenge

Nerve Gas X - A random damage bonus between 1 and X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Combat" challenge against a biologic*** unit

Neuro Toxin X - A damage bonus of X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Combat" challenge against a biologic*** unit

Omnivorous Bacteria 10 - A damage bonus of 10 minus a random roll of the defender's resistance is applied to damage inflicted by the host unit in a successful "Combat" challenge

Shock Attack - A successful "Ground Combat" challenge by the host unit results in the target unit being committed for the remainder of the turn if not already committed

Poison X - A damage bonus of X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Assassination" challenge against a biologic*** hero

One Wound Kill - A successful "Assassination" challenge terminates the target hero

+X Assassin Lvl - A bonus of X is applied to the host card's "Assassin" special ability

+X Def vs Sniper/Assassin - A bonus of X is applied to the host card's defense dice pool during a "Sniper" or "Assassination" challenge

Demolitions +X - A damage bonus of X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Sabotage" challenge

One Damage Destruction - A successful "Sabotage" challenge destroys the target facility with a single point of damage

+X Saboteur Lvl - A bonus of X is applied to the host card's "Saboteur" special ability

+X Stealth Lvl - A bonus of X is applied to the host card's "Stealth" special ability

+X Def vs Sabotage - A bonus of X is applied to the host card's defense dice pool during a "Sabotage" challenge

+X Espionage Lvl - A bonus of X is applied to the host card's "Espionage" special ability

+X Tactician Lvl - A bonus of X is applied to the host card's "Tactician" special ability

+X Technologist Lvl - A bonus of X is applied to the host card's "Technologist" special ability

+X Geneticist Lvl - A bonus of X is applied to the host card's "Geneticist" special ability

+X Defense - The defense attribute of the host card is increased by X dice

Ceramic Armor -1 - Any damage received by the unit is modified by -1

Reactive Armor -2 - Any damage received by the unit is modified by -2

Nanite Armor -3 - Any damage received by the unit is modified by -3

Glitter Surface - Any damage received by non hyperkinetic attacks is modified by a random negative number between 1 and 5

AT Field X - Blocks any damage above X that would be applied to the unit

Revitalize - When the host unit reaches 0 or less hit points in combat, the unit is restored to full hit points and this attachment is discarded

+X Resistance - The resistance attribute of the host card is increased by X dice

+X Fate - The fate attribute of the host card is increased by X

+X Move - The movement points attribute of the host card is increased by X

+X CR - The Command Rate attribute of the host card is increased by X

+X Facility Level - The facility level attribute of the host card is increased by X

Survival - This equipment provides supply to whatever it is attached

Stealth X - The host unit can engage stealth capability at level X

Camouflage X - The host facility is protected by stealth capability at level X

AP Bonus X - The host facility provides X additional action points per turn

Exp +X - The host facility provides +X experience points to eligible units in the same hex per turn

Lower Threshold X - The host facility lowers the threshold for card creation for the associated card by X

Remote Viewing X - The host facility allows your faction to have a level X observation strength at every hex on the map

Enhancement Special Abilities

+X Hit Points - The hit points attribute of the enhanced card is increased by X points

+X Resistance - The resistance attribute of the enhanced card is increased by X dice

+X Fate - The fate attribute of the enhanced card is increased by X

+X Move - The movement points attribute of the enhanced card is increased by X

+X CR - The Command Rate attribute of the enhanced card is increased by X

+X Attack - The attack attribute of the enhanced card is increased by X dice

+X Defense - The defense attribute of the enhanced card is increased by X dice

Rage - The enhanced unit gains +1 Attack for the duration of the battle each time it destroys an enemy unit in a "Ground Combat" challenge

Regenerate X - The enhanced unit regenerates X hit points between rounds of battle and regenerates all hit points at the beginning of a round of player turns

+X Tactician - A bonus of X is applied to the enhanced card's "Tactician" special ability

+X Technologist - A bonus of X is applied to the enhanced card's "Technologist" special ability

+X Geneticist - A bonus of X is applied to the enhanced card's "Geneticist" special ability

+X Recce Strength - A bonus of X is applied to the enhanced card's "Recce" special ability

Stealth X - The enhanced unit gains the "Stealth" special ability at level X

Munition Special Abilities

Hydrogen Bomb X Y - The host attack card unleashes X die "WMD" challenge and a Y die radiation damage attack

Grav Warhead X Y - The host attack card unleashes X die "WMD" challenge and a Y die physical damage attack

Precision Targeting - The host attack card can choose the exact target card it wishes to engage in an "Air To Ground" challenge

One Damage Unit Kill - A successful "Challenge" destroys the target unit card with a single point of damage

One Damage Fac Kill - A successful "Challenge" destroys the target facility with a single point of damage

One Wound Kill - A successful "Challenge" destroys the target hero card with a single point wound

Tactical Nuke X - A successful X die "Challenge" destroys the target unit card with a single point of damage

Nanite Cloud - A successful 7 die "Challenge" inflicts triple damage on the target unit card

Nerve Gas X - A random damage bonus between 1 and X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Combat" challenge against a biologic* unit

Neuro Toxin X - A damage bonus of X minus a random roll of the defender's resistance is applied to damage inflicted in a successful "Combat" challenge against a biologic* unit

Omnivorous Bacteria 10 - A damage bonus of 10 minus a random roll of the defender's resistance is applied to damage inflicted by the host unit in a successful "Combat" challenge

EMP +10 - The host unit receives a +10 damage bonus minus a random roll of the defender's resistance against electronic** units if a successful "Combat" challenge is made

Hyperkinetic +2 - The host unit receives a +2 damage bonus against large*** units if a successful "Combat" challenge is made. Infantry-type**** units receive a -1 damage modifier

Armor Piercing +1 - The host unit receives a +1 damage bonus if a successful "Combat" challenge is made

Anti-Personal +X - The host unit receives a +X damage bonus against infantry-type**** units if a successful "Combat" challenge is made

Shock Attack - A successful "Ground Combat" challenge by the host unit results in the target unit being committed for the remainder of the turn if not already committed

+X Attack - The attack attribute of the host card is increased by X dice

+X Defense - The damage done during a "challenge" using the munition is increased by X points if the "challenge" is successful

Damage (x1.5) - Damage inflicted by the host unit in a successful attack is increased by a factor of 1.5

Damage (x2) - Damage inflicted by the host unit in a successful attack is increased by a factor of 2.0

Damage (x3) - Damage inflicted by the host unit in a successful attack is increased by a factor of 3.0

Tactic Special Abilities

+X Fate Points - The fate pool during a challenge is increased by X. This is only possible if fate points are already available i.e. a challenge for a unit without a hero leading its army would not be eligible for the bonus

-X Opponent Fate Points - The opponent's fate pool during a challenge is decreased by X. If the opponent's fate would be less than 0 then it is set to 0. This is only possible if fate points are already available to the opponent i.e. a challenge for a unit without a hero leading its army would not be eligible for the subtraction

+X Dice - The attack pool for a friendly unit/hero/attack card during a challenge is increased by X.

Re-roll X Opponent Success Die - X success dice for an enemy unit/hero/attack card during a challenge are re-rolled

+X Success Dice - The attack pool for a friendly unit/hero/attack card during a challenge is increased by X. The Dice are already successes

-X Enemy Success Dice - X die that have already been rolled as successes are removed from the enemy's dice pool

Turn X Failure Dice Into Successes - X failed dice for a friendly unit/hero/attack card are turned into successes

Turn X Success Dice Into Failures - X success dice for an enemy unit/hero/attack card are turned into failures

Re-roll Your Dice Pool - Your entire dice pool is re-rolled

Re-roll Your Opponent's Die Pool - Your opponent's dice pool is re-rolled

Faction Cards

The Empire of Man:




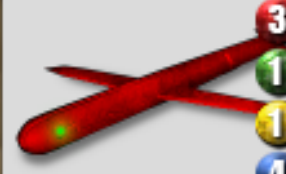

Tactic Cards

 <p>2 Die Challenge</p>	 <p>3 Die Challenge</p>
<p>For the Empire! +3 Fate Points</p>	<p>Emperor's Will +2 Dice</p>
 <p>4 Die Challenge</p>	 <p>5 Die Challenge</p>
<p>Death to Traitors Reroll 2 Opponent Success Dice</p>	<p>Victory or Death Turn 2 Success Dice Into Failures</p>
 <p>6 Die Challenge</p>	 <p>7 Die Challenge</p>
<p>Hold at all Costs +2 Success Dice</p>	<p>Free Terra! Reroll opponent's dice Pool</p>

Gene Cards

 <p>3 Die Challenge</p>	 <p>4 Die Challenge</p>
<p>Nanite Injections +2 Hit Points +3 Resist Infantry PBA Hero</p>	<p>Combat Mutagen +1 Attack +1 Defense Infantry PBA</p>
 <p>5 Die Challenge</p>	 <p>6 Die Challenge</p>
<p>Ascension Mutagen +2 Fate +1 Technology +1 Genetics +1 Tactics Hero</p>	<p>Control Cocoon +3 Hit Points +3 Resist Armor Mecha</p>
 <p>7 Die Challenge</p>	 <p>8 Die Challenge</p>
<p>Mind-Machine IFace +1 Attack +1 Defense Armor Mecha</p>	<p>God Soldier Double Attack Regen 3</p>

Tech Cards

 <p>3 Die Challenge</p>	 <p>4 Die Challenge</p>
<p>PK-4 Burst Lasers +1 Attack Energy Weapon 4 Infantry PBA Mutant Robot Xenogyte</p>	<p>Aegis Cladding +1 Defense Composite Armor -1 Armor Mecha</p>
 <p>5 Die Challenge</p>	 <p>6 Die Challenge</p>
<p>8 7 Viper SRM Collateral 50% 5 Atk</p>	<p>Shiva Tactical Nuke Tactical Nuke 8 Any Unit Card</p>
 <p>7 Die Challenge</p>	 <p>8 Die Challenge</p>
<p>9 8 Ajax Cruise Missile Precision Strike Collateral 60% 4 Atk</p>	<p>Alpha Omega Device Hydrogen Bomb 15 20 Aircraft</p>

The Machine Empire:

Tactic Cards

 <p>2 Die Challenge</p>	 <p>3 Die Challenge</p>
<p>Thought -5 Opponent Fate Points</p>	<p>Deception -1 Enemy Success Die</p>
 <p>4 Die Challenge</p>	 <p>5 Die Challenge</p>
<p>Logic of Conflict +2 Dice</p>	<p>Reset Matrix Reroll Your Dice Pool</p>
 <p>6 Die Challenge</p>	 <p>7 Die Challenge</p>
<p>Control Turn 3 Failure Dice Into Successes</p>	<p>Resistance is Futile +3 Success Dice</p>

Gene Cards

 <p>3 Die Challenge</p>	 <p>4 Die Challenge</p>
<p>Cyborg Enhancer +1 Attack +1 Defense Infantry</p>	<p>NN-4 Neuro Needler +1 Attack Neuro Toxin +4 Damage Robot Infantry PBA Mutant Xenogyte</p>
 <p>5 Die Challenge</p>	 <p>6 Die Challenge</p>
<p>Viral Homonucli +4 Espionage Lvl Hero RobotTeam Team</p>	<p>Skin Suit +2 Stealth Lvl +2 Assassin Lvl Hero</p>
 <p>7 Die Challenge</p>	 <p>8 Die Challenge</p>
<p>Thrall Chamber Create Thrall</p> <p>1 5 3</p> <p>3/3</p>	<p>Doom Cannister +5 Attack Omniverous Bacteria 10 Aircraft</p>

Tech Cards

 <p>3 Die Challenge</p> <p>Defensive Nanites +2 Hit Points +1 Defense Robot Automat Automecha</p>	 <p>4 Die Challenge</p> <p>XG-2 SRM Precision Strike Collateral 40% 6 Atk</p>
 <p>5 Die Challenge</p> <p>NLX Nanite Cloud Nanite Cloud Any Unit Card</p>	 <p>6 Die Challenge</p> <p>S1x Stealthing Suite Stealth 4 Robot Automat Automecha</p>
 <p>7 Die Challenge</p> <p>MGU-7 Penetrator One Damage Fac Kill Aircraft</p>	 <p>8 Die Challenge</p> <p>XG-11 Devestator Grav Warhead 20 20</p>

The Xenopods:

Tactic Cards







 <p>2 Die Challenge</p> <p>Feed Turn 1 Success Die Into A Failure</p>	 <p>3 Die Challenge</p> <p>Devour -5 Opponent Fate Points</p>
 <p>4 Die Challenge</p> <p>Hunger Reroll 3 Opponent Success Dice</p>	 <p>5 Die Challenge</p> <p>Flesh Turn 2 Success Dice Into Failures</p>
 <p>6 Die Challenge</p> <p>Consume -2 Enemy Success Dice</p>	 <p>7 Die Challenge</p> <p>Master the flesh Reroll opponent's dice Pool</p>

The Xenopods continued...

Gene Cards

 <p>3 Die Challenge</p> <p>Invigoration Serum +3 Hit Points Xenogyte Xenomorph</p>	 <p>4 Die Challenge</p> <p>Electro Spores EMP +6 Xenogyte</p>									
 <p>5 Die Challenge</p> <p>Revitalization Sacs Revitalize Xenomorph</p>	 <p>6 Die Challenge</p> <p>Revelation Serum +3 Fate +1 Technology +1 Genetics +1 Tactics Hero</p>									
 <p>7 Die Challenge</p> <p>Anti-Necrotic Tissue Regeneration 1 Biomecha</p>	 <p>8 Die Challenge</p> <table border="1" data-bbox="435 1226 736 1387"> <tr> <td>1</td> <td>3</td> <td>3</td> </tr> <tr> <td colspan="3">Brood Hive Egg Chamber</td> </tr> <tr> <td colspan="3">4/4</td> </tr> </table>	1	3	3	Brood Hive Egg Chamber			4/4		
1	3	3								
Brood Hive Egg Chamber										
4/4										

Tech Cards

 <p>3 Die Challenge</p> <p>AT-HK Warlord +1 Attack Armor Piercing +1 Xenogyte Infantry PBA Mutant Robot</p>	 <p>4 Die Challenge</p> <p>Psychic Enhancer +3 Fate Hero</p>
 <p>5 Die Challenge</p> <p>Death Rod +1 Attack Energy Weapon 6 Xenogyte Infantry PBA Mutant Robot</p>	 <p>6 Die Challenge</p> <p>Sensor Drones Recce S5 R1 Any Unit Card</p>
 <p>7 Die Challenge</p> <p>Plasma Blossum +2 Attack Dmg x3 Helo Aircraft</p>	 <p>8 Die Challenge</p> <p>Remote Viewer Remote Viewing Stronghold Outpost</p>

The Free Mutants:

Tactic Cards





<p>2 Die Challenge</p>	<p>3 Die Challenge</p>
<p>Break Them! +1 Die</p>	<p>In Death Ground Reroll 2 Opponent Success Dice</p>
<p>4 Die Challenge</p>	<p>5 Die Challenge</p>
<p>Grind Them Down! +3 Dice</p>	<p>Fear is the Killer Turn 2 Success Dice Into Failures</p>
<p>6 Die Challenge</p>	<p>7 Die Challenge</p>
<p>Hit and Run +2 Success Dice</p>	<p>Live Free or Die! -3 Enemy Success Dice</p>

Gene Cards

<p>3 Die Challenge</p>	<p>4 Die Challenge</p>
<p>Agression Mutagen +1 Attack +2 Hit Points Mutant Giant</p>	<p>Cobra Enzyme Gun +1 Attack Shock Attack Mutant Infantry PBA Robot Xenogyte</p>
<p>5 Die Challenge</p>	<p>6 Die Challenge</p>
<p>Dragon Mutagen +1 Attack +1 Defense +2 Hit Points Dragon</p>	<p>Endurance Mutagen +1 Move Mutant Giant Dragon</p>
<p>7 Die Challenge</p>	<p>8 Die Challenge</p>
<p>NT-7 Venom Ammo Neuro Toxin +6 Damage Nerve Gas +4 Damage Mutant Infantry PBA Robot Xenogyte</p>	<p>Regeneration Mutagen Regeneration 1 Mutant Giant</p>

The Free Mutants continued...

Tech Cards

 <p>3 Die Challenge</p>	 <p>4 Die Challenge</p>
<p>Longbow MANPAD Anti-Air 7</p> <p>Infantry PBA Mutant Robot Xenogyte</p>	<p>Sentinel Suite Recce S4 R1</p> <p>Infantry PBA Mutant Robot Xenogyte</p>
 <p>5 Die Challenge</p>	 <p>6 Die Challenge</p>
<p>8 6</p> <p>M-1 Thunderbolt Collateral 30% 7 Atk</p> <p>6 1/1</p>	<p>Survival Skins Survival</p> <p>Mutant</p>
 <p>7 Die Challenge</p>	 <p>8 Die Challenge</p>
<p>Wyrding Module AT Field 3</p> <p>Mutant</p>	<p>7 7</p> <p>Longlance MRBM Hydrogen Bomb 10 15</p> <p>6 1/1</p>

