

THE WARENGINE

Core Rules 2.1

ABSTRACT

Version 2.1 of the WarEngine is the equivalent of the system as presented in Shock Force Second Edition published by DemonBlade Games in 1999 with Shock Force specific material removed (to the Shock Force section of this site) and errata corrected, but no new material.

Dark Tortoise Productions

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Introduction to The WarEngine

A WarEngine game is a fast and furious battle between opposing forces that blaze away in dramatic firefights and desperate close assaults, complete with heroic leaders, grizzled veterans of countless conflicts, and terrified rabble troops prepared to run at the first opportunity. You determine the strategic and tactical maneuvering of your force, guiding them to either glorious victory or bitter defeat.

Players using The WarEngine control figures representing individual combatants, either heroic characters or their soldiers, minions, and followers. Following the rules presented in this book, each player takes turns moving groups of his figures and declaring their attacks. How far the figures can move, how strong their attacks are, and how likely they are to survive other figures' attacks are determined beforehand by characteristics. Dice rolls made at the time of attacks add an element of chance and luck making it possible for the lowliest trooper to occasionally fell the greatest of heroes. Of course, the hero will almost certainly escape such inauspicious destruction, but that's why there are other heroes, right?

For those of you that care about that sort of thing, this game is designed with 28mm figures in mind, the sort that puts a typical human at a little bit more than an inch tall. Dark Tortoise Productions don't manufacture their own line of miniatures, but there are plenty of figure manufacturers out there so you should be able to put together the armies you want without too much trouble. The WarEngine is designed to be readily adapted to any genre so that the only barrier to infinite expansion of your games is your imagination. The dice we use in this game are always the normal six-sided kind. If you've never seen any type of dice other than the kind that comes in the typical game you buy at the toy store, don't worry about it. That's the kind we use.

We're not really going to get into fiddly details about time and ground scale, but for those of you that find such things important, each figure represents a single combatant and a typical human figure stands about six feet tall. Each turn in the game represents about ten to fifteen seconds of real time, although that's dependent on what you direct your force to do, rather than a hard and fast rule. The really important thing is that however long the game would have taken in real time, you've had the opportunity to have your force clash with your enemies and either roar with victory or slink away in defeat. With that basic explanation in mind, let's delve right into the rules and show you what you have to do to play WarEngine!

Setting Up the Game

Like any game, there are a few things you have to do before you play. You each need to pick out figures to represent your force. You need to lay out some scenery on a playing surface over which your forces will fight. Finally, you need to place your forces in their starting positions. With dice and a tape measure readily at hand, you're ready to go.

Your Force

How do you know what figures you and your opponent control? You could just each pick out a few figures that you think are particularly cool, making sure you each have roughly the same number, and go with that. The first couple of times you play, you probably ought to do just that to get used to the rules. Once you get the hang of it, though, you'll probably want some way of making sure you each have forces that are about even so you can tell which of you really did a better job of controlling your force. For that, we have a point system.

Each figure in your force is worth a number of points. The Force lists elsewhere in the wiki give each figure's basic cost in points. There's also a way to further customize your figures by adding tweaks. Tweaks are edges and flaws that adjust the cost up or down according to how good or bad an effect the tweak has on the figure's performance in the game. Each player picks out figures, adding up the point totals, until he has some set number of points. A decent sized conflict will have each player taking about 4000 points worth of figures, but the game can be played at most any size with anywhere from two to six players getting involved. An example of selecting a Force is given in the Force section so you can see how it's done.

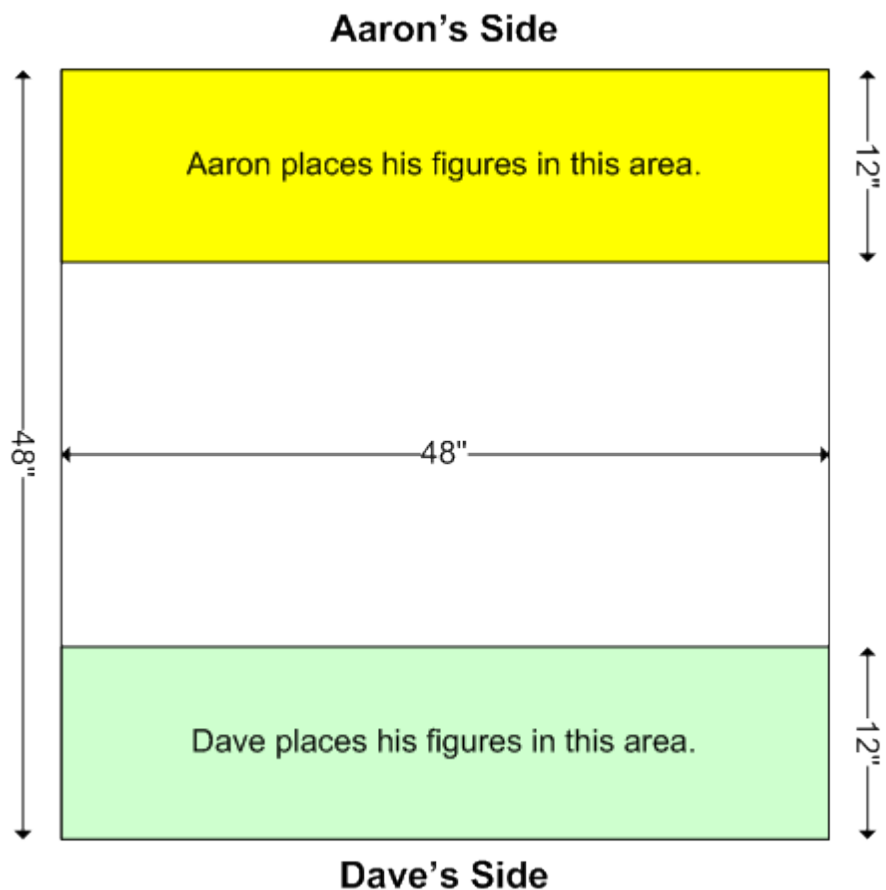
Setting the Stage

War games are different from board games in that there is no preset board on which you play, although for simplicity's sake we'll call it a board anyway. Instead, the players take a convenient flat place like a kitchen table, the floor, or whatever, and litter it with stuff to represent the scenery where the figures are fighting. You really need to use a space at least three feet in both directions so there's room to move your figures around. Bigger games will of course be better with more space, but you'll seldom need more than about six feet by four feet.

Veteran wargamers will have built model buildings and have all manner of scenery available, similar to that used by model railroad enthusiasts, but typically with more flat places so the figures have someplace to stand. If you're new to war games, simply use your imagination and do things like use books for buildings and hills, toy cars, wadded up sheets for glacial ice floes and that sort of thing. The key to a good game is to have lots of scenery so figures can hide behind stuff as they move forward, establishing good firing lines and covering the advance of their assault troopers that will flush out the enemy. Proper use of cover is critical to the survival of your troops, so if you're not sure whether to add one more building or clump of trees, go for it. Be creative!

Placing Your Force

Each player takes turns placing his figures on the board, the slowest figures being placed first. If you take a look at the chart in the WarEngine section, you'll see that the Movement characteristic for each figure is a multiple of three inches, the minimum being zero for figures that can't move (like bunkers or fixed weapons or gun turrets.) Movement is abbreviated like this: Mv 9". That means the figure can move nine inches each turn. All the figures with Mv 0" get placed first. Then all the figures with Mv 3" get placed. And so on, until all the figures have been placed. If both players have figures that move at a particular rate, they should roll a die and the one who rolls lowest has to place his figures first. Here's where we get our first example:



Example: Aaron has figures with Mv 6", Mv 9" and Mv 15". Dave has figures with Mv 9", Mv 12", and Mv 15". The slowest figures are Aaron's, with Mv 6". Aaron places those figures first. Since they both have figures with Mv 9", they each roll a die. Aaron rolls lower so he places all his Mv 9" figures, then Dave places all his Mv 9" figures. Aaron has no figures with Mv 12", so Dave places those next. Finally, they roll again to see who places their Mv 15" figures first, this time Dave rolls lower. So Dave places his Mv 15" figures, Aaron places his Mv 15" figures, and they're ready for Conflict!

In a typical game, players take opposite sides of the board as their starting location. Their figures may then be placed up to 12" from the edge of the board on their own side. For example, let's say Aaron and Dave are playing on a table that's four feet square. The diagram shows where they may each place their figures.

Playing the Game

Some Words We'll Use

Characters

Single figures that don't necessarily have to stick close to other figures are called characters. WillowFire the Wizard, 006 the Secret Agent and Garrulous Spleen the Space Marine Commander are great examples of a character. Characters can move independently of other figures without penalty.

Troopers

Some figures have to stick together as groups. Figures like this are called troopers. Particularly powerful troopers are called elites.

Unit

A unit is the basic grouping in WarEngine. Your force will usually be made up of many units. Units are most often a number of troopers that all move and attack at the same time. A character operating singly is also a unit. Sometimes, a character will join up with several troopers to help them attack or keep them from running away. While the character is leading the troopers, they are all considered a single unit. A single vehicle or monster is considered a unit. Sometimes a group of like vehicles/monsters can be activated at the same time using another vehicle/monster – this group would also be considered a unit.

Leader

Most units have a leader. To be a leader, the figure must have a Control Radius. Without a Control Radius no other figure in the unit would ever be close enough to be controlled.

For a figure to be considered controlled (more on this in the Check Control section below) they must be within the control radius of a leader. There is a very specific way to determine the leader of a unit. The figure in the unit with the highest Mental is the leader. If there is a tie, then the one of those with the highest Control Radius is the leader. If you still have a tie, then the one of those who was closest to the previous leader before that leader was destroyed becomes the leader. If there's still a tie, then you can pick whichever one of them you like. So to recap:

1. Highest Mental attribute
2. Highest Control Radius
3. Closest to Previous Leader When Destroyed
4. You Pick

The Game Turn (Short Version)

One full turn in WarEngine consists of four steps, followed in this order: Initiative, Conflict, Follow Up, Rout. Both players are involved in each step. By far the most involved step is the actual Conflict step. We'll go over the basics of each of these steps now so you understand what happens and when.

Initiative

This step is simply the step of deciding who goes first. Each player rolls a die and the highest roll gets to decide who goes first. Sometimes, if your figures are all right where you want them to be, you might have reason to make your opponent go first. If that's what makes sense, go for it.

Conflict

Conflict is the step when the players take turns activating units until both players have activated each unit in their force one time. Activating a unit simply means that you have the unit do all the moving and fighting it can do. As we said before, the Conflict step has other steps in it, but we'll come back to that after we explain Follow Up and Rout.

Follow Up

During the Conflict step, sometimes things happen that either don't take effect right away or are really nasty and affect their target more than once. For example, if a trooper uses his flamethrower to roast a mutant, he might burn to a crisp right away or he might light up and thrash around a bit before expiring. Or a soldier might toss a time bomb into a shack that won't explode on impact, but will tick for a moment before setting off. When something happens in the Conflict step that has some such timed effect, you check the results during the Follow Up step.

Rout

Rout is a shorter way of saying running away. In the Rout step, you check to see if any of your units are too scared and run off.

The Game Turn (Long Version)

Now, we'll cover the game turn in more detail so that you can refer back to the previous section to see exactly what happens when.

Initiative

To recap, initiative decides who goes first. Each player rolls a die and the highest roll gets to choose who goes first. In a game with more than two players, the highest roll gets to decide when he'll go. He need not go first, but can choose to go later in the activation order. Then, the second highest picks when he'll go, and so on until everyone has picked a spot in the activation order. This activation order is kept for the entire turn until you get back to the Initiative step on the next turn. As with any roll to see who goes first, in the case of a tie, simply roll again to resolve the tie.

Conflict

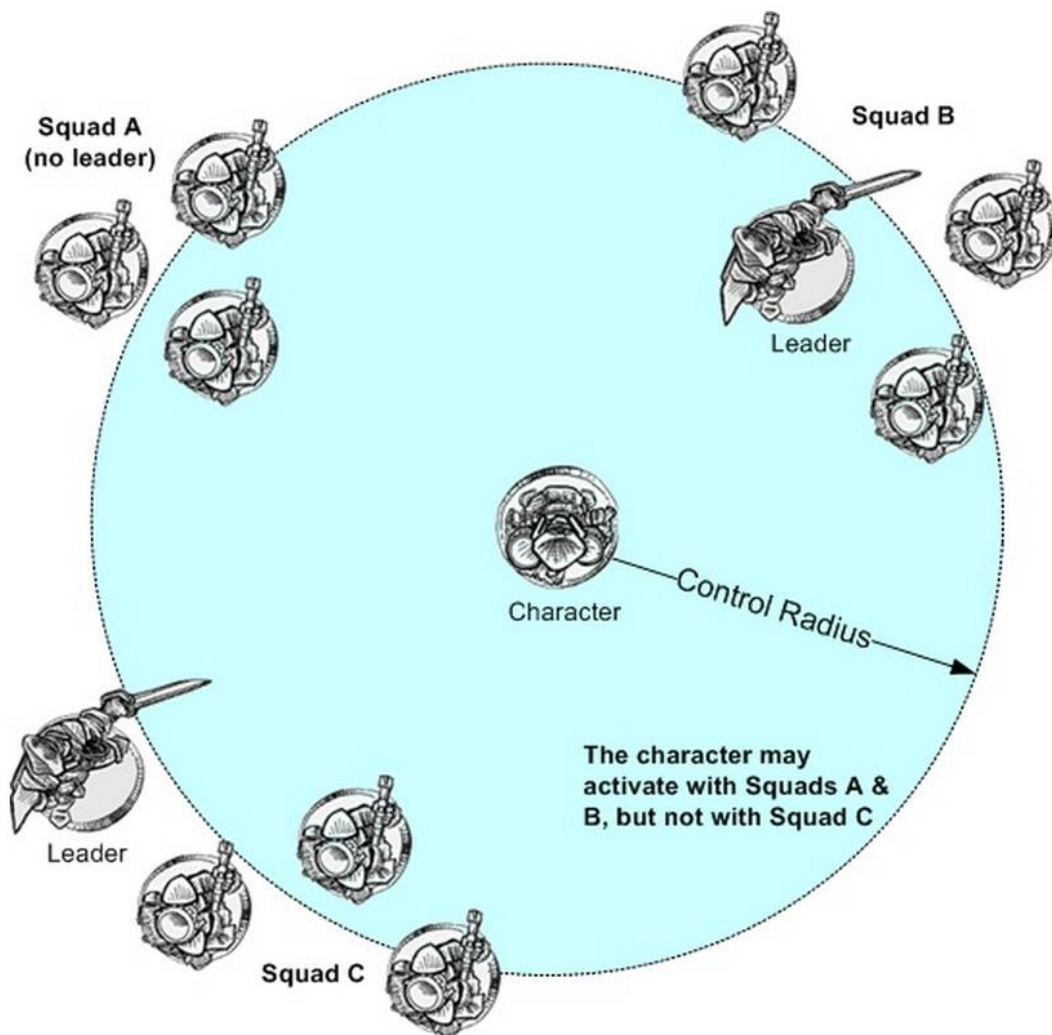
The Conflict is a big step. This is the step when most of the game is played. It is broken into several smaller phases that are handled repeatedly, unit by unit, until every unit on the board has had an activation. When it's your turn to activate a unit, you will first pick the unit you are going to activate. This can be any unit on your side that hasn't already activated this turn.

Remember that we defined a unit as either a;

- number of troopers that start the game as a single group,
- character acting alone,
- single vehicle or monster, or
- group of vehicles or monsters that are acting as a single group.

There is one other special case: when a character activates with a unit of troopers as a single unit. If you have a character that hasn't activated, and a unit of troopers that hasn't activated, and the leader of the troopers is within the control radius of the character, you can activate them together as a single unit. They are then considered a single unit until the next time you want to activate the character, the unit, or the two of them together on the next turn. If the unit has no leader left on the board, the character only needs to have any single figure in the unit within his control radius.

This diagram demonstrates how that works.



Once you've picked the unit, you follow these steps for the unit, all of which will be explained in further detail below: Remove Reserve, Check Control, Perform Actions, Check Control, Deactivate.

Remove Reserve

As will be explained below, when a figure is done with his actions, he can put one of his unused weapons on reserve. This is shown on the board by placing a reserve marker next to the figure. In the Remove Reserve phase, any reserve markers that haven't been used, are removed.

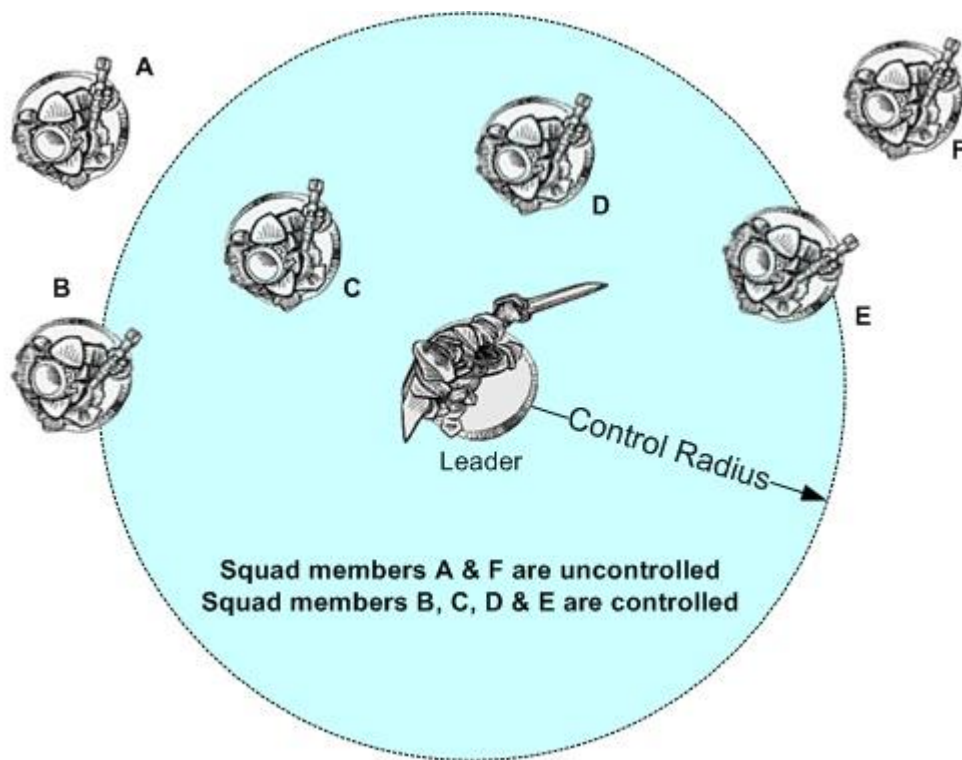
In the very first turn of the game, none of your figures will have reserve markers on them, but as you progress you will start to use them.

Removing reserve markers is the first thing you do when you activate a unit. It means that any unused weapon attacks you reserved in the unit's last activation have been lost, and all weapons are now available for the unit's current activation. Removing reserve markers is just a way of making sure that no figure can use the same weapon attack more than once from one activation to the next. In other words, you can't 'save' an attack during this activation and use it in the next activation.

Check Control

Figures have a characteristic called Control Radius (CR). Troopers don't usually have one unless the figure is a unit leader or you have figures that have a very strict pecking order.

Characters usually do have a Control Radius. This is a characteristic that shows how far away another figure can be and still be controlled. During this phase, you measure from the leader to each other figure in the unit and see if they are within the Control Radius of the leader. Figures that are not in the Control Radius are considered to be uncontrolled until the next time you check control. Uncontrolled figures aren't as good at what they normally do. To reflect this, any time you roll dice for an uncontrolled figure, treat every six rolled as a five. So, if an uncontrolled figure rolls three dice to attack an enemy figure and rolls a 6, a 4 and a 2, the roll is added up as 11 instead of 12. This can make all the difference between destroying your enemy or not! Here's diagram to demonstrate how you check this:



Characters acting alone, and all monsters and vehicles, never need to check control and are always considered controlled.

Perform Actions

One at a time, you perform all the actions for each figure in the unit. There are a few basic actions the figure can take: Move, Attack, and Reserve Attack. Each of these is explained below in more detail. You can take as many actions with that figure as you like in any order (except Reserve Attack, which always ends the figure's turn) until you are unable to perform any more actions. For example, if your figure has 9" of movement and three weapons, you could move 2", attack with one weapon, move 4", attack with another weapon, move 3", and reserve the attack of the third weapon. You need never use all your movement or all of your attacks for a figure. Sometimes, the best thing to do is simply to reserve an attack and do nothing else.

Move

To move a figure, tell your opponent where you are moving and measure the distance from where you are to where you are going. You can move the figure a number of inches up to the Movement characteristic every turn. You may move several shorter distances, stopping to perform other actions as desired as long as the total movement per turn for the figure does not exceed the total movement allowed for the figure.

If you are moving your figure in several stages, it can be difficult to keep track of how much movement allowance you have used and how much you have left. To make it easier, you must consider any 'part inches' moved on the table to count as a whole inch deducted from the movement allowance. For example, Let's imagine I have a figure with a movement allowance of

9". I move the figure 4.25" inches in order to make an attack. I must count this as using 5" of the figure's movement allowance. I've only moved 4.25" inches on the table, but I've used 5" of the figure's MV value. The figure only has 4" left to move during this activation.

If you are moving your figure in such a way that along the path of the movement one of your opponent's figures can 'see' your figure, your opponent may require you to pause before your movement is complete while he attacks your figure with reserved attacks. For one figure to 'see' another, it must have what we call 'line of sight' to the target figure. This is explained more completely below.

By the way, don't worry about which way the figure is facing during a game. Facing doesn't affect a figure's ability to make attacks. Just because a model is cast into a particular pose doesn't mean you have to think about it being like a statue. We like to imagine that each figure is capable of looking around and turning to respond to threats as they arise. It's OK for a figure to shoot at an enemy that is 'behind' them.

There are also two 'special' moves that you need to be aware of:

Fast Moves

A figure can increase its movement allowance by one third, provided it does not

- Make any attacks
- Reserve any attacks
- End its move within 6" of an enemy figure.

Use this wisely! You can cover a lot of ground with Fast Moves, but your men may end up exposed to enemy attacks.

Charging

A figure can increase its movement allowance by one third in order to enter Close Combat with the enemy. Close Combat attacks that are initiated by a Charge get a bonus for the first attack (+1k0 when attacking vehicles and monsters, and +1k1 when attacking other troop types). Only a single bonus can be added to massed CC attacks. If the defender survives the initial charge attack, the bonus is lost on the next round of CC.

Line of Sight

Line of sight is very important in making attacks. A figure has line of sight to another figure if the figure sighting is able to see the other figure. You check this by leaning down and looking past your figure at the target figure. If you can see any significant amount of the target figure, you have line of sight. There is a certain amount of judgement call in this. Many figures are sculpted so that a weapon is raised over the figure's head or the figure is in a particularly flamboyant or heroic pose. In reality, the person would be crouching behind cover and staying out of sight whenever possible.

Generally speaking, if you can see the figure's torso (in the case of a more-or-less human figure) the model is visible. Intervening terrain, like woods, buildings, walls, fences and so on, will block line of sight or provide defensive cover (explained further below). We'll assume that your troops are not stupid enough to shoot each other in the back, so friendly figures (which aren't vehicles or

monsters) don't block Line of Sight to enemy figures. Friendly vehicles and monster do block Line of Sight.

Cover

Cover is what we call all the "stuff" between a figure that is being attacked and the figure doing the attacking. There are four levels of cover: No cover, light cover, heavy cover, and entrenching cover.

No cover

No cover is exactly that – if nothing significant is available for a figure to hide behind, the figure has no cover.

Light cover

Light cover is considered to be either softer objects like bushes, trees, chain-link or wooden fences and so on, or heavy cover that obscures less than half the figure from its attacker.

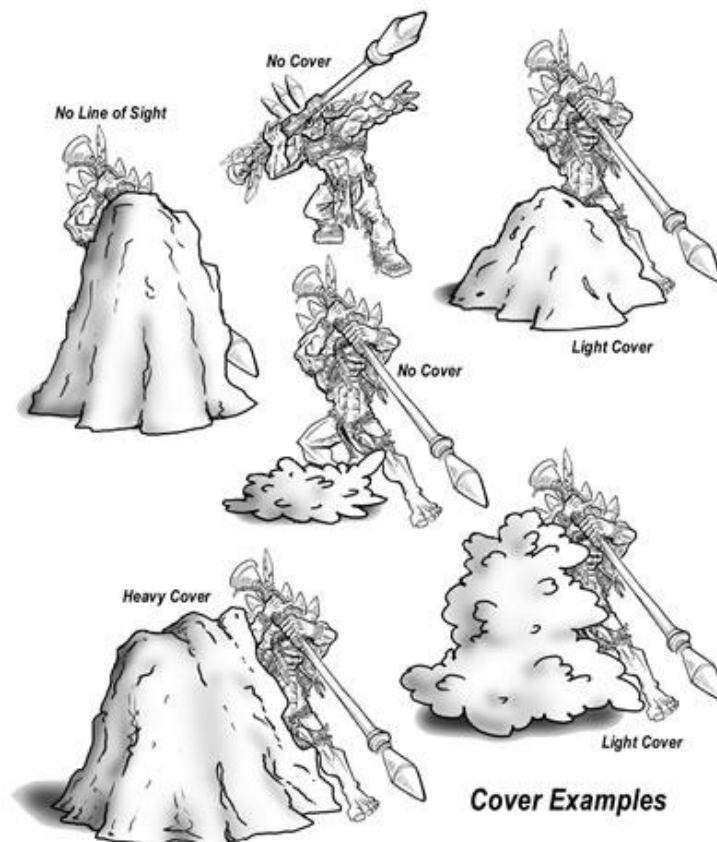
Heavy cover

Heavy cover is more solid objects, like a stone wall, rubble, cars and other similar objects.

Entrenching cover

Entrenching cover is heavy cover that is a prepared defensive position, like a foxhole, a trench, or something similar.

Cover is critical to the survival of your figures because the defensive bonuses for being in cover are substantial. Before the game begins, you and your opponent should make sure you both understand which features of the board are what types of cover. The diagram below should help you understand how to interpret cover bonuses.



Attack

A figure may use any of its attacks at any appropriate point during its turn. Close Combat attacks are attacks with weapons that have no Range value. Ranged attacks are attacks that do have a Range value. Attacking with either kind of weapon is very similar, although there are some slight differences in certain modifiers that may affect the success of the attack.

To make a close combat attack requires that you have moved your figure such that the bases of the figures are touching, what we call "base-to-base contact."

To make a ranged attack, your figure must have line of sight to the target and be within range of the target. To determine if your figure is within range of your target, measure the distance from your figure to the target figure. If the number of inches is less than or equal to the Range value of your weapon, you are within range. You may not make ranged attacks if you are in base-to-base contact with an enemy figure.

You may target any unit within range and line of sight.

You must (where possible) target the closest figure in the unit. If there is a tie for the closest figure, the Attacker can choose which one to aim for. If you don't have Line of Sight on the closest figure, or the closest figures are in cover, while the rest of the target unit are out in the open, it's OK to target the closest figure that is in the open.

Assuming your figure is within range (or in base-to-base contact for close combat attacks) and that you have line of sight to your target, you look up your weapon's Attack Value, adjust the number of dice according to the chart below and roll the dice. Your opponent looks up his figure's Defense Value, adjusts the number of dice according to the other chart below, and rolls his dice.

Comparing the two numbers, if your attack roll is higher than your opponent's defense roll, the target figure is considered destroyed (unless the figure has Hero Points, a case we explain right after the charts) and is removed from the board. You may want to leave it on the board laid on its side where it was killed, as some Special Powers can affect killed figures. It can be fun to see the slain figures strewn before your victorious force, too! If your attack roll is less than or equal to your opponent's defense roll, the target figure is considered unharmed and is left on the board.

Attack Adjustments Chart		
Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement.
+1k1	Massed Attack	Added for each figure using a reserve marker to assist in an attack. (see text for full explanation)

Defense Adjustments Chart		
Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement. Did Not Move may not be combined with Heavy Cover.
+1k1	Light Cover	The figure is behind light cover, such as trees or hedges.
+2k2	Heavy Cover	The figure is behind heavy cover, such as brick walls or boulders. Heavy Cover may not be combined with Did Not Move.
+2k2	Entrenching Cover	The figure is in entrenching cover, such as foxholes, trenches, or prepared fortifications.
1s to 2s	Type M Figure	Medium vehicles and monsters treat all 1s rolled as 2s
1s, 2s to 3s	Type H Figure	Heavy vehicles and monsters treat all 1s and 2s rolled as 3s

Although it is also discussed in the Builder section where we tell you how to build your own troops, it's worth explaining now the difference between rolled and kept dice. Many attributes like Attack Value and Defense use values like 2k2 or 4k3. The 'k' stands for 'keep.' You roll the number of dice before the 'k', but keep only the number of dice after the 'k,' usually the higher ones. For example, if you have a Defense of 4k3 and roll four dice getting 6, 4, 3, and 1, you would keep the three best for a score of 13. Adjustments from the charts refer to values like +1k1 or -0k1. This means you add or subtract from the rolled or kept dice as appropriate. So if you have a Defense of 4k3 and are in light cover, a +1k1 bonus, you would actually use 5k4, rolling five dice and keeping the best four. While the adjustments may very well have you roll more than five dice, no matter how many you roll, the number of kept dice is never more than five.

Figures with Hero Points

Some figures are tougher, nastier, and more effective in combat than usual. Some can take hits that would outright kill another man and keep going. This is represented by Hero Points. As you will see in the Builder section, any figure can have Hero Points, although troopers will typically have less than characters, if any at all. Hero Points cost four points apiece when you buy them for your army, and besides the limit per figure, there is also a limit as to how many a force can have. This is because Hero Points make a figure significantly more survivable.

When a figure with Hero Points attacks or is attacked, you still roll the dice the same as you would in any other attack. The only difference is that the figure may use Hero Points to adjust his attack or defense roll upward in order to either survive an attack that would have killed him or take out an opponent that would have survived. The attacker applies Hero Points to his attack roll before the defender applies Hero Points to his defense roll, although both attacker and defender roll their dice before adding any Hero Points. Normally, this means the attacker can choose to increase his attack roll to higher than the defender is capable of increasing the defense roll, guaranteeing a kill.

Example: Lt. Wright (Df 4k4) is shot at by a Green Alien Warrior armed with an Earthshaker Cannon (AV 5k4). Lt. Wright rolls 6, 4, 2 and 1. Since he keeps all four dice, his total is 13. The Alien Warrior rolls 6, 6, 5, 3, and 2. He keeps four of these dice, so his total is 20. If Lt. Wright was any normal person, he'd be blown to pieces, but as a more heroic individual he has 10 Hero Points. The attack roll of 20 minus the defense roll of 13 leaves a discrepancy of seven, so Lt. Wright uses 7 Hero Points to increase his defense roll to 20 and survives, leaving him with 3 Hero Points for future conflict.

Another Example: Lt. Wright (Df 4k4, 3 Hero Points remaining) is attacked later in the game by Commander Di'Git (8 Hero Points,) a heroic Alien armed with an Assault Blade (AV 4k4.) Di'Git rolls a 13 on attack, and Lt. Wright rolls a 15. Di'Git chooses to enhance his attack by using 6 Hero Points, bringing his attack roll to 19. Since Lt. Wright has only 3 Hero Points left, he can only increase his defense roll to 18, which is still not enough to survive. Lt. Wright dies a horrible death at the hands of Di'Git, who still has 2 Hero Points remaining to use in future combats.

Area Effect Weapons

Generally, Area Effect weapons have a primary target and one, two or three secondary targets depending on whether it is a 2x, 3x, or 4x weapon. When attacking with an Area Effect weapon, the attacker selects an appropriate primary target. Secondary targets are selected according to the Area Effect characteristic (2x, 3x or 4x) and the Area Effect Type (CC, EX, BU or LI).

Once the targets are determined, the attacker rolls his attack dice as normal. Then each defender rolls his defense dice separately, all comparing their defense roll to the single attack roll.

Example: Dogboy gets the opportunity to use his plasma gun (AV3k3, AE 3x Ex) on a bunch of menacing Thugs (Df 2k2) in a dark alleyway. He targets the closest one in the group as required when shooting at a unit. This is his primary target. The other two are both within three inches of the first thug (necessary for an EX effect weapon), so they both become his secondary targets. Dogboy rolls a 9, kind of a weak roll for three dice. The Thugs roll 4, 7, and 11 as their defense rolls. The first two are killed, but the third survives.

If an Area Effect weapon has a primary target and no appropriate secondary targets, or less secondary targets than its usual maximum, the additional effect is lost. You may not apply the Area Effect multiple times to the same target. Except for Close Combat area effect, Area Effect weapons will affect as many targets as allowed. You may not, for example, fire an Explosive area effect weapon at an enemy figure and choose not to affect the friendly figure standing right next to him if the friendly figure is an applicable secondary target.

Close Combat Area Effect

Only close combat weapons, that is, weapons without a Range characteristic, can take the Close Combat area effect type.

- The attacker can target multiple figures in base-to-base contact with him. (So for a 3x weapon the attacker can designate a primary target plus 2 other figures that are also in base-to-base contact).
- The attacker may choose to affect less than the maximum number allowed by the Area Effect Characteristic, so he doesn't have to target any friendly figures that are in base-to-base contact.

Explosive Area Effect

Explosive weapons only affect figures within a 3-inch blast radius of the target. Both close combat and ranged weapons can take the Explosive area effect type. For close combat weapons, this means that the effect is centered on the attacker.

- Explosive area effect weapons may not choose to affect less than the maximum number of targets, even if this means that a friendly figure will also get hit. (Explosions are impossible to control once they are set off).
- The primary target is the closest figure to the attacker for Ranged EX weapons or the attacker himself for close combat EX weapons, such as a suicide bomb.
- The secondary targets are the next closest figure or figures to the primary target, up to a maximum of three inches away as long as the primary target has line of sight to the potential secondary target. For example, a 2x Ex weapon can only affect a maximum of two figures, the primary target and one secondary target. If there are a number of figures within the 3-inch radius surrounding the primary target, the secondary target will be the closest figure and the other figures will be unaffected. If you can't work out which figure is closest to the primary target, use a die roll to randomly determine which of the tied figures becomes the secondary target.
- Secondary targets not within line of sight of the attacker are treated as being in Heavy Cover for purposes of Defense Adjustments.

Example: *The ever-popular Dogboy shoots off another round of plasma balls (AE 3x Ex) at another Thug. Within three inches of the primary target, there's another Thug, but since they were advancing around opposite sides of an eight-foot-tall metal crate, they can't actually see each other. Since the primary target can't see the other Thug, the second Thug cannot be selected as a secondary target. However, if a third Thug was behind the crate in view of the primary target but*

not visible to Dogboy, he would still be a valid secondary target, but would get the Heavy Cover Defense Adjustment.

Burst Fire Area Effect

Burst Fire weapons are only available to ranged weapons and can only affect figures within a 3-inch radius of the target. Burst Fire weapons cause area effect damage by putting lots of ammo into the air all at once - enough to hit multiple targets if they are close enough to one another.

- Burst Fire weapons may not choose to affect less than the maximum number of targets, so friendly figures can be potential secondary targets.
- The primary target is the closest figure to the attacker.

The secondary targets are the next closest figure or figures to the primary target, up to a maximum of three inches away as long as the attacker has line of sight to the potential secondary target.

Example: *Frustrated by his inability to burn the Thugs with his plasma gun, Dogboy hauls out his newly discovered Mark IX Plasma Cannon that fires bursts of superheated plasma chunks (AE 3x Bu) and blazes away at the Thugs. The two Thugs on opposite sides of the metal crate are both visible to Dogboy and within three inches of each other, so one becomes the primary target, the other becomes the secondary target, and both are torn apart by the fury of his shots. The lurking third Thug that Dogboy can't see behind the crate is ineligible as a secondary target even though the other Thugs could see him and he was within three inches.*

Linear Area Effect

This type is also only available to ranged weapons. Linear weapons fire in a straight line, destroying all targets in the way until depleting their energy in multiple targets or reaching the limits of their range.

- Pick the primary target as normal.
- Secondary targets are the figures behind the primary target up to the maximum range of the weapon.
- Intervening terrain that would normally block line of sight to the secondary targets halts the linear shot, preventing any further secondary targets.
- Vehicles and monsters also will prevent the shot from affecting any further secondary targets.

Example: *(Dogboy is very tired now, let's leave him alone....) Spike is carrying a Magneto-hurler (R 30" AE 4x Li) that propels two-foot-long, titanium-sheathed spikes through anything that gets in its way. In a very narrow corridor, a band of the seemingly endless supply of Thugs willing to throw their lives away attacking well-armed opponents rushes forward. Thinking back to what they witnessed with Dogboy, they have cleverly arranged themselves so there's at least four inches between each of them. Unfortunately for the hapless Thugs, Spike's Magneto-hurler is a Linear area effect weapon. He shoots the first Thug in the corridor. This is his primary target. The spike pierces the first Thug and*

slings down the corridor punching holes in the next three as well. Hearing a noise behind him, Spike whirls and sees a Thugnaught clomping down another corridor at him, huge pincers clicking menacingly. Behind the Thugnaught (incidentally a Heavy Vehicle) are more Thugs urging it forward. Spike fires at the Thugnaught, but because it is a vehicle, the Thugs behind it may not be selected as secondary targets, so the Area Effect of his weapon is wasted on the shot.

Massed Attacks

The Attack Adjustment chart shows bonuses for massed attacks, but requires a bit of extra explanation. A massed attack is when multiple figures team up to make a stronger attack than they could normally make. One figure is determined to be the primary attacker and the basic attack roll is based on that figure's attack. The secondary attackers are friendly models in the same unit that have available reserved attacks. It's worth repeating that all the attackers must be in the same unit. A character leading a unit of troopers may therefore participate in the massed attack as long as he activated with them in their last activation. All attackers involved in one massed attack must be attacking with the same type of weapon - either all ranged weapons or all close combat weapons. So a figure with a hatchet could help a figure with a sword attack, but a figure with a rifle could not.

The primary attacker makes his attack as normal, receiving all of the regular attack bonuses (Did Not Move, etc.), but for every secondary attacker assisting he gets an extra +1k1 on the attack roll. However, the most dice that can be kept is twice the number the attacker would normally get, or five dice if the attacker could already keep three or more.

Example: *A unit of three Street Gangers (AV 2k2) and a Gang Leader (AV 3k2) are a few inches away from Mafia Enforcer Vertucci (Df 5k4) and want to have at least some chance of taking him out. The first Ganger moves into base-to-base contact with Vertucci, but reserves his attack. Next, the second and third Gangers do the same. Then, the Gang Leader moves into base-to-base contact with Vertucci (yes, it's kind of crowded now) and attacks. The other three Gangers use their reserved attacks to assist. The Gang Leader would roll $3k2 + 1k1 + 1k1 + 1k0 = 6k4$ for the attack. The first two Gangers each contribute +1k1, the third only contributes +1k0 because the Gang Leader may only double his number of kept dice.*

Another Example: *Four Juve Gangers with shotguns (AV 3k3) and an Juve Leader with a club (AV 2k2) have their attacks reserved when our friend Vertucci (Df 5k5) comes racing around the corner. One of the Gangers uses his reserved shotgun to shoot at Vertucci. The other three Gangers with shotguns assist by firing, too. The Juve Leader can't help because his reserved attack is a close combat attack, not a ranged attack, although he presumably is yelling something like, "Get 'em, boys!" and pointing. The Juve Gangers will get a single attack of $3k3 + 1k1 + 1k1 + 1k0 = 6k5$. This time, the last Ganger only provides a +1k0 bonus because the attack may never keep more than five dice.*

Firing into Close Combat

Sometimes it may be a great idea to shoot at two figures engaged in close combat, like when they are both enemies or if you don't really care whether you kill your own man or not. It is perfectly acceptable to shoot at figures in close combat with one another. If you do, roll a single attack roll. The attack affects a number of figures in the combat up to the number of kept dice in the attack roll. If less dice are kept than there are figures in the combat, randomly determine which figures are affected. All affected figures roll their defense as normal. Figures in close combat may not benefit from the "Did Not Move" defense adjustment.

Leaving Close Combat

There is a special out-of-sequence time that figures may attack enemy figures. If you want to move your figure out of base-to-base contact with an enemy figure, you are allowed to do so as part of a Move action. However, the enemy figure will get to immediately use any and all of its close combat attacks on your figure. These are extra attacks – the enemy figure does not lose any of its attacks when it subsequently activates. If your figure survives these attacks, it may move away normally. If you are in combat with multiple opponents, they may not use a massed attack, but rather must use their attacks individually.

Reserve Attack

A reserved attack is an attack you have chosen to hold in case a better opportunity to use the attack presents itself between the time you reserve the attack and the next time the figure activates. A Trooper waiting with a rifle, watching for something to move, or a Thug with a blackjack lurking behind a corner ready to whack the next guy to peek around are both examples of a reserved attack.

A Reserve Attack action, if taken, must always be the last action a figure takes. If the figure has not used all of its weapons that turn, you may choose any one unused weapon to reserve. Place a marker of some sort next to the figure to show that it has a reserved attack and tell your opponent which weapon it is reserving. When this reserved attack is later used, the marker is removed.

To use the reserved attack, you simply interrupt whatever your opponent is doing and make the attack. If your opponent is attacking your figure and your figure has a reserved attack, you may use your reserved attack, but your attack is simultaneous with your opponent's. You have to announce the reserved attack before your opponent's attack is resolved – you can't decide to use your reserved attack just because the other guy killed you! Two such simultaneous attacks could very well result in both figures being destroyed.

There are some limitations on when you may use a reserved attack. You may only use a reserved attack under two circumstances: When you wish to use the reserved attack against the currently active enemy unit, or during your own activation of the figure's own unit. The first of these is a little simpler. Your opponent is moving and attacking with a unit. If your figure has line of sight and has an attack on reserve with enough range, you may attack that unit. You may not use reserve fire to attack some other unit at that time.

The second circumstance is used when it is still your own unit's activation. You can move a figure up and put it on reserve, move and attack with another figure or figures in the same unit, then use the first figure's reserve fire. The most common reason for this would be in preparation for a Massed Fire attack, but other reasons (like "Oops, I wanted to attack with this guy first!") may present themselves.

Reserving Close Combat attacks is identical to reserving Ranged attacks with the exception of Lunging. This is a free move available to certain figures under certain conditions. The lunge movement is not deducted from a figure's regular movement allowance.

If a figure has placed a CC weapon on reserve, and an enemy figure attempts to pass by him without coming into base-to-base contact, the figure may lunge 1 inch for every 9 inches of his movement allowance. So if a figure has a movement allowance of 18" it could lunge a maximum of 2" to take it into contact with an enemy figure. This means that figures with a movement allowance of less than 9" cannot lunge.

Example: *Arizona Smith (MV 9") is in the catacombs of Castle Albion searching for the sword Excalibur. He has already seen off two Nazi agents with his revolver and has now put his Bullwhip (CC weapon, Very long, Entangling) on reserve. Another agent, Werner, attempts to slip past Arizona and down the passageway in order to find the sword first. Arizona lunges 1" and attacks with his bullwhip (Very long weapons can attack up to 2" away). If he doesn't kill Werner immediately, he will entangle him. He'll probably shoot Werner during his next activation.*

Check Control

After all figures in the unit have finished performing their actions, you check for control again exactly as before. Any uncontrolled figures will treat any sixes rolled on their behalf as fives until the next time control is checked. Since figures rarely move closer to their leader when inactive, the next control check will be on the next turn when the unit activates and uncontrolled models will probably still be uncontrolled. Because of this, you will likely want to have your figures end their turn within the leader's control radius whenever possible.

Remember, Characters acting alone, and all Monsters and Vehicles, are always considered controlled.

Deactivate

This is pretty simple. Tell your opponent that you are done with that unit. It is then your opponent's turn to activate a unit.

Follow Up

Once all units have been activated once, the Conflict step is complete and the game progresses to the Follow Up step. To recap, the Follow Up step is when any kind of timed or continued effect takes place: Figures set on fire continue to burn, thrown grenades go off, regenerating characters gain back Hero Points, and so on. Most things that happen in the Follow Up step have little to do with your opponent.

If there are any effects where order matters, use the same initiative order you determined in the Initiative step. Resolve the events, alternating just as you did with your units during the Conflict step.

You may not use reserve attacks during the Follow Up or Rout steps.

Rout

The last thing that is done each turn is to check for Rout. A unit is never required to test for Rout more than once per turn. A unit is subject to a Rout test under either of the following circumstances:

1. The unit has had half or more of its figures destroyed since the beginning of the game and lost at least one figure this turn, or
2. The unit has lost its leader this turn and there is no leader to replace it. See the section above about Leaders if you need to recall what's required for a figure to be a leader.
3. Any unit with only one figure left where the remaining figure is either a trooper or an elite will rout automatically, regardless of its Mental attribute.

To perform a Rout test, roll the dice equal to the Mental attribute of the leader. If the roll is a 9 or less, the unit routs and is removed from the board. If the roll is a 10 or more, the unit is not frightened enough to run away and it remains in play without further effect.

A special case may arise where a Rout test is taken and the total is 10 or more for controlled figures and 9 or less for uncontrolled figures (because the sixes rolled counted as fives for those figures.) In that case, the uncontrolled figures will rout and are removed from the board while the controlled figures do not rout and remain in play. Characters acting alone, and all Monsters and Vehicles are considered to be units in their own right. They are never subject to Rout tests due to casualties or loss of leaders (though they may be subject to Rout tests due to Special Powers.)

Victory

The most straightforward way to tell if you've won the game is that you've destroyed all your opponent's figures. This kind of "last-man-standing" game is probably the most common. Much more satisfying, however, is to set up a scenario of some kind where victory is not dependent on complete destruction of the opposing force. For example, possession of a particular piece of scenery for two full turns makes for a fine scenario.

Alternatively, try this victory point system. Check the number of points on each side at the end of each turn, and if one player has passed the target total, he wins. It's a tie if both players pass the target total. In addition, it has been designed for games with between 750 and 1250 Points of Renown and between 2500 and 4000 Points of Force.

Each player totals the point value of their opponent's casualties whether by kill or rout. In addition, each player receives 100 points for each enemy unit destroyed or routed. Therefore, an enemy special is worth its actual point value plus 100 points, while an enemy squad of five troopers is worth its total point value plus 100 points. Figures purchased with Points of Renown are always considered individual units, even if the figure was used in conjunction with another unit for the entire game. Finally, each player receives 250 points for each game objective he achieves. You can choose game objectives at the start of the game.

You can make up your own objectives for each game, but these might include:

- Specific terrain items each player has to fight over. These could be hilltops, buildings, a bridge, a copse of trees, and so on. You are considered to be in control of a piece of terrain if only your figures are on (or are surrounding) the piece of scenery.
- Specific enemy figures you have to kill/destroy. You can achieve this objective by having one of your figures killing the enemy figure in combat.
- Table quarters each player has to control. Possession of a table quarter is accomplished by having at least 250 more points of figures in the table quarter at the end of the game than your opponent.

Every player receives a minimum of 250 points for playing at all. If one player scores more than 250 points more than his opponent, he wins. If the totals are within 250 points of each other, the game is considered a draw.

Of course, you can create your own scenarios that have specific victory conditions, and are encouraged to add them to this site to share with others.

Troop Builder V2.1

Overview

Before we get into how to create an entire force, we need to know how to build just one figure. The charts shown below take you step by step through this process. The Force Builder v2.1 describes how to assemble those figures into a cohesive force using standard rules that will produce a competitive game.

Part of the fun of WarEngine games is the ability to build characteristics for any figure you might have and want to use in a game, but it can be a fair amount of work. If you'd prefer to jump right in with forces that have been defined already, try the yahoo group.

If you want just the charts, see the Troop Builder Charts v2.1 at the end of this section

Personal Points

To get started, we need to know what kind of figure we'll be building, whether it's a lowly trooper figure or a mighty, heroic character. That decision determines the figure's basic point value and how many tweaks the figure can include for customizing its abilities. How tweaks are used is explained further under the section on tweaks.

Here is the chart giving the options for a figure's type. Make a note of your selection and write down the number of points for the figure and the number of points' worth of Tweaks that the model may take. This will make a difference during game play.

Figure Type Table (T)				
Code	Points	Description	Max Tweak Points	Max Hero Points ¹
T	2	Trooper	15	4
E	4	Elite	25	6
C	8	Character	60	12
L	10	Light Vehicle/Monster	15	4
M	20	Medium Vehicle/Monster	25	8
H	40	Heavy Vehicle/Monster	50	12
¹ Hero points cost 4 points each and are limited to 1 per full 150 points (both Force and Renown) in the force				

Movement Table (Mv)		
Mv	Points	Notes
0"	0	
3"	2	
6"	4	
9"	6	
12"	8	Max for Type: T
15"	12	
18"	16	Max for Type: E,C,H
21"	20	Max for Type: M
24"	24	Max for Type: L

The remaining characteristics are summarized in the charts below. After you select the figure's type, it's time to determine how fast the figure moves. It can move as little as 0" per turn or as fast as 24".

Different figure types have different maximum Movement values, so this may limit your choices. Select your movement rate and write down this

information.

After movement, the next characteristic is the figure's Defense. This will determine how well the figure can survive any number of different types of attack. You select the appropriate Defense value from the chart. Write down your selection and the cost in points to take that Defense value. As with Movement there are limitations on Defense based on the figure type you select.

Defense Table (Df)		
Df	Points	Notes
1k1	0	
2k1	4	
2k2	8	
3k2	12	Max for Type: T
3k3	16	
4k3	20	Max for Type: E
4k4	24	
5k4	28	Max for Type: C,L
5k5	32	Max for Type: M
6k5	36	Max for Type: H

Mental Table (Mn)		
Mn	Points	Notes
2k2	0	
3k2	2	
3k3	4	
4k3	6	Max for Type: T
4k4	8	
5k4	12	Max for Type: E
5k5	16	
6k5	20	
A	24	Max for Type: C,L,M,H (Automatic)

Following Defense, you will select the figure's Mental value. Mental is primarily used in Rout tests, but is also used when defending from certain Powers, like Mind Control, or any other effect that depends on inner willpower for defense.

In addition to Mental, you now also select a Control Radius if appropriate. Figures with a Control Radius can act as leaders of a unit. For

basic troopers, you probably won't take a Control Radius, as they aren't really fit to lead, anyway. On the other hand, a unit where every figure has a Control Radius will never end up leaderless. It's also equally possible that a powerful character is unwilling or unable to lead others and will therefore take no Control Radius. How many times have we heard a hero from some movie say, "I work alone." As before, write down the values selected and the points required from the two charts.

Having chosen all of the personal characteristics for the figure, the last step to complete the Personal Points part of the figure is to determine what Tweaks, if any you choose to apply.

Control Radius (CR)		
CR	Points	Notes
0"	0	
4"	2	
5"	4	
6"	6	Max for Type: T
7"	8	
8"	10	Max for Type: E
9"	12	
10"	14	Max for Type: C,L,M,H

Personal Tweaks

Each figure, based on its type, has a number of points it may spend on tweaks. Tweaks are adjustments to the figure's abilities that customize how it performs on the battlefield.

Tweaks that help the figure are called "Edges" and make the figure cost more points. Tweaks that hinder the figure are called "Flaws" and bring the point cost down. The tweaks value listed on the Figure Type Table tells you how many points of edges and flaws you can take for each figure. This includes any personal tweaks on the list below plus any weapon tweaks you may take when building the figure's weapons. There are also unit tweaks, but these apply to the unit as a whole and are not factored into the figure's maximum number of tweaks allowed.

A flaw worth -5 points reduces the figure's cost by five points and counts as five points' worth of tweaks. An edge worth +3 points increases the cost of the figure by three points and counts as three points' worth of tweaks. If a figure has both of these, it will have a total cost of two points less than it regularly would and will have used a total of eight points of tweaks.

If you are finding any of this confusing, you can always take a look at the Figure Builder Example, where we go step by step through the entire process and build a new character.

For a complete list of Personal Tweaks that apply to all settings and factions, reference the WarEngine Personal Tweaks section. In addition, settings, factions, or even individual characters or units can have tweaks specific or unique to them. Where that's the case, these tweaks will be noted in the article itself.

Hero Points

After all tweaks have been selected and written down, there is one more characteristic to calculate. This is the Hero Points that the figure uses to survive hideous amounts of damage that would kill a normal man outright. How you use Hero Points is explained in "Figures with Hero Points" in the core rules. Go back and review that section now if you feel you need a refresher. Hero Points cost four points apiece, and each troop type is limited in the number they may take. So a character with 8 Hero Points will cost 32 points more than usual. Remember that there are limitations on the overall force as to how many Hero Points may be taken, as described in the Force Builder v2.1. It's impossible to have every figure have the maximum number of Hero Points. In fact, it is unlikely more than a few will have any at all.

Arming Them

Weapon Slots

Now that the figure's Personal Points have been worked out, you can add weapons. Each type of figure has a certain number of weapon slots, found on this chart. The first weapon slot may only be used for close combat weapons (weapons with no Range characteristic.) Personal tweaks may change the number of slots a figure is allowed, most notably Weapon Master, an edge that allows the figure an extra weapon slot.

Weapon Slot Allowance		
Type	Slots	Notes
Trooper (T)	2	Basic weapons only, except one of every three troopers in a unit (rounded down) may carry one heavy weapon
Elite (E)	3	One heavy weapon, rest are basic only
Character (C)	4	One support or heavy weapon, one heavy weapon, rest are basic
Light Vehicle/Monster (L)	3	Basic or heavy weapons only
Medium Vehicle/Monster (M)	4	One support weapon, rest are basic or heavy
Heavy Vehicle/Monster (H)	5	All weapons allowed

Weapon Characteristics

Range Table (R)		
R	Points	Notes
-	0	Close combat only
6"	6	
12"	10	
18"	14	
24"	18	
30"	22	
36"	26	
42"	30	
48"	34	
LOS	42	Line of sight

The first step in building a weapon is to determine its range. For close combat weapons, skip over this and write down a dash to help you remember that the weapon has no range. Use this chart to determine the Range. Write down the selected Range value and make a note of the number of

Next, you select the weapon's Attack Value. This determines how effective the weapon is. As before, write down the selected Attack Value and the number of points spent. The selected Attack Value also determines what type of weapon it is. This is important to note since the average trooper can't use the most powerful weapons. The Basic/Heavy/Support designation applies to both close combat and ranged weapons, so Elites (who may carry only one heavy weapon) could have a huge sword with up to AV 5k4 or a big gun with up to AV 5k4, but not both.

Attack Value Table (AV)		
AV	Points	Notes
1k1	4	Basic
2k1	6	Basic
2k2	8	Basic
3k2	10	Basic
3k3	12	Basic
4k3	14	Basic
4k4	16	Heavy
5k4	18	Heavy
5k5	20	Support
6k5	22	Support

After picking the Range and the Attack Value for the weapon, you need to decide if this is an Area Effect weapon or not. Area Effect means that the weapon is able to affect more than one figure at a time under the right circumstances. For example, grenades explode on impact, sometimes taking out a couple of guys when they do, and a talented swordsman with a two-handed sword may be able to slice off a couple heads with one mighty blow. If the weapon is not going to be an Area Effect Weapon, you can skip over this entire section and move straight on to the weapon's tweaks.

Area Effect Table (AE)		
AE	Mult	Notes
-	0	No area effect
2x	1.5	Two figures
3x	2	Three figures
4x	3	Four figures

Area Effect is calculated slightly differently than other characteristics since it is a multiplier instead of a straight additional point cost. Select from the chart the maximum number of targets the weapon may affect. An Area Effect of 2x means two figures. Similarly, 3x means

three figures and 4x means four figures. You then take the total spent on Range and Attack Value and multiply it by the amount shown on the chart. The result is the new total cost for the weapon, except for tweaks you may add later. Notice that the Area Effect multiplier is applied before you add tweaks.

Example: Dogboy, a Mutant Freak, has scrounged a plasma gun that can shoot balls of plasma. He pays 14 points for an 18" Range and 12 points for a 3k3 Attack Value. He then decides he wants the plasma balls to explode at their target, so he selects a 3x Area Effect. The multiplier is x2, so the cost of his weapon before tweaks is $(14 + 12) \times 2$ thus 26 x 2, or 52 points.

For Area Effect weapons, you also need to pick an Area Effect Type. This does not change the cost of the weapon at all, but defines precisely how the weapon affects multiple targets. Simply select the type you want for the weapon and make a note of it. Details of how Area Effect weapons work are in the Core Rules v2.1, but a quick summary is shown below.

Area Effect Types (AET)		
AET	Name	Notes
CC	Close Combat	Close combat weapons only, allows the figure to attack multiple opponents in close combat with a single blow
Ex	Explosive	Any weapon, explodes on the target, affecting additional targets closest to the primary target
Bu	Burst Fire	Ranged weapons only, sprays a large number of projectiles, hitting a cluster of targets
Li	Linear	Ranged weapons only, hits a series of targets in a line from the shooter regardless of distance between them

Weapon Tweaks

Just as you can select tweaks for the figure, you can also select tweak for each weapon. Include these tweaks when determining the figures total tweak points.

For a complete list of Weapon Tweaks that apply to all settings and factions, reference the WarEngine Weapon Tweaks section. In addition, settings, factions, or even individual characters or units can have weapon tweaks specific or unique to them. Where that's the case, these tweaks will be noted in the article itself.

Special Powers

Weapon slots are also used for building Special Powers, like Mind Control and Teleport. Special Powers are built similarly to weapons except that they use their Attack Value differently to determine success or failure. What the Special Power actually does is determined by the Special Power tweak applied, so they always cost a little bit more than a similar weapon that does normal attacks.

Success and failure for Special Powers is resolved in one of two ways, depending on whether the target is willing or unwilling. Special Powers which affect the figure using the power on friendly figures use the Attack Value roll just like Rout tests use Mental. Roll the Attack Value and if the total is 10 or more, the Special Power works as planned. Special Powers which affect enemy figures use the Attack Value as normal, except that the target figure rolls using his Mental instead of Defense and normal Defense Adjustments do not apply.

Example: WillowFire the Wizard attempts to use his Teleport power (AV 4k3) to teleport a friendly Knight into close combat with a Goblin Archer on a nearby tower. Since the Knight is a friendly

figure, WillowFire rolls 5, 4, 2, and 2. Discarding the lowest, he gets a total of 11. Since this is 10 or more, the Knight is instantly transported into combat with the surprised Goblin.

Another Example: *A raving Goblin Berserker with an Unholy Maul runs out of the woods, waving and screaming that he'll have WillowFire's liver for breakfast. Unfortunately, he can't run fast enough to get to the Wizard before he has an opportunity to fire off another Teleport (still AV 4k3.) The Berserker has a Mental of 5k5 since he's too insane to be easily affected by that kind of stuff. WillowFire rolls 6, 4, 3, and 3 for a total of 13. The Berserker rolls 6, 4, 3, 2, and 1 for a total of 16. His insanity saves him from being teleported away and WillowFire had better come up with another plan fast.*

As described above, the Special Powers listed below modify the actual effect of the "weapon." In most cases, such as Rally, it ceases to be a real weapon at all. The effects described assume the Power is used successfully. In some cases, there is still an effect if the Power fails. If so, the failure effect is also described. Otherwise, it is assumed that on a failure, nothing happens. Each Power may only be used once during the figure's activation and may be placed on reserve, just like a weapon. Unless otherwise stated, the user may target itself. There are a few important differences between normal weapons and Special Powers, detailed below.

- Special Powers may always be used while in close combat, including against close combat opponents, even if they have a range characteristic. If used against a close combat opponent, it is treated as a close combat weapon for that use, so any tweaks that refer to close combat attacks apply.
- Special Powers may not be used in conjunction with Massed Attacks.
- A weapon slot used for a Special Power may only have one Special Power and may not take other weapon tweaks, except Multiprofile. The Multiprofile weapon tweak will allow a figure to apply multiple Special Powers or a combination of weapons and Special Powers into a single weapon slot as normal.
- Special Powers may not be Area Effect weapons. Some Special Powers are innately Area Effect in that they will affect an entire unit, such as Rally or Terror.
- Unlike normal weapons, Special Powers placed on Reserve may be used during the Follow Up phase.

For a complete list of Special Powers that apply to all settings and factions, reference the WarEngine Special Powers section. In addition, settings, factions, or even individual characters or units can have Special Powers specific or unique to them. Where that's the case, these Special Powers will be noted in the article itself.

Troop Building Charts V2.1

Figure Type Table (T)

Code	Points	Description	Max Tweak Points	Max Hero Points ¹
T	2	Trooper	15	4
E	4	Elite	25	6
C	8	Character	60	12
L	10	Light Vehicle/Monster	15	4
M	20	Medium Vehicle/Monster	25	8
H	40	Heavy Vehicle/Monster	50	12

¹ Hero points cost 4 points each and are limited to 1 per full 150 points (both Force and Renown) in the force

Movement Table (Mv)

Mv	Points	Notes
0"	0	
3"	2	
6"	4	
9"	6	
12"	8	Max for Type: T
15"	12	
18"	16	Max for Type: E,C,H
21"	20	Max for Type: M
24"	24	Max for Type: L

Defense Table (Df)

Df	Points	Notes
1k1	0	
2k1	4	
2k2	8	
3k2	12	Max for Type: T
3k3	16	
4k3	20	Max for Type: E
4k4	24	
5k4	28	Max for Type: C,L
5k5	32	Max for Type: M
6k5	36	Max for Type: H

Mental Table (Mn)

Mn	Points	Notes
2k2	0	
3k2	2	
3k3	4	
4k3	6	Max for Type: T
4k4	8	
5k4	12	Max for Type: E
5k5	16	
6k5	20	
A	24	Max for Type: C,L,M,H (Automatic)

Control Radius (CR)

CR	Points	Notes
0"	0	
4"	2	
5"	4	
6"	6	Max for Type: T
7"	8	
8"	10	Max for Type: E
9"	12	
10"	14	Max for Type: C,L,M,H

Weapons

Weapon Slot Allowance		
Type	Slots	Notes
Trooper (T)	2	Basic weapons only, except one of every three troopers in a unit (rounded down) may carry one heavy weapon
Elite (E)	3	One heavy weapon, rest are basic only
Character (C)	4	One support or heavy weapon, one heavy weapon, rest are basic
Light Vehicle/Monster (L)	3	Basic or heavy weapons only
Medium Vehicle/Monster (M)	4	One support weapon, rest are basic or heavy
Heavy Vehicle/Monster (H)	5	All weapons allowed

Range Table (R)			Attack Value Table (AV)		
R	Points	Notes	AV	Points	Notes
-	0	Close combat only	1k1	4	Basic
6"	6		2k1	6	Basic
12"	10		2k2	8	Basic
18"	14		3k2	10	Basic
24"	18		3k3	12	Basic
30"	22		4k3	14	Basic
36"	26		4k4	16	Heavy
42"	30		5k4	18	Heavy
48"	34		5k5	20	Support
LOS	42	Line of sight	6k5	22	Support

Area Effect Table (AE)		
AE	Mult	Notes
-	0	No area effect
2x	1.5	Two figures
3x	2	Three figures
4x	3	Four figures

Area Effect Types (AET)		
AET	Name	Notes
CC	Close Combat	Close combat weapons only, allows the figure to attack multiple opponents in close combat with a single blow
Ex	Explosive	Any weapon, explodes on the target, affecting additional targets closest to the primary target
Bu	Burst Fire	Ranged weapons only, sprays a large number of projectiles, hitting a cluster of targets
Li	Linear	Ranged weapons only, hits a series of targets in a line from the shooter regardless of distance between them

Figure Builder Example

Introduction

As is our WarEngine tradition, we will build the character WarpEyes using the above system.

Background



WarpEyes is a GothRat renegade and the founder of the StormReavers. The StormReavers consist of rogue elite warriors from all factions bound together for the purpose of opposing the Fixers. Those guys are the manipulating very rich who play the seven major factions of future America off against one another in a megalomaniacal game of power. WarpEyes has discovered how deeply their influence extends and wishes the factions to be free to make their own peace.

Building WarpEyes Personal

Since WarpEyes is very independent and capable of leading entire forces into battle if necessary, we choose his troop type as a Character for eight points. He moves very fast, like all GothRats, so we'll give him a Mv of 15" for twelve points, bringing our total to 20. His speed and lightning reflexes keep him safe from harm, although he doesn't wear armor. Since Defense can be luck or speed just as much as armor, we'll go ahead and give WarpEyes a 5k4 Df as befits a major hero. That's 28 more points, bringing our total to 48. WarpEyes is not the kind of leader that fights to the death. He recognizes when he is losing and is willing to retreat and survive to seek the longer term goal. As such, we won't give him as high a Mn score as the more brutal GothRat BroodLords, but instead a 5k4 for 12 points. Finally, he is a very commanding presence, developed over years as a BroodLord and then as the leader of the StormReavers, so we'll give him a Control Radius of 10' for 14 points, with a total for basic characteristics of 74 points.

Some tweaks to round out the character of WarpEyes would be appropriate now. Eagle Eye fits with the idea of his eyes being a defining feature. We plan to make WarpEyes more focused on close combat, so adding Dodge and Frenzied seems like a good plan. In keeping with his fast nature, we'll also add Lightning Reflexes. We'll assume a bit of a character flaw for WarpEyes in that he is relentless with his targets, and give him Vindictive as well. His tweak points are then +1+2+2+8-2 for a total of 11 points. Without weapons, he is now 85 points and has used 15 of his available 60 tweak points.

Weapons

Next we need his weapons. WarpEyes uses a close combat weapon that is a recovered prototype power sword found in a vault itself within an abandoned laboratory in New York City. The prototype brand name was DemonBlade, and that's what WarpEyes calls it. This is WarpEyes' most powerful attack, so we'll let it be a heavy weapon. As a close combat weapon, there is no Range characteristic. We select a 5k4 AV for the weapon for 18 points, then decide it will also be an Area

Effect weapon, allowing him to attack multiple close combat opponents if the opportunity presents itself. Making the weapon a 2x CC attack means we take the 18 points and multiply by 1.5 for a total of 27 points. The sword itself is huge, so we'll add the edge Long so WarpEyes can attack from up to 2" away in close combat. That's six more points, so the DemonBlade is 33 points. We'll go ahead and assume WarpEyes is really good with it and can attack twice in a turn, so we duplicate the weapon on his profile.

For his basic ranged weapon, WarpEyes has a heavy laser rifle he straps to his left arm so he can use it one-handed. We'll assign a Range of 24" and a 4k3 AV with no Area Effect as we don't really see this as his primary mode of attack. The range costs 18 points and the attack value 14 points, so the laser rifle is 32 points total.

Finally, as befits his name, we'll assume that WarpEyes is able to make his eyes glow with a fearsome inner green light that can frighten off less hardened enemies. This is a Special Power, and Terror looks appropriate. This is an effect where we would expect he'd have to be pretty close to his target to make work, so we'll assign a Range of 12" and a 4k3 AV. Special Powers can't have Area Effect, but Terror makes the target unit test for rout when successful. We pay 10 points for the Range, 14 points for the AV, and five points for the power itself, for a total of 29 points. As a major hero, it makes sense to give him Hero Points. How many could be limited on the size of force in which he's included, but let's assume it's a large enough force that he starts with eight. At four points apiece, that's an additional 32 points.

Summary

Adding it all up, WarpEyes is 85+33+33+32+29+32 for a total of 244 points. He used 15 personal tweak points, 12 more for the two DemonBlade attacks, and 5 for the Terror attack, so at 32 points he's well under his maximum tweak points as a character. His profile appears below, and he's all ready for play!

WarpEyes										244pts
<i>Vindictive, Eagle Eye, Dodge, Frenzied, Lightning Reflexes</i>										
T	Mv	Df	Mn	CR	HP	Weapon	R	AV	AE	AET
C	15"	5k4	5k4	10"	8	DemonBlade	-	5k4	2x	CC
<i>Long</i>										
DemonBlade							-	5k4	2x	CC
<i>Long</i>										
Heavy Laser Rifle							24"	4k3	-	-
SP:Terror							12"	4k3	-	-

Force Builder V2.1

Selecting Your Force

Playing a wargame is more than just building single figures. These figures get grouped together into units. In a particular game, you have two groups of points available with which to build your force: Points of Renown and Points of Force. You and your opponent decide how many points you are going to use in the game.

Points of Renown

Points of Renown are used to buy characters for your force. You may use up to the full total on figures of these types. Unused points may be used as Points of Force instead. Usually, this is because you have fifty or sixty leftover points after buying several characters and it's better to spend those extra points on more troops than to take an underpowered character.

Points of Force

Points of Force are used to buy troopers, elites, monsters, and vehicles. There are some simple guidelines for how your forces are grouped together into units:

- Up to half your Points of Force may be used on monsters and vehicles and the rest must be used on troopers and elites.
- For every elite in your force, you must include at least three troopers. So if you have four elites, you must have at least twelve troopers as well. They need not be in the same unit.
- Troopers are grouped together in units of at least three figures.
- Elites are grouped together in units of at least two figures.
- Up to two elites may be added to units of troopers to act as leaders for the unit.
- Light monsters and vehicles are grouped in units of one to three figures.
- Medium monsters and vehicles are grouped in units of one or two figures.
- Heavy monsters and vehicles always act alone as single figures like specials and characters.
- You may add a total of one Hero Point for every full 150 points in your force. So in a game with 1000 Points of Renown and 2000 points of force, you can take up to 20 Hero Points, spread amongst your figures.
- Rules in the force lists take precedence over these rules.

Example: Aaron and Bobby are going to play a game. They decide they will each have 1000 Points of Renown and 2500 Points of Force to spend on their forces. Bobby spends 900 Points of Renown on his characters, but doesn't have another character worth 100 points or less that he wants to add to his force, so he elects to use those 100 points as Points of Force instead. That means he has 2600 Points of Force to work with, 1300 of which he may use on monsters and vehicles. If he uses 950 Points of Force on monsters and vehicles, the other 1650 Points of Force will go into troopers and elites.

Unit Tweaks

Unit tweaks are purchased for an entire unit, not the individual figures in the unit. Units may take any number of unit tweaks and the total costs are added or deducted from the cost of the entire unit once. The number of figures in the unit does not matter. The cost of the unit may not fall below the

basic cost of all the figures in the unit. These tweaks do not count toward the total number of tweaks allowed per figure.

For a complete list of Unit Tweaks that apply to all settings and factions, reference the WarEngine Unit Tweaks section. In addition, settings, factions, or even individual units can have unit tweaks specific or unique to them. Where that's the case, these unit tweaks will be noted in the article itself.

WarEngine Special Powers

Special Notes

The list below includes Special Powers that are very specific to particular Shock Force factions.

List of Powers

Actuate Casualty

+10 points, close combat only

The user performs a field installation of a crude electronic device, the Necrolink Actuator, on the recently deceased corpse of a fallen enemy. The user must have just destroyed an enemy figure. If the Actuate Casualty roll is a success, the user must remain in base-to-base contact with the target figure until the Follow Up step. In the case of a failure, the corpse was too badly damaged for field actuation and is removed. The target figure is quite vulnerable to destruction by its former friends during this time, and is treated as having a Defense of 1k1. If neither the user nor the target figure is destroyed by the Follow Up step, the figure becomes a Field Actuated Trooper under the command of the user's force. It immediately joins any friendly unit whose leader has the F.A.T. within his Control Radius or the unit that created the F.A.T., at the user's discretion.

Adrenal Overload

+15 points

The target figure will not die if it takes a killing hit until the end of the turn due to the incredible rush of adrenaline coursing through its body. If the figure would otherwise be killed, it may continue to carry out actions as normal and is only removed in the Follow Up step. It is removed even if any other effect would normally save him after the killing damage. Figures with Hero Points under the effects of this power require two Hero Points to raise a Defense roll by one. When the power is applied to a figure, it immediately loses all reserve markers and may not put weapons on reserve this turn. This power will not work on vehicles.

Astral Projection

+5 points

The user sends forth a shadowy version of itself that acts as a remotely controlled other self. The projection appears within the Control Radius of the user, or in base-to-base contact with the user if the user has no Control Radius, and thereafter activates as if it was part of the same unit as the user. Additional use of Special Powers by the user may be considered to come from either the user or the astral projection. Other weapon attacks must still come from the user. The projection may move at the same Move value as the user. It is destroyed by any successful attack versus the user's Mental. It is immediately removed if the projection and the user are ever further apart than the range of the power or if the user is destroyed or routed. Special Powers may not effect the projection. The user may only have one projection active at a time.

Banish Spirit

+18 points

Armed with the most ancient and powerful of mystic lore, the user forces the spirit of the target (animate or otherwise) to exit its physical form and flee. Hero Points may not be used in defense from this Special Power. If used successfully, the target is destroyed immediately regardless of Hero Points or other special defensive abilities.

Battering Waves

+8 points

A crushing wave of water smashes down upon a target area of scenery. Trees break, rocks split, and barricades are snapped apart. An area of cover-producing scenery 6" by 2" in size is reduced in value for the remainder of the game. Entrenching cover becomes heavy, heavy cover becomes light, and light cover is destroyed.

Bless Weapon

+5 points

The target weapon receives the Charging Weapon edge until the end of the turn.

Brute Strength

+10 points

The target figure receives a +2k2 bonus on his close combat attacks this turn, with a maximum of five kept dice. This power will not work on vehicles.

Chittering Hordes

+10 points

The user channels the squeaking mental cacophony of the entire rodent world psychically onto the target unit. The target unit loses its next activation and immediately loses any reserve markers it may currently have.

Control

+15 points

The user controls the target figure for the remainder of the turn. It does not allow the figure to take an additional activation if it has already taken one.

Devour

+ 15 points, close combat only, monsters only

If successful, the target figure is destroyed regardless of defenses or Hero Points. The target may not use Hero Points to defend from the attack versus Mental. On a failure, the attack is worked out normally as a standard close combat attack versus the target's Defense. The target may use Hero Points to defend from this close combat attack. Targets bigger than the monster figure's head are immune to this Power.

Drain Power

+10 points

The target figure loses a Special Power or personal edge of the user's choice, or a currently active Special Power affecting the target figure is removed.

Earth Sense

+8 points

All enemy figures with the Stealthy edge within range lose the edge until the end of the turn.

Electronic Feedback

+8 points

The target figure is unable to act for the rest of the turn as its electronic systems go haywire. It may not move, attack, or reserve weapons and any reserve markers it has are immediately lost. It makes Defense rolls as normal. This only affects vehicles and figures that have the Cybernetic edge. The usual bonus against Special Powers granted by Cybernetic does not apply to this power.

Expunge Nanites

+10 points

The target Mutant or DeadTech figure explodes as all nanites are forcefully expelled from its body. The figure is destroyed. Any figure within 3" of the target must defend from a 3k2 attack if the target is a Mutant, or a 3k3 attack if the target is DeadTech (as the DeadTech include enough metal parts to act as shrapnel.)

Fervor of the Righteous

+12 points

The target unit is filled with overwhelming joy of worship. It may activate out of sequence immediately, even if it has already previously activated this turn. Once that unit's extra activation is complete, the user may complete his own activation.

Guide Attack

+10 points

The target's next attack receives a +1k1 bonus on the attack roll. If it is ranged weapon, it also receives a 12" range bonus.

Illuminate Enemy

+8 points

The target unit is outlined by a supernatural glow. All weapon attacks (but not Special Powers) on the target unit receive a +1k0 bonus until the end of the turn.

Illusionary Swarm

+8 points

The target unit is fooled into believing that it is being attacked by hordes of slaving rats. On its next activation, it must fire upon the closest unit, friendly or otherwise. The panic instilled by this perception means that the target unit will not receive Did Not Move bonuses on these attacks.

Incontrovertible Truth

+5 points

"You are worthless, you have always been worthless, you will always be worthless. And that's bad." The target figure is suddenly revealed the sad truth of their origins and existence. The figure may not activate this turn and loses all reserve markers immediately.

Induce Drug Frenzy

+5 points

The user may always choose to use a lower Attack Value than actually purchased. If successful, the target figure gains 1" of movement and one Hero Point useable only for Defense rolls for each kept die in the Attack Value. The target figure also gains a bonus of +1 on all close combat attack rolls and -1 on all ranged attack rolls for each rolled die in the Attack Value. The target figure immediately loses all reserve markers and may not place weapons on reserve. All these effects last until the Follow Up step. During the Follow Up step, the target figure must make a Defense roll using its basic Defense versus the same Attack Value as used in triggering this power. The Hero Points gained based on this power may not be used in the Follow Up defense roll. If this defense roll fails, the figure is destroyed.

Instill Overwhelming Greed

+8 points

The target unit begins to squabble amongst themselves, arguing over who owes whom how much, who paid for the beer last, and who has loaned whom the best equipment. The target unit may not activate this turn if it has not already. This power only affects units with at least two figures in it.

Invigorate

+10 points

The target figure gets 6 Hero Points to use between now and the end of the turn. These Hero Points may also be used to increase the figure's movement by 1" per Hero Point expended. Any unused points are lost during the Follow Up step.

Invisibility

+15 points

The air around of the target figure shimmers and reflects until all trace of the figure's physical presence is gone. The target figure may not be targeted by other figures unless those other figures have the Eagle Eye edge or equivalent. Even those that have the Eagle Eye edge must still pass a Mental check to target the figure. This effect lasts until the the end of the current turn's Follow up phase.

Jinx Mechanism

+8 points

Gears slip, electronics short-circuit, and delicate control systems go haywire as the user mystically agitates the machine's spirit, wreaking havoc with the target's attempts at action. The target vehicle or figure with the Cybernetic edge loses all reserve markers and may not activate for the remainder of the turn.

Mob Mentality

+10 points

The target unit, on its next close combat massed attack, receives a +2k1 Attack Bonus for each additional figure using a reserve marker to increase the attack. The massed attack can increase the attacks to as much as five dice, even if the primary attacker's basic kept dice are only one or two.

Null Field

+10 points

The target figure is immune to all further Special Powers until the end of the turn.

Pounding Rage

+5 points

The target figure receives a +1k0 bonus on all attacks until the end of the turn.

Protection

+8 points

Other Special Powers may not affect the target figure until the end of the current turn's Follow Up step. The target figure also receives a +1k0 bonus to all Defense rolls.

Psychic Shield

+10 points

The target figure gains 1d6 Hero Points. These Hero Points may only be used in conjunction with Defense rolls.

Rally

+5 points

The target unit automatically passes any rout test required this turn.

Remove Earthen Barrier

+10 points

A target piece of terrain or cover no greater than 6" by 2" in size is destroyed and removed from the game. The terrain must be one that models stone, rock, dirt, or some other earthen material. This may, for example, be used to destroy a section of wall longer than 6" so that a 6" gap appears in the terrain.

Restore

+10 points

This Power counteracts the effect of any continued effect of any other Power. For example, it may be used to free a Suspended figure, restore a Power or personal edge lost through Drain Power. It may also be used to restore 2d6 Hero Points to a wounded character, up to their original maximum. It may not be used to resurrect dead figures.

Restore Vehicle Spirit

+5 points

The otherwise crippled vehicle, abandoned by its usual crew, is restored to operational efficiency by the mechanical resurrection performed by the user. This power may never be taken with a Range. When a vehicle on the board is destroyed while the user with this power is present, it is not removed from the board, but is rather left in place as disabled. To use the power, the user must first move into base-to-base contact with the disabled vehicle. If successful, the user must roll a single die to see if the vehicle is now usable by the figure. For Light Vehicles a roll of two or better means it is usable. For Medium Vehicles, a roll of three or better is required. For Heavy Vehicles, a roll of four or better is required. If the vehicle is not usable, remove it from the board, as it is so badly damaged it may not be recovered in the heat of battle. The user and the vehicle become a single figure represented by the reconstituted vehicle. Movement and Defense of the vehicle are used in the "combined" figure, while Mental, Control Radius and Hero Points are that of the user. On any particular turn, the user may choose to use its own attacks or powers or the attacks or powers of the vehicle, but not both or a mixture of the two. If the vehicle is destroyed, the user is destroyed as well.

See the Future

+12 points

The user glimpses the stream of possible futures and sees what the enemy plans. During the following initiative step, if the user force loses initiative, it is instead considered to have won initiative. If the user force wins initiative, it may activate two units on its first opportunity to activate.

Shield of God

+5 points

The target unit is protected by a blinding dazzle. The unit receives the Light Cover bonus when not in cover until the end of the turn.

Shove

+10 points

The target figure within 3" of the user is flung across the board. The target figure receives a +1k1 Defense bonus against reserve fire shots while it flies through the air. Willing targets take a 1k1 attack when they land. Unwilling targets take a 2k2 attack when they land. If a target is hurled onto an enemy figure, the target and the enemy figure both take 2k2 attacks when the target hits. This power may only affect Troopers, Elites, and Characters.

Skulk in Shadows

+5 points

The target figure gains the edge Stealthy until the target's next Deactive step.

Soul Suck

+10 points

The target loses 2d6 Hero Points immediately. If the target has less Hero Points remaining than the amount of this roll, it is immediately destroyed.

Speaking in Tongues

+5 points

The confusing babble of strangely haunting and ancient languages confuses the target unit into believing they must act immediately. The target unit must be activated before any other unit in the force. Units that have already activated this turn may not be targeted by this power.

Speedster

+8 points

The user is able to instill himself with a great burst of speed. So quick are his movements that he is unable to be targeted by reserve fire or Special Powers that directly target him while moving in this way. Upon using this power, the Shaman may then move up to 6" of this "fast" move. Special Powers that affect all figures in a radius (such as the War Chant) still affect the user while moving in this way.

Static Charge

+10 points

The user builds up a vast electrical store of energy that is released upon contact with an enemy. The next enemy figure to come in base-to-base contact with the figure is zapped with a 2k2 AV attack before any reserve attacks, Special Powers, or regular attacks take place.

Stone Skin

+5 points

The target figure receives a +1k1 bonus on Defense the next time it is attacked. This power is not cumulative, so using it on a target more than once still only confers a +1k1 bonus.

Strength of Tortoise

+5 points

The target figure receives a +1k0 bonus on all defense rolls until the end of the turn.

Sudden Conversion

+15 points

Faced with the overwhelming beauty of the Beneficent Light, the target MegaCom or Brethren figure sees the errors of its ways and immediately joins the users' force. It is thereafter considered a member of the closest Laity cell in the Gathering.

Summon Rain Storm

+5 points

Select a 6" radius circular area wholly within the range of the Special Power. Any non-Vengequan figures within this area at any point during the remainder of the turn make all Attack rolls for both weapons and Special Powers as if they were uncontrolled (so all sixes are treated as fives.)

Summoning

+10 points

The figure is capable of bringing Summoned figures into play. When picking a force, the player may also purchase figures with the Summoned flaw. These are not deployed. When the user successfully summons, he picks one of the Summoned figures not yet deployed. During the next Follow Up step, if the user is still in play, deploy the selected Summoned figure within the Control Radius of the user or in base-to-base contact with the user if the user has no Control Radius. The Summoned figure may activate normally on the following turn.

Suspend

+10 points

The target figure is locked in suspended animation until the end of the current turn's Follow Up step. It may not take any action, loses any reserve markers, and is invulnerable to all damage or other effects.

System Reset

+5 points

Usually accompanied by a loud display of Bible thumping and jubilant exclamations (since this Power is almost exclusively the realm of DeadTech Preachers,) the user transmits reset bursts to the target unit. The target unit must be a DeadTech White Hat or Black Hat unit of figures of Trooper and/or Elite type. The target unit loses any remaining reserve markers immediately, but will automatically pass any rout test required. In addition, if the basic unit leader (for example, the Gunslinger in a gang of Outlaws) has been destroyed, one of the other basic troopers is field-upgraded to the capabilities of the unit leader. To continue the example, one of the Outlaws would then be considered a Gunslinger for the rest of the game.

Telepathic Command

+5 points

The user must be within the Control Radius of a selected character. The target unit is granted the Mental of that character until the end of the turn and is automatically considered controlled.

Teleport

+15 points

The target figure within the user's Control Radius is instantly transported to any location within the Range of the Teleport Power, including into close combat with enemy figures. The Teleport Power may not be used to kill enemy models by teleporting them into the sky, inside rocks, and so on. Let's just assume the physics of it just doesn't work that way, okay? If the user fails the Mental roll or the target successfully resists the Power, the target is unaffected and doesn't move. Figures with this power that have no Control Radius may only teleport themselves.

Televangelism

+8 points

Fascinating harmonies, beautiful visions, and enthralling monologues entrance the target unit, preventing it from taking any action as its members gaze in mindless awe. All members of the target unit within line of sight of the user and range of the power immediately lose all reserve markers and are unable to activate this turn. Members of the target unit either not in line of sight of the user or outside the range of the power at the time of use suffer no ill effects and may still activate normally.

Terror

+5 points

The targeted unit is required to make a rout test this turn.

Wall of Air

+8 points

The user creates a whirling barrier of air 12" long and 1" deep. It may not be placed such that it overlaps any figure. The Wall of Air deflects all attempts to fire weapons through it, although Special Powers may still be targeted through the Wall. Figures may not move through the Wall. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The Wall may be removed voluntarily by the user at any time.

Wall of Fire

+8 points

The user creates a raging sheet of flame 12" long and 1" deep. It may not be placed such that it overlaps any figure. Line of sight may not be drawn through the Wall of Fire. Figures may move through the Wall, but the Wall will make a 5k4 Attack on the figure. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The Wall may be removed voluntarily by the user at any time.

Wall of Spewing Filth

+10 points

The user summons forth all the putrescence and contaminant from beneath the surface to congeal and undulate in a horrifying mass of impenetrable sewage. Place a 6"x2" marker indicating the location of the wall. This wall blocks all lines of sight and is only removed in the Follow Up step.

War Chant

+5 points

All friendly figures within range receive a bonus of all ones being treated as twos on dice rolled on their behalf until the end of the turn or until they move out of range of the War Chant. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The War Chant may be ended voluntarily by the user at any time.

Wave

+5 points

The user summons forth a battering wave of water that knocks figures back under its overwhelming force. The Wave moves in a line directly away from the figure to the Range of the Special Power. Any figures, except vehicles and monsters, hit by the Wave are moved directly 3" away from the Shaman.

You Da Man

+5 points

The target figure is granted a Control Radius of 6" for the rest of the game. The target must be a Trooper or Elite with no Control Radius in a unit that no longer contains a Trooper or Elite with Control Radius.

WarEngine Personal Tweaks

Overview

Tweaks allow you to customize the figures in your force on an individual basis. While Flaws reduce the cost of your figure and Edges increase their cost, there is a limit on how many tweaks may be taken overall. For more information on giving tweaks to your figures, see the Troop Builder v2.1 section.

The tweaks listed below apply specifically to the figure (as opposed to the figure's weapons). A point cost is listed along with any limitations on which types of figures may use the tweak. If no limitations are listed, the tweak is available to all figures. Each tweak may be taken only once for the same figure.

If you are building a completely customized force, you may of course feel free to ignore these limitations, or create new tweaks of your own. Just make sure you and your opponent agree ahead of time.

Flaws

Blood Rage

- 5 points

The figure is almost blind with the red fury and lust for combat that pumps constant adrenaline through its veins. The figure must always use its full movement to move directly towards the nearest enemy and must use as many of its close combat attacks as possible. If the figure still has movement remaining and its first target is destroyed, it will continue to do this until it is out of movement and attacks. It may ignore vehicles and figures with the cybernetic edge in favor of 'juicier' targets. When activated, roll a single die for the figure. On a roll of 1, the figure will move toward and attack the closest figure, friendly or otherwise, instead of the nearest enemy in exactly the same way as described above. The figure may not take ranged weapons.

Coup Counter

- 4 points

If this figure destroys another in close combat, it may not move or attack until after the next follow up step

Glory Hound

- 2 points

The figure is always looking for the most impressive target. If the figure chooses to attack, it must attack the available target with the highest base Defense characteristic. If more than one target qualifies, the figure may choose one.

Guiltridden

- 4 points

Before making an attack against any Trooper or Elite, the figure must first pass a Mental test. If he fails, he starts thinking about the target playing with its children, doing charity work, feeding the homeless and so on. The figure's attack is cancelled and lost.

Hard Luck

- 8 points

Once per game, a die roll made on behalf of this figure must be discarded and rerolled at the request of an opponent. The new roll stands, even if it's better than the original.

Kamikaze

- 10 points

If this figure is attacked in close combat, it is automatically destroyed. If this figure makes a close combat attack or is a secondary attacker in a massed close combat attack, it is destroyed after the attack is resolved, regardless of the destruction or survival of the target.

Monstrously Huge

- 4 points; Vehicles only

The vehicle is so enormous that it can't move under its own power. The vehicle must be deployed such that it is along the edge of the player's deployment zone furthest from the enemy, or in the center of the deployment zone if the deployment is such that the player begins surrounded. The vehicle may not take a Movement value. It may be moved, however, if the player uses other figures to move it. Each figure that moves into base-to-base contact with the vehicle may use leftover inches to assist in moving the vehicle. Every 9" of movement given up in this way generates 1" of movement for the vehicle. During each Follow Up step, total the number of generated inches and move the vehicle and all figures in base-to-base contact that distance in a single direction. The vehicle and figures may not be moved less than the total. The vehicle may never move more than 9" in a single turn.

Obvious

- 6 points

The figure isn't really that good at hiding behind stuff. Light cover provides no bonus and heavy cover only provides a +1k1 bonus on Defense.

Ponderous

- 12 points

The figure may only be activated every other turn.

Poorly Trained

- 4 points

This figure never gets the "Did Not Move" Defense bonus.

Stupid

- 2 points; Figures without Auto Mental

This figure has a tendency to forget what it is doing. When the figure is activated, it must pass a Mental test or it will lose all actions for the turn.

Summoned

- 10 points

The figure may only be brought into play by use of the Summoning Special Power. This tweak does not count toward the maximum number of tweaks points allowed by troop type.

Trigger Happy

- 4 points; Figures with ranged attacks only

If this figure has a ranged attack on reserve, it must fire at the first figure to move within range and line of sight.

Unwieldy

- 4 points

The figure may not enter or pass through terrain that provides a heavy cover or entrenching cover bonuses. Furthermore, the figure treats entrenching cover as merely heavy cover.

Very Unwieldy

- 8 points

The figure may not enter or pass through terrain that provides cover bonuses.

Vindictive

-2 points

Once this figure attacks a target, it must continue to attack the same target with all subsequent attacks until the target is destroyed, leaves the figure's line of sight, or is out of range. The figure may not voluntarily leave line of sight of the chosen target.

Edges

Ballsy

+ 1 point

When this figure is not in cover, it gets +1k0 Defense.

Bushwhacker

+ 6 points

If the Bushwhacker figure does not attack during activation, he may reserve either all his ranged attacks or all his close combat attacks.

Butthole Sergeant

+ 5 points; Elite or Character with Control Radius only

If this figure is leading a unit that fails a Rout test, he makes an example of one of his followers to keep the unit from routing. Instead of removing the entire unit, only remove the figure closest to this figure.

Chain of Command

+ 4 points

The figure is able to effectively pass on the commands of its own leaders to its subordinates. If the figure is in a unit and within the Control Radius of the unit's leader, but is not itself the unit's leader, figures within the Chain of Command figure's Control Radius are also considered to be within the unit leader's Control Radius. If the figure is a character and within the Control Radius of a figure with Force Leader, figures within the Chain of Command figure's Control Radius are also considered to be within the Control Radius of the Force Leader. This effect is cumulative, so several figures with Chain of Command could potentially extend the Control Radius of a Force Leader or unit leader an extremely long distance.

Charmed

+ 3 points

Once per game, you may reroll one roll made on behalf of the figure. The new roll stands, even if it is worse than the original roll.

Cybernetic

+ 2 points

The figure gets a +1k0 Mental when defending from Special Powers.

Dodge

+ 2 points

This figure gets +1k0 Defense versus close combat attacks.

Eagle Eye

+ 1 points

The figure automatically detects figures with the Stealthy advantage.

Easily Controlled

+ 4 points; Trooper or Elite only

A leader at up to twice the leader's usual control radius may still control this figure. A leader may only control one other figure outside his usual control radius at a time.

Fickle Finger of Fate

+ 1 point; Character only

When the figure first activates, roll one die. The effects of this roll last until the figure next activates. If the roll is 1, 2, or 3, the figure is afflicted with the flaw Hard Luck. On a roll of 4, 5, or 6, the figure is blessed with the edge Lucky Bastard.

Flame Retardant

+ 1 point

This figure is immune to the effects of the Immolation weapon tweak.

Flight

+ 5 points

The figure is considered to be moving by flying just above the battlefield. It receives no bonuses for cover, but may ignore any cover used by its targets that would not provide cover from a raised position (such as low walls.) The figure may choose to move without the benefits (and disadvantages) of this edge, but loses 6" of Movement on any turn that it chooses to do so.

Force Leader

+ 5 points; Character, one per force only

The figure is the focal leader of the entire force and all within the force look to him even beyond their own direct unit leadership. Any uncontrolled or independent figure within the Force Leader's Control Radius, as well as any figure in a unit whose leader is within the Force Leader's Control Radius may use the Force Leader's Mental value when testing versus rout or Special Powers that target units. If the Force Leader is destroyed or routed, all figures that were able to make use of the Force Leader's Mental value at the time of his destruction or rout will be subject to a rout test in the Rout step of that turn.

Frenzied

+ 2 points

In close combat, this figure gets a +1k0 bonus on all attacks.

Frother Command

+ 6 points

When this figure is leading a unit of Troops, all of them gain the Frenzied edge and +3" Mv.

Hardcase

+ 2 points

This figure gets an additional +1k0 Mental on rout tests.

Hyperactive Metabolism

+ 1 point

This figure is immune to the effects of the Poisoned weapon tweak.

Infiltration

+ 10 points

At the beginning of the game, the figure may start the game anywhere on the board except in impassable terrain or areas specifically not allowed by a scenario being played. He may not start the game in base-to-base contact with an enemy figure.

Inspiring Example

+ 8 points

If this figure is leading a unit, that unit may reroll any failed rout test. If this second test fails, the unit routs anyway.

Lightning Reflexes

+ 8 points

The figure is very quick to react to changes in its surroundings. Weapons fired on reserve by this figure are considered as fast as Special Powers and Special Powers used by this figure supersede Special Powers used by enemy figures. Weapons fired as a normal attack by this figure supersede all reserved attacks and Special Powers.

Lucky Bastard

+ 14 points

Once per turn, a die roll made on behalf of this figure may be discarded and rerolled. The new roll stands, even if it is worse than the original.

Lurker

+ 8 points

The figure gets an extra +1k1 Defense when in cover.

Monster

+ 0 points; Light, Medium, Heavy only

The figure is considered a monster. Every figure of types Light, Medium, and Heavy must take this tweak or Vehicle.

Regeneration

+ 12 points, figures with hero points only

During the Follow Up step, the figure regains two lost Hero Points. This will not allow the figures's Hero Points to go above his original amount. A figure that has been destroyed will not regenerate.

Scrounger

+ 4 points

If the figure destroys another figure in close combat, he may scrounge any one of the killed figure's weapons by exchanging it for one of his own.

Shapechanger

+ 8 points

The figure has more than one overall profile and list of weapons. Build the figure as though it were two (or more) separate and distinct figures as normal. The only exception is that the combined figure may not have more Hero Points than is allowed by each troop type. For example, a character that can Shapechange into a light monster may not have more than four Hero Points. Each of the figures built may include tweaks up to the maximum allowed for its type. Both figures need not have Shapechanger, but changing to a form without Shapechanger leaves the figure in that form for the remainder of the game. The cost of the combined figures is the cost of the most expensive one. The figure may be deployed at the beginning of the game in either form. During each turn's Follow Up step, the figure may be changed to the other form.

Sharpshooter

+ 2 points

This figure gets +1k0 Attack Value on all ranged attacks.

Slippery

+ 1 points

This figure may leave close combat without being attacked by other figures.

Sniper

+ 12 points

When firing at a unit, the figure may forgo all movement to shoot at any figure in the target unit, not just the closest. Enemy figures still block line of sight.

Sole Survivor

+ 1 points; Trooper, Elite only

The figure does not automatically rout if it is the only remaining figure in a unit. Roll rout tests normally if the figure is the sole survivor instead of automatically removing it from the board.

Stealthy

+ 8 points

The figure may not be attacked while in cover unless detected or in base-to-base to contact with an enemy figure. To detect the Stealthy figure, the figure attempting to detect must pass a Mental check. If the Stealthy figure did not move in its last activation or is in heavy or entrenching cover, the Mental roll has a -1k1 adjustment. If the Mental check fails, the attacker loses the attack and may not choose to attack a different figure. This Mental check must be rolled for every attack made against the Stealthy figure, even by figures that have previously detected him.

Terrifying

+ 12 points; Character, Light, Medium, Heavy only

Any unit fired upon by this figure from within 18" must take a rout test at the end of the turn, regardless of casualties. Any unit that has a figure within 6" of this figure at any time during the turn must take an immediate rout test. If this rout test is failed, the unit is immediately removed instead of at the end of the turn. No unit need ever take a rout test due to this ability and this figure more than once per game.

Tough

+ 4 points

This figure gets an additional +1k0 on Defense.

Tracker

+ 4 points

The figure and any figures in the same unit as the Tracker automatically detect Stealthy figures within 18" of the Tracker.

Weapon Master

+ 4 points; Trooper, Elite, Character only

The figure gets one additional weapon slot that may be filled with a weapon from their available arsenal, subject to normal limitations regarding quantity of heavy and support weapons allowed. In the case of Characters, the additional weapon may be any weapon otherwise available to their force list.

Vehicle

+ 0 points; Light, Medium, Heavy only

The figure is considered a vehicle. Every figure of types L, M, and H must take this tweak or Monster.

Vehicular Commander

+ 8 points; Light, Medium, Heavy only

The figure is considered a character as well as a vehicle (or monster.) The points for the figure are taken from Points of Renown, but count toward the maximum vehicle/monster points allowed as well. The figure is still limited to tweak points and Hero Points based on its original type.

WarEngine Weapon Tweaks

Overview

Tweaks allow you to customize the weapons in your force on an individual basis. While Flaws reduce the cost of your weapon and Edges increase their cost, there is a limit on how many tweaks may be taken overall for a figure, including weapon tweaks. For more information on giving tweaks to your weapons, see the Troop Builder v2.1.

The tweaks listed below apply specifically to the weapon, not to the figure. A point cost is listed along with any limitations on which types of weapons or figures may use the tweak. If no limitations are listed, the tweak is available to all weapons and figures. Each tweak may only be taken once for the same weapon.

If you are building a completely customized force, you may of course feel free to ignore these limitations, or create new tweaks of your own. Just make sure you and your opponent agree ahead of time.

Flaws

Cybernetic Only

-3 points

The weapon may only affect figures with the Cybernetic edge or vehicles.

Fragile

-4 points

The weapon has not been properly maintained or has been cobbled together haphazardly. When the weapon is fired, first roll one die. On a roll of 5, the weapon jams, fizzles, hiccups, wheezes or whatever, and fails to fire. The shot is wasted. On a roll of 6, the failure is more serious. The shot is wasted and the weapon may not be fired again for the remainder of the game. May not be combined with One Shot.

Heavy Recoil

-1 point

When this weapon is fired, move the figure firing it 1" away from the target. This counts as movement for purposes of the "Did Not Move" bonuses on attack and defense, but not for purposes of the Move or Fire flaw.

Move or Fire

-5 points

The weapon is unwieldy to use. It may not be fired if the figure moves in the same activation.

One Shot

-10 points

The weapon may only be used once per game. This flaw may not be applied to any weapon that already generates the same effect (such as a close combat weapon carried by a Kamikaze figure, which destroys the figure with its use.)

Slow Attack

-2 points

The weapon may never be placed on reserve.

Slow Reload

-6 points

The weapon may only be fired every other turn. May not be combined with One Shot.

Time Delay

-2 points

The weapon does not affect the target immediately. The attack is resolved during the Follow Up step, rather than during the Conflict step.

Volatile

-6 points

The weapon has not been properly maintained or has been cobbled together haphazardly. When the weapon is fired, first roll one die. On a roll of 5, the weapon jams, fizzles, hiccups, wheezes or whatever, and fails to fire. The shot is wasted. On a roll of 6, the failure is catastrophic. The shot is wasted and the weapon may not be fired again for the remainder of the game. In addition, the weapon explodes and the figure carrying the weapon must defend versus the basic AV of the weapon or be destroyed. Hero Points may be used on Defense as normal. May not be combined with One Shot.

Edges

Armor Piercing

+8 points

Targeted type M and type H figures do not gain a defensive bonus of ones becoming twos or ones and twos becoming threes versus this weapon.

Charging Weapon

+6 points; close combat weapons only

When a figure first moves into base-to-base contact with an enemy figure, the attack with this weapon may treat all ones and twos rolled as threes as long as the attacking figure began its movement into close combat from at least 6" away.

Entangling

+4 points; close combat weapons only

If the weapon kills the target figure outright, the target is removed from play. If the attack fails, the weapon entangles the target, preventing it from escaping and hampering its movements. The target may not leave close combat with the user, even if it has the Slippery edge. It also rolls Defense against further close combat attacks with a -1k1 penalty. These effects last until the target is destroyed, the user makes another attack with the Entangling weapon, the user is no longer in close combat with the target, or the user chooses to let the target go.

Extra Bite

+2 points

All ones rolled on attacks with this weapon become twos.

High Explosive

+4 points, explosive area affect weapons only

The weapon uses a five-inch radius from the original target figure instead of three inches.

Highly Accurate

+5 points

Attacks with this weapon receive a +2k0 Attack Value bonus.

Ignores Cover

+10 points

The weapon ignores all Light Cover and Heavy Cover Defense bonuses. Targets may take the Did Not Move bonus versus this weapon, even if they are in Heavy Cover. Entrenching Cover only provides a +1k1 bonus versus this weapon.

Immolation

+12 points

The weapon gets an additional opportunity to kill the target as its burning fuel (or some other caustic effect like acid, persistent flame, or the like) eats away at the target. During the Follow Up step, any target attacked with this weapon during the turn that has not moved to at least 3" away from its position at the time of the attack must defend from the attack again. The Attack Value used is the weapon's basic Attack Value. The Defense used is the target's basic Defense plus the usual bonuses. Failure kills the target and the figure is removed. On the Follow Up attack, figures with Hero Points may use them to increase their Defense, but not the attack.

Long

+6 points, close combat weapons only

This weapon may be used in close combat against figures that are within 2", not just figures in base-to-base contact.

Mental Attack

+12 points

Targets defending from this weapon use their Mental characteristic instead of their Defense characteristic for the defense roll. No attack or defensive adjustments apply.

Multiprofile

+5 points

The weapon has more than one profile. In a particular turn, the weapon may only use one of the profiles. The weapon's cost is that of the highest profile plus the points paid for Multiprofile. Each profile may include weapon tweaks. The profile with the largest tweak point total determines the amount of tweak points used, not including the Multiprofile tweak, which is extra. This tweak can be used to represent a weapon that has different kinds of attacks available, like a huge club, which can either sweep attack several enemies or smash a single one with a more powerful blow. Alternatively, it can represent two or more weapons that are exclusive of one another in a particular turn, like a rifle fitted with a grenade launcher. For example, consider a rifle worth 25 points with 5 points of tweaks, and a grenade launcher worth 28 points with 3 points of tweaks. The

combined Multiprofile weapon would cost 33 points (the cost of the grenade launcher plus five points for Multiprofile.) It would use up 10 points of the figure's total allowed tweaks (five points from the rifle plus five points for Multiprofile.) On any given turn, the figure could use the rifle or the grenade launcher, but not both.

Parry Weapon

+2 points, close combat weapons only

The figure wielding this weapon gets a +1k0 bonus on Defense when attacked by a close combat weapon.

Piercing Attack

+2 points

Attacks with this weapon receive a +1k0 Attack Value bonus.

Poisoned

+12 points

The weapon gets an additional opportunity to kill the target as poison (or some other noxious effect like toxic gas, disease, or the like) eats away at the target. During the Follow Up step, any target attacked with this weapon during the turn must defend from the attack again. The Attack Value used is the weapon's basic Attack Value with a -1k1 penalty. The Defense used is the target's basic Defense with no adjustments. Failure kills the target and the figure is removed. On the Follow Up attack, figures with Hero Points may use them to increase their Defense, but not the attack. This does not apply to vehicle targets.

Sniper Scope

+3 points, ranged weapons only, no area effect weapons

Weapon gets an extra 12" of range when shooting at targets in no cover.

Thermal Scope

+6 points

The weapon ignores the Light Cover Defense bonus.

Transferable

+4 points

When a figure carrying a transferable weapon is removed from the table, the transferable weapon may be passed to the nearest friendly figure as long as that figure is within 3 inches and is part of the same unit. The receiving figure loses its highest cost weapon in exchange. The receiving figure may not use the weapon until its next activation.

Very Long

+9 points, close combat weapons only

This weapon may be used in close combat against figures that are within 3", not just figures in base-to-base contact.

WarEngine Unit Tweaks

Overview

Unit tweaks allow you to customize the units in your force on an individual basis. There are no limits on how many unit tweaks may be taken overall. For more information on giving tweaks to your units, see the Force Builder v2.1 section. Each tweak may only be taken once for the same unit.

If you are building a completely customized force, you may of course feel free to ignore these limitations, or create new unit tweaks of your own. Just make sure you and your opponent agree ahead of time.

Unit Tweaks

Conscript

-30 points

The unit was forced onto the field of battle and will run at their first opportunity. The unit must test for rout every turn regardless of circumstances.

Raw

-20 points

The unit is totally unprepared for the reality of battle. The unit must test for rout every turn in which they are attacked, regardless of casualties.

Green

-10 points

The unit is not prepared to deal with casualties. The unit must test for rout every turn in which they lose figures.

Well Trained

+15 points

The unit automatically passes its first rout test.

Fighters to the End

+20 points

The unit does not need to take a rout test due to casualties until it has lost 75% or more of its original unit size.