

## INTRODUCTION

**DUKE IT OUT** is a fast, tight, tactical battle game where you bring any or all of your favorite small models, and destroy everything in sight. Combat, unit type, and weapons rules are provided, but may be modified or used as a template for any appropriate model you wish to use. We like certain Swedish construction bricks, but you can use Hot Wheels cars and fresh organic produce for all we care. Anyway, the game is built to be fast and brutal, and everything should blow up pretty quickly. Don't be sad if you blow up - reset and try again!

### What You Need:

Models to fight with!

About 12 six-sided dice. *(we know you have them!)*

A tape measure. *(range and movement are both in inches)*

A tabletop surface. *(not included)*

Some items to use as terrain. *(Holiday village sets, model buildings, stacks of old books, etc.)*

## BASE GAME SYSTEM

Select a number of points to determine the size of the game you'd like to play. Each player selects units that total up to that number of points. Uneven games are also fine. Sometimes it's fun to pit a 1 point unit against a 4 point monstrosity. Units and models range currently from 1 to 10 points and a 20 point game may take roughly an hour to play. *(results may vary greatly)*

Roll initiative each turn. Initiative = Initiative stat of your unit with the best initiative + d6. Highest goes first that turn. Reroll if tied.

Simplified Initiative *(optional rule)* - Each player rolls initiative with only his or her lowest initiative unit, and the winner goes first each turn throughout the game.

Complexified Initiative *(optional rule)* - roll initiative for each unit in each army individually, in initiative *(highest stat)* order. Each unit then takes its whole turn, in order, according to who won each roll.

Move or shoot according to your unit type, in any order you wish unless otherwise specified by your unit's rules. You may shoot all of your weapons each and every turn, *(unless the unit's special rules say otherwise)* at any targets within range and arc of fire - because that's the most fun.

Roll dice, whomever has the highest roll, chooses which side of the table they want to start in. Opponents start on the opposite side of the table. All units must be placed on your side of the table, not more than 1" from the edge at the start of the game *(so if you are using a model car, its back bumper should not be more than 1" from your edge of the table at the start of the game)*.



## UNIT TYPES

**Infantry (single model):** May move and fire in a turn, may change facing freely (see *Targeting*), but is +1 to accuracy if it shoots after moving (*lower accuracy is good, so "+1" is a penalty*).

**Infantry Squad:** May move, and then move again OR fire. All members of the Infantry Squad must perform the same actions in a turn. May change facing freely. For each Body/Structure point lost, one model is removed from the Squad. Infantry Squads ignore the Body/Structure Damage Progression table.

**Tank:** May move and fire each turn, but may only change facing before moving.

**Jump:** Ignores elevation when jumping, moving over intervening terrain and units as long as it can land in clear space within its maximum jump movement by the end of the turn. Jump units may both move AND jump in a turn, in any order desired. Jump units may change facing before a move and after a jump only. Jumping is not the same as a Move.

**Flyer:** Must move full move each turn, may change facing before moving only. STUN results on Flyers prevent them from changing facing until STUN is removed. Flyers ignore all terrain. Ground units' zero range weapons cannot affect Flyers. Jump unit zero range weapons may affect fliers only during a jump. Flyer zero range weapons may affect other fliers and ground/jump units. position the Flyer so that it is as close to directly over the target as possible. Swedish Construction Brick improvised flying bases are useful for this. Flyers may move and fire.

If a flyer or something moving like a flyer moves off the table, it may return from any edge, in any facing, on that player's following turn.

**Swarm:** May Move and/or Fire twice (*Move once, Fire twice; or Move twice and Fire once*). Swarm units may change facing before OR after moving. Swarm units operating within 2" of each other get a -1 Accuracy bonus for each friendly swarm unit present, to a maximum of Accuracy 2.

## TERRAIN

The play space should be a 2' to 3' circle, but may be as large as you like, and any shape that is convenient. Many players use a tabletop-shaped play space up to any size you feel comfortable playing on. Too large of a space may hinder your quickly blowing up of the enemy.

### TYPES:

**Open:** Empty, flat ground - no effect on movement or targeting.

**Rough:** rubble, boulders, cars - low but solid obstacles. Movement is halved at the point the unit touches the terrain. If a unit has a Move of 4, and moves 2" then touches Rough terrain, the unit may only move 1 more inch.

**Deadly:** as Rough, but requiring units moving into it to make an armor save (*roll equal to or under your armor or suffer one Body/Structure point of damage*).



## TERRAIN (continued)

### COVER:

**Light:** Rubble, trees, ruins of buildings, the flames of destruction and the smoking wrecks of your enemies. If half of the model you are shooting at or attacking is hidden from sight (*looking at it as if you were the model you are controlling*) that model receives a Cover Bonus of +1 Evade and +1 Armor

**Heavy:** Fortresses, small mountains, intact units, hard, solid things - you get the idea. Agree what's what before you start the game. Models in Heavy Cover (*at least half obscured*) get a Cover Bonus of +1 Evade and +2 Armor

If you are firing into cover and miss your target, you have hit the cover. All cover has an Armor of 3 and a structure of 2. If you destroy Cover, replace it with a patch of Rough terrain of similar size. You can create "tougher" terrain if you want, but we find it just slows things down and reduces the number of explosions per turn. We consider both of those to be bad things.

## TARGETING

All units have 90 degree arc of fire from each weapon. Place a corner of your unit card on the barrel of the weapon. If the target falls within the arc described by the two lines of the card sides, it is within your Line of Sight (LOS).

**Targeting and Stun:** Stunned units may turn once to fire. They may fire all their weapons, but may not fight with close-range weapons or use special abilities.

**Templates (T):** Template weapons inflict hits on whatever they touch (*enemy units, buildings, innocent bunnies, your own feet if you use them close to yourself...*). Position templates within range and over as much of the target as possible. If a weapon has multiple templates (*T4, T6, etc.*) position each template after the first so that each touches the last template placed. You may do this in any way you choose, but only items under the template are affected, regardless of the original target. Templates should be circular, and about 50% larger than the sample units for this game. We recommend SCB "radar" dishes.

Template weapons reduce the target's Evade by 2!

Templates come in three sizes, Small (ST) 1.5", Medium (MT) 2", and Large (LT 2.5"). These are easily simulated with SCB radar dishes, or appropriate sized circles can be cut from cardboard, tomatoes (*hey, we don't have to clean up!*) or light plastic.



## COMBAT

Roll to hit. You must roll **equal** to or above your model's Accuracy statistic to score a hit. Roll once for each barrel of the weapon you are using\* (*for shooting weapons*) or for each close-range weapon on the model (*if in range*). Each hit may be Evaded by your target. Evade hits by rolling equal to or less than your unit's Evade stat.

For each hit not Evaded, compare the firing/attacking unit's weapon Power vs the target unit's Armor:

**If Less:** the weapon cannot damage the unit, but may stun it on a roll of 6

**If Equal:** roll 1d6

**If Greater:** roll dice equal to the difference +1

## RESULTS:

**D6 > Armor:** Reduce Structure/Body by 1

**D6 = Armor:** STUNNED. Stunned units cannot move on the following turn (*but may jump in a random direction if they are Jump units*). STUNNED units cannot Evade, and automatically lose Initiative next turn. Stun goes into effect at the end of the turn it is inflicted, and lasts until the beginning of the stunned model's next turn. Multiple stun results do not matter - a unit can only be stunned once per turn.

**D6 < Armor:** No effect

Units with zero Structure/Body are DESTROYED (*and blow up spectacularly into a million flaming pieces - even if they are made of cotton candy*).

### Up Close And Personal:

All units in direct contact with (*touching*) an enemy unit are equipped with close-range weapons that need not be shown on the model. These weapons are capable of eventually destroying another unit. Unless a better weapon is available (*as with some units*) - make one attack per Unit (*or per model, in the case of Infantry Squads*) per turn at your normal accuracy. On a D6 result of 6, inflict one structure point (*this may be evaded, but ignores Armor*). Fliers may only attempt this if they end their turn in contact with a target (*called a "Fly By"*). This should be very difficult to pull off, as Fliers need to move their full move each turn.

If a unit has a zero range weapon, you may use it instead. This weapon does not ignore Armor (*unless otherwise stated in the unit's rules*), but does damage normally (*weapon power vs Armor*).

\*this can make the game **really** deadly. Things blow up quickly depending on the models used. Gundam with a gatling cannon? That's a lot of barrels. To slow things down a bit or prevent cheesy friends from annihilating your army with something that looks like a porcupine with rifles glued all over it - change the rule to say '**weapon**' and not '**barrel**'. Or just say, "it shoots this weapon once" (*or twice, or whatever seems the most fun*).

Chain guns don't shoot bullets out of all their barrels at once, right?

But, tell us it wouldn't be cool if they did.... The main thing is - **have fun!**

If you blow up 3 minutes into the game, set up and go again, bring in reinforcements, or use that supertech/magic gem that lets you resurrect on a roll of 3 or better. You know the one.





# DUKE IT OUT!

## TACTICAL BATTLE GAME

### COMBAT (optional rule)

#### Body/Structure Damage Progression:

Move is halved when half of the Structure points are lost.

**Half +1:** Move = 0

**Half +2:** Weapon destroyed  
(unit owner's choice)

**Half +3:** As Half +2 until Unit is DESTROYED.

**Half +4:** As Half +2 until Unit is DESTROYED.  
...and so forth.

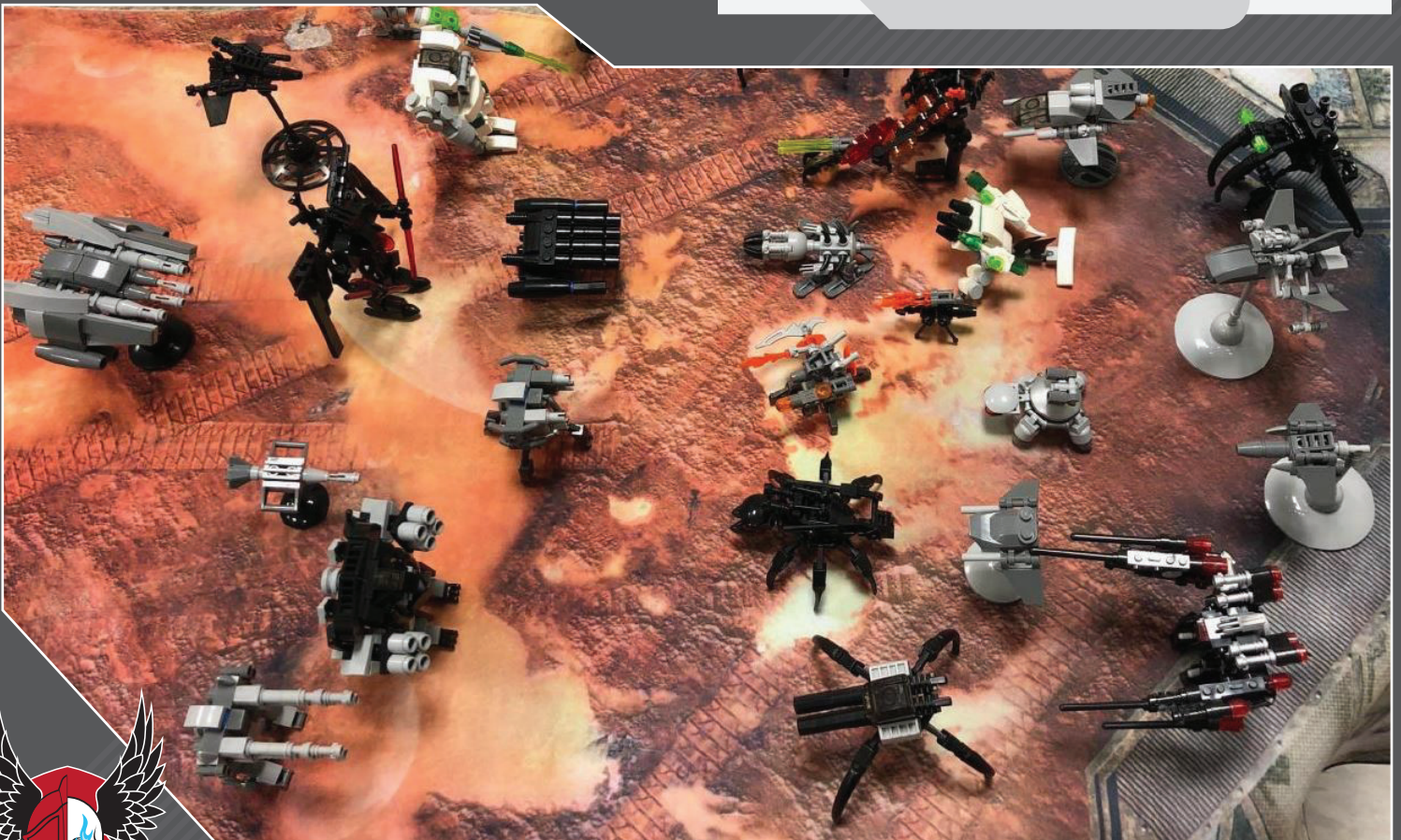
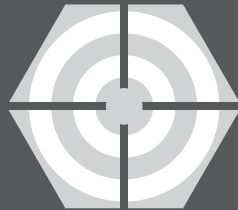
### DARK GRIMNESS RULES

In the dark grimness of an unlikely amount of time in the future...there are only explosions and machine gun fire.

Yeah, you know what I'm talking about. If you are familiar with a popular system or have a favorite version of it, and just want to:

- Simplify
- Substitute different models
- Not bother to learn the latest version or buy 17 new books

Then yes - you can use **DUKE IT OUT** to accomplish all that. All you need is another player with some models and a similar mindset. Keep that incredibly rich backstory - ditch the rules overhead. Other than adding the occasional template and improving these rules based on feedback - we don't plan to change **DUKE IT OUT** much, and won't be charging anything for it anyway.

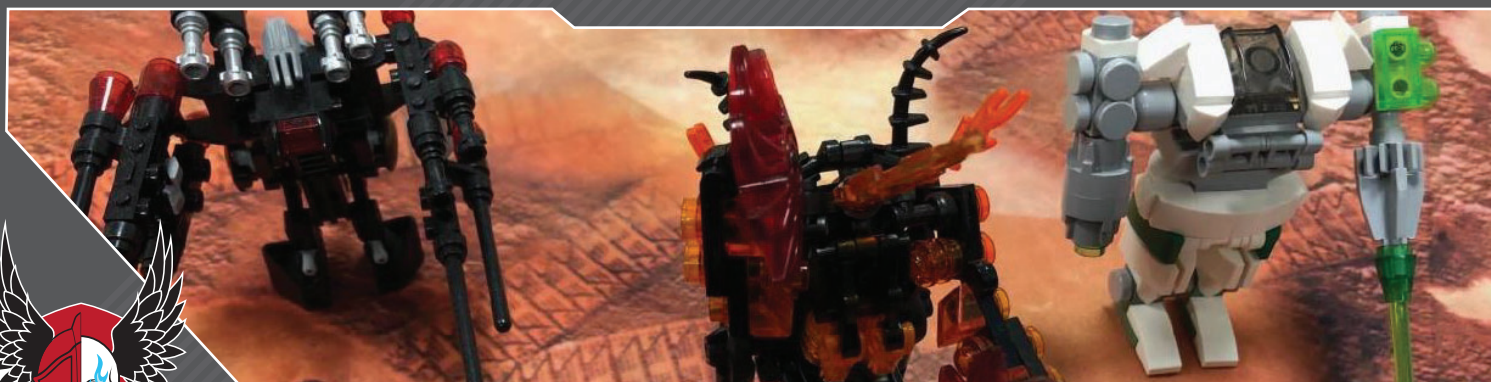


### TEMPLATES

These templates are meant to represent models, toys, or whatever you want to use in your battles. Select one that sounds like what you are using, or make up your own. Balance is less important than fun. Could that F-15 Strike Eagle model on your shelf be a Blackstar Gunship? Sure could. Feel free to change the names or adjust the weapons and abilities in any way that will enhance the fun of the game for you and your opponent.

#### DESIGN NOTES:

- Armor values should not be more than 5 for most things and a unit with an armor value of 6 will be impossible to destroy with any ranged weapon.
- If you are basing your template on a character/vehicle/monster (*or character vehicle monster*), the stats and weapons should match your source of inspiration. This is not necessary when just using a model for its coolness and looks.
- A note about scale. For most intents and purposes, a 1 point item is about the size and mass of a person. If you want to use two models that are about the same physical size, then you should ignore what they are “in real life” if the scales would be radically different. This way, you can have your Chuck Norris action figure fight your 8” Godzilla without worrying that Godzilla is actually 50 times taller than Chuck, and outweighs him by at least a million and a half times.\*
- Since this game is about using things you already own, sometimes from other games, sometimes from TV shows or movies, etc., you should understand that samples we use are examples only, and don’t imply any rights to those properties. This is a system for using your collection of nifty figures and models in a new and fun way. We claim no rights to any other entity’s property.
- Keep it simple. You don’t need to write every possible weapon/attack into a template you create. You can have just as much (*and possibly more*) fun capturing the flavor of a model with just a couple of “signature” characteristics. Superman is tough, and punches things or uses his heat vision. You don’t need to include his cold breath to make a Superman template so you can have him fight Optimus Prime (*but go right ahead if you want to!*). The game is designed to be fast to play, so be careful how much complexity you add.
- Chuck Norris wins anyway, don’t bother.





### Battle Turtle - TANK

MOVE:	3	INITIATIVE:	3
EVADE:	3	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: HVY Grenade Launcher	3	14/MT
WEAPON 2: Battering Ram	4	0

**SPECIAL:** Turtleport – move to any visible area within 10" cannot move shoot, or change facing.

points: 02

### WarTortoise - TANK

MOVE:	3	INITIATIVE:	1
EVADE:	2	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	5

	POWER	RANGE
WEAPON 1: Strafe Cannon	3	12
WEAPON 2: Plasma Missiles	7	Inifnite
WEAPON 3: Crush Rush	3	0

**SPECIAL:** 4 Plasma Smart missiles – no line of sight needed.

points: 03

### Wreckasaur - TANK

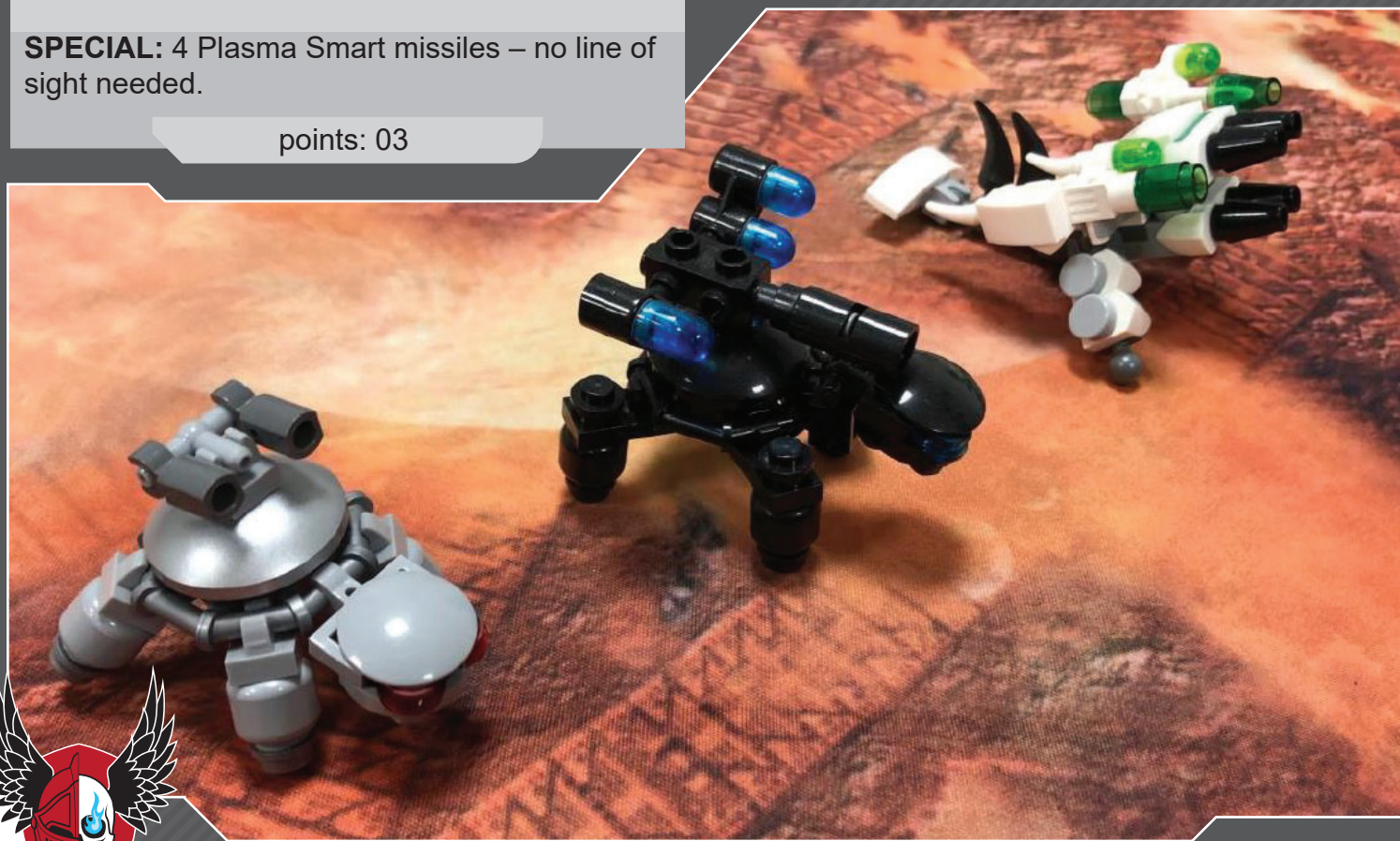
MOVE:	5	INITIATIVE:	3
EVADE:	4	ACCURACY:	3
ARMOR:	3	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Ion Blaster	5	13/MT
WEAPON 2: Particle Beamer	6	18
WEAPON 3: Flail Tail	5	0
WEAPON 3: Venom Sprayers	5	0

**SPECIAL:** Pounce - If Wreckasaur does not fire its Ion Blaster or Particle Beamer, it may move 10", ignoring obstacles and elevation, as long as it can land in clear terrain. It may land in any facing.

points: 03

BattleTurtle, WarTortoise, and Wreckasaur



# DUKE IT OUT!

## TACTICAL BATTLE GAME

MegaMantis, Strider, SpitBull, Cannonid, BattleSpider



### Strider - TANK

MOVE:	3	INITIATIVE:	3
EVADE:	2	ACCURACY:	4
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Doomhail	8	11/ST
WEAPON 2: Doomhail	8	11/ST
WEAPON 3: Webbeam*	0	22

\*Webbeam pulls enemy targets 1D6" closer

**SPECIAL:** Got Hot – Enemies within 2" automatically take a PWR 4 hit each turn.

points: 03

### MechaMantis - JUMP 5

MOVE:	6	INITIATIVE:	5
EVADE:	3	ACCURACY:	4
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Mantis Mortar*	5	14/ST
WEAPON 2: Bombard Cannon**	5	20/MT
WEAPON 3: Mantis Scythes	6	2

\*Mantis Mortar fires in a 90 degree side arc

\*\*Bombard Cannon fires indirectly, no LOS needed, minimum range 8"

**SPECIAL:** Camouflage – Mega Mantis gets an additional +1 to Evade and Armor when in cover.

points: 03

### Spitbull - JUMP 4

MOVE:	7	INITIATIVE:	4
EVADE:	4	ACCURACY:	4
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Acid Cannon*	5	6
WEAPON 2: Deathjaw	7	0
WEAPON 3: Stingers	3	10

\*If Acid Cannon does Structure damage, it automatically does one more Structure damage on the next turn.

**SPECIAL:** Spikey - other units (except Flyers) that attack Spitbull with zero range weapons, must make an Armor save or lose one Structure.

points: 03





## Cannonid - TANK

MOVE:	3	INITIATIVE:	3
EVADE:	2	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Dual MLA Cannon	7	16
WEAPON 2: Spikestomp	4	0

\*MLA Cannon misses create 2" Rough Terrain

### SPECIAL:

Blastjump – move back 1d6, can't fire.

points: 03

## Shroud Fighter - FLYER

MOVE:	11	INITIATIVE:	7
EVADE:	5	ACCURACY:	4
ARMOR:	2	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Axial Laser Cannon	6	15
WEAPON 2: 30mm Cannons	4	11

**SPECIAL:** Strafe Attack – may hit all targets in range in a straight line.

points: 02

## Silverspike Fighter - FLYER

MOVE:	14	INITIATIVE:	6
EVADE:	4	ACCURACY:	3
ARMOR:	2	BODY/STRUCTURE:	2

	POWER	RANGE
WEAPON 1: Axial Spike Cannon	7	12
WEAPON 2: Spike Bomb*	5	0/LT

\*Spike Bomb and Spike Cannon cannot both fire.

**SPECIAL:** Afterburner – don't shoot, move twice.

points: 03

## BattleSpider - TANK

MOVE:	5	INITIATIVE:	4
EVADE:	3	ACCURACY:	4
ARMOR:	4	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Laser Cannon	4	15
WEAPON 2: Particle Cannon	6	12
WEAPON 3: ElectroVenom	5	0

\*ElectroVenom causes one automatic hit again each turn if it does body/structure damage.

**SPECIAL:** EMP-web - Particle Cannon hits automatically cause Stun

points: 03

## SkyStrike Drone - FLYER

MOVE:	16	INITIATIVE:	7
EVADE:	4	ACCURACY:	4
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Axial Autorifle	3	18
WEAPON 2: Spike Bomb	5	0/LT

**SPECIAL:** Turbofire (1 use) - fire 3x, move up to 20. If the SkyStrike ends its movement in contact with another unit, it explodes - and does 1 automatic Body/Structure point to the target.

points: 01

## Starhawk Interceptor-FLYER

MOVE:	15/20/25	INITIATIVE:	5
EVADE:	5/4/3	ACCURACY:	3
ARMOR:	1/2/3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Plasma Cannons*	4	14
WEAPON 2: Plasma Bolt*	6	18

\*Plasma Cannons and Plasma Bolt cannot both fire in the same turn.

**SPECIAL:** Multi-Mode – X-pattern Y-Pattern Diamond Pattern - Choose only at start of turn.

points: 03



### Skyhammer - FLYER

MOVE:	8/*	INITIATIVE:	3
EVADE:	2	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Gamma Cannons*	6	18
WEAPON 2: Laser Batteries	3	12

\*Gamma Cannons overheat and cannot be used next turn if two Accuracy dice roll 1.

**SPECIAL:** HyperDrive - Move is unlimited on any turn the Skyhammer does not fire its weapons.

points: 05

### Thunderhead - FLYER

MOVE:	12	INITIATIVE:	3
EVADE:	3	ACCURACY:	4
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Pulse Cannons	5	17
WEAPON 2: Plasma Bomb*	5	4/MT

\*Plasma Bombs - can be placed anywhere within 4" of the unit, and persist for the rest of the game as Deadly Terrain that causes a Power 5 attack vs. the armor of any unit touching it. Ground units touching a Plasma Bomb template must make a successful Evade roll to move out of contact.

**SPECIAL:** HyperDiamond Armor - Any attack that causes Thunderhead damage is also reflected back at the attacker (Thunderhead player rolls to hit and damage and any special effects).

points: 03

The Fliers (top): Shroud Stealth Fighter, Skyhammer Dreadnought, Thunderhead Attack Bomber, Skystrike Missile Drone, Silverspike Strike Fighter, Viper Gundrone, Starhawk Interceptor





### Viper Gun Drone - FLYER

MOVE:	12	INITIATIVE:	6
EVADE:	5	ACCURACY:	3
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Dual Assault Carbines	3	12
WEAPON 2: Shaped Magnacharge*	5	0/MT

\*Shaped Magnacharge is one use, and destroys the Viper Gundrone when used.

**SPECIAL:** Ablative Armor - the first Structure point inflicted against a Viper may be ignored on a 4+.

points: 01

### PsychoMite - SWARM

MOVE:	5	INITIATIVE:	5
EVADE:	5	ACCURACY:	3
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Laser Turret	4	14
WEAPON 2: Spikekick*	3	0

\*Spike kick - PsychoMite may continue to attack as long as it hits. Each attack after the first is at +1 Power compared to the previous attack.

**SPECIAL:** Spring - PsychoMite may Jump instead of move. This does not change its type to 'Jump'.

points: 01.5

### Fire Ant - SWARM

MOVE:	5	INITIATIVE:	5
EVADE:	5	ACCURACY:	3
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Flame Thrower*	3	6/ST
WEAPON 2: Mandibles	2	0

\*If Flame Thrower hits, target unit is on fire and cannot benefit from Cover or Cover bonuses.

**SPECIAL:** Freeze - Fire Ant does not move and gets +1 to Evade and Armor if in any Terrain or Cover.

points: 01

### Bullet Ant - SWARM

MOVE:	5	INITIATIVE:	5
EVADE:	5	ACCURACY:	3
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Bolt Cannon	4	11
WEAPON 2: Mandibles	2	0

**SPECIAL:** Freeze - Bullet Ant does not move and gets +1 to Evade and Armor if in any Terrain or Cover.

points: 01



(Top) PsychoMite,  
(Middle) Bullet Ant,  
(Bottom) Fire Ant





### Earthshaker - INFANTRY

MOVE:	4	INITIATIVE:	2
EVADE:	1	ACCURACY:	3
ARMOR:	5	BODY/STRUCTURE:	6

	POWER	RANGE
WEAPON 1: Mjolnir Atom Rockets*	6	12/MT
WEAPON 2: HammerFist	7	14/MT

\*Mjolnir Atom Rockets automatically destroy terrain they hit, replacing it with like-sized dangerous terrain.

**SPECIAL:** Thunderstrike - all ground units within 5" are stunned, structures within 2" are reduced to rubble.

points: 04

### Celestial Samurai - JUMP 5

MOVE:	8	INITIATIVE:	6
EVADE:	5	ACCURACY:	2
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Beam Rifle	4	14
WEAPON 2: Beam Sabres	6	0
WEAPON 3: RazorWing*	5	special

\*Razorwing attack can be used against multiple targets, as long as Celestial Samurai is in Flight Mode and all targets are along its flight path.

**SPECIAL:** Flight Mode - Celestial Samurai may move as a Flyer with (Move 16). In Flight Mode Celestial Samurai must move off the board; and can return per the Flyer rules as a Jump unit.

points: 04

Earthshaker, Celestial Samurai,  
MAXIMBAR, The Beast





## The Beast - INFANTRY

MOVE:	3	INITIATIVE:	3
EVADE:	2	ACCURACY:	4
ARMOR:	5	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Quad Barrage Battery	6	12/LT
WEAPON 2: Proton Cannons	8	8

**SPECIAL:** May triple Move if not firing.  
points: 04

## DarkStar SkySniper - FLYER

MOVE:	14	INITIATIVE:	3
EVADE:	4	ACCURACY:	2
ARMOR:	2	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Dual DarkNova Pulsars	7	20

**Parallax Laser Sight:** The first miss may be rerolled, and the first successful Evade must be rerolled.

**SPECIAL:** Evasive Maneuvers - You may choose to reroll a failed Evade in exchange for not firing next turn. If you do, you must change facing at least 90 degrees  
points: 03

## MAXIMBAR - FLYER

MOVE:	10	INITIATIVE:	4
EVADE:	4	ACCURACY:	4
ARMOR:	3	BODY/STRUCTURE:	2

	POWER	RANGE
WEAPON 1: Plasma Arc (2)	6	10/LT
WEAPON 2: HyperProp (2)	7	0

\*HyperProp rerolls any miss, once per turn.

**SPECIAL:** Ground Effect Vehicle - may remain stationary.

points: 03

## Blackstar Gunship - FLYER

MOVE:	9	INITIATIVE:	3
EVADE:	3	ACCURACY:	3
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Nova Laser*	7	16
WEAPON 2: Cluster Bombs (2)*	5	0/ST(6)

\*Nova Laser and Cluster Bombs cannot be used in the same turn

**SPECIAL:** Hover Mode - Blackstar Gunship can stay in place, moving every other turn if it wants.

points: 03

Blackstar Gunship, DarkStar SkySniper



### NinjaMech - JUMP 4

MOVE:	6	INITIATIVE:	5
EVADE:	4	ACCURACY:	3
ARMOR:	3	BODY/STRUCTURE:	3

	POWER	RANGE
WEAPON 1: Plasma Blaster*	5	13
WEAPON 2: Railgun**	7	16
WEAPON 3: Tachyon Tanto	6	0

\*Plasma Blaster leaves a small (1") Dangerous Terrain patch where it hits.

\*\*If NinjaMech does not Move, Railgun gives +1 Accuracy.

**SPECIAL:** Shadow Stalker - NinjaMech gets the Light Cover bonus in any Open Terrain  
Ninja Vanish! - NinjaMech can Jump off the table, returning anywhere on the battlefield next turn if it has not moved or jumped yet this turn.

points: 03

### RifleMech - INFANTRY

MOVE:	6	INITIATIVE:	4
EVADE:	3	ACCURACY:	2
ARMOR:	3	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Heavy Laser Cannons	5	20
WEAPON 2: Grenade Launchers	3	10/MT

**SPECIAL:** Twinfire - Heavy Laser Cannons have targeters, and re-roll their first miss each turn.

points: 03

NinjaMech, RifleMech,  
SalvoMech, Incinerator Battledrone





## Incinerator Drone - TANK

MOVE:	9	INITIATIVE:	4
EVADE:	3	ACCURACY:	3
ARMOR:	2	BODY/STRUCTURE:	2

	POWER	RANGE
WEAPON 1: Flame Cannon	4	12/LT
WEAPON 2: Maser Cannon	6	14/MT
WEAPON 3: Vibrosword	6	14/MT

### SPECIAL:

Heatshields - enemy hits left/rear are -1.

points: 02

## SalvoMech - TANK

MOVE:	4	INITIATIVE:	3
EVADE:	3	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	5

	POWER	RANGE
WEAPON 1: Quad Rocket Pods*	4	14/ST
WEAPON 2: Morningstar	6	0

\*Quad Rocket templates ignore cover and cover bonuses.

**SPECIAL:** Fortress - If SalvoMech does not move, it gains +1 Armor.

points: 03

## Swarm Queen - TANK

MOVE:	18	INITIATIVE:	3
EVADE:	2	ACCURACY:	5
ARMOR:	5	BODY/STRUCTURE:	20

	POWER	RANGE
WEAPON 1: Biobeam	6	25
WEAPON 2: Destructor Ray	8	10
WEAPON 3: Magma Spike	6	0
WEAPON 3: Dorsal Scythes (2)	5	0
WEAPON 3: MultiSpikes (4)	4	0

**Swarm Surge:** Swarm Queen player may add 1-6 points to her cost, and choose that many 1-point swarm units. Any number of swarm units may be deployed at the beginning of any movement. Place them anywhere in contact with the Swarm Queen.

**SPECIAL:** Plasma Shield - If Swarm Queen does not use Biobeam, she may add 1 to Evade.

points: 12-18

## RazorBat Drone - FLYER

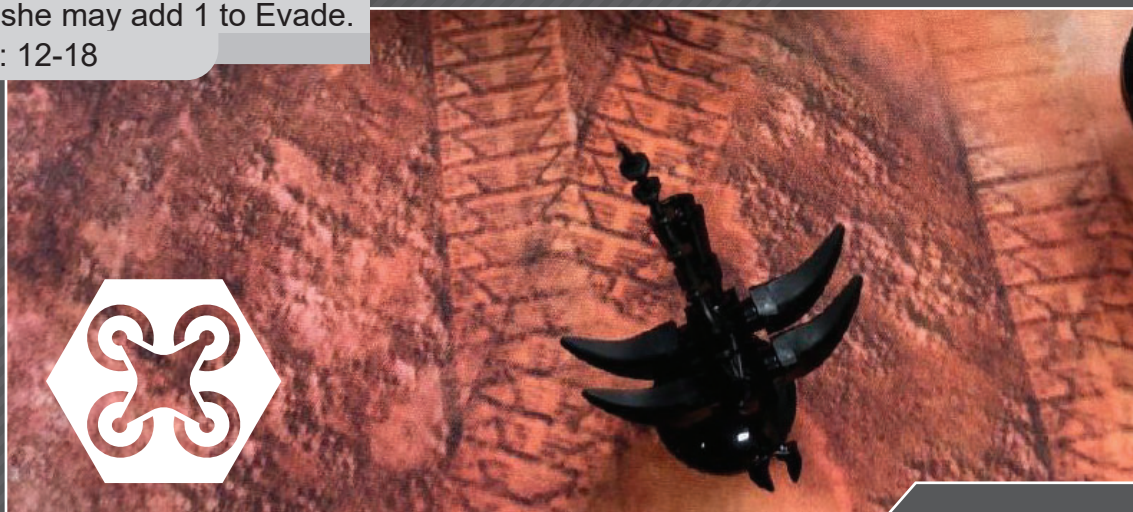
MOVE:	10	INITIATIVE:	6
EVADE:	5	ACCURACY:	3
ARMOR:	1	BODY/STRUCTURE:	1

	POWER	RANGE
WEAPON 1: Axial Grapnel Cannon*	4	14
WEAPON 2: Raid Blades	4	0
WEAPON 3: Moly Whip	5	0

\*If Grapnel hits, Razorbat may attach to target, and attack each turn with the Moly Whip, automatically inflicting 1 Structure/Body. The target may move away the following turn only if it has a higher move.

**SPECIAL:** Sideswipe-RazorBat may make a free close-range attack against any target it flies past.

points: 01



## The Dragon - INFANTRY

MOVE:	4	INITIATIVE:	3
EVADE:	1	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: X-Ray Lasers (2)	7	25
WEAPON 2: Rail Cannons (4)	8	10
WEAPON 3: Plasma Barrage (4)	5	8/MT

**SPECIAL:** Arsenal on Legs - If The Dragon fires all weapons (must have valid targets) - it may move after firing (even if it moved before firing).

points: 05

## The Demon - INFANTRY

MOVE:	7	INITIATIVE:	4
EVADE:	3	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	4

	POWER	RANGE
WEAPON 1: Hell Razors (2)	8	0
WEAPON 2: Flame Flares (3)	4	0

**Grapple Whips:** Enemy units in contact with The Demon cannot move away from The Demon.

**SPECIAL:** Inferno Chassis - Any unit attacking the Demon in close-range combat automatically takes one structure point of damage. This damage may not be Evaded.

points: 05

## White Knight - INFANTRY

MOVE:	4	INITIATIVE:	2
EVADE:	2	ACCURACY:	3
ARMOR:	5	BODY/STRUCTURE:	6

	POWER	RANGE
WEAPON 1: Gamma Destructor	6	15/ST
WEAPON 2: Gamma Lance*	7	4*

\*The Gamma Lance is a close combat weapon with a reach of 4" and may pierce multiple targets if they are close enough (*measure 4" from the tip of the lance*). Resolve each attack separately.

**SPECIAL:** Fractal Shields - The White Knight can choose to negate any damaging hit, but this permanently reduces its Armor by 1.

points: 04

## Lawkeeper - INFANTRY

MOVE:	14	INITIATIVE:	4
EVADE:	4	ACCURACY:	3
ARMOR:	4	BODY/STRUCTURE:	12

	POWER	RANGE
WEAPON 1: Gatling Cannon	5	20
WEAPON 2: Fragmentation Mortar	4	12/LT
WEAPON 3: Beam Saber	6	0

**SPECIAL:** If the Lawkeeper fires no weapons, it may draw and use a second Beam Saber.

points: 08

The Dragon, The Demon, The White Knight



### Space Marines - SQUAD

MOVE:	3	INITIATIVE:	4
EVADE:	3	ACCURACY:	4
ARMOR:	2	BODY/STRUCTURE:	5-10

	POWER	RANGE
WEAPON 1: Boltrifles (4-9)	2	6
WEAPON 2: Squad Heavy Weapon	4	13/ST
WEAPON 3: Vibroswords ( <i>per Marine</i> )	3	0

**SPECIAL:** Transport - squad may deploy from any friendly Tank unit during Turn 1 Movement. Simply place at least one marine within 2" of the Tank, and the rest around the 1st.

1 point for 5 marines, 2pts for 10

points: 1-2

### Grim Knights - SQUAD

MOVE:	3	INITIATIVE:	4
EVADE:	3	ACCURACY:	4
ARMOR:	2	BODY/STRUCTURE:	5-10

	POWER	RANGE
WEAPON 1: Thunderbolters (8-18)	2	6
WEAPON 2: Incinerator (1-2)	5	14/MT
WEAPON 3: Power Glaives (8-18)	6	2

**SPECIAL:** Teleport Deployment -During Turn 2 Movement, Grim Knights may be placed anywhere on the battlefield that is within 10" of a friendly unit.

2 point for 5 Knights, 4pts for 10

points: 2-4

