

## THE LAST EDITION

### CORE RULES

Play “the last edition”!

A ruleset developed for epic and competitive tabletop gameplay.

#### What are you reading?

The following rules describe an alternative way to play a tabletop game of your choosing. They are written with the intent to be played competitively. Balancing and fairness are the highest goals but engaging and epic gameplay are intended.

*These rules can be played with all the models you like playing with. But there are requirements:*

*The models need round or elliptical bases in the size written down on the unit’s datasheet. If the dimensions of the base are 10mm off - that’s still ok, but no base can ever be smaller than 25mm. Models without a base need to be as close as possible to the dimensions described in the datasheet. Again: 10mm off in every direction is ok here.*

*Models from the same unit type have to look similar in appearance from an outside perspective and different from models from other unit types. Unless it is specifically stated otherwise in the datasheet.*

*We highly recommend you to find ways to bring models that represent the fantasy of each role most perfectly.*

#### STRUCTURE OF THIS RULE DOCUMENT:

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#### How to play the last edition?

We described these steps in greater detail later.

1. Select and prepare the **Missions**.
2. Select and prepare the **Armies**.
3. **Play the game** in 5 rounds consisting of 1 turn per player.

4. Determine the winner by comparing the total **victory points** gained for each player. The player with more VP wins the game.

### **!Most important!**

Not every situation can be covered in a complex rule text like this. There will always be problems that I missed. In this case please find a solution that pleases both players equally. If needed let the dice decide what suggestion you want to follow.

I would like to hear from the problems you found, please consider telling me about them on the discord dedicated to the last edition.

### **Playing by intent:**

Please inform your opponent about your intent on key decisions. This way you do not have to play pixel perfect and you are able to save time.

The intention is always more important than the actual game situation.

Example: If you intend to stay away from an enemy unit at a specific distance. This distance is measured later even if a model might accidentally be placed closer.

This, however, does not mean you can intend impossible things, like standing on multiple objectives by ignoring unit coherency with one unit, for example.

Nor does this mean you do not have to try your best to communicate your intentions by placing your models correctly.

### **What materials are needed?**

#### **1. Dice, placement and rulers**

A game of "last edition" is played with a lot of 6-sided dice.

And distances are measured in inches (").

Distances are only measured on ground level. Models can never be placed on top of each other and they count as being on ground level (even if placed on top of a building for example).

#### **2. Models/Armies**

Every player plays with an army of models that visually represent the force they are playing with. Models are combined into units. Some units can consist of only one model.

The same unit can only be selected up to 3 times in the army.

#### **3. Rules**

The game is played only with the rules written here.

All the rules here are the "core rules" ; they may be overruled by the fraction-specific rules (described later).

## **PLAYING THE GAME:**

### **DISTANCES:**

**Distances** are measured in inches (") between the closest points of the model's bases.

Measure from the closest point of the models for models without bases.

Players can measure all distances at any point in the game.

## **VISIBILITY:**

Visibility is measured from any point of a base or the model.

If there is any 2mm thick line between two bases or a base and a model without a base without the line passing over the base of a vision blocking terrain these models are able to see each other.

Models can see through other models as if they were not there.

*Note: Imagine the battlefield to be completely flat and everything on it are just flat forms too.*

## **DICE:**

This game is played with six-sided dice (called D6).

Every dice is considered to be rolled as a single roll. Players may combine multiple rolls into one roll, this is allowed as long as it does not interfere with the logic of every roll being unique.

Sometimes a roll can be a combination of multiple dice, that is called a 2D6 or 3D6 roll.

Another option are rolls of D3 or D33. In those cases a 1 or 2 is a 1, a 3 or 4 is a 2 and a 5 or 6 is a 3.

A D33 is the combination of 2 D3 rolled separately.

These combined rolls are considered to be a single roll.

Most rolls need the result to be higher than a specific number. This is displayed by the number followed by a "+". 4+ for example means that all rolls of 4, 5, 6 and so on are a success.

## **Modify dice:**

Sometimes rules are only beneficial to „unmodified rolls“. This means that they are only applied if the initial roll was the needed result before any modifications were in place.

### ***Modify by addition and subtraction:***

Numbers can be added to the result of a dice roll. +1 for example means that you add 1 to the result of the roll. Making a 3 into a 4, for example.

It can, however, make a 6 into a 7 for example. This works on rolls of multiple D6 as well. Dice can never be modified by more than 1 below or above the initially needed result.

### ***Modify by rerolling:***

Some rules allow the player to reroll a roll, the rerolled dice counts as being modified.

A roll can never be rerolled more than once.

Other modifications are applied after rerolls.

## **Wound rolls:**

Be aware that “wound rolls” are special in this game, when it comes to modifying them.

When rolling a wound roll, the player rolls a D6 and adds the strength of the attack to the result of that roll. If the combined number is higher than the toughness of the target of the attack the wound roll is successful.

However, if the combined number is impossibly higher than the toughness of the target (*for example: the attack has a strength value of 1 and the target's toughness is 7*), the attacker needs to roll every initially rolled 6 again and add the additional result to the 6. **Keep in mind**

**that a roll of a 1 on this next roll always is a failed wound roll.** If the combined rolls of the strength, the 6 and the next dice are higher than the target's toughness the wound roll is successful. You can not add more than one dice, even if the second roll was a 6 too.

*(For example: The attack has a strength of 1 and the target has a toughness of 7. A wound roll of a 6 was rolled and allowed the attacker to roll an additional dice. The second dice is a 1. In this case the combined result of the 2 rolls and the attacker's strength is 8 and therefore higher than the target's toughness. However since the second roll is a 1 it still is considered an unsuccessful wound roll. )*

In the case the toughness is way higher and two rolls of a 6 in addition to the strength would still not be enough to be a higher result than the targets toughness the attacker can keep rolling additional dice to the roll as long as the result shows a 6 until the attacker either gained the required result or failed the roll.

### **Modifying wound rolls:**

Only the first roll of a wound roll can be modified by rerolling.

Adding or subtracting on a wound roll changes the final result instead.

### **Modify by the “bad luck pool”:**

Every time you roll a 1 on an unmodified dice roll, you may put that exact dice aside into the “bad luck pool”. This means the result of this dice gets accepted by the player and it can not be modified (by rerolling for example).

### **Improving dice step:**

If you got two of those dice showing a 1, make one of them into a 2 and discard the other.

If you got two of those dice showing a 2, make one of them into a 3 and discard the other.

If you got two of those dice showing a 3, make one of them into a 4 and discard the other.

If you got two of those dice showing a 4, make one of them into a 5 and discard the other.

If you got two of those dice showing a 5, make one of them into a 6 and discard the other.

You can never store more than one of the same dice results after the improving dice step.

At any point you can select any of the bad luck dice to be the result of a roll, without actually rolling it and discard it afterwards. However, this counts as modifying the roll.

## **MISSIONS AND TERRAIN:**

### **The battlefield:**

A mission is played on a 60x44” board/battlefield (for armies between 1500-2500bps).

The battlefield is divided into 4 quarters by one horizontal and one vertical straight line that starts in the middle of the edge and passes through the middle of the battlefield.

### **Setting up the mission:**

#### **Deciding the deployment zone layout:**

One player rolls a dice:

1-2:

The deployment zones are in opposite battlefield quarters, excluding an area of 9” from the center.

3-4:

The deployment zones are on the smaller edges reaching 15” into the battlefield.

5-6:

The deployment zones are in opposite corners of the battlefield reaching from one corner to the middle of the long side of the battlefield leaving a corridor in the middle between both deployment zones.

**Objectives:**

Objectives have a 7" diameter round base. Every model partly within 1" of the center has the "objective security" keyword or counts as an additional model if it already has that keyword.

**Placing objectives in Missions:**

All missions have 5 objectives.

1 objective has to be placed in the middle of the battlefield.

2 objectives are placed in the middle of each player's deployment zone.

The remaining 2 objectives are placed on a line in the middle between both players' deployment zones on opposite sides of the center, equally far away from the center and the line.

**Holding objectives:**

Players with more models on an objective hold it.

If both sides got the same number of models on it no player holds that objective.

**Starting with the second round:**

Holding an objective at the start of the player's turn scores him 4 victory points (VP) to a maximum of 12VP.

**Rolling for mission secondary objectives:**

The other player rolls a dice:

**1:**

Attack:

Controlling the objective in the enemies deployment zone at the end of your turn grants you 4VP.

**2:**

Secret mission (Action):

At the end of your movement phase:

One unit from your army that is wholly within your opponent's deployment zone can perform this action.

At the end of your turn roll a D6, if the result is equal or higher than the number of models in the unit the action is completed and you gain 3VP.

**3:**

Bombs (Action):

One unit with more than 3 models and 3" away from your own deployment zone can start performing this action at the end of your movement phase.

The action is completed at the end of your turn and you either place one 25mm base size bomb-marker in 1" distance to that unit and another bomb-marker or the unit deletes any bomb-marker within 1" of the unit.

At the end of the battle gain 3VP for each of your bomb-markers still on the battlefield.

**4:**

Plan of attack:

Gain 3 additional VP the first time you control an objective in this game at the start of your turn.

**5:**

Poison cloud (Action):

Objectives in this game give 5VP to a maximum of 15.

Once per game one unit in your army can perform this action at the end of your movement phase if it has at least one model on an objective.

The action is completed at the end of your turn if your unit still has a model on that objective.

The objective is destroyed for the rest of the game and no player can score any VP by holding it.

**6:**

Storm:

Objectives in this game give 5VP to a maximum of 15.

Before the game starts roll a D6 for each turn except turn 1:

1-3: No VP can be scored holding the objectives in the deployment zones.

4-5: No VP can be scored holding the center objective.

6: No VP can be scored holding the side objectives to the sides of the center.

**Painting an army:**

An army painted with at least 3 different colors and bases that are at least sanded score 10VP at the end of the battle.

**Models that communicate:**

An army using models that communicate each datasheet convincingly by being visually different from other datasheets and display ranged or melee weapons according to their respective datasheet, scores 10VP at the end of the battle.

After a mission is selected (the way this is done is up to whoever is organizing the game), place the **objective markers** at the mission specific locations and mark the **deployment zones** of both players.

Now **prepare the terrain**.

All terrain features come in 3 different types on the battlefield.

Every terrain type has a 6x6" quadratic base. Each type exists 4 times on one half of the battlefield and exactly mirrored to the other half of the battlefield (for a total of 24 6x6" terrain bases on the battlefield at the end).

**The 3 terrain types:**

Touching a terrain feature with the base gives models advantages and disadvantages.

A model standing on two or more terrain features only counts as standing on the highest terrain type.

**Terrain type 3 / vision blocking:**

Models on these terrain bases neither see nor are visible for enemy units.

2 sides of the terrain base are blocked by walls. Models can neither attack (shooting or melee) through these walls, move through these walls nor stand on these walls.

One wall always has to point to the opposite half of the table, while the other has always to be on the opposite side of the terrain feature type 2.

And one side without a wall has to touch one side of a terrain feature type 2 without a wall.

Models behind this terrain base are only visible if the attacking model can draw a straight line between its base and the target's base without crossing the base of the terrain.

### **Terrain type 2 / vision hindering:**

Models on these terrain bases see and are visible for enemy units. They add +1/+0 to the armor saves against shooting attacks.

2 sides of the terrain base are blocked by walls. Models can see and move through these walls but can not stand on these walls nor make melee attacks through these walls.

One wall always has to point to the opposite half of the table, while the other has always to be on the opposite side of the terrain feature type 3.

Models behind this terrain base are only visible if the attacking model can draw a straight line between its base and the target's base without crossing the base of the terrain.

### **Terrain type 1 / soft cover:**

Models on these terrain bases see and are visible for enemy units. They lose 2" movement but enemies shooting them in the shooting phase have -1 to the hit roll.

Models behind this terrain base have -1 to hit rolls in the shooting phase if any straight line between the attacking model and the target model crosses this terrain type's base.

### **Deploying armies:**

The players randomly choose who starts choosing a **deployment zone** of the mission and places the first unit.

From that point on both players alternate between deploying units one by one until one player has no more units to deploy, at which point the other player places all remaining units.

Now the players randomly determine who is the starting player. The starting player is called **the attacker**. The other player is **the defender**.

## **STARTING THE GAME**

### **Rounds:**

The game consists of 5 rounds. In each round each player has 1 turn.

The attacker has the first turn each round.

The defender has the second turn each round.

The player whose turn it currently is, is called **the active player**.

Before the first round starts, but after the attacker and defender are selected, both players can now **secretly** choose one directive for each turn.

No directive can be selected more than once per game.

### **Directives:**

#### **Directive 1:**

"Deus Ex Machina":

Bring one of your units that has previously been **killed back to the battlefield**, as if it was a unit from reserve. This unit still counts as if it has been killed for all VP related rules.

However the opposing player gains an additional 1VP for every started 50bps cost of the unit if he kills it again.

Note: So 1VP for a unit between 0-49bps, 2VP for a 50-99bps unit and so on.

**Directive 2:**

“Counter offensive”

Both players play this entire round as if the **defender was the attacker** and the **attacker was the defender**.

If both players play this in the same round nothing happens.

**Directive 3:**

“All-in”

**Double all your VP** gained by primary objectives this round.

**Directive 4:**

“Joker”

At the beginning of the round you can put one of your own units on the battlefield into **reserve**. These units can come back later in the reserve step.

**Directive 5:**

“Bending reality”

Add five dice to the **bad luck pool** showing a 6.

**Directive 6:**

“Hidden in plain sight”

Declare one unit in your army as **untargetable** in all shooting phases this round.

**Directive 7:**

“Misinformation”

Place one of the other players units that are in **reserve onto the battlefield** in your reserve step of the movement phase, before reaction units are declared.

**Directive 8:**

“Boost in confidence”

Gain **+4 leader points** this turn.

**Directive 9:**

“Sabotage”

The enemy player can use **-1 reaction units** this round.

**Leftover leader points:**

Players start the game with a specific number of leftover leader points depending on the leaders and units they choose to field.

These points can be used in the turns and phases with a huge variety of uses.

**Turns:**

Turns are divided into phases.

### **Phases:**

Each player's turn is played in different steps called phases. The player whose turn it is, is called the **active player**. The other player is called the **reactive player**.

A unit can only be selected to act once per phase.

### **1.COMMAND PHASE:**

Each command phase starts with the active player filling up all the leader points to the maximum number they had available at the beginning of the first round.

The active player is now able to use all command abilities of his army, described in the rule section of his faction and the datasheets of his units.

### **Reaction units:**

The reactive player (whose turn it is not) can now declare up to one unit per **leader unit** on the battlefield as a **reaction unit** for this command phase.

These units can now act as if it was this player's command phase.

### **2.MOVEMENT PHASE**

The active player can now move every unit in the army a distance up to the **movement ability** (M) stated on the unit's datasheet in inches. He chooses one unit at a time.

Models can not move through other models (neither friendly nor enemy models).

Models can only move out of melee range if they use the order "fall back".

In addition the active player can give **orders** to chosen units after they have moved.

### **Orders:**

#### **(O)Advancing:**

Every unit can be moved an additional 6". This is called an **advance move**. Units that used the advance move are unable to shoot or fight in the following battle phase.

#### **(O)Concentrating:**

Units that did not move in the movement phase are able to use **concentration** instead.

Units that use concentration have +1 to the wound roll in the following shooting phase, but -1 to both armor save numbers.

#### **(O)Taking cover:**

+1 to both numbers in the armor save.

But -1 to all hitrolls made by this unit.

#### **(O)Fall back:**

A unit in melee range can move out of melee range by making a normal move.

If a model in the unit is unable to move out of melee range without moving through enemy models, it is a casualty and gets removed from the battlefield. (note that falling back is voluntarily)

### **Placing reserves:**

Reserve units can now be placed according to the mission rules. Reserve units count as moved and do not receive orders.

Reserve units can not be placed closer than 9" to any enemy models.

### **Reaction units:**

Now the reactive player (the player whose turn it is not) declares up to one unit **that is on the battlefield** (no reserve units for example) per **leader unit** on the battlefield to be **reaction units**.

He is now able to play those units as if it was his own movement phase.

## **3.POWER PHASE**

First in this phase:

### **Reaction units:**

The reactive player can declare up to one of his units per leader unit on the battlefield as reaction units. His power dice pool is only generated by these reaction units, not the entire army.

The generated power dice can only be used to block powers from the attacking player later this turn, unless it is explicitly stated otherwise in unit or faction rules.

### **Generating power dice:**

Now the active player fills a pool of power dice by adding all the power numbers (the x in the power (x) keyword) from all his power units in the army together (units with the **power (x)** keyword). How each power works is described in the datasheet of the unit bringing the power to the army.

Power cost:

Every power consumes a minimum number of power dice.

There can only be one attempt to cast the same power per round.

### **Blocking powers:**

To block a power the defender has to declare one reaction unit with the **power (x)** keyword in 24" range of the unit using the power. Every unit can only be selected once for blocking a power.

If the defender wants to block a power with this unit, both players secretly select a number of power dice. This number can never be lower than the initial power cost of the power. Both players now roll the power dice at the same time, adding the power number (the x in power (x)). If the result of the defender is higher than the result of the attacker, the power is blocked and the attempt to cast the power is unsuccessful.

## **4.BATTLE PHASE**

At the start of the battle phase, the active player can choose up to one eligible unit from his army to either **shoot or fight** in melee.

After that the reactive player can choose one **eligible reaction unit** from his army to either shoot or fight in melee.

The players alternate in this order.

The reactive player can only declare up to the number of leader units in his army as **eligible reaction units**.

**Passing:**

If there is no eligible unit in one player's army, he has to pass.

A player can choose to pass even if there are still units eligible to act this phase in his army.

A player that passes can no longer act with units in this phase.

The remaining player can then act with every eligible unit in his army that has not acted this phase one at a time.

If both players pass, the phase ends.

**4.1 SHOOTING**

Eligible models to shoot with have to fulfill **all the following** criteria:

1. The model has a ranged weapon.
2. The range of the weapon reaches an enemy unit.
3. The model is able to see the enemy unit (see: visibility and terrain).
4. The unit has not advanced in a movement phase this turn.
5. The unit is not in melee distance to an enemy unit.
6. The target unit is not in melee distance to a friendly unit.
7. The target unit does not benefit from rules that prevent it from being targeted by ranged weapons.

If there is no model in the unit to fulfill all these criteria, the unit is not eligible to shoot.

**Making shooting attacks:**

After selecting a unit to shoot with, the player has to select target units for every model in the acting unit.

A target unit has to have at least one model that is visible and in range of the model shooting. (see: Visibility and terrain)

Models with more than one weapon can choose one unit as a target for each of their weapons.

Before shooting weapons with more than one profile the player has to declare which profile is being used.

**Note:**

**Only after all shooting attacks of the selected unit are resolved the casualties of all the attacks are removed from the battlefield.**

**Number of shots:**

When a model shoots it makes a number of shooting attacks equal to the number behind its weapon keyword and range "12" Ranged X" (for example 12" **Ranged 2**).

**1. Hitting ranged attacks (hit rolls):**

When models make a shooting attack they need to hit the attack first by rolling one dice for the hit roll. In that case the result of the dice needs to be equal or higher than the ballistic skill of the model. For example BS of 3+ means all hit rolls with a result of 3 or higher are successful.

## **2.Woundroll:**

Each time a hit is scored against a target a wound roll is made against the same target. See chapter "**wound rolls**" above.

The strength of the weapons profile is used for this wound roll.

## **3. Saving rolls:**

Each time a wound roll was scored against the target, the target can now defend itself by rolling an armor save (As), based on the targets model datasheet.

The armor penetration of the weapons profile counts against this roll.

## **4.Inflct damage:**

After an unsuccessful saving roll the damage of the weapons profile gets inflicted to one model in the target unit whose armor save was used against the attack.

The model loses one point of health for every number of damage that was inflicted. A model that lost all its health is a casualty. Any excess damage of weapons is lost and will not apply to other models in the unit.

## **Removing models:**

Casualties are removed from the battlefield after all shooting attacks from the same unit are resolved against the target unit.

## **4.2FIGHTING IN MELEE:**

### **Charging:**

Eligible models to declare a charge have to fulfill **all the following** criteria:

- 1.One model in the unit has to be in 12" from the target unit.
- 2.They have not made shooting attacks this turn.
- 3.The model has not advanced in the movement phase this turn.
- 4.The model did not fall back last turn.

### **Charge roll:**

The selected unit rolls 2D6 for the charge roll. The result has to be higher than the distance to the closest model in the target unit for the charge to be successful.

Models in a unit that did a successful charge roll can make a move equal to the result of the charge roll and at least one model has to end that move within melee range (1") of the target enemy unit.

### **Fighting:**

Eligible models to make melee attacks have to fulfill **all the following** criteria:

- 1.The model is in melee range (within 1") of an enemy unit.
- 2.The model is within ½" of another model from the same unit that is in melee range of the target enemy unit.

If there is no model in the unit to fulfill all these criteria, the unit is not eligible to fight.

### **Making melee attacks:**

After selecting a unit to fight with, the player has to select target units for every model in the acting unit.

A target unit has to have at least one model in range of the model fighting.

Models with more than one weapon have to choose one unit as a target for each of their weapons.

Before fighting with weapons that have more than one profile the player has to declare which profile is being used.

**Note:**

**Only after all melee attacks of the selected unit are resolved the casualties of all the attacks are removed from the battlefield.**

**Number of attacks:**

When a model fights it makes a number of attacks equal to the number behind its weapon keyword "Melee X" (for example **Melee 2**).

**1.Melee combat skill check:**

Melee units are attacking each other in melee combat. This is represented by comparing the combat skill (CS) of the fighting models against each other.

The attacker rolls 1 dice for every attack.

Is the CS equal between the attacking model and the defending model, a 4+ is needed for a successful hit.

If the CS is higher, a 3+ is needed.

If the CS is double or more, a 2+ is needed.

If the CS is lower, a 5+ is needed.

If the CS is half or less, a 6+ is needed.

**2.Woundroll:**

Each time a hit is scored against a target a wound roll is made against the same target. See chapter "**wound rolls**" above.

The strength of the weapons profile is used for this wound roll.

**3. Saving rolls:**

Each time a wound roll was scored against the target, the target can now defend itself by rolling an armor save (As), based on the targets model datasheet.

The armor penetration of the weapons profile counts against this roll.

**4.Inflct damage:**

After an unsuccessful saving roll the damage of the weapons profile gets inflicted to one model in the target unit whose armor save was used against the attack.

The model loses one point of health for every number of damage that was inflicted. A model that lost all its health is a casualty. Any excess damage of weapons is lost and will not apply to other models in the unit.

**Removing models:**

Casualties are removed from the battlefield after all shooting attacks from the same unit are resolved against the target unit.

**Combat move:**

After the enemy models get removed all models in the activated unit can be moved an additional 3" but must end up closer to the closest enemy model.

## 6.COHERENCY PHASE

### **Unit coherency:**

Models from the same unit have to stay 2" from each other at the beginning of the unit coherency phase of each turn. If the models are further apart the player controlling the unit has to kill models one at a time until the rest of the unit is coherent.

Models killed this way count as being killed by the opposing player and against the morale of the unit.

### **Select and play an army:**

### **DATASHEETS**

#### ***Battle point cost:***

Every model/unit comes with a specific price in battle points.

Both players have to agree to the same maximum amount of total battle points for the army.

The combined cost of all units is the battle point cost of the entire army.

#### **Model/unit pricing and number:**

There is a minimum and a maximum number of models in a unit (like 5-10 or 5|10). And every model comes with a battle point price (like 17bps). The combined price for every model in a unit is the total price for the unit in battle points (like  $5 \times 17\text{bps} = 85\text{bps}$ )

Some units have a collective price which is underlined (like 60bps or 60|120bps).

#### **Unit name:**

Every unit has a name written down on the datasheet.

#### **Keywords and profiles:**

Every unit is played with a specific profile and additional keywords.

Some keywords are general and others are fraction specific.

#### **Profiles (of models):**

A models profile consists of different stats:

#### **Movement (M):**

This number describes the distance this model can move with a normal movement in inches (like 6").

#### **Ballistic skill (BS):**

This number represents the ability of this model to hit with ranged weapons. (like 3+)

#### **Combat skill (CS):**

This number represents the skill of this model in melee combat (like 5). This will be compared to the CS of the enemy targets that are attacked by this model.

**Toughness (T):**

This number describes how hard it is to wound roll against this model (like 7T).

**Health (H):**

This number describes how much damage is needed to kill this model (like 1H).

Models lose health from inflicted damage. Models in units can not share damage, this means that a model that already lost health has to be chosen to take damage before any other model in the unit can take damage.

**Armor save (As):**

This number describes the defensive capabilities of this model. It consists of 2 different parts, one is the best armor it has, before any armor penetration is applied and the other is the stronger part of the armor which needs double the armor penetration to be overcome. For example (2+/4+As), to worsen the armor from 2+ to 4+ only an armor penetration of -2 is needed but to further worsen the armor to a 5+ an armor penetration of -4 would be needed. In this case the attack would need an armor penetration value of -8 to totally ignore the armor and the defender has no armor save to roll.

Armor penetration is called AP.

**Special armor saves:**

Some armor can never be overcome by armor penetration. These are keywords in the models datasheet.

**Pure save X++ (Ps):**

If the model has a pure save it can roll this save after an armor save has failed. In this case roll one dice for each wound the unit would take from the attack and for each success one of these wounds is prevented.

For example pure saves are marked 2++.

**Dodge save X+- (Ds)**

If the model has a dodge save it reverses the armor penetration of the weapons attack. So instead of subtracting the armor penetration of any weapon you add it to the dodge save of this model.

For example a dodge save of 6+- is attacked with a weapon with -3AP this means that the model can roll 3+ to dodge the attack instead of rolling other armor saves.

**Special rules:**

Some units have unique special rules in addition to any keywords.

**ABILITIES/Bufs and nerfs:**

Models with special abilities (Ability) can use those as described in their datasheets.

Any ability that increases or decreases a value in a datasheet never stacks.

Some abilities are auras (Aura) and have an impact on every unit with at least one model in that given range and auras never stack.

**KEYWORDS:**

## ARMY ROLE KEYWORDS

Every unit has a specific role in the army. Roles give and/or cost leader points. **Leader points are not battle points!**

### **Leader (color/color) +X {Y role/Z role/role}:**

At least 1 unit with the **leader keyword** has to be selected in the army.

He is called your commander.

Every additional unit (including additional leaders) has to share at least one color with the commander. If there is no color mentioned, the unit can be selected in every army of this faction.

### **Leader points:**

Every unit with the leader keyword brings a specific number of leader points to the army and can bring a number of units of a specific role to the army without playing leader points.

All other additional units cost at least 1 leader point to include in the army.

### **Example: Leader (green/red) +8 {3 base / 2 guardian/elite}**

*This means this leader gives 8 leader points to the army and an army including this leader can select 3 units with the **base keyword** and a **total of 2 units with the guardian or the elite keyword** without paying leader points.*

### **Base -X {unit}**

This unit costs X leader points to include in the army.

An army containing a unit with this role keyword can bring a number of units from the stated role without the army having to pay leader points for it.

### **In addition:**

This role is not limited to a maximum of 3 units of the same type.

### **Guardian -X {Y leader}**

You can select Y additional units with the leader keyword for the guardian unit in the army without paying leader point for it.

### **Elite -X**

Nothing special here.

### **Support -X {+X for unit}**

Support units can bring additional leader points to the army, if there is another specific unit selected for the army.

### **Fly -X**

There can never be more than 1 unit with the fly keyword per 1000 army points.

### **(Unique) role**

There can never be more than one unit with this keyword in front of the role in an army.

### **Leftover leader points:**

Leftover leader points are not wasted, instead they can be used in many different ways throughout the game.

**Faction keywords <Faction>:**

All units in an army must have the same faction keyword. Units with multiple faction keywords can be selected in all these factions.

**WEAPON KEYWORDS**

**Ranged weapon keywords:**

Some weapons have additional keywords. This can be combined. (For example: Ranged X counterfire/heavy)

**Ranged X counterfire**

This means this weapon can be shot against charging units even if this unit was not activated this phase. These ranged attacks are resolved after a charge was declared but before the charge roll is made.

**Ranged X heavy**

This means this weapon has -1 to the hit roll after the unit has moved.

**Ranged X sniper**

This means the model is able to select specific models as targets of attacks with this weapon, as if they were separate units. In addition the attacks with this weapon ignore every rule that makes an enemy model or unit untargetable for ranged attacks.

**Ranged X spray&prey Y**

This means models make Y attacks with this weapon on half range.

**Ranged X trigger -Y to hit**

This means models can use this weapon even in melee distance against enemy models in addition to making melee attacks. In this case they subtract Y from the hit roll and only enemy units in melee distance can be selected as targets for the attacks.

**Ranged X splash Y**

This means that this weapon attacks an additional X times for every Y models in the target unit.

**Ranged X charge Y**

This means this weapon can be shot in the charge phase without preventing the attacker from fighting.

**Melee weapon keywords:**

Some weapons have additional keywords. This can be combined. (For example: Melee X charge/heavy)

**Melee X charge Y**

This means this weapon has +Y attacks after the model has made a charge move.

**Melee X heavy -Y**

This means this weapon has -Y to the CS of the model when it gets attacked in melee.

**Melee X light +Y**

This means that the CS of this model is +Y when it gets attacked in melee.

**Melee X deflect Y**

This means that enemy hitrolls of 1 are deflected with Y attacks of this weapon.

**Melee X splash Y**

This means that this weapon attacks an additional X times for every Y models in the target unit.

**Other keywords:**

**Objective security:**

Models with this keyword automatically hold objectives even if they are outnumbered. If both sides got the keyword just count all models normally.

**Cowards (X):**

Some units have the Cowards keyword. This unit will run from the battlefield after the number of models in this unit is equal or lower than the number X. #

**Flying:**

A model with this keyword can move over terrain and other models as if they were not there, but cannot end the movement on top of terrain or models.

**Protected**

A unit with this keyword is not targetable by enemy shooting attacks, as long as the unit is within 3" of another friendly unit without the "protected" keyword and not the closest visual target.

**Shock teleport X|Y "direction1/direction2"**

A unit with this keyword can be set up outside of the battlefield in the army deployment step to be deployed later on the battlefield in the "placing reserves" step of the movement phase in turn X|Y|Z (for example **shock teleport 2|3** means they can be deployed in turn 2 or 3). Units that are not placed in one of the turnes count as being casualties, killed by the enemy player.

The **direction** describes the location where the unit can be set up. It can never be placed closer than 9" to any enemy models.

**Anywhere:** This means the unit can be set up anywhere on the battlefield.

**Side:** This means the unit can be set up within 3" of the 4 battlefield sides.

**Transport:**

A model with this ability is able to transport other models as described in its datasheet.

**Embarking:**

Units can enter the transport in the deployment step or at the end of the movement phase (after all models have been moved) when one model of the unit is within 3" of the transport. While embarked, units are moved with the transport.

Units can not embark while they or the transport are within melee distance to enemy models. Units can not embarked while they or the transport did fall back or made an advance move this turn.

**Disembarking:**

At the beginning (before any models have been moved) of the movement phase units can leave the transport by placing them within 3" of the transport they were embarked in.

Models can not disembark if the transport is in melee range of enemy models or after the transport advanced this turn.

Models that are embarked in a transport are not on the battlefield. This means they can not be affected nor are they able to affect other models.

**Destroyed transports:**

The moment a transport is destroyed, roll a D6 for every model that is embarked in it. For every unmodified roll of a 1 one model is a casualty.

All remaining models need to be placed where the transport was or within 3" of the destroyed transport.

Models leaving a destroyed transport can not be declared as reaction units.