

Point Insertion:
A skirmish rules supplement for Warpath
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Devil's Point is a blasted little backwater planet that had the unfortunate luck to be located smack dab in the center of all the recent conflict between the various factions and races. While capital ship battles and huge crusades and sieges were waged in the heavens above, Devil's Point remained an autonomous anomaly. The population there was drawn from all races and walks of life, and as a result was both very welcoming to newcomers as well as being very hostile to any attempts to take over the planet. As Devil's Point was not worth the resources of a full-out attack or invasion, yet too important to be ignored completely, the various factions have sent their own agents and soldiers there, in small numbers so as to avoid the suspicion of the populace, and work towards controlling and taking over the planet from the ground instead of the skies.

However, this plan hit a fatal snag: the various squads and agents soon discovered each-other's presence, and in the lack of any stronger guiding instructions from their handlers and superiors on the other worlds, have decided that the best imperative is to destroy the other squads, whether by crippling their supplies and communications or outright attrition through violence, was the best solution. Receiving almost no new supplies from their commanders, these squads are on the verge of going renegade, already recruiting civilians of their respective races and giving them rudimentary training to supplement their numbers. Their weapons are sometimes barely-recognizable as having once been standard-issue, so festooned with attachments, upgrades, add-ons, and good luck charms that the weapon sometimes speaks louder than the individual holding it.

The blasted cities of Devil's Point are dangerous, yet inhabited, and as a result almost-daily scrabbles, skirmishes, and raids are performed by the squads against one another, almost completely squeezing out the gangs who once controlled the towns. Now, the squads search the rubble and empty areas of the urban landscapes for loot, weapons, and possible new soldiers, all while awaiting confirmation and new orders from their superiors who forgot they were even there...

This rule supplement is for Warpath, and is based off of that ruleset. Any changes are noted below.

Creating the Squad:

First, pick a squad. Each squad has a selection of Models they may pick from. Usually games start with 100 credits (cr) per side to purchase Models and Equipment (Unless otherwise agreed upon by your group or opponent). Any unused credits may be saved to spend after the scenario (See Aftermath: Equipment for general Equipment and their prices)

Each squad must select a single Model to upgrade to a Leader Veteran (This can be a model

with the Large). The Veteran has +1 Toughness (Toughness, or To, replaces Warpath's Nerve), is Inspiring, has +1 to any single stat (Including another Toughness bonus if you'd like), and costs 10 more cr than the listed cost is for that type of Model. Other veteran models may become the new Leader if your original Leader is slain. Your veterans are usually much tougher and more powerful than other models in your squad, but can set you at a strong disadvantage if they are killed.

A squad may have up to one model with the Large special rule per at least 100 cr in value of the overall squad (So 120 cr would be 2 Large, 300 cr would be 3 Large, 540 cr would be 6 Large, etc).

Hit cannot be increased beyond a 3+ by any means, and Def cannot be increased beyond a 7+, either from a Leader bonus, Experience, and/or Equipment bonuses. Note that penalties from Aftermath results may only reduce stats to the following minimums: Sp to 0, Hit to 7+, At to 0, De to 2+, and To to 1/3.

Each player totals their squad's total credits value, and does so before every new scenario. The value is the total sum of all models, Equipment, and experience points (+1 cr per Experience point) in the squad, but does not include unspent credits.

Changes to Warpath rules:

Movement:

Models are not required to be in any distance of each other, even if equipped identically. Close formations are an unwieldy liability in the cramped corridors and alleys of the cities.

Climbing: Models may climb up or down a ladder or similar object up to 3" without harm as if they were moving horizontally as normal. You may Charge but cannot Climb with At the Double moves. If they need to climb more than 3", they may climb vertically up to their movement, but must roll 1d6. If the roll is lower than their Sp stat, they suffer no penalty. If the roll is equal to or greater (And a roll of 6 always fails, no matter their Spd stat), they suffer from falling as described below counting as only having fallen 3". Any Charges while Climbing count as being Disrupted (-1 to hit).

Climbing Down: Models may carefully climb down. You may Charge but cannot climb Down with At the Double moves. The distance climbed down does count against the model's movement for this turn. You may climb down the first 3" without any kind of check. After the first 3", they must roll 1d6 per additional 3" they are Climbing Down. If they roll under their Spd stat for each test, they climb down the distance without taking any damage. If they fail any of the tests, however (And a roll of 6 always fails, no matter their Spd stat), then they suffer falling damage as described below as if they had Fallen from halfway down their initial Climbing Down point. Any Charges while Climbing Down count as being Disrupted (-1 to hit).

Jumping Down: Models may jump down. You may Charge but cannot Jump Down with At the

Double moves. Jumping down does not count against the model's movement for this turn. They must roll 1d6 per 3" they are Jumping Down. If they roll under their Spd stat for each test, they drop the distance without taking any damage. If they fail any of the tests, however (And a roll of 6 always fails, no matter their Spd stat), then they suffer falling damage as described below as if they had Fallen from their initial Jumping Down point. Any Charges while Jumping Down count as being Disrupted (-1 to hit).

Jumping Across: Models may also attempt to jump across a horizontal gap if they have sufficient movement remaining. You may Charge but cannot Jump Across with At the Double moves. The model may move their normal Sp, but must roll 1d6. If the roll is lower than their Sp stat, they successfully cross the gap. If the roll is equal to or greater (And a roll of 6 always fails, no matter their Spd stat), they suffer from falling as described below, counting as haven fallen from the midpoint of the gap they were crossing (If a Jumping Across for a Charge is failed, the Charge is failed as well). Any charges while Jumping Across count as being Disrupted (-1 to hit).

Falling Damage: A model suffers 1d3 hits per 3" fallen and must make a Toughness check if they suffer damage as normal. Any model that suffers any damage from Falling damage ends their movement immediately afterwards. If the model did not suffer damage from Falling, they may move any remaining distance they have left, counting the distance Fallen as part of their movement.

A Charging unit which Fell but did not take damage from the fall can charge a new enemy if they have enough remaining movement, counting the spot they landed on as their start point for the purpose of penalties due to charging farther-away enemies.

Models with Jump Pack always pass any Climbing, Jumping Down, or Jumping Across moves they may need to make, and can make them with At the Double moves.

If your model can see an enemy model that is not in Cover, but decides to Charge a non-Large enemy model that is farther away, they will suffer a penalty in the following Melee.

Overwatch:

Any non-fallen model may, instead of taking any other actions, go into Overwatch. Place a pair of identical tokens next to this model. If, during any enemy activation, any enemy unit comes within LOS of this model during any part of their movement, you may immediately place one of the two tokens next to the enemy model that became visible. This can only be performed once per model in Overwatch, and the token cannot be reassigned later.

If your model fires on the enemy model with the matching Overwatch token during its next activation, reroll all missed to-hit rolls. If you fire at an enemy unit without an Overwatch token, or do not shoot during your next activation, remove both matching Overwatch tokens and gain no bonus from it.

Shooting:

For LOS purposes, treat a model with at least half its torso covered as being in Cover.

If your model can see an enemy model that is not in Cover, but decides to fire on a non-Large enemy model that is farther away, they suffer a -1 to hit.

Shooting at a Fallen model incurs a -1 penalty to-hit.

If modifiers would make you halve your attacks, you may still make a single attack if you have only 1 Att.

If an enemy model is Hit (Even if it does not inflict damage), they are Suppressed. However, all Suppressed models temporarily gain Headstrong if there are any unsuppressed and non-Fallen allied models within 3". If a model is Fallen, they are no longer Suppressed. All models recover from Suppressed at the end of both player's turns automatically, or sooner if a player rolls well for Activation and/or Headstrong. Steadfast models can never be Suppressed.

If you damage the enemy model, mark the total damage they have taken over the scenario next to them, but do not remove the model outright. Instead, make a Toughness roll (See below).

Gun Jams:

If you roll a 1 to-hit with any die or dice for Shooting, immediately roll another die per 1 rolled. If any of these dice are a 1, roll another die as well, repeating until you fail to roll a 1.

If you rolled at least a single 1 (Not including the initial roll to-hit), the weapon that was being used to shoot with jams and is useless for the rest of the scenario (This includes the bonus from Pistols in Melee). If two or more of the dice rolled are 1s (Not including the initial roll to-hit), your model immediately suffers a single hit per 1 beyond the first (So 1 hit for two 1s, 3 hits for four 1s, etc. Roll to damage as normal), and in addition the weapon is destroyed (Remove it from the model profile, and it and any weapon upgrades are lost).

Melee:

If your model can see an enemy model that is not in Cover, but decides to Charge a non-Large enemy model that is farther away, they suffer a -1 to hit in the following Melee.

If modifiers would make you halve your attacks, you may still make a single attack if you have only 1 Att.

If you cause an enemy to be Fallen in melee, they are Fallen and not Steady (Unlike with Suppressed in melee for standard Warpath). However, you must still move the 1" backwards as normal for failing to cause the enemy to be a Casualty.

The 1" retreat after a failed melee can force a unit to move off a ledge, and if they fail the

resulting test (As if they were Jumping Down), then they take Falling damage as detailed in the Movement section.

If you damage the enemy model, mark the total damage they have taken over the scenario next to them, but do not remove the model outright. Instead, make a Toughness roll (See below).

Critical Hits:

If you roll a natural 6 to-hit with any die for shooting or melee, immediately roll another die to-hit as if you had an additional Att or Fire. If this is also a 6, you may repeat this until you fail to roll a 6. These dice are then rolled for damage. If you roll a natural 6 to-damage, immediately roll another die to-damage as if you had another successful Hit previously. If this is also a 6, you may repeat this until you fail to roll a 6.

Toughness:

Toughness tests are taken on 1d6 instead of Warpath's 2d6 for Nerve. Add any damage taken to the die roll, compare it to the To values. The values are for Fallen/Casualty instead of Suppressed/Destroyed like Nerve. If a 1 is rolled for To, the model is always Steady (If the model was Fallen when it took the test and a 1 is rolled, it remains Fallen) regardless of modifiers. If a 6 is rolled for To, the model is always Fallen unless the To check would cause it to be a Casualty. Headstrong allows the model to roll to see if it recovers from Fallen at the start of its turn on a 4+, and Steadfast ignores Fallen entirely. If the model was wounded by at least one weapon with Crushing Strength (4) or better, or Piercing (4) or better, add +1 to the To roll.

If a model rolls equal to or above its Fallen value, place the model on its side to indicate that it is Fallen. A Fallen model can take no action of any kind, and Melee attacks double against it while Ranged attacks get a penalty to-hit them. Fallen models remain Fallen for their next turn, and become Steady at the start of the following turn.

If a Model rolls above their Fallen value for a To check while Fallen, they remain Fallen (And the model will not recover from this Fallen for another turn). Inspiring does not allow a reroll if the Model suffers a Fallen result, only if the Model suffers a Casualty result. If a model that is Fallen rolls a To result to become Steady, they remain Fallen instead (See above on how Fallen is removed)

Large Models in Combat, and High Piercing in shooting:

If a non-Large model is hit in close combat by a Large model, or if they are hit from Shooting by a weapon with Piercing (4) or better, it is moved backwards by 1d3" (This movement applies only once, no matter how many attacks from the Large model or Piercing weapon hit), stopping at any impassible terrain. If the other model (Large or otherwise) suffered a Fallen result from the Melee or Shooting and their attacker was Large or Piercing (4) or better, the model is moved back directly away from the Large or shooting model 2d3" instead", stopping at any impassible terrain.

If this moves the Fallen model over a ledge to a lower area, place the Fallen model directly below on that area. The Fallen model suffers 1d3 hits per full 3" vertically he dropped, just as for Falling damage in Movement. This dropping damage from Melee does apply to Models with Jump Pack, unlike Falling from regular movement (They've been momentarily knocked out of the air!).

If the model is unable to be moved back the full distance (Such as if there is another model or impassable terrain in the way), then they are moved into contact with whatever stopped them, and they suffer a single hit from the abrupt impact. If they were moved into another model, that model suffers a single hit as well (as they are bowled over by the knocked-back individual)

Other

Any Equipment or abilities which grant Zap, Elite, Vicious, and Crushing Strength are cumulative. For example, if you have an Equipment that grants Zap (2) and another that grants Zap (1), the model may use Zap (3). However, note that while weapon bonuses can stack with certain upgrades or model abilities (Such as Piercing or Blast), if you have two weapons with the same abilities (Like a pistol with Piercing (1) and a rifle with Piercing (2)), they do not stack with each other (So you can't fire the pistol or rifle for Piercing (3)).

The following Special Rules have been changed, or noted here for reference (Note that any Special Rules in the standard Warpath rules that refer to Ne now refer to To instead):

Craven: While this unit takes a Nerve Test and is not Fallen or a Casualty, remove 1 damage counter on the unit.

Elite becomes Elite (n): You may reroll a number of missed to-hit dice equal to n. This can allow you to reroll the same die multiple times (So if n=2, and you roll 2 attacks, you can reroll each die 1 time or 1 die twice)

Jump Pack: Automatically passes any rolls for Climbing, Jumping Down, or Jumping Across (Detailed in the Movement section), and ignores terrain.

Terrifying: When testing the Toughness of enemy units that do not themselves possess the 'Terrifying' rule, the player may add +1 to the roll. However, this bonus cannot be used if it would cause the enemy unit to automatically become a Casualty without rolling the die.

Very Inspiring: This unit's Inspiring has a range of 12" instead.

Vicious becomes Vicious (n): You may reroll a number of missed to-damage dice equal to n. This can allow you to reroll the same die multiple times (So if n=2, and you roll 2 attacks, you can reroll each die 1 time or 1 die twice)

For each enemy model that suffers a Casualty To result from one of your models, the model that caused the Casualty result immediately gains 1 experience Point (2 if the Casualty enemy Model

was an enemy Veteran). These can be used at the end of a battle for bonuses.

If you lost 25% or more of the models you started the scenario with, you must take a Flee test at the start of each turn. Roll 1d6: If you lost 25% or more of your models (Round up), you pass the Flee test on a 4+. If you lost 50% or more of your models (Round up), you pass the Flee test on a 5+. If you lost 75% or more of your models (Round up), you pass the Flee test on a 6+. If your Leader is not a Casualty, you get +1 to this roll. (So for example, a squad of 11 models would test for Fleeing (25%) after 3 casualties, passing on a 4+ if their leader was a casualty and a 3+ if their leader was not a Casualty)

When you Flee, remove all your models from the table. Any Steady models do not count as Casualties when removed in this way, but any models that are Fallen when your troops Flee are counted as Casualties. You may voluntarily choose to fail a Flee test before rolling if you wish. Usually when all but one squad Flees, a Scenario is over.

Scenarios

Roll 2d6 on the following table to pick what scenario to play. In all cases, play is recommended on a 4'x4' board crammed with as much terrain as you can fit, especially on multiple levels. For all references to pts, instead use cr (Including the value of any cr the Equipment a model may be carrying when determining their value). Setup is both players rolling off for a table edge, then the winner setting up within 12" of that edge and the loser setting up within 12" of the opposite edge (For a 2'x2' table, instead they must deploy within 6" of that table edge). Players then roll off to see who goes first. Unless otherwise noted, the larger-value Squad is always the defender in a scenario, and the lesser-value warband is the attacker, and the defender always deploys first.

2: Player with higher Squad value picks scenario

3-6: Scenario 1: Firefight

7-11: Lowest Squad value picks scenario

12: Lowest squad value picks scenario, and all players earn double XP.

Unless otherwise stated, the scenario ends when all squads but one Flee, rather than a turn limit (Note that whoever Flees may not always be the loser of the scenario, as the victor is determined by the Scenario type). When a scenario has players place Cache pieces, they place them in the same fashion as Warpath Objectives in Scorched Earth games except that they must be 3" apart instead of 12".

Any model that touches a Cache piece at any time immediately picks it up. If this model becomes a Casualty, place all the Cache pieces it was carrying where the model fell, and if a model is not a Casualty when a squad Flees, they receive this Cache to be spent as per the scenario rules. If a squad does not flee the table and wins the scenario, they get both all the Caches their models are carrying, in addition to any unclaimed Caches on the table.

Scenario 1: Firefight

Setup is on a 4'x4' board, with players deploying within 1' of their board edge.

Game plays until all squads but one flees. In addition, if one squad inflicts at least 3 more casualties on the other squad than they received, then the player with less inflicted Casualties must forfeit a Region to that player (Losing player's choice).

Scenario 2: Resistance

Setup is on a 4'x4' board, with players deploying within 1' of their board edge. Also deploy D3+4 Cache tokens as well before deployment.

After all players have made all their activations, each player in turn selects the single most isolated model from one enemy player's squad (ie, farthest away from any and all models). This model immediately suffers a hit, and must roll for possible damage as normal as the rebels of the region take potshots at him.

Game plays until all but one squad flee, with the winner being the last squad standing. Each recovered Cache token is worth D3*5 credits.

Scenario 3: Tactical Strike

Setup is on a 4'x4' board, with players deploying within 1' of their board edge. Also deploy a single Cache token and a single unique Building (Def 8+, Cannot Transport).

Then the lower-value squad (The attacker) rolls 1d6 for the type of strike you will be performing:

- 1: The Attacking squad wins if the building is destroyed. The Defending player wins when the Attacking squad flees
- 2: Either squad wins when the enemy squad's Leader becomes a Casualty, or when all but one squad flees.
- 3: Either squad wins when a randomly-determined non-Leader model from the other squad becomes a Casualty, or when all but one squad flee.
- 4: The Attacking players win if they can get at least one model across to the other table edge. The Defending squad wins if the other squads flee
- 5: The Attacking player wins if they can get one of their models carrying the Cache token to any board edge. The Defending player wins when the other squads flee
- 6: Pick one of the above.

The Defender only starts with 5 models, none of which may be his leader, in play, and the rest of his models are in Reserve (For Reserve and table edges, change all references to 12" up on an edge to 6", so you will still only get wrap-around for the 4'x4' board on turn 5+).

Game plays until all but one squad flee, with the winner being the last squad standing. Each recovered Cache token is worth D3*5 credits.

Scenario 4: Ambush

Setup is on a 4'x4' board, with players deploying within 1' of their board edge.

The Defender splits their models into two groups of equal size, and deploys the first group with all the models within 6" of the Leader model. For all the models in the group without the Leader, roll 1d6. On a 1-5, they must be deployed within 6" of the Leader as well, but on a 6 they can be placed anywhere on the map, after the Attacker has finished deploying.

Game plays until all but one squad flee, with the winner being the last squad standing. In addition, if one squad inflicts at least 3 more casualties on the other squad than they received, then the player with less inflicted Casualties must forfeit a Region to that player (Losing player's choice).

Scenario 5: Sabotage

Setup is on a 4'x4' board, with players deploying within 1' of their board edge. Also deploy a single unique Building (Def 8+, Cannot Transport).

All of the Defender's models save for 5 non-Leader models ("Sentries") must be deployed within 6" of the center of the table. The models that were deployed in the center cannot be activated at all unless one of the center models is attacked, or if a Sentry is attacked but does not become a Casualty from the attack.

Game plays until all but one squad flee, with the winner being the last squad standing. If the unique building is destroyed, roll 1d6. On a 2+, the defender loses the income of their most valuable Region during the Aftermath, but on a 1 they lose the Region altogether (Note that the other player does not receive this Region)

Scenario 6: Retrieval

Setup is on a 4'x4' board, with a single Prisoner model in the center. The prisoner cannot be attacked or injured in any way.

Any non-Fallen or Suppressed model in base contact with the prisoner may move them with that model.

Game plays until all but one squad flee. If an attacking model gets the prisoner to a table edge, they win and that model earns +1XP. If the attackers flee before getting the prisoner to a board edge, the defenders win and each model gains +2XP

Scenario 7: Diplomatic Summit

Setup is on a 4'x4' board. Each player only starts with 2D3 models and their Leader. Defender deploys first, with Attacker deploying 15" away.

Initially, no model can do anything but make Move actions (No charges or At the Doubles). After each model moves, roll 1d6 (6=0) and record it for the Snap test value, adding each additional roll to this value. As soon as one player's move brings their Snap value to 15 or higher,

whichever player currently has the higher Snap value rolls for activation as if it were the start of a new turn. During this first turn of activations, models with Reload weapons get -1 to their Activation and models with pistol weapons get +1 to their activation rolls.

If both players manage to get their Leader within 1" of the enemy Leader without Snapping, the game ends and both players gain +2XP per model, with an additional +2XP for the Leaders. However, neither player is considered to be the winner.

Game plays until all but one squad flee, with the winner being the last squad standing. The losing team rolls 1d6: On a 2+, they lose half of their entire income during the Aftermath from this scenario, and on a 1 they both lose half their income as well as forfeiting a Region of their choice to the winning squad. Whichever squads that did not Snap gain +1XP per 3 points less their Snap value was then the squad that Snapped.

Aftermath:

Injuries

After the battle, roll 1d66 (Roll 2d6, with one die counting as the '10s' and another as the '1s') for any Casualties, and consult the following chart. Ignore any result that would reduce a stat below the allowed minimums.

11-13: Dead as a post. The model has been killed, and any Equipment or weapons they were carrying are lost.

14-21: Plain Unlucky: Roll twice on this table, rerolling further results of 21 or less.

22: Organ Damage: -1 Def.

23: Broken Arm: -1 Att.

24: Shattered Ribs: -1 To.

25: Shell-Shocked: Model is now Craven.

26: Gouged-out Eye: -1 Ra.

31: Mangled Hand: -1 Me.

32: Broken leg: -1 Spd.

33: Torn Muscle: -1 to Vicious (n), if any.

34: Nerve Damage: -1 to Elite (n), if any.

35: Deafened: Model ignores Inspiring

36: Power Drain: -1 to Zap(n), if any

41: Captured: The enemy squad captures this model (If multiple enemy squads, roll to see which one). You get the model back if you pay half the model's total value in cr to the other squad. If you do not, the enemy squad can either sell the model for the same cost to a mining corporation (You lose the model and they gain half the model's value in cr), or they may add the model to their own squad if the model was not the squad Leader (The model loses all Equipment and weapons they had, and purchases Equipment as per other models from their new squad). Alternately, if they have an Interrogation Safehouse, they may send the model there for an income bonus.

42: Deep Wound: The model cannot fight in the next battle, but otherwise recovers and may fight

as normal after that battle.

43: Dropped in the Confusion. The Model must discard 1 Equipment or Weapon they had.

44-61: Just a Flesh Wound. The Model recovers fully to fight as normal in the next battle

62: Impressive Scars: Model gains Inspiring

63: Vengeance: This Model gains Elite (1) and Vicious (1) against that same enemy squad.

64: Jaded: If unit was Craven, unit loses Craven. If unit was not Craven, unit gains Headstrong.

65: Extensive Scars: The Model gains Terrifying

66: Learning Experience. The Model gains 1 Experience point and may fight in the next battle as normal.

If your Leader Veteran has been killed, you must elect another of your veteran models with the highest XP to become the new Leader. If you have no other veteran models, you must upgrade an existing Model to a Veteran if possible (Cost for the upgrade is +10cr, and they do not get any bonuses. They count as having 15 XP, and gain no additional Skills for having such). If you have no other Veteran models and cannot upgrade a model to a new one, you may still use the squad but you will always go last in turn order (This includes if your Leader suffered a Deep Wound injury result as well)

Earning Income:

After each battle, you need to generate income for your Squad. If you fought against a squad with a converted cr value at least 50 cr greater than yours (Their overall squad, not just the models used in the last scenario), each surviving model in your group at the end of the game gains +5cr Income per 50 cr in value they were more than your squad. (So if your squad is 75cr, and you fight a squad worth 200cr, it would grant an additional +10cr in Income).

For earning income from Regions, you can nominate one non-Leader model to roll for one Region's income per two full non-Leader models you have (So if you have 3 non-Leader models, you can have 1 model roll for a region, if you have 6 non-Leader models then 3 can roll for Regions, etc). Roll for all the income, and then divide the total by half per 5 models (So 5 models or less is $\frac{1}{2}$, 5-10 is $\frac{1}{4}$, 11-15 is $\frac{1}{8}$, etc).

The Regions are as follows. When starting a Squad, randomly roll 1d66 for the 5 Regions you control:

11: Irradiated Weapons Cache: Generates 1d3 credits. If you roll a 1, you collect no credits and the model instead becomes horrifically scarred from the radiation burns, gaining "Terrifying"

12-16: Ruin: Generates 2 credits.

21-25: Scrap heap: Generates 3 credits.

26: Warehouse district: Generates D6*2 credits.

31-35: Reinforcement Beacon: Generates 6 credits. In addition, after a fight, roll a d6: On a 6, you immediately gain an additional free unit from the cheapest unit type in your Squad list. You must equip him as normal.

36: Interrogation Safehouse: Generates D6*2 credits. In addition, for each captured enemy

model you have here, add +1 to the die roll.

41-42: Shroudfield Generator: Instead of normal deployment, you may instead deploy up to 3 models anywhere on the battlefield at the end of your first turn, on the ground level if placed on a building or multilevel ruin. These models must be at least 9" away from any enemy models.

43-44: Dropship Landing Pad: Instead of normal deployment, you may instead deploy up to 3 models anywhere on the battlefield at the end of your first turn, on the highest possible level if placed on a building or multilevel ruin. These models must be at least 9" away from any enemy models.

45-54: Starship Dock: Generates D6*2 credits

55-56: Quartermaster Beacon: Generates D6*2 credits. In addition, each sold Cache token always generates an extra +1cr for you.

61: Memorial: Generates D6*2 credits. In addition, each time a model you control is killed (From the Injury results chart), you gain D6 credits.

62: Rusty Armory: Gain D6*2 credits. In addition, ignore the first gun jam of each scenario

63: Black Market: Generates 2D6*2 credits. However, if you roll doubles you must pay that many credits instead (Selling Equipment/weapons to make up the difference, if necessary)

64: Viral Lab Facilities: Generate 2d6*2 credits. However, on a roll of a double-1, the model instead generates no credits, and misses the next two scenarios

65: Untouched Bunker: Generated 4d6 credits. However, if you roll Triples the bunker is destroyed by enemy attacks, and only counts as a Ruin

66: Pick any of the above.

Experience

Each model that fought in the battle and was not killed from any Injuries they may have received from becoming a Casualty gains +1 Experience. If their squad won the scenario, each of their models gains an additional +1 Experience.

If you fought against a squad with a converted cr value at least 50 cr greater than yours (Their overall squad, not just the models used in the last scenario), each surviving model in your group at the end of the game gains +1 Experience per 50 cr in value they were more than your squad. (So if your squad is 75cr, and you fight a squad worth 200cr, it would grant an additional +2 Experience).

Each Experience point on a model increases the value of your squad (For the purpose of determining equal squad sizes for scenarios and bonus XP for fighting larger squads) by 1 cr.

If a non-Veteran ever gains 15 or more Experience points total, they now count as a Veteran, but do not gain the stat bonuses or Inspiring that the initial purchased Leader Veteran does.

After every 5 Experience points, a model may pick one of the following Skills. If a model picks a skill twice, it is considered "_____ Expertise" (So for example Hawkeye Expertise or Warrior Focus Expertise), and "_____ Mastery" if picked a third time (So for example Hawkeye Mastery or Warrior Focus Mastery). No skill can be picked more than three times by the same model,

and remember the earlier limits for Me, Ra, and De, as well as that some Skills do not stack, such as Target Priority or Warrior Focus (Making Expertise or Mastery with them useless).

If the model already had a special rule from a weapon or inherent ability, any bonus from skills stack on that (So a model with a weapon that gave them +1 Att and with Rage would gain +2 Att in Melee). Keep in mind the limits for Me, Ra, and De still apply when considering Skill bonuses, and that some special rules don't stack (Like Hip Shooter and Warrior Focus).

The skills are as follows:

Shooting Skill	Effect
Hip Shooter	Model may shoot after being Charged, instead of being Disrupted
Trick Shot	Model may ignore one point of Cover penalty. If they already ignored one point of cover, they now ignore all cover, but must still have LOS to a target (Mastery only)
Target Priority	Model ignores penalty for shooting at non-closest enemies
Ballistics	Model ignores penalty for shooting at over half range (Expertise only)
Dead Accurate	Model gains +1 Hit

Combat Skill	Effect
Rage	Model gains +1 Att
Immense Strength	Model gains Crushing Strength (1)
Warrior Focus	Model ignores penalty for charging non-closest enemies
Rending Blow	Model gains Vicious (1)
Firm Stance	Large Attacks and Piercing (4+) shooting vs this model get -2" to knock-back effect

Protection Skill	Effect
Impenetrable	Model gains +1 Def
Stouthearted	Model gains Headstrong. If already Headstrong, model becomes Steadfast
Bravery	Model gains +1 To
Dodge	Ranged attacks get an additional -1 to hit this model (Does not apply to Zap and Breath Weapon)
Parry	Enemy attacks in Melee vs this model get an additional -1 to hit

Mind Skill	Effect
Mind Bolt	Model gains Zap! (1)
Forceful Presence	Model gains Inspiring. If model was already Inspiring, model gains Very Inspiring (Mastery only)
Mind Block	Zap gets -1 to hit this model
Eagle Vision	Model adds +3" to the range of their Zap
Rallying Cry	If this model is on the table, gain +1 to all Flee checks (Does not stack with other models with the Rallying Cry skill)

Agility Skill	Effect
Sneaky	Model gains Stealthy.
Ambusher	Model gains Recon. If model already had Recon, model gains Infiltration (Expertise only)
Sprinter	Model gains +2 Spd
Precise Blow	Model gains Elite (1)
Reflexes	Model is not Lumbering.

Mutation Skill	Effect
Empowered Jump	Model ignores penalty for Charging through terrain. If model already ignored penalty for Charging through terrain, model gains Jump Pack (10" Spd) (Expertise only)
Enormous Growth	Model becomes Large (Expertise only)
Tentacles	Enemies attacking this model in melee count as having -1 Att, to a minimum of 1.
Inhuman Speed	Model gains Fast (Expertise Only)
Razor Claws	Model gains Crushing Strength (2) when attacking Armor in Melee.

Equipment:

The cost to the model from choosing the Equipment is shown in parentheses after the weapon. Non-Leader Large models can never pick any kind of Equipment other than Weapons, and may not give their Weapons any upgrades.

A model may only carry up to 3 Equipment or weapons at any time (Bonuses from any Equipment used stack), and Leaders may carry up to 5 Equipment or weapons. No single model may carry duplicates of any Equipment or weapon (Note that two pistols of the same type with different upgrades still count as the same weapon type). Large Leader models have a limit of 3 Equipment instead. Models may only carry 2 Ranged weapons and 2 Melee weapons (And any number of Miscellaneous Equipment) into a Scenario, and must decide which of the two Melee or Ranged weapons they are using at the start of each turn (Ranged weapons have a number in the Ran category, Melee have a 'M' in the Ran category, and Miscellaneous have a '-' in the Ran category)

If you wish to purchase equipment from a squad list that is not your own, the cost is double what is indicated.

When purchasing equipment or units from another squad list than your own, or when purchasing an Ordnance, Armor, Aircraft, or H/M from your army list (You can never purchase this from an army other than the same as your squad's), you must roll to make sure the equipment is In Stock. To do so, roll 1d6 and get a 5+. If the squad or army list can ally with your army, you get +1 to the roll. If you cannot ally, you get -1 to the roll (If no allied list is specified, the roll is not modified up or down). If the roll is unsuccessful, then the item is not In Stock, and you cannot purchase it or roll again for it until after you have played another Scenario.

The following Equipment can be purchased and used by any squad:

Ranged Weapon:

Grenades (18): Ran: 6", Fire: 1, Piercing (3) Blast (D3). If the weapon misfires, always include the first 1 rolled when calculating damage.

Weapons Upgrades (5/10/20/40/80):

Infrared sight: Weapon gains Elite (1)

Extra ammo: Weapon gains +1 Fire

Neural Link: If weapon has Fire: 2 or greater, model may split fire between two targets in range.

Red dot sight: Weapon gains +1 Hit with Shooting

Telescopic sight: Weapon gains Sniper

Jacketed Rounds: Weapon gains Piercing (1)

Explosive Rounds: Weapon gains Vicious (1)

Bayonet: Weapon gains +1 Hit in Close Combat

Reliable: Reroll the first roll of a 1 during a Gun Jam each scenario

Lucky: Reroll one die of any kind when shooting with this weapon once per scenario

Each Weapon Upgrade costs 5 initially, then doubling the cost of the last one. Ie, the first upgrade costs 5, second costs 10, third costs 20, fourth costs 40, fifth costs 80, etc. You cannot have two of the same upgrade on a weapon. While the above apply mainly to traditional slugthrower weapons, their analogs for weird and alien weaponry have the same cost and effect.

Trading

You may upgrade your squad, purchasing non-Leader Models and purchasing or selling Equipment as you like. Keep in mind you cannot sell any current units in your roster. You may sell any Equipment for half of its original value, rounding up.

In addition, you may purchase the use of one H/M, Ordnance, or Armor from the full Army list of your race (If your squad has no corresponding army list, you may pick a single army list that you may purchase from. You cannot change this army list at a later point) only for ½ the listed points cost in cr. They operate as if they were a member of your squad, but then leave automatically at the end of the battle after rolling for income if you do not pay one fifth of their total cost in gold pieces (This total cost includes the value of any Equipment or experience they have). However, if the upkeep is paid, they gain Experience and Skills just as any other model in your squad would. These hired units can never become your squad's Leader.

If you hire a Hero/Monster marked with [1], they leave immediately after the battle, and you may not hire the same [1] H/M two games in a row. No two squads can purchase the same [1]-marked H/M for the same battle. If this occurs, players roll off for who actually gets to use the H/M, with the other player having the credits spent on the H/M refunded to them after the battle.

For any units purchased from an army list, their To is equal to half their Ne, rounded down (So

Ne 8/10 becomes To 4/5, Ne 11/13 becomes To 5/6, etc.). In addition, if the model is not a Hero, they are considered to be Large (Counting against the normal restriction for Large units in your squad). If the model had a Tough (n) value, add n to their To value. Finally, if any unit special rules refer to requiring a "Solid" unit of a specific type, you must have at least 1 model of the specified "Solid" type in your squad in order to purchase the unit.

Use in Warpath

You can use your squad in regular Warpath in the following way:

Each model in your squad can be purchased as a Team (1) with a limit of 1 ([1]) and if the model is not Large it gains the Stealthy Special Rule if it did not already have it. If the model is carrying any Equipment, these factor into the statline and cost for the model, doubling the To values. However, Elite (n) and Vicious (n) just become Elite and Vicious.

The final cost of the Team is 5 times the value of the model in cr if it is non-Large (Including experience, Equipment, and weapons). Large models are 2 times the total value of the model in cr.

If you purchase any of the squad members, you must also purchase your Leader. Follow the same guidelines as above, but instead of a Team the Leader counts as a Hero H/M (Requiring a Solid unit as normal). If you purchase ever member of the squad as above, they all count as a single overall Solid unit (And so you can make an entire legal, if small, Warpath army using just the models of your squad and your Leader)