

# Introduction and Basic Figure Conversion

## BetaV1.1

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## Introduction

Welcome to the wonderful world of the Legend Weaver. Whether it is some epic adventure set in a magical realm, or a desperate futuristic fight against impossible odds, the goal of any gaming system is the same, to engross you in the game to the point where it becomes reality, or at the least, an acceptable version of reality.

Since I love collecting figures I have always wanted to play a game system that allowed me to adapt and use any figure I owned. I would end up with a great figure and be unable to use it since the rules did not support it or (worse yet) no longer supported it. Maybe I'm odd, but it bothers me no end to go to some game and have some guy say 'you can't play with that figure its not in the game'; even when the weapons it has are common and a point value is easy to determine.

### How the manual is set up.

Part1: Introduction, overview, and converting your figures

In this section I give an overview of the game, a basic idea of how it works. This will give you the background you need to convert your miniatures

Part 2: Converting your weapons

You will learn how to convert the weapons your miniatures have over to this system.

Part 3: Game set up and Winning the Game

This section works through the process of deciding on what type of battle you will be fighting, setting up the game table, and force deployment.

Part 4: Main rules

This section explains the actual rules used during game play.

Sheets, counters and markers

Separate files are included for the following:

- Markers
- Unit Sheets
- Game Templates
- Combat Cards

The functions of these are described in the main rules (part 4).

### Example conversions

There are two versions of this manual. One version has graphics and the other doesn't. Unfortunately, you have downloaded the version without graphics (or with only one image included). The reason for this is simple. The graphic version of part 1 alone is over 4 Mb. compressed. The files are just too large for the space I have. I will eventually change my server but until that takes place the non-graphic version is all that will be available for download.

This does present a bit of a problem since I have tried to give examples of converted figures as well as use images to help illustrate key concepts in this manual. With no graphic image it makes it hard to tell what it is that I am converting. To remedy this I will be putting the conversions on my web page. This will probably take place shortly after I have made legend's character generation manual available for download.

## Overview

Legend Weaver, the future of combat is designed with the following philosophies.

- You should be able to use any 25mm figure you own and convert it to the game system. This means any figure from modern to future (extensions will eventually include a fantasy version).
- The game system should be quick and easy to learn. Most rules should be common sense and easy to remember without constant referral to the main rulebook.
- The game should move quickly, avoiding (as far as possible) unique units and rules.
- No unit should be 'king of the battlefield'. The game system should use more of a rock / scissors / paper form of unit creation.
- Characters should be used for command and control. Their greatness rests in their ability to lead others, not for performing such Herculean feats as killing scores of enemy troops with a mouthful of nails and a handful of saw blades.

### How Things Work

Each model in the game is given a "target type" rating. This is a single figure that lets you know how tough the unit is and what it will take to take it out. As each figure is given a Target Type (Ttype) rating, each weapon is given a primary, secondary and tertiary target type. This means that a weapon may be well suited, suited, or sort of suited to taking out the target. Target types that are not listed under the weapon's primary, secondary or tertiary target type boxes cannot be affected by the weapon being used. Time to bring up the right weapon. Since no weapon can be effective against all target types, it comes down to making sure your units have a variety of weapons and that you use them together to deal with the enemy.

Everything in the game supports this basic premise. Figures have a number of actions, which allow them to move around the table, fire, run or even hide. But the bottom line is that you have to get the right weapons in the right place at the right time.

## Converting Your Models

The first thing to do when converting your miniatures is to look at the form you will use. There are two basic forms, one for vehicles and one for ground units (read as foot troops). The vehicle form is used for off board weapons including off board air attacks.

Separate pages in the UnitSheets.pdf file gives you a complete sheet of ground and vehicle data forms. These sheets can be reprinted for personal use as required.

### Ground Unit Form

Name / Ttype					Cost
Actions			Level	Move	
Weapon 1	#	Range	Prim	Second	Tertiary
Special					
Weapon 2	#	Range	Prim	Second	Tertiary
Special					
Weapon 3	#	Range	Prim	Second	Tertiary
Special					
Weapon 4	#	Range	Prim	Second	Tertiary
Special					
Weapon 5	#	Range	Prim	Second	Tertiary
Special					

### Vehicle Form

Name / Ttype:					Cost
Total # of Crew	Crew			Move	
Total # of Actions	Level		Maneuverability		
Weapon 1	#	Range	Prim	Second	Tertiary
Special					
Weapon 2	#	Range	Prim	Second	Tertiary
Special					
Weapon 3	#	Range	Prim	Second	Tertiary
Special					
Weapon 4	#	Range	Prim	Second	Tertiary
Special					

First rule of design: give the units what they have. This may sound odd, but it makes game play easier when any person can look at the model and know roughly what it is. Don't give a model with body armor; assault armor characteristics. Don't give your motorbike riders heavy tank characteristics. Even if you tell your opponent at the beginning of the game, the basic assumption that people have is that units are what they appear to be. Think how you would feel if you took three turns getting a unit of troops into position only to find out that your opponents small tank has large tank characteristics.

The second rule of design: all the same weapons on a single model type should have the same characteristics. This means that the same missile launcher has the same characteristics on all the models that have power armor. If you kit-bash the missile launcher onto a tank model then the tank's missile launcher can be given its own set of target types. Put it on the tank and it is considered a different weapon, at the least, an upgraded version of a smaller weapon!

These rules are here to avoid problems in the game, although the single easiest way to avoid problems is for you and your opponent to work out your units together, at least for the first game or two. Once you both see how it works, and get a feel for how the other thinks, you can then go off and design separate armies.



This is a large two-legged (walker), called an Assault Fiend. I would say that it has the equivalent to Medium (Vehicle) armor giving it a target type of 5Med.

## (Vehicle) Name and Target Type

When you look at the forms the first thing you notice is (Vehicle) Name / Ttype. You should call the unit by its normal name, the one that everyone would expect. The target type (Ttype) is found on the table below.

Target type	Description	Abbreviation
0	No Armor	0Non
1	Body Armor	1Bod
2	Power Armor	2Pow
3	Assault Armor	3Ass
4	Light Armor (Vehicles)	4Lig
5	Medium Armor (Vehicles)	5Med
6	Heavy Armor (Vehicles)	6Hea
7	Platform Support Weapons	7Plt
8	Flyer	8Fly
9	Off board Support Weapons	9Off

This means that a normal human will have a target type (Ttype) of **0Non** for No Armor. A heavy tank would have a Ttype of **6Hea** for heavy armor. The number followed by the abbreviation makes it fairly obvious what the model is (or how tough it is) relative to the other units on the battlefield. The figure tells you roughly how tough the target is, and exactly what it takes to take it out.

Once you have the Units target type figured out you have to assign the units level.



Body Armor



Power Armor



Assault Armor



Small Tank and Walker



Medium Tank



Support Platform

**No Armor** basically means what it says. The model does not wear armor. Generally specialized units such as snipers, engineers etc do not wear armor.

- May hide by a woods edge or in rough terrain.
- May dig in.

**Body Armor** is the armor used by the modern soldier or the police. It is 'bullet proof' armor. Fairly weak in game terms, but better than having no armor. Body Armor does not make you immune to bullets (especially since it tends to convert piercing damage to blunt impact damage).

- May hide by a woods edge or in rough terrain.
- May dig in.

**Power Armor** is power-assisted armor. It means you have a fairly bulky suit of metal plates with hydraulics to aid you in movement. Not as protective as assault armor, which totally encases you in thick heavy metal plates.

- May dig in if an engineer unit accompanies the squad.

**Assault Armor** is large bulky armor. When a model has assault armor on, it means it is encased in a thick, heavy metal suit that requires the use of hydraulics just to move. The assault armor troop has given up any pretense of mobility in exchange for protection. Although much tougher than a normal or power armored trooper, a model in assault armor is not as tough as a tank (a half inch of steel composite alloys just can't compete with 2 or more inches of the same stuff found on the smallest tank). Note that APC's have the equivalent armor as Assault armor; they just come in a larger package.

Keep this in mind; each step up the target type table is a step up in toughness. With all other things being equal (i.e., technology), a light tank is tougher than an assault trooper and weaker than a medium tank. There is no king of the battlefield, just different weapons and weapon systems designed to kill specific target types.

- May only dig in or there is an engineer unit with its own heavy equipment with the squad.

**Light, Medium and Heavy Armor** vehicles. Most walkers fall into the light vehicle category although it is possible to find Medium and Heavy Armor Walkers. The final choice on how big something has to be before being considered Heavy Armor is up to you. To me, the StuG IV pictured at the bottom left is a medium sized tank, much smaller than a panther or tiger tank (sorry no picture).

- Only vehicles with light, medium and heavy armor categories and Platform Weapons can be given Counter Battery Weapon fire.
- May only dig in if there is an engineer unit with its own heavy equipment with the squad.

**Platform Weapons** are support weapons. They are the portable guns that are dragged onto the battlefield. They are considered to be somewhat mobile, able to move from position to position (albeit very slowly). Some platform weapons are not able to move (as the picture to the lower left shows). For point value purposes, the movement of these platforms is considered to be one.

- May start the game entrenched. If they do then they cannot be moved during the game.
- Platform weapons may be given the ability to destroy off board weapon systems (give the weapon counter battery fire).

**Flyers.** There are two types of flyers, those that fly low and those that fly high. Low flyers skim along the battlefield along with the foot on the ground. All other flyers are considered to be flying high and are not represented by models. Anti Air weapons treat both types of flyers the same. You are allowed two High Flyers for an army and any number of low flying vehicles.

**Off board weapon systems.** You do not need models for off-board weapons. These weapons deliver artillery barrages from turn to turn. The trick with these weapons is that you have to call in the strike one turn in advance. You use counter battery fire to deal with off board weapon systems. You are allowed two On-board weapon systems for your army.

## Army Composition

If you have

- 30 Level 8 Troops then you can have
  - 5 Level 10 Veteran Troops

If you have

- 40 Level 8 Troops then you can have
  - 5 Level 10 Veteran Troops
  - 5 Level 12 Elite Troops
  - 1 Level 11 Sergeant

If you have

- 50 Level 8 troops then you can have
  - 5 Level 10 Veteran Troops
  - 5 Level 12 Elite Troops
  - 5 Level 14 Commando Troops
  - 1 Level 11 Sergeant
  - 1 Level 14 Captain

All armies have a Level 16 Commander

All the troops must be the same troop type. Thus, if you want a veteran Squad of troops with Power Armor, you have to have 30 level 8 troops with power armor.

## Vehicles

If you have

- 3 Vehicles with level-8 crew, then you can have
  - 1 Vehicle with a Level 10 Veteran Crew

If you have

- 5 Vehicles with Level-8 crew, then you can have
  - 1 Vehicle with a level 10 Veteran Crew
  - 1 Vehicle with a level 12 Elite Crew

If you have

- 7 Vehicles with Level-8 crew, then you have
  - 1 Vehicle with a Level 10 Veteran Crew
  - 1 Vehicle with a Level 12 Veteran Crew
  - 1 Vehicle with a Level 14 Veteran Crew

In addition, you are allowed one Off Board weapon for your army and two High Flyers. The Off Board weapon fires turn to turn starting at round two. Only one High Flyer may come onto the table in a given turn on a given side. See the main rules for more information on this.

## Level and Number of Actions

A unit or character is given a level of training. Regular soldiers are normally level 8 (although they may actually have a level that is between 7 and 9). This takes into account that all regular units are equal except that some are more equal than others. This means that a level 12 unit are Elite solders and may be considered either slightly better than a level 11 unit or slightly worse than a level 13 unit. The table below list the models level range, tells what the troops are and then lists the number of actions associated with the models level.

### Actions Based on Troop Level

Level / Troop Actions		
Level	Troop is	Actions
1-3	Untrained	1
4-6	Militia	1
7-9	Regular	2
10-11	Veteran	2
12-13	Elite	3
14-15	Commando	3



Infantry in Assault Armor

## Power Armor

Ttype: 3Ass  
 Move: 4  
 Level: 8 (regular)  
 Actions: 2

**Things to Consider:**

- All the models in the same unit are given the same level. This includes the units Corporal. If the unit is given a character to lead it, then the character's level will probably be higher than the individuals being commanded. The unit will still have its corporal even if a higher-level character is leading it.
- Just because a unit is given assault armor does not mean that it is a veteran unit. Everyone starts out as regular when given new equipment; a person does not magically know how to use assault armor just because he was the best of the best or bravest of the brave while using power armor. People who want a whole army of veteran troops want one thing. A huge advantage. If both players agree to it, you can up the number of veteran troops on the table. You can do this to see if the play balance remains.

**What is a Unit**

A unit is considered one or more models that act independently from the rest of the army. **If three or less of the same vehicle is on the board, then they must form a single unit.** If you have 4 or more of the same vehicle you can form it into two squads. Units of soldiers may range from 3 to 20 models. A unit of 3 models would be considered a small-specialized team. In game terms, most units should contain between 5 and 10 models. This is only a rule of thumb. If you do want to have larger units then both players must agree to the number per unit before the game begins.

**Number of Actions for Characters**

<b>Character Level / Actions</b>		
<b>Character Level</b>	<b>Figure Is</b>	<b>Actions</b>
As Unit	Corporal	As Unit
11-13	Sergeant	3+1
14-15	Captain	3+1
16	Commander	4+1

You will notice that a character's actions are listed as a number plus one. Each character (above corporal) receives one bonus move action that he may perform himself. Whereas the first three actions are transferred to the troops the character is with, the last action is personal and may be used to move the commander around the troops. It is given as a way to make sure that the commander is always where he wants to be in the unit.

- A unit must have at least four regular troop models present before having a Corporal.

The maximum number of characters either player will likely have on the table are three (not counting the Corporals that come with the units). Remember (or note) the Corporals have the exact same statistics that the unit has. The only difference between them and the people they command is that they know how to motivate the direct the people they are with. If the unit fails its own moral check, the commanding officer rolls against his own level to bring the unit back in line.

**Basic Move**

The next thing you have to determine is the basic movement rate of the model in question. The rate is determined on the table below. The rate for wheeled vehicles as well as for tracked can change depending on the vehicle in question, but for ease of play, it is recommended you keep the movement rates as listed.

## Basic Movement Rates of Units / Models

<b>Movement Rate Table</b>	
Movement Mode:	Distance
Foot	6
Foot (regular / Body Armor)	5
Foot (powered armor)	5
Foot (assault armor)	4
Foot (more than 2 legs)	4 to 12
Half Tracks (wheels and tracks)	10
Full Flight	Unlimited
Horse	8
Hover	18
Jump (anti Gravity)	12
Jump (powered )	14
Limited Flight	18
Platform Weapons	2
Teleport	72
Tracked; small	16
Tracked; medium	14
Tracked; large	12
Walker (short)	5
Walker (medium)	7
Walker (large)	9
Wheeled (2) Bikes	12
Wheeled (3) Trikes	10
Wheeled (4 or more)	10

Things to note:

If it's not on the list, make your best, reasonable guess.

Some support platforms cannot move without being limbered up and moved. These pieces are considered to have a speed of one when working out their point value (this does not give them the ability to move an inch a turn).

You may be wondering exactly what is meant and what restrictions apply to the various movement options. I list a brief description of the modes below.

- Bikes. Two or three wheeled. Motorcycles and 3 wheeled bikes.
- Flight. See the shaded box to the right for a full description on flight.
- Foot. Soldiers or walkers are considered to be on foot. That is, they have two or more legs and step over things (generally their fallen comrades). The basic and most versatile form of movement.
- Half Tracks (wheels and tracks)
- Horse. When you use a horse you move a little quicker but make yourself into a larger target. Not often seen on a modern battlefield due to the fact that it is too easy to kill (unless somebody decides to ignore the OBod armor category).
- Hover
- Jump. See the shaded box on the next page for a full description on jump equipment.
- Teleport. Units that teleport can do so once per turn. Teleporting ends the unit's turn (no member, even a commander, can perform any action after a teleport). Teleport is the most powerful form of movement. It uses all the unit's actions and takes one turn to recharge (there must be at least one full turn between teleports). The move distance is given as a way to work out cost.
- Tracked. Vehicles that are tracked are slower than their wheeled counterparts but have far greater stamina (they keep going and going and going).
- Wheeled (2)
- Wheeled (4+). Many 4 wheeled assault vehicles have solid tires (can't have a flat with one).



This gives you an idea of the relative size of the Assault Fiend and a trooper in Assault Armor.

**Assault Armor**

Ttype: 3Ass  
 Move: 4  
 Level: 8 (regular)  
 Actions: 2

**Assault Fiend**

Ttype: 5Med  
 Move: 7  
 Level: 8  
 Actions: 2

**To fly or not to fly**

**Limited or Low Flight** means that the unit flies (relatively) low over the battlefield. Although it has the ability to fly over trees and buildings, it will seldom go much higher. Vehicles with limited flight may still be hit by anti aircraft fire, although they do have the advantage of being able to use terrain to make them harder to hit.

**Full or high Level Flight** means that the flying unit can fly anywhere and is generally considered outside the battle zone when not over a target. When used, the unit must come onto the table from the owning players side and must trace a straight line path to the target unit, drop its payload or fire its weapons and then continue straight ahead off the edge of the table. While over the target, Anti aircraft weapons on Overwatch (which is how you want to keep them) fire at incoming high-level flyers before the aircraft can drop their bomb load. Once the bombs have been dropped, the aircraft continue straight ahead to exit the table.



Platform Weapon with a crew of two

**Power Armor**

Ttype: 2Pow  
 Move: 5  
 Level: 8 (regular)  
 Actions: 2

**Support Platform**

Ttype: 7Pla  
 Move: 1 (for point value only)  
 Level: 8 (will be crew level)  
 Actions: (total actions of all crewmembers)

**Note**

Support platforms have a crew of two and fire once per round.

**Body Armor**

Ttype: 1Bod  
 Move: 5  
 Level: 8 (regular)  
 Actions: 2

**To Jump or not to jump**

There are two forms of jump capable equipment.

Powered Jump troops have small rocket engines strapped to their backs. Besides being very noisy, they are hard to control; meaning the troops have to actively control the unit (a jump pack that controls itself is called a hole in the ground). This includes all "Giant Fighting Robots" that are capable of short powered jumps. Traditionally, jump jets are given to troops with power armor, since lesser armored troops run too high a casualty rate from the "hard" landings that tend to take place during combat (powered armor is much more forgiving on plain leg and bone tissue).

The second form of jump equipment is anti gravity; basically, a belt that you put on and adjust to negate your weight. Objects are generally carried close to the body to allow control while 'flying' through the air (not to mention how stupid you look with your arms and legs flailing about). Anti gravity belts are given to troops that have body armor or no armor.

The bottom line is that jump troops are fast, mobile troops designed to take objectives. They are only capable of carrying small, at best, two-handed weapons with them. These types of troops do not represent shock troops.

**Modifying a character/units movement rate.**

You can modify a models base move but I would recommend that both players sit down and agree to the modification before the units are made (thus both players have the chance to incorporate the faster moving units into their army). The movement rates of models can only be modified by so much as shown in the table below.

<b>Table 3.2</b>	
Original Movement	Maximum Change
3-7	1
8-13	2
14-17	3
18+	4

Bumping the movement rate down the table does not allow further modification (a movement of 7 can only be increased to 8 and no more).

**Background: Recommended Movement Rates**

You may assign any movement rate to anything you want. However, if the rate does not make sense to all people playing the game, you will probably find yourself looking for new opponents in short order. The Movement Rate table is recommended movement rates based on some of the more common models you are likely to put on the tabletop. It is recommended only. The figure may be increased or decreased by up to 20 percent of the original value without too much of a problem. When assigning weird things (i.e., that floating demon) just give it a number appropriate for what it is (i.e., how it is described). Thus if the demon is considered extremely quick, give it a movement of 9; if it considered a slug, give it a move of 1 or 2.

When you work out the point cost of a vehicle, it will include the cost of the crew. You do not need to purchase weapons for vehicle crews. When a vehicle is destroyed the crew inside withdraws from the battle. You do not spend \$100,000 dollars in training to have some idiot tank driver grab a pistol and charge the enemy... that's the job of the \$10,000 grunt (although I must say that it would probably earn either a medal of some type...).

**Basic Model (Figure / Vehicle Cost)**

Working out the basic cost of a vehicle or model is very simple. The list below shows all the factors that account for a models cost. Remember, Foot Troops, Platform Weapons, High Flying Aircraft and Off Board artillery have an automatic Maneuverability of one (that does not have to be increased).

**Vehicle Data**

The information you have to this point is enough to determine the cost of a foot soldier. Vehicles have two additional pieces of information that you need; the number of crew the vehicle has and the vehicle's maneuverability.

The first piece of information is the number of crew the vehicle will have. Once you have recorded this number on the Vehicle data sheet you will work out the vehicles maneuverability.

A vehicle's maneuverability is an indication of how mobile the vehicle is. Vehicles with a low maneuverability tend to move forward in a straight line that is an open invitation to get blown up. Maneuverability starts at one and can be increased to up to five. **All foot troops, platform weapon, highflying aircraft, and off board artillery have an automatic maneuverability of one (and do not need to be increased).** All low flying aircraft, walkers, tanks, and other vehicle types start with a maneuverability of one, which may be increased.

**Cost of Vehicle or Figure**

- \_\_\_\_\_ **Number of actions**
- \* \_\_\_\_\_ **2**
- \* \_\_\_\_\_ **Speed**
- \* \_\_\_\_\_ **Maneuverability**
- + \_\_\_\_\_ **Crew Level**
- = \_\_\_\_\_ **Cost without weapons**



The image above shows three space marines in power armor

**Maneuverability**

Maneuverability costs a lot, but is worth it. Here's why.

Take a vehicle's speed and divide by its maneuverability, rounding up. This gives you the straight-line distance the vehicle must travel before being able to make a 45-degree turn. This means that a tank with a maneuverability of 1 and a current speed of 18 must move 18 inches between each 45-degree turn. Give the same tank a maneuverability of 2 and it must move only 9 inches between each 45-degree turn. A maneuverability of 3 means it must move only 6 inches between 45 degree turns. Straight-line distance between turns is always Current Speed divided by Maneuverability (rounded up). The higher the maneuverability the faster the vehicle can turn.

## Examples

Some examples are in order.

### Foot Troop Power Armor (2Pow)

The character has power armor on so his Target type (Ttype) is "2Pow". As suggested you make him Level 8, which gives him 2 actions. You decide not to change his movement rate (its a good day for average) so you list the 5 in the appropriate box. The top of the unit sheet looks as follows.

Name / Ttype: Power Armor / 2Pow		Cost
Actions: 2	Level: 8	Move: 5
Notes and comments about the unit go here		

To find the cost, fill in the blanks. Remember, as a foot troop his maneuverability is automatically set at one.

Cost of Vehicle or Figures	
2	Number of actions
* 2	
* 5	Speed
* 1	Maneuverability
+ 8	Crew / Model Level
= 28	Cost without weapons

All that to come up with a base figure cost of 28 per model. If you are like most people, the majority of your army is made up of similar models (i.e., most of your models wear power armor). This is the cost of all the models you are going to put on the table with these statistics. You will have to track the number of models in your army on a separate sheet of paper. For now just list the cost of each model in the appropriate box on the Unit Sheet.



A Small Sized Walker

### Walker (4Lit)

Name / Ttype: Walker / 4Lig		Cost:
Total # of Crew 1	Crew 8	Move: 7
Total # of Actions 2	Level	Maneuverability: 3
Notes and comments go in here		

Now work out the cost.

Cost of Vehicle or Figure	
2	Number of actions
* 2	
* 7	Speed
* 3	Maneuverability
+ 8	Crew / Model Level
= 92	Cost without weapons

This is a fairly cheap unit. The cost will go up with the addition of weapons, but at 92 points you can afford to put on some nice weapons.



A demonic looking robot, front and back.

### Robot (4Lig)

This is a vehicle that may at first appear a little tougher to do. It isn't. First look at the vehicle and decide what you have. To me we are looking at something that is the equivalent of a light tank. I would think that it should definitely be tougher than an Assault Trooper. This gives the figure a 4Lig Ttype rating. Looking at it, I would say it has one crewman (or the equivalent of one crewman). With a standard Level of 8 he gets 2 actions. Movement is a bit more of a problem but it looks as if it has large front wheels and is being pushed by a track in the back. This makes it a half-track (a weird one but still a half-track). A half-track is given a movement of 10.

Now we give the vehicle a maneuverability rating. Do you want the thing to be able to turn on a dime or forge straight ahead? For myself, I will tend to give vehicles maneuverability rating suited to what I want them to do. I would like to use this particular vehicle to flank the enemy and take out his ground troops (the weapons I will buy for it will support this role). With this in mind I bite the bullet and give the vehicle a maneuverability of five. So the vehicle moves at 10 and has a maneuverability of five.

Name / Ttype: Chaos Engine / 4Lig		Cost:	
Total # of Crew	1	Crew	8
			Move: 10
Total # of Actions	2	Level	8
			Maneuverability: 5
Notes and comments go in here			

Now work out the cost.

	<b>Cost of Vehicle or Figure</b>	
	2	<b>Number of actions</b>
*	2	
*	10	<b>Speed</b>
*	5	<b>Maneuverability</b>
+	8	<b>Crew / Model Level</b>
=	208	<b>Cost without weapons</b>

The base cost of this vehicle is 208. The price includes the crew, although in this case the crew is the spirit of a demon or a computer program (it doesn't really matter which).

When you are determining the value of units do what seems reasonable to you. If you feel that a particular unit should be very fast (because that is the way it is in the game system it was originally designed for) then make it fast. Just be reasonable).



A 2 Seat Low Flyer

### 2-Seat Flyer (8Fly)

This vehicle gets a little tougher but is still fairly straightforward. The vehicle is a two-seat jet bike. It is a flyer thus it is given a Ttype rating of 8Fly. It has a total crew of 2, each level eight (all crew in a single vehicle must be the same level). Since each crewman has 2 actions, the total number of actions for the vehicle will be four. As a low flyer the vehicle is considered to have limited flight. This means that it has a speed of 18 and will seldom go higher than the terrain feature it is trying to clear. With this figure I would give it an average Maneuverability, partly because I do not see it as being super maneuverable but mostly to keep the cost down. The top of the unit information sheet would look as pictured below.

Name / Ttype: 2 Seat Jet Bike / 8Fly		Cost:	
Total # of Crew	2	Crew	8
Total # of Actions	4	Level	3
Notes and comments go in here			

Now work out the cost.

Cost of Vehicle or Figure	
4	Number of actions
*	2
*	18
*	3
+	8
	Crew / Model Level (of each crewman)
=	440
	Cost without weapons

You still have to buy weapons for these vehicles. Once you have the cost of the weapons, you add them to the vehicles base cost to find out how much it will cost to put the vehicle on the table. It's that easy. Big hulking vehicles that can turn on a dime cost lots. With a maneuverability of 5 the base cost of the two-seat flyer would increase to 728.

## Special Designations and Characters

### APC

Vehicles can be given an Armored Personal Carrier (APC) designation. When you decide to give a vehicle the ability to carry troops multiply the vehicles base cost (before weapons) by one and a half.

An APC can carry 20 0Non-armored troops, 15 1Bod armored troops, 10 2Pow armored troops or 5 3Ass armored troops.

### Engineers

Engineers have the ability to repair damaged equipment. Engineers cannot be given armor. They cannot be given anything better than a one handed weapon. They also have the ability to dig in and entrench units (the units they are with). They are automatically capable of spotting for all indirect fire weapons including off board artillery and air units. You may have up to one engineer on your side. Work out the normal cost of a grunt and double it. Having an Engineer present will allow you to have a unit with power armor to dig in.

If an engineer is with a unit then the unit has a five-point bonus when attacking units that are entrenched.

### Infiltrators

Infiltrators have special start up instructions. You are allowed up to two Infiltrator units on your side. For each unit you have you receive a dummy marker. The infiltrators can start up anywhere outside the enemies deployment zone, out of sight of all enemy units. Infiltrators start the game as hidden. An infiltrator unit can have either 0Non or 1Bod armor. They cannot be given any weapon better than a 2 handed weapon. Take the base cost of each model (before weapons) and double it.

### Medics

Medics have the ability to heal wounds. The medic must get to the soldier by the end of the following turn in which the soldier was wounded. Work out the cost of a normal grunt and multiply it by two to find the cost of the medic. The normal Med.-Kit may restore a soldier to health on a 1-4 on a d6 roll. The Medic must be in base-to-base contact with the model to be healed.

Only one attempt to heal a model is allowed. An attempt to heal costs the model one action.

### Shields

Shields cost 5 points and give a 5 point penalty to the to hit rolls of the model attacking the shielded figure. The penalty applies when the shield-carrying figure is attacked from the front or the shielded side. The shield does not protect against area of effect weapons.

## Snipers

One sniper may be purchased per side. The sniper has the ability to pick off specific models. This means that when all other shots are against squads, a sniper will fire on specific models. Until Snipers have their own weapon table they cannot be used in the game. Sniper weapons are used to take out troops, not vehicles. To find the cost of a Sniper model, work out the cost as if it were a normal model and then double it.

A sniper comes with body armor. It cannot wear anything more than body armor although you can give it no armor, if you want.

Snipers ignore some of the defensive modifiers that other troops suffer from. For example, once a camouflaged assault troop has fired, the sniper may fire at him without penalty. The sniper also has the ability to fire at platform weapon crews, and exposed vehicle crews without having to roll to see if he hits the weapon or vehicle.

You can try the sniper with the following conditions (if both players agree)

- The sniper can only be given one handed; two handed or ground mount weapons.
- Any weapon taken by the sniper is single shot (it has no special characteristics).
- Legitimate target types for any sniper weapon include the following; 0Non, 1Bod, 2Pow and 3Ass. Any weapon taken by the sniper can only include these target types.

Note that if a sniper fires at the crew of open topped vehicles, he does suffer the to-hit penalties associated with a vehicles speed.

## Spotters

A Maximum of two spotters may be purchased for one side. For each spotter unit that is purchased you receive one dummy spotter marker (to help confuse things). A spotter cannot be given armor. The largest weapon they may be given is a one handed weapon. When purchasing a spotter, take the normal price of a foot troop and multiply it by two. Spotter units always start the game as hidden.