THE WARFRONT

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For my family.
For our loved ones.
Endure.

Soul Core Spirit - Thon

Greetings Volunteer. I am Soul Core Spirit, Gestalt Intelligence of Starlight Thon. I will be your guide through the Knowledge Vault. You have successfully graduated from the Core Academy with high marks. Congratulations. You have taken your first steps of a greater *Journey*.

May the Light guide you.

THON

Thon is a Starlight System: a self-sufficient, artificial planet and fortress world created with one purpose: the protection of its inhabitants both living and dead. The former spend their lives on *Journeys* of discovery, free from disease and the curse of old-age. Those who opt to end their *Journey*, or die through misadventure spend their afterlife entombed within the planet's Soul Core; guiding those with the wit and insight to access the core and draw upon the vast wealth of knowledge within.

There are hundreds of Starlight Systems scattered across *knownspace*. Each is unique and boasts its own dedicated legion of protectors. Many have been lost in the expansive hostilities of space; more still have been destroyed by eons of endless war, but many more survive yet and flourish…

THE SOUL CORE

At the heart of every Starlight lies a massive sentient network of advanced Gestalt Intelligence known colloquially as GI. Here also is the Starlight's Life support and its most vital resource; the digitally encrypted personalities of millions of its greatest scholars, warriors and architects. When a transhuman's *Journey* ends they are Core Encrypted and added to the GI at the heart of their Starlight.

A Soul Core is a Starlight's nervous center. Each is unique and contains an unquantifiable wealth of knowledge stretching back into transhumanity's forgotten origins. To stand in the presence of a Soul Core is rare, to call upon its knowledge rarer still. Yet some exceptional individuals risk insanity and worse for the briefest of glimpse into the Knowledge Vaults.

These extraordinary individuals are changed forever. These remarkable few are changed in a Flash.

LAR - STARLIGHT LORDS

When the Exalted few form together to form a new Soul Core and create a new Starlight, they then create their world's first being - the embodiment of the Core and the Starlight. These unique individuals are referred to as the Lar -

The Lar is the primary caretaker of a Starlight's Soul Core. They are protector, leader, warrior, advocate, and politician. In times of need, it is the Lar that calls upon the vast knowledge of the Soul Core to aid them in decision making and leading a Starlight's Fleet in the defense of the Alliance. Each Starlight's Lar is as unique as the Soul Core they are sworn to protect and when they die they are immortalized within the Core alongside their fallen brethren for all eternity.

It is also the Lar that doubles as the embodiment of the Core - a chosen vessel for immortality made manifest.

FIRST AMONG LAR

First among Lar is Mordis Kilath whose knowledge and wisdom outshine even that of his brightest pupils. Kilath represents the absolute pinnacle of transhuman evolution within the Alliance.

THE BLACK BLADE

To show his support of Kilath, Father Ord - Grand Lar of the Eastern Empire - forged the Black Blade; a deadly sword crafted from pure Mineral 100, the finest and rarest Ore in *knownspace*. Only a 'black' blade could pierce armor of similar manufacture..

After presenting the gift, Ord returned to the distant Eastern Front, savagely subjugating worlds and expanding the Empire as he went. With the spoils fought for and Ordhren blood spilt, the rewards were shipped back to the citizens of Thon.

Soul Core Aeradonos - Gengar

THE MAGNI COUNCIL

With a new era upon them, Kilath and the Thonians elected a High Council with senior members chosen from each of the fifteen Core Starlight. It was named the Magni Council and its first order of business was to expand the alliance's influence bringing control and regulated trade to the non-allied Eastern Starlight. Many Starlight joined the new Alliance.

One did not…

ORD AND THE GENGARI

Ord believed that the new Alliance was no better than the Gyani that came before them and that if anyone should be appointed Grand Lar, it should be him. Ord had watched the way in which Kilath usurped power from his predecessors. He watched and waited...

***

'It is a gift from one warrior to another, from Lar to Lar.'
- Slodan Ord

***

You are a spark.

The Starfire shines on you. You have been awarded a name and division. You will fight with Fire and Fury. You will have no equal. You are are relentless.

You are a Son of Ord! Go to the Terminus Vault and see that you are adequately armed. You may forego your War Rig if you so desire. The Sons of Ord respect strength above all else.

Should your Journey end, we will not remember you. You will not be praised, you will not be mourned. You will be ghravel beneath the boots of the victorious and strong.

May the Starfire guide you.

A COVERT STRIKE

The Forgefather Slodan Ord sent word via Data Augur to his finest Forgemasters. They were tasked with formulating a plan to seize a dozen of the most influential and powerful Starlight in the Galactic West. Specialist teams were secretly transported back into Alliance space from Armada ships at the distant Eastern Front; each with their own specific mission to conquer an unsuspecting target world. The covert forces approached each Starlight under the guise of routine Ore trade, tricking them into opening their continent sized vaults. All across Thonian space, a huge, masterfully coordinated strike by Ordhren forces brought the Starlight to their knees. Using the newly conquered Starlight as staging posts, Ord prepared to crush all opposition and crush the nascent Alliance beneath his bootheel.

THE WARFRONT

Each world fell in mere cycles. Many were destroyed from within by insurrection and infighting facilitated by Ord's counter-intelligence actions. Countless Dropposts, Citadels and Forges were immediately deployed to fortify the newly-won positions, or 'Ordhrates'. The Warfront Worlds were created and Alliance space began to burn.

THONIANS REACT

The first opposition to the Ordhren onslaught was the Thonian 3rd Fleet under newly-minted Commander Joradin Allais. Allais was young, ambitious and woefully inexperienced. He had barely graduated the Core Academy before 3rd Fleet's disposition orders sent him to what would soon be referred to as The Warfront. The young Commander was widely considered to be an economic and political appointment by many, including 3rd Fleet's Senior Command Cadre, but the true scale of the hostilities had not even been guessed at and the mission was considered by many to be a parade run; something relatively simple for a new Commander to cut their teeth on. The counterattack was swift, in true Thonian style.

3rd Fleet struck their opposite number in a series of lightning swift, pinpoint raids in the vicinity of Starlight Kala; a vital storehouse of records and information stretching back into the deep past before the transhuman era. Although underestimated by his staff, the young Commander acquits himself well and makes some headway into cutting off the main elements of the insurgent Armada.

Unfortunately for Allais and all of those under his command, the true extent of Ord's betrayal only becomes apparent when withdrawal is no longer viable and 3rd Fleet is wiped out.

'Ah, the Ore Haulers are early for once... That's odd, the cargo bulkheads are reading as full...'
-Last transmission, Starlight Kala.

TIMELINE OF EVENTS

015	Knowledge Vault Recordings Damaged.
014	Ordhren Eastern Front Expansion. Countless Ordhrates created.
013	Ord bequeaths the Black Blade to Mordis Kilath as a symbol of their Alliance.
012	Starlight Gyan Overthrown by Kilath. Thon becomes the seat of the Alliance Council.
011	Kilath and the Council expand Thonian jurisdiction to unite with the Ord Empire.
010	Ord feigns fealty, sends word via Data Augur to gather forces. The Ordhren Soul Core Aeradonos is Imprisoned to ensure absolute secrecy.
009	Ordhren Ceres Balefire Teams antagonize a passing Star Devourer and guide it towards Starlight Pimera.
008	Ord Specialist Forces are teleported back from the Eastern Front and loaded into Ore Haulers for a covert strike.
007	The Ordeal – Ordhren strikes at over a dozen allied Starlight. The Warfront is created.
006	Eastern Acquiry Hubs are Razed, Knowledge Vaults are purged. Thousands of Thonian Core Runners, and Scions are trapped within the Acquiry networks with no method of escape.
005	Ordhren Null Grid Created, Core Runner 'Whitelist' Captured, Counter-Intel sent to 3rd Fleet.
004	3rd Fleet responds to Kala, Ordhren Counter Attack led by Apostle Arkain annihilates 3rd Fleet.
003	3rd Fleet survivor, Honor Guard Jaina Mor raids Ordhren Outpost 'Axe 84'.
002	Thonian Recovery team sent to Reboot Listening Post 'Jadun' near Starlight Argo. Encounters unknown Virus.
001	Surviving 3rd Fleet ships, Solace and Vigilance drop Emergency Evac 'Shield Cities' across Starlight Kala. Ordhren Operation 'Gutter Rout' at Kala. Thonian Specialist team is sent to Starlight Dire to recover a shard of the Diran Core; The Virtue Diamond.

'I will rip out the Core of every Starlight that opposes me.'
-Ordhren Lar, Slodan Ord

THE WAR ABOVE

Engagements in the heavens between the Sons of Ord and Thonian Alliance were swift, ferocious and decisive. All Thonian ships are equipped with massive prow lances capable of cutting a capital ship in two without effort. To combat this, the Ordhren outfitted their much smaller Mining Haulers with teleportation systems that instantly transported them into close proximity; safely within the minimum range of the Thonian signature weapon systems. Locking on with Magnetic Beams, the Haulers bored straight through the massive Alliance ships causing catastrophic damage. The Thonians were unable to counter this unconventional mode of void combat and suffered the consequences.

THE WAR BELOW

These are the heroic last stands. These are the decisive encounters on the Warfront. It is a time of conflict, a time of peril, a time of despair and a time of sorrow…

THE WARFRONT BURNS.

YOUR JOURNEY BEGINS.

RFRONT

AEROTH

ORDHREN EMPIRE

OKIDUN

DIRE

BYAMAT

TYVORUS

GALMAR

GYAN

GENGAR

KALA

TEMPEST

OSENRA

BORA

CORATH

2

ARGO

AEROTH

'Notif, Wounded Syndic. Tower 4, Open Vault Doors.'
-Last Transmission, Starlight Aeroth

STRUCTURE

Aeroth is maintained by a joint partnership of the Cartel Syndicate House and the Sons of Ord.

Aeroth's massive Mineral Maw has not been used in several cycles as many of the smaller and more efficient clones now act in its stead. The majority of Aeroth's massive Resource and Coffer Vaults allow the Cartel strict control over supply and demand.

Aeroth is the primary supplier of Resource to the Northern Starlights. Their control of Starlight Aeroth grants the Cartel control of the primary lifeline of raw Minerals to the Core Systems.

There are two primary control superstructures on Starlight Aeroth:

- Mineral Maw Control Deck
- Lantern Control Structure.

ADDITIONAL INTEL

The Aerothi Cartel are aligned with the Syndication Houses of the Alliance. They provide the much-needed mineral reserves to both Fleet and Armada Forces at a fair market price. However recent deals with Goran have swung the balance towards the Annex and Thon.

They are driven almost entirely by material wealth and the stores at Aeroth and its surrounding Coffers are some of the richest in the Core Systems.

The Aerothi Syndics hold a primary position in Syndication House decisions as their reach and resource is nearly limitless.
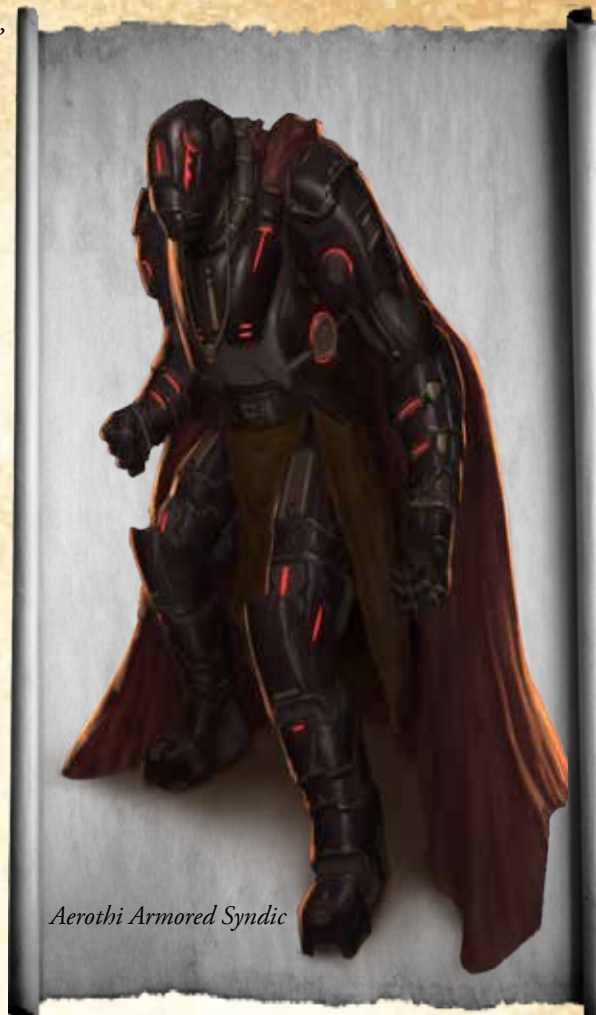
Aerothi Armored Syndic

SYSTEM DEFENSES

Aeroth's primary defenses are the hundreds of Orbital Gun Towers referred to locally as the 'Lanterns.' In addition, the Sons of Ord have recently donated two new H-Class Arkon Capital ships and begun preparations to retire the two existing Arkon at Aeroth in coming cycles.

The Ordhren Armada is the primary defender of the Aerothi Systems.

Limited numbers of Aerothi Ore-Guard are also stationed at secondary structures.

STARLIGHT STATISTICS

NAME	**AEROTH (AIR-ROTH)**
CLASS	**COFFER**
CAPITAL	**GROSCH**
SOUL CORE	**AEROTH**
LAR	**NONE**
POWER	**RESOURCE MINES**
STRUCTURE	**SYNDICATION HOUSE - CARTEL**
FORCES	**AEROTHI DEFENSE FORCE, CARTEL**
POSTURE	**NEUTRAL, ORD**
POPULATION	**MID-LOW**
ALLIES	**ALLIANCE, SONS OF ORD**
FRAMETYPE	**LIGHTFRAME**
SYMBOL	**CARTEL CLASP**
STATUS	**ORDHREN CONTROLLED**
SECTOR	**NORTHERN-CORE**
SUPPORT	**MOON BASES, AEROTHI LANTERNS**
SUBSYSTEMS	**ORBITAL PLATFORMS, GATEWAYS**

Starlight Aeroth with its recognizable reddish hue due to the high volume of mineral dust in the atmosphere. The dust is generated from the Mineral Maw and the Coffer Vaults.

SETIR

'Okidan Formation... Switch On.
-Last Transmission, Starlight Setir

STRUCTURE

The Hmog of Setir predate *transhumanity* with Arkival Storage Systems stretching back far beyond even the hallowed Knowledge Vaults of Kala.

The Hmog assembled the Alliance of Starlight and acted as Advisors to Gyan when the Gyani were still in their initial cycles; content to influence *transhuman* culture from the shadows by manipulating its rulers.

The Hmog of Setir do not use the Alliance Acquiry Networks and use only limited amounts of Soul Core Communion. As a result, they maintain only trace amounts of Corruption within their Core Systems and what little Corruption does occur, can be purged regularly and without incident.

The Hmog Core Values - termed The Ethos - or *Way* focus entirely on self-improvement over multiple *Journeys*. Once a Hmogi has mastered all aspects of the *Way* they are elevated to the rank of Damira - sworn protectors of Setir.

ADDITIONAL INTEL

The Hmog live in isolated harmony. They are intellectual scholars and support the Scrybes of Kala in their relentless pursuit of Knowledge.

The Hmog aided the Theledonian Mastertects in structuring the *transhuman* Atlus though differences soon became insurmountable and the Forgemasters of Ord replaced the Hmog.

Theledonian Lar, Thelos Rahm bequeethed the Atlus Key to Forgemaster Tyrian Evo in a show of gratitude and respect after the completion of the Atlus.

Setiran Damira

SYSTEM DEFENSES

The Setirian Hmog once boasted one of the largest Fleets in the Alliance. However shifts in priorities from Northern Expansion to the East soon forced the Hmog to move from leadership roles to support and their Fleet was commandeered by the Gyani.

The Damira are the highest Echelon pretotectors of Setir and some of the best trained individuals in all of *knownspace*.

The Damira protect and train the Alliance Scions though their numbers have slowly dwindled over countless cycles of turmoil in the North.

STARLIGHT STATISTICS

NAME	SETIR (SAY-TIER)
CLASS	KNOWLEDGE VAULT
CAPITAL	NIN
SOUL CORE	HMOG
LAR	SETIR
POWER	FLASH MANIPULATION
STRUCTURE	KNOWLEDGE VAULT, CORE DRIVES
FORCES	DAMIRAN ADEPTS, ALLIANCE FLEET
POSTURE	ALLIANCE
POPULATION	HIGH
ALLIES	ALLIANCE
FRAMETYPE	NIMBLE, SYNTH
SYMBOL	SETIRIAN STRIDER
STATUS	DESTROYED
SECTOR	NORTHERN RIM
SUPPORT	ORBITAL CITADELS, GATEWAYS
SUBSYSTEMS	ORBITAL PLATFORMS, GATEWAYS
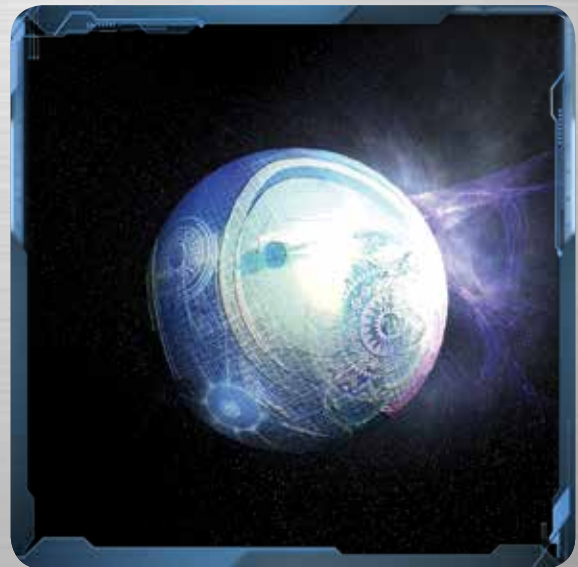
Setir, home to Hmog - originators of the Alliance and the transhuman Atlus at Theledon.

Setirian Damira are some of the best trained individuals in all of knownspace.

DIRE

PerimeterBreach: Ident: Ord:6: Intent: Unk: Standby:
-Last Transmission, Starlight Dire

STRUCTURE

Dire, the Silver Sun is a Gestalt Intelligence [GI] and Inter-Starlight Defense Force that serves as a Purification Engine for Thon and the Alliance.

Dire was created by War Keeper Aphotik Diros as a means to purge the Alliance Systems of the Core Corruption that began to run rampant in modern cycles. Dire was built to absorb and purify Core Corruption.

BAUGWAY

Dire's primary method of teleportation and communication is the highly encrypted Bi-directional Acquiry-User Gateway, or [BAUG]. The BAUG is used by Sentinel, *transhuman* and Synth to communicate and travel via Encrypted non-Acquiric routes and has some of the highest Encrypted Access Levels in the Alliance. The BAUG is used to instantly travel within and without the Diran Systems.

ADDITIONAL INTEL

War Keeper Diros created the Virtue Diamond - a massive black orb of pure Resource 100 - acting as the power source and impervious heart of the Diran system. All purified Corruption is filtered through the Silver Sun's Virtue Diamond and purged. To ensure the Core functioned flawlessly, Diros encrypted himself into the heart of Dire to protect Thon and the Alliance granting himself immortality at the cost of his freedom. Aphotik would never *Journey* again.

The Sons of Ord have requested that Diros allow Access to the Core in order to Forge duplicates for the Systems in the distant East.

Diran Sentinels

SYSTEM DEFENSES

Diran Sentinels form a massive network of AI defenses surrounding Dire and its Subsystems. The Sentinels also act as BAUGway target and host to Aphotik allowing him to instantly manifest a physical representation of himself in their stead.

The Sentinel Drone structure creates a web of overlapping defensive networks that serve as early warning and first response units in addition to their primary peacetime function of locating and isolating potentially corrupted *transhumans*.

THE ANDIRAN

Individuals that wish to pledge themselves eterally to the protection of the Alliance travel to Dire to give themselves to Aphotik, Lar and Sentient GI of Starlight Dire. In return he offers true immortality - purity of purpose, body and mind.

Purifiers, like all Diran Sentinels are immune to Corruption and possess the unique ability to purge systems and Transhumans of Corruption before using it as an awesomely dangerous, but unpredictable weapon against their enemies.

STARLIGHT STATISTICS

NAME	DIRE
CLASS	DEFENSE AUXILIARY
CAPITAL	DIRAN PRIME
SOUL CORE	APHOTIK DIROS
LAR	APHOTIK DIROS
POWER	PURIFICATION ENGINE, BAUGWAY
STRUCTURE	DEFENSE AUXILIARY
FORCES	DIRAN DEFENSE FORCE
POSTURE	ALLIANCE
POPULATION	SENTINELS / SYNTHFRAMES
ALLIES	ALLIANCE
FRAMETYPE	SYNTHFRAME
SYMBOL	DIRAN BAUGWAY
STATUS	DESTROYED
SECTOR	CORE
SUPPORT	ORBITAL CITADEL
SUBSYSTEMS	ORBITAL PLATFORM, RELAYS
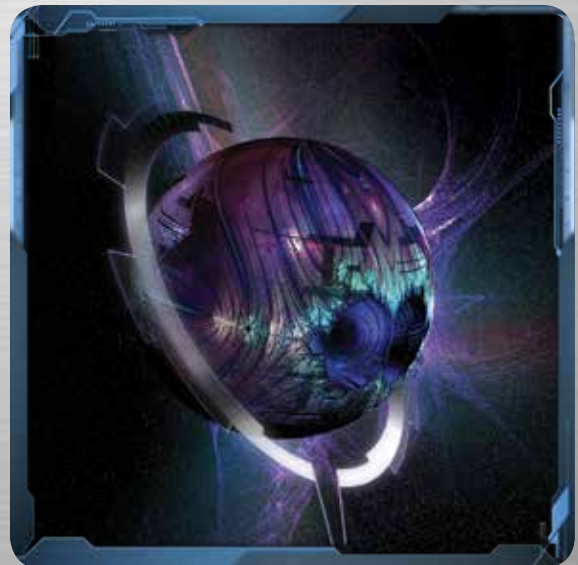
Dire is a Corruption Purifier created by War Keeper Aphotik Diros - the Gatekeeper.

GORAN

//[BAN] Breach: Ordhren: UNK: System Critical: Shutting Down.
-Last Transmission, Starlight Goran

STRUCTURE

The Defense Heavy AuXiliary Core - DHAX was built and implemented by Ordhren Forces as an upgrade to the dated Acquiry Systems.

Mere cycles after its completion the Alliance proposed to have the Goran Defense Force [GDF] and newly-forged Battle Area Network [BAN] Systems replace the Ordhren Grids and Kausways in the East as well.

ADDITIONAL INTEL

Starlight Goran is a massive Fortress System surrounded by a network of fortified Subsystems, Orbital Gun Platforms, Hard-Armored Ramparts and protected by the prototype Gladius Super-Gunships.

The Goran Defense Forces use a prototype composite armor and blackframe substructure.

SYSTEM DEFENSES

Goran Blackframe get their name from their impervious Resource 100 skeletons.

Sentries were created to bypass the existing need for reliance solely on resource, and instead were outfitted with the Blackframe Black Jaw - A system by which the Sentry may convert any and all existing local resource and field-fabricate it into necessary components, upgrades and repair modules.

The GDF Blackframe Sentry is the next level in *transhuman* evolution.

Goran blackframe Sentry

The GDF use a network of massive artillery and Armored Scout Drones to deploy Sentries, Safeguard and the Calldown systems needed to support them.

A prototype Calldown System is currently being deployed throughout the Core Systems.

STARLIGHT STATISTICS

NAME	GORAN (GORE-ON)
CLASS	DEFENSE AUXILIARY
CAPITAL	RAMPART ONE
SOUL CORE	DHAX
LAR	GORAN
POWER	BATTLE AREA NETWORK [BAN]
STRUCTURE	DEFENSE AUXILIARY
FORCES	GORAN DEFENSE FORCE [GDF]
POSTURE	ALLIANCE
POPULATION	HIGH
ALLIES	ALLIANCE, ORHDREN
FRAMETYPE	BLACKFRAME
SYMBOL	DHAXIAN SHIELD
STATUS	CRIPPLED, UNDER SIEGE
SECTOR	CORE
SUPPORT	ORBITAL CITADEL
SUBSYSTEMS	ORBITAL PLATFORM

Goran is a newly Fabricated Defense Auxiliary created from joint efforts of the Sons of Ord and the Thonian Alliance. It uses a next-evolution of Communications and Transit networks called the Battle Area Network - BAN.

KALA

'The Ore Haulers are early for once...'
-Last Transmission, Starlight Kala

STRUCTURE

Kala is the crossroads for inter-Starlight transportaion via Gateway; massive constructs designed to instantly move billions of *transhumans*, information and materials across *knownpace*.

In addition to the largest culmination of Foci, Gateways, Relays and Hubs, Kala also contains the largest Knowledge Vault Archives within the Core Systems.

The Knowledge Vaults of Kala are storage drives that contain the history of *transhumanity* from its inception and it falls to the Scrybes to record, report on and maintain that history to ensure absolute accuracy.

The Sons of Ord are due to deliver newly-forged archival storage modules in the coming cycles. The addition of the new Vaults will more than triple Kala's Support and Storage Systems.

ADDITIONAL INTEL

It is the sworn duty of the Kalan Scrybes to maintain and record the infinite *transhuman* history of the Core Systems. Information is absorbed, archived and stored through millions of Scrybes across the Kalan Systems.

New worlds, histories, individual *transhuman Journeys* and potential futures are all stored within the massive Knowledge Vaults of Kala.

Duplicate Vault systems are scattered throughout the Rim and Core Systems though the majority are merely portals into the Kalan Vaults, and do not contain the Vault files themselves.

Kalan Scrybe

This structure gives the Scrybes of Kala complete control over and the ability to regularly update relevant historical archives, Access necessary information, and purge or archive outdated threads.

SYSTEM DEFENSES

Kala has no formal defenders as it lies in the crossroads of the Alliance Fleets and Ordhren War Forces. It has the unique distinction in that several Factions protect the Gateways and may be called on at a moment's notice to deliver individual Strike Teams or fully armed Fleets as required.

STARLIGHT STATISTICS

NAME	KALA (KAH-LAH)
CLASS	KNOWLEDGE VAULT - PRIME
CAPITAL	PINNACLE IMPRESSIA - SPIRE 9
SOUL CORE	KALA
LAR	ARION KALA
POWER	GATEWAYS, KNOWLEDGE VAULTS
STRUCTURE	GATEWAYS, KNOWLEDGE VAULTS
FORCES	ALLIANCE
POSTURE	ALLIANCE-NEUTRAL
POPULATION	HIGH
ALLIES	ALLIANCE FLEET
FRAMETYPE	NIMBLE, SYNTH
SYMBOL	SCRYBE STYLUS
STATUS	ORDHREN CONTROLLED
SECTOR	CORE
SUPPORT	ORBITAL CITADEL, FOCI
SUBSYSTEMS	ORBITAL PLATFORMS, GATEWAYS
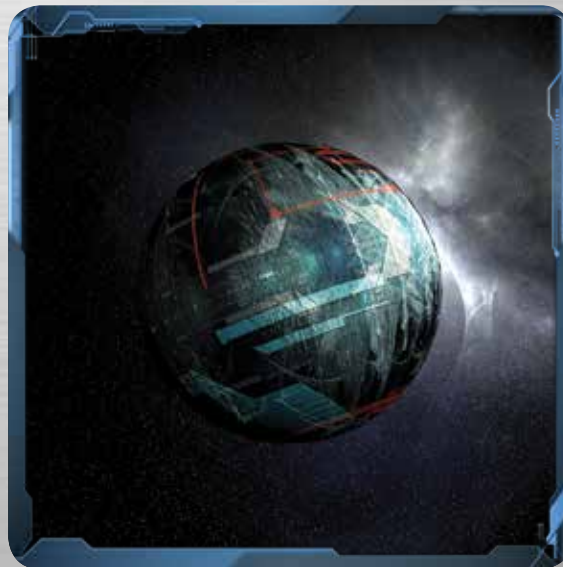
Kala is the primary Knowledge Vault and Core Gateway. It serves the Core Systems as transit and Informational Hub. The Vault Files within Kala stretch back to the dawn of tranhumanity itself.

OSENRA

'This is a place of leisure, you may not train here.'
-Last Transmission, Starlight Osenra

STRUCTURE
Osenra is a massive Resort Starlight built to host High Echelon Syndics and Alliance Directors.

Osenra is made up of nine interconnected spheres - each with its own level of clearence and support staff. Only the highest ranking *transhumans* are permitted at the heart of Osenra.

Several of the largest inter-Starlight partnerships and Edicts have been first scrybed deep within Osenras Core Capital, Harmony.

ADDITIONAL INTEL
High Directors from across all Systems regularly gather at Osenra to discuss Starlight and Syndicate affairs far from the beuracracy and distraction of the Starlight proper.

Osenra is a peaceful System where no weapons of any type are permitted, with the exception of a small number of Arbiter Patrols in orbit, primarily tasked to direct Inter-Starlight travelers and new arrivals to and from Osenra.

Osenra is due to host the Cyclical Colonization Fet to coincide with the recent Southern Starlight expansions as well as the recently scrybed Kranen Act - Syndication expansion into the Ord-held East.

List of Attendees for the Kranen signing:

//[mk Purify EX...]//

SCRYBE NOTE: No envoy from the Sons of Ord or House of the Combine was scheduled to attend the signing, and as such their vote was forfeit and funds claimed for failure to vote.

Osenran Dignitary

SYSTEM DEFENSES
Osenra falls under the jurisdiction of the Fleet of Megadon, House of Commons Arbiters, Ordhren Armada and Alliance Fleet patrols.

With the recent turmoil near Corath and increasing pressure on the Megadonian Palatines to make peace in the South, additional Ordhren Armada ships have been temporarily donated to the protection of the Inter-Starlight Dignitaries of Osenra.

STARLIGHT STATISTICS

NAME	OSENRA (OH-SEN-RAH)
CLASS	RUATHI HAVEN
CAPITAL	HARMONY
SOUL CORE	NONE
LAR	DIGNITARY MASTER
POWER	RUATHI
STRUCTURE	HAVEN
FORCES	ALLIANCE FLEET
POSTURE	ALLIANCE-NEUTRAL
POPULATION	HIGH
ALLIES	ALLIANCE
FRAMETYPE	NIMBLE, SYNTH, LIGHTFRAME
SYMBOL	RUATHI LOTUS
STATUS	ORDHREN CONTROLLED
SECTOR	CORE
SUPPORT	GATEWAYS
SUBSYSTEMS	ORBITAL PLATFORMS, GATEWAYS

Osenra is the primary core-system resort and communion destination. Envoys from across knownspace regularly gather at Osenra to ratify inter-Starlight Edicts, treaties and partnerships.

CORATH

'A Trencher System? Clearly a fold malfunction. Lower shields, dispatch response team and charge Ord's accounts.' -Last Transmission, Starlight Corath

STRUCTURE

Corath, like its twin in the North, Aeroth, is a Coffer World and primary Resource Maw to the Southern Starlight.

Whoever controls Corath, controls the House of Tithes and their extensive Southern Sphere of influence and Resource.

The House of Tithes itself does not control a standing Force, but their reach and connections ensure that Corath and its sistren are well protected by Armada and Fleet at all times.

ADDITIONAL INTEL

The Thralls of both Corath and Aeroth are enslaved *transhumans* that have either failed to properly serve the Syndication Council or individuals who were unable to repay the exorbitant tariffs imposed on their loans.

All Thrall are converted into pyrokinetics to work in the mineral mines and forges of captured systems, perpetually smelting mineral and *transhuman* scrap into new and repurposed resources. Thralls live out the remainder of their *Journeys* as servants to the Syndicate Houses, their actions constantly controlled and observed by Thrall Helms, a sensory deprviation helm not unlike the Ordhren Augur Korm.

The Corathi employ countless billions of Thralls across their Starlight, House of Tithes Gateways and Syndicated Subsystems.

Corathi Thrall

SYSTEM DEFENSES

Corath House of Tithes - Syndication Sanction fabricator.

Recent increases in Tariffs have caused instability in the South. Tensions are high and the Primary Megadonian Fleet has been recalled to the Starlight Proper. Ordhren Armada ships have also been activated to replace lost Fleet ships at the Southern Rim.

STARLIGHT STATISTICS

NAME	CORATH (CORE-WRATH)
CLASS	COFFER
CAPITAL	MATHIUS
SOUL CORE	NA
LAR	THRANOS
POWER	RESOURCE ENGINE
STRUCTURE	SYNDICATION HOUSE OF TITHES
FORCES	CORATHI DEFENSE FORCE
POSTURE	ORDHREN
POPULATION	MID
ALLIES	ALLIANCE, SONS OF ORD
FRAMETYPE	LIGHTFRAME
SYMBOL	TITHE CLASP
STATUS	DESTROYED
SECTOR	SOUTHERN-RIM
SUPPORT	ORBITAL CITADELS
SUBSYSTEMS	ORBITAL PLATFORMS, RELAYS

Corath is the Southern-most Core Coffer World and provides much needed Resource to Osenra and its numerous inter-Starlight Dignitaries.

BORA

'I don't imagine the Forgemaster will be late, do you?'
-Last Transmission, Starlight Bora

STRUCTURE

Bora is an older but much larger class of Mineral Maw - having been replaced by smaller models over the last few cycles.

Baron Gorain of House Gorain controls Starlight Bora as part of a joint partnership with the House of the Combine and the Sons of Ord.

Baron Gorain maintains strict control over all imports, exports and the Mineral Maw itself.

ADDITIONAL INTEL

All Coffer Starlight Systems are built around enormous mineral Resource Drivers referred to as Decimator Engines. These massive resource-grinders are capable of devouring small to mid-sized moons and quickly converting them into raw mineral Resource to be exported.

House Demeus maintains a small constable team on-site to support local authorities, *travelers* and Alliance assets, as well as the house's standing army.

Starlight Bora is due to host the Cyclical Fet celebrating the union of Alliance House Demeus and the Sons of Ord.

THRASEUS AND HEXRAIN

Two additional sub-houses have been created by the Annex to oversee the export and taxation of all Boran-ghround Resources following the recently scrybed Kranen Act.

Forgemaster Evo is due to arrive at Starlight Bora next cycle.

House Gorain - BDF

SYSTEM DEFENSES

Bora falls under Megadonian control, however recent shifts in Fleet assignments have required the Sons of Ord and Alliance Fleets to share additional patrol responsibility as Rim World Raider attacks have marked increase in recent cycles.

Starlight Bora also maintains a local Defense Force drawn from the standing armies of the great Houses as well as a small Fleet Contingent from the Alliance's 2nd Fleet - though current supply restrictions do not afford 2nd Fleet the mobility or effectiveness they are requesting.

STARLIGHT STATISTICS

NAME	BORA (BORE-AH)
CLASS	COFFER
CAPITAL	HOUSE GORAIN
SOUL CORE	NA
LAR	BARON GORAIN
POWER	RESOURCE ENGINE
STRUCTURE	SYNDICATION HOUSE - COMBINE
FORCES	BORAN DEFENSE FORCE
POSTURE	ORDHREN
POPULATION	MID-LOW
ALLIES	ALLIANCE, SONS OF ORD
FRAMETYPE	NIMBLE, LIGHTFRAME
SYMBOL	COMBINE CLASP
STATUS	ORDHREN CONTROLLED
SECTOR	SOUTHERN-RIM
SUPPORT	ORBITAL CITADELS
SUBSYSTEMS	ORBITAL PLATFORM, RELAYS

Bora is the primary Coffer Starlight for the Southern Rim Worlds. Its massive Mineral Engine is capable of churning our tonnes of Resource per cycle and is the Primary supplier of Resources to Starlight Okolnir.

ARGO

'It's not a virus... Switch bands and open the network.'
-Last Transmission, Starlight Argo

STRUCTURE

Argo is a massive Southern Gateway and Purification Engine used to regularly purge the Acquiry Networks of Viruses and Corruption. Argo is an Alliance-controlled System with a number of Support Systems and Secondary Subsystems that stretch deep into the Galactic South.

Argo is the Primary Access point to communicate with and travel to and from the Southern Starlight.

ADDTIONAL INTEL

Argo mirrors Thon in structure and makeup with a small local Fleet supplemented by an overlap of both the Ordhren Armada to the East and Thonian 2nd Fleet to the West.

Argo holds the unique distinction of being the primary Gateway to the Southern Okolniri Starlight and as such they are entirely dependant on Argo for information, trade and transit. Argo serves as a vital crossroads for transit and resources.

On occasion, the Southern Gateways become congested and the massive backup of travelers, information and resources are halted at the Southern Rim. Many are rerouted into splinter Relay Stations to the West and the Ordhren Kausways to the East.

As of cycle 13, the Sons of Ord have begun construction of additional Kausways to overlap and support the Argoan Networks, Kalan Gateways and the Alliance Acquiry.

Completion of the new Kausways is slated for cycle 11, though the Sons of Ord are currently ahead of schedule.

ADA - Argoan Defense Automata

SYSTEM DEFENSES

Argo is protected **VHIRAL CONSTRUCT ONLINE EFFICIENCY 50 INCREA**

01100100   01100101   01100001
01110100   01101000   00001101
00001010

01110011   01110100   01100001
01110011   01101001   01110011
00001101 00001010

STARLIGHT STATISTICS

NAME	ARGO (ARE-GO)
CLASS	ACQUIRY GATEWAY
CAPITAL	ALITE
SOUL CORE	ARGO
LAR	ARGUS
POWER	ACQUIRY GATEWAY
STRUCTURE	SYNDICATION HOUSE - CARTEL
FORCES	ARGOAN-ALLIANCE FLEET
POSTURE	ALLIANCE
POPULATION	VERY HIGH
ALLIES	ALLIANCE, SOUTHERN STARLIGHT
FRAMETYPE	GEANT, NIMBLE
SYMBOL	ACQUIRY GATEWAY
STATUS	ORDHREN CONTROLLED
SECTOR	SOUTHERN RIM
SUPPORT	MOON BASES, SPIRES
SUBSYSTEMS	ORBITAL PLATFORMS, GATEWAYS

Starlight Argo is the Primary Acquiry Gateway to the Southern Okolniri Starlight.

THE TERMINUS VAULT

WARFRONT COMBAT WARKIV

'...*prepare him for Isolation and decrypt his Rig in the Terminus Vault.*'
-Grand Arbiter Kiln

QUICKSTART

THON QUICKSTART

The Thon Quickstart ruleset is a simplified version of Thon the game. It can be picked up in minutes and completed in 30-40 minutes.

STATS

Each model has a single stat - this represents their overall effectiveness and their 'cost'. Players must play with an equal number of points.

Each model rolls a number of Dice equal to their STAT when Shooting or Combatting an opposing model. In addtion, models move a number of inches equal to their Stat.

SKILLS

Skills are special abilities that each model may use each turn. Commanders (Co) and Overlords (Od) use special Skills called Flash and Fury, and may use their Flash and Fury Skill at any time during their turn as a Free Action.

RANGE

All models have a range of 48 inches and require a Firing Lane in order to shoot: meaning they must be able to see a portion of the model they are targeting in order to take a valid Shooting Action.

UNITS

Models that activate at the same initiative may elect to form a unit. They will move and take actions simultaneously. Models closest to a Shooting Model are Damaged first.

COVER

Models may assign one unsaved Damage to cover. Cover is classified as terrain on the play area and a model must be in base contact with cover to claim the cover bonus.

DAMAGE

All dice hit on 4+, then the opponent will roll their damage save on 4+, reducing a models stat by 1 for each failed damage roll.

When a models stat reaches zero, it is considered **Downed** and may not take additional Actions.

All *transhuman* (h+) models heal at the end of each turn restoring their STAT to their starting value.

JOURNEYS END

If a model is damaged when in the Downed State their *Journey* has ended and they are removed from the game.

ACTIONS AND ACTIVATION

Models activate in Stat order and may take **(2) Actions** in any order. Actions are: Shoot, Move, Combat - Charge as defined below:

SHOOT

Roll a number of D6 equal to your STAT.

MOVE

Move a number of inches equal to your STAT.

CHARGE!

Move a number of inches equal to 2xSTAT. Your model must come into contact with the opposing models base. Then roll for Combat!

WINNING THE GAME

If at any time your Faction completes any of the following Objectives, you win!

• 10 Intel or Resource
• Removing all opponents models
• Completing the Primary Objective

ALLIANCE

UNIT	STAT	SKILL
Vakon (Co)	7	Command
Medira (Co)	7	Protect
Caurus (Co)	7	Enhance, Soulbound**
Graf (Co)	3	Intel
Honor Guard	5	Soulbound**
ADU drone	5	Detect
Strikeship	5	Aerial
Guardian	3	Aerial
Manakin	3	Reboot
Scout drone	3	Detect

ALLIANCE SKILLS DEFINED

Command	Move an allied model = their Stat
Enhance	Increase a models Stat by 1
Protect	Unit activates simultaneously
Intel	Add 1 Intel point
Soulbound	Models damaged are Downed
Detect	May attack Covert models
Aerial	Move anywhere
Reboot	Returns to play at end of turn

SONS OF ORD

UNIT	STAT	SKILL
Gith (Od)	8	Taunt
Daughtus (Od)	6	Aerial, Starfire**
Vuk (Od)	6	Covert
Tyrian (Od)	6	Forge
Dorin (Od)	2	Intel
Havok	8	Taunt
Fireborn	4	Tactics
Ardor	4	Null Grid
DRX drone	2	Covert
ARC drone	2	Aerial

ORDHREN SKILLS DEFINED

Taunt	Closest model must attack Gith.
Starfire	Models damaged are Downed
Covert	Cannot be targeted with Shooting
Forge	Creates a DRX or ARC drone
Intel	Add 1 Intel Point
Tactics	+1 Cover, +1 Shooting
Null Grid*	Reduces Enemy Stat by 2
Aerial	Move anywhere

Null Grid - Takes effect when rolling shooting and combat dice.
**Models with the Soulbound and Starfire Skill have no ranged weapons and may only use this Skill in combat.*

PRIMARY OBJECTIVE

The youngest player rolls a D6 and selects the corresponding Mission Objective as the Primary Objective from the table below.

If at the end of a turn your Faction completed the Primary Objective, you win!

1	Assassinate	Remove Opposing Commander
2	Control 2	Control two Objectives
3	Control 3	Control three Objectives
4	Collateral	Destroy 4 Objective Markers
5	Intel	Accrue 10 Intel
6	Resource	Accrue 10 Resource

OBJECTIVE MARKERS

Each player begins by placing two 40mm markers anywhere within 12 inches of their opponent's edge of the play area. They are treated as:

- Stat: 4
- may be controlled by a model in base contact
- Objectives in Resource accrue 1 Resource each turn for each controlled objective.
- Objectives in Intel Game mode accrue 1 Intel each turn for each controlled objective.
- An Objective may be controlled even if destroyed.

UNIVERSAL EDICTS

INTRODUCTION TO THON

Welcome to the THON universe! Thon is a fast-paced tabletop game pitting the Starlight defending Thonians against the ruthless Sons of Ord. The Warfront has come under siege from the Ordhren onslaught - will you save *transhumanity* or grind it to *ghravel* and *ghrave*?

The Warfront Burns! Your *Journey* begins!

DICE

All rolls are made with six sided dice - D6.

- Skill Tests are made on 2D6
- Ranged Weapons roll a number of D6 equal to their Rate of Fire (RoF) and compare Shooting to Movement.
- Combat is resolved by rolling a number of D6 equal to your models Combat Stat and compare Combat to Combat.

STATS - THE S.CO.M.A. SYSTEM

The SCOMA acronym does triple-duty in THON. It organizes your forces into Shock, Command/Overlord, Multipurpose and Armor. It is also used for individual unit Stats - Shooting, Combat, Movement, Armor, and lastly: Self-Contained Mobile Armor, the *transhuman* to which you add Equipment and Skills.

Stats are defined in brief below and in detail on the following pages. The higher the number, the more skilled the individual. Stats are represented as numbers 0-9, with 10 represented as X.

On occasion, a unit will have stats displayed shorthand as SCOMA: (X).

Example:
A SCOMA:2 Warhound has Shooting, Combat, Movement, Armor, Access and Vigor of 2.

S	Shooting	-How accurate are they with a gun?
Co	Combat	-How well do they handle a blade?
M	Movement	-How quickly do they move and react?
A	Armor	-How tough are they?
F	Flash/Fury	-How in-tune with the Core are they?
A	Access	-How well do they read the battlefield?
V	Valor/Vigor	-How Commanding or Brave are they?

'My Lar, please consult this guide when gauging enemy effectiveness.'

BASES

The base is a stand on which you mount your model. This acts as the point of reference for Actions. Common base sizes are 25, 40 and 60mm.

When checking Firing Lanes for Shooting or Skill Tests, measure from the edge of the base.

Models may not pass through openings that are smaller than their base size.

If a model cannot stand on an edge or uneven terrain, reduce the movement by the minimum possible to safely set the model.'

FACING

Models have a 180 degree view of the battlefield. Models may target and react to any unit within this forward Firing Lane. When moving your models, take care to place them in the most advantageous position!

Models that are shot or charged from behind are hit on a 2+ the same as if they did not move, could not move, or suffered Surprise!

'My Lar, if we were to attack unannounced we would surely have the advantage.'

ACTIONS

Each model or unit may take up to two Actions during their activation. These may be taken in any order, so a unit may move, then shoot; or shoot, then move; or move, then perform a Skill Test.

An Action must be completed in full before moving on to the next action. For instance, if a Guardian M:5 moves 3 inches then performs a Shoot Action, then the remaining 2 inches of the Move Action is lost.

Units that wish to remain in formation must perform the same actions in the same order while maintaining coherency. Not all members of the unit must actually perform the same actions as the other members of their unit, but will count as having performed an Action for the purposes of determining how many Actions are left.

Example:

A Guardian from a squad of 3 performs an Access Test to open a door. It is not necessary for all 3 to open the door, but his 2 squadmates will count as having performed an Action, leaving them with one remaining Action this turn. This represents the other members of the squad covering their teammate while he performs his task.

SKILLS

Skills are special keywords used to describe a model or units battlefield capabilities. Models have specific skills and abilities listed on their unit entry. A list of Skills and their definitions are detailed in the Knowledge Vault. Most Skills require a Test, and are made on 2D6 unless otherwise stated. Consult the Reference table in the Terminus Vault for reference to Stats and the required rolls needed to pass Skill Tests.

Example:

A model with a stat of 4 will pass their Skill Test on a 7+. A model with a Stat of 8 or more will pass on 3+, as double 1's always fails.

UNITS AND MODELS

In Thon, models is a blanket term referring to all individuals of the type *transhuman* [h+], Vehicle [V] and Drone [D]. It is possible for models to band together into groups for the purposes of mutual protection and increased offensive capability.

FORMING A UNIT - COHERENCY

Models of the type [h+], [v] and [d] may opt to form a unit with models of the same type.

The following prerequisites apply:

- Models in the Unit must be within their current movement distance of one other model from the Unit at the beginning of their activation. This is referred to as 'Unit Coherency'.

Example:

A Fireborn soldier (M:4) wishes to form a unit with 2 other Fireborn, one of whom is 3 inches away, the other 5. The former is within M:4 and can form a unit. The latter is outwith M:4 and so cannot form a unit with the others during this turn.

- Units that have already activated in a turn may not form a unit.

- A model must be within its own movement distance of another model from its unit to remain within coherency.

Example:

A Thonian Guardian has M:3, but her Jet Pack grants M:5. At the beginning of the Guardian's activation, she may form a unit with another [h+] model within 5 inches.

- Models with a different Movement value can forfeit their activation in order to form a unit with slower models.

Example:

Gaul Daughtus, (M:6) wishes to take charge of a group of Fireborn Soldiers within 6 inches. His Vigor stat means that he would normally activate before the Fireborn, but he elects to activate at M:4, forming a unit with the Soldiers.

ACTIVATING A UNIT

Units activate simultaneously during a given game turn. All models in the unit must perform the same actions in order to remain part of the unit and take advantage of the resulting bonuses to Stats. All that is required to activate a Unit of models is for a group meeting the prerequisites to activate and carry out the same actions simultaneously. Units must activate at the Initiative step of their slowest member.

Example:

3 Fireborn Soldiers begin their activation within 4 inches of one another and decide to form a unit. They move forward, maintaining a distance no more than 4 inches from another model in the unit. For their second action, they opt to Shoot at a Manakin standing in the open.

Sometimes it will be impossible, or unnecessary for members of a unit to participate in an Action. In this instance, they do not have to carry out the Action, but will count as having done so for the purpose of calculating how many actions they have remaining to them during their activation.

Example:

A unit of three Thonian Guardians move parallel to the door of a building using a single Action each. One of the Guardians performs an Access test in order to unlock the door. The other 2 Guardians are not required to actually carry out the test, but count as having used an Action, ending their activation. This represents the other members of the squad providing cover, keeping an eye out for enemies, etc.

BREAKING A UNIT

Models that perform a different Action from the other members of their unit, or perform the same Actions in a different order are no longer part of the unit and count as individuals for the purposes of determining Unit bonuses.

SHOOTING WITH A UNIT: UNIT FIRE

All models from a unit that have a Fring Lane and Range to a target may participate in Unit Fire. Shooting dice for all valid firing models are rolled simultaneously following the Universal Edicts for Shooting.

- Damage is calculated and applied as normal.

- All models in a unit with a firing lane to a charging model may fire reflex shots at that model as per the Universal Edicts.

- Units of models must fire at the same target in order to benefit from Unit Bonuses, (see below). If models opt to fire at different targets from members of their unit, then this will not break the unit.

COMBAT WITH A UNIT

Units of models with a Combat value on their Stat Line may opt to Charge a target model as per the Universal Edicts for Combat.

Models being Charged by a unit may fire Reflex Shots as per the Universal Edicts, but may only target a single model of their choice from the charging unit.

Models from a unit may charge any target within charge range, but must maintain Unit Coherency in order to remain a part of the Unit.

BONUSES OF UNIT FORMATION

Individual models will form into units in order to maximize their firepower and survivability during assault. The following bonuses apply to Units of models:

- Units of models receive +1 to Shooting, Combat, Access, and Valor rolls.

INITIATIVE

Models take their Actions in Movement Order, starting with the highest.

If Players have units with the same Initiative - roll off to decide which unit acts first. Each player rolls 2D6 and adds the units base Valor Stat to the roll. The high roll will take their Actions first.

Example:
A Thonian Strike Guardian has a Movement of 3 that has been boosted by Caurus' Auric Enhance granting it +1 Movement for a total of 4. The Ordhren Fireborn has a M of 4 as well. Each player rolls 2 dice and add their units Valor/Vigor to the roll. The Guardian rolls an 8, and the Fireborn player rolls a 9. 9 + 4 (13) is greater than 8 + 3 (11). The Fireborn will take their Actions first.

NOTE ON MOVEMENT TYPES:

Some units will have Weapons and Equipment that can modify their Movement - Initiative, their Movement - Distance, or Movement - Targeting. This is represented as: Movement Stat (Modified Stat).

COMMON INITIATIVE VALUES

Vakon / Caurus	7
ARC, Daughtus	6
Honor Guard, ADU	5
Fireborn	4
Guardian	3
DRX	2
Atera, Stunned	1

SHOOTING

If a unit or model takes a Shooting Action, choose a unit to shoot with, declare their target, check Firing Lane, measure range, and then roll to hit.

Compare your units Shooting Stat to the targets Move Stat. A unit with S4 targeting a unit with an M3 will need 3+ to hit. A model or unit that has not moved (or cannot move) is hit on a 2+.

Units with a Move Stat are considered having moved prior to the first turn of the game.

A model may only fire one weapon per turn unless otherwise stated or if they have the **Stabilized** Skill.

STABILIZED

A Stabilized model may fire all weapons each turn.

DUAL WIELD

A model with two weapons of the same type may reroll misses.

FIRING LANES

A model must have a clear Firing Lane to their target in order to hit them. Models may not shoot through friendly models. (Units may split a Models attack, however, firing with only half or fewer that do have Firing Lanes.)

Often a player will wish to target an unit behind another. The targeted unit will receive Cover equal to the value of the screening unit.

SPLIT FIRE

Players may decide which models in a unit are shooting at which targets and may not change targets after rolls have been made.

Units with this Skill may target different models with each weapon as a single Shooting Action.

DEVIATION

All weapons using the Area of Effect marker will Deviate from their target a number of inches equal to the difference of the target number and the number rolled in a direction specified by the firer. (We use the Acquiry symbol as the 'arrow'.)

Example:
A unit of DRX (S2) is firing its Grenade Launcher at a unit of Manakin (M3). The DRX need a 5+ to hit their target. The Ord player offsets the Blast Marker by one inch, assuming they will deviate and miss. The DRX player rolls a 4! The marker will deviate 1 inch from its intended target.

Now count the number of models covered by the marker. Roll that many dice to Damage.v

GRENADES

Grenades may be thrown Short Range (12) as a Shooting Action. A unit may choose to split attacks with some models throwing grenades and others taking Shooting Actions.

Declare which models are taking which type of Action prior to rolling to hit. Targeting units or models with grenades is worked out exactly the same as Shooting and will not break Coherency as throwing is considered a Shooting Action.

SHOOTING SUMMARY

- Compare (S) Stat to targets Move (M) Stat.
- Subtract Armor from Damage, Roll Save. (Damage) - (Armor) = X, then 4+X = Save.
- For each failed roll reduce the targets Armor (A) by 1.
- If (A) reaches zero, the model is Downed.

DAMAGE

To Damage a model, not only must you hit them, but also pierce their Armor. Compare your weapon Damage (DAM) Stat to the targets Armor. The targeted player will roll their Armor Save based on the below formula using a single D6 unless otherwise specified.

$$(Damage) - (Armor) = X$$
$$then\ 4+X = Save$$

Example 1: Damage Greater than Armor
A Guardian has struck home with her Lance, which is Damage 5. A Fireborn's Armor is 4. The Fireborn player must roll a 5+ in order to negate the Damage, as 5-4 = 1. 4+1 = 5+.

Example 2: Damage Less than Armor
A Thonian Guardian fires his scattergun, Damage 3 at a Fireborn, Armor 4. The Guardian hits and the Fireborn makes a successful Save roll as follows:

3-4=-1, 4+(-1)=3, so the Fireborn will save successfully on a roll of 3+.

A model will never have better than a 2+ and worse than a 6+ and saves may always be taken unless otherwise stated.

The Resistance Skill is a special type of save which is taken on 2D6.

Example:
An unlucky Fireborn Soldier, (Armor:4) is struck 3 times by a Thonian Falcon Orbital Strike, (Dam:7). Using the formula, Dam-Arm=x, 4+x=save the result would be 7-4=3, 4+3=7. Since a save of 7+ on 1 D6 is impossible, the Fireborn may take a 6+ save as there is always a chance that the models takes a save.

MOVEMENT

SHOOTING	1	2	3	4	5	6	7	8	9	X
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
X	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

COMBAT

Close Combat, Co, or CC works exactly like shooting except that you compare your models Combat Stat to the targets Combat Stat. A model with (Co) (4) rolls 4D6. To damage an enemy in combat not only do you need to hit them, but also pierce their armor. Once rolls to hit have been made, the defending player will roll a D6 per hit and compare your models Armor to the Attackers weapon Damage (DAM). When a model is reduced to zero Armor (A), it is considered Downed.

Models that participate in close combat are considered engaged with one another and may not move until one side is victorious, or a Skill allows them to move.

CHARGING AND COMBAT

If a unit or model wishes to make a Charge Action, declare a unit or model to charge with and their intended target. The Charged unit will then fire Reflex Shots.

Once the Reflex has been resolved, move the charging unit up to twice their Movement (M) Stat in inches to touch, or come as close as you can, to the enemy unit. The Charged player will then move their units up to their Move Stat to engage the attackers. The charged unit must move towards the models in their unit.

REFLEX

A Charged Unit or model may fire Reflex in response to being Charged. Reflex is resolved at half Rate of Fire, rounding down.

- Weapons with a Rate of Fire (RoF) of 1 may not fire Reflex.
- Stunned units may not fire Reflex.
- Skills with a RoF of 2 or more may be used as Reflex following the rules for Reflex and Shooting as normal.

INITIATIVE

Models attack sequentially in Movement (M) order, i.e. (6), (5), (4), etc. with the highest value attacking first. A gifted combatant will often dispatch their opponent before they even have a chance to react! Equipment may modify a units Combat: Initiative and will be detailed in the models description.

A model that is Charged from behind will be hit on 2+ and takes their Combat Actions at Initiative 1.

WHO HITS WHO?

Units or models may only attack enemy models that are touching their base. If there is simply no room, they must wait their turn as the tight quarters are simply too crowded to get a swing in.

When a friend or foe is Downed, move the waiting combatant(s) into position. They will attack in the next Combat Step

CLOSE ENOUGH!

Should a piece of terrain, a fallen enemy or ally, or some other obstruction prevent the models bases from touching use your best judgement to decide whether there is sufficient space to allow the models to touch.

Tactical use of terrain can mean the difference between a *transhumans* continued *Journey* or its abrupt and violent end.

Example:
An Ordhren Fireborn Co. (4) is attacking a Thonian Manakin Co. (3). The Fireborn will need 3+ to hit. Roll a number of D6 equal to your (Co), so 4 dice.

Now roll the hits and compare your Weapon Damage (DAM) to your targets Armor (A). Fireborn are equipped with an extremely volatile close combat weapons called an IMPACT that is Damage 6 DAM (6) and the Manakin is Armor A (3), the Manakin will need a 6+ to Save.

ATTACKER \ DEFENDER	1	2	3	4	5	6	7	8	9	X
1	4+	5+	6+	6+	6+	6+	6+			
2	3+	4+	5+	6+	6+	6+	6+			
3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
X	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

'My Lar, this guide will aid you in your Journey.'

MULTI-UNIT COMBAT

In some instances more than one allied unit will be engaged in combat with an enemy unit. In such cases the engaged combatants can attack any other model that they are engaged with, provided they are in base contact. A model may not be removed from base contact to engage an incoming enemy.

MULTI-CHARGE

In some instances players will wish to charge a single enemy unit with multiple units of their own. This may occur if the Charging units have the same Movement Stat. To make a Multi-Charge, declare which units are Charging and their target. The Charged unit will then choose a single Charging unit to fire at with their Reflex shots and resolve any damage. Combat will then proceed as normal with units attacking sequentially in Movement: Initiative order.

CONTINUED COMBAT

Repeat the Combat steps each Initiative and each turn until the engaged models are no longer engaged in Combat.

COMBAT SUMMARY

- Declare Charge.
- Resolve Reflex.
- Move the Charging unit up to twice their Movement (M) Stat.
- Charged unit Reacts by moving up to their Move Stat to engage the attackers.
- Compare (Co) Stats and roll to hit.
- Subtract Armor from Damage, and roll saves. (Damage) - (Armor) = X, then 4+X = Save
- For each failed save, reduce the targets Armor (A) by 1 point.
- If (A) reaches zero, the model is Downed.

MOVEMENT

Models take their Actions in Movement order, starting with the highest. If two or more units are tied for highest, the controlling players will roll-off to decide which player takes their Actions first, **adding 2D6 to their Initiative.** A unit must complete all of its actions before the controlling player moves a new unit. Some Equipment and Skills will modify a units Movement: Initiative or Movement: Distance.

Example: Movement Distance

A Guardian (M3) is equipped with a Jet Pack. The guardian will Activate at Initiative 3, but will be able to Move 5 inches due to the Jet Pack.

As an Action a Model may move a distance in inches equal to their Move (M) Stat. Units must remain within their move stat of other models in the unit to maintain coherency.

Models may not pass through other models, and must take terrain height into account by subtracting the terrain height from their Move distance.

Models that did not move are hit on 2+.

AIRBORNE

Airborne models have the following Edicts:

- May not be engaged in Combat, except by models that also have the Airborne Skill of equal or higher Tier Level.
- May ignore terrain height when moving.
- May not gain the benefits of cover.
- Firing Lanes may always be drawn to Airborne models, ignoring cover.
- Airborne models may 'Set Down' at the end of a Movement Action to ignore these Edicts.
- May not be targeted by weapons with a range less than their tier level.
- Airborne models lose these Edicts when Stunned and are considered Set Down.

AIRBORNE-ENGAGE!

Airborne models may be charged by other Airborne models. This is considered an aerial combat above the non-airborne units and models. Treat this the same as a normal Combat with the exception that the engaged models do not block movement or Firing Lanes.

AGILE

Models with the Agile Skill may take a single Free Shooting Action in addition to their standard two Actions. They may not make more than one Shooting Action per turn, unless otherwise stated.

Example:

The Thonian Honor Guard may; Move, Shoot, Move OR Shoot, Move, Move, OR Move, Move Shoot.

STUNNED

Stunned models are considered Move 1 and Combat 1 until the end of the turn and may take only a single Action.

Valorous and Vigorous models are immune to the effects of Stun.

ARMOR

To combat the omnipresent threats in the Thon universe, all models don some form of protection referred to as Armor. For game purposes, a model's Armor Stat serves 2 distinct functions:

- Armor is used to calculate Damage during Shooting and Combat attacks.

- A model's Armor Stat indicates the number of hits that it can suffer before being considered **Downed**.

As a model suffers Damage, their Armor (A) Stat will decrease accordingly making them easier to damage as well as reducing their hit points.

SLOTS (SL)

Some Armor has a set number of upgrade Slots which will be listed in the unit description. Models with Slot options may take additional Equipment to bolster their Warfront capabilities. Some Equipment, Weapons and Mods will have a Cost associated and increase the overall cost of the model. Costs and Slot requirements are listed in each item's description.

PLATE + SHIELDS

Plate and Shields are extra hit points and only come into effect after damage has been calculated using the formula 'Dam-Arm=x'.

Example:
An Ordhren Havok has an Armor stat of 6[6]. This represents the natural armor of 6 and an additional 6 points of Plate Armor, for a total of (12). Damage is calculated using the base stat of 6, so an orbital strike of Dam:7 would calculate damage as follows: '7-6=1. 4+1=5. Damage is saved on a roll of 5+' Any damage suffered will result in the Plate stat being reduced. Once the Plate has been reduced to zero, subsequent failed saves will result in the armor stat being reduced as normal.

DOWNED STATE

When a model is reduced to Armor Zero A(0) it is considered Downed. This model may no longer Shoot, engage in Combat, Move or perform any Action or Skill unless otherwise noted.

If a Downed model suffers Damage, it is removed. Downed models cannot move and therefore are hit on a 2+.

DEVASTATE

If a model suffers a point of damage from a weapon whose Damage is double or more than their Armor Value, they are considered Downed.

Example:
A Thonian Guard is A (3) Shield (2). It would require 3 failed saves at DAM 6 to Down him rather than 6 hits, as the first two would remove the Shield (2) and the third hit would remove her as the DAM 6 is double her base state of 3.

FLASH and FURY

transhumans come in a variety of shapes, sizes and proclivities, but all share one unifying trait: a tiny device implanted in the back of their brain in utero, bridging and enhancing many of their already prolific capabilities.

Thonians refer to this device as their Core Bolt, the Ord as their Sol Bolt, but both serve the same functions; to store a *transhuman's* personality until they have become incapacitated.

Most *transhumans* share a subtle link with their Starlight's Core and will often draw upon traces of its fathomless wisdom unconsciously through the medium of prophetic dreams, unexpected inspiration an inexplicable feat of athletic prowess, or even the reincarnation of a long-dead personality. There are, however, a few exceptional individuals that can access their Starlight's Soul Core and draw upon its reserves at will.

Such individuals are capable of near-impossible feats on the battlefield, from creating Virchitecture weaponry and energy constructs to manipulating the Auras of allies and enemies; transforming them into superhuman engines of destruction or mounds of burning flesh.

Such power is not without cost and even the most foolhardy of the Core-Touched have a healthy fear of Core Corruption. Core Corruption occurs when too much information is drawn from the Soul-Core causing the lines between the real and virtual worlds to blur inseparably; turning the Core-Touched into a mindless, drooling vegetable.

FLASH FURY IN GAME TERMS

Not all characters and models are able to utilise Flash/Fury abilities. Relevant models have a list of Flash/Fury abilities on their unit entry.

A model's Flash/Fury stat can be found under 'F' on their SCOMA-FAV Stat line.

FLASH AND FURY POOLS

Models will start the game with their base Flash/Fury stat which can be added to and subtracted from over the course of the game. At the beginning of each Turn before performing ANY other Actions, a Commander and Overlord must increase their current level of Flash/Fury by their base Stat. This is because wartime demands force the Core-Touched to unlock the carefully constructed barriers that protect them from Core Corruption during peacetime. If this increases a models Pool to 10 (X) or more, they are considered **Core Corrupted**. See the following page.

Example:
Warkeeper Caurus has a Flash Pool of [3]. He begins the game with 3 Flash and spends none in his first turn. At the beginning of his second activation he must channel another 3 Flash from the Soul Core, increasing his Flash Pool to [6].

WHEN TO USE FLASH AND FURY

Models with multiple Flash/Fury abilities may use them all during a single game turn.

- Flash/Fury abilities may be used at any time during the model's turn; even during a friendly model's activation.

- Flash/Fury abilities may also be used in an opponent's turn in response to an enemy model's Actions.

<u>Example:</u>
A Fireborn takes a Move Action and Warkeeper Caurus responds by using his Virch Shield ability to create a Virch-Barrier of Armor [3].

NOTE:
- Stunned models may not use Flash/Fury.

- A model must be on the table and not Downed to use Flash / Fury.

- Flash / Fury do not require a Skill Test unless otherwise stated in the character description, as Flash/Fury overrule standard tests.

HOW TO USE FLASH AND FURY

Each Flash/Fury ability may only be utilised once per turn following the process below:

- Pay the requisite number of Flash/Fury shown in parenthesis [x] beside the effect description. Some abilities add to the user's Flash/Fury level rather than decreasing it. Models with insufficient Flash/Fury to meet the cost cannot use that ability this turn.

- Select a target for the ability. Abilities targeting friendly models only require a Firing Lane following the Edicts for Shooting attacks unless otherwise stated. A model may always target itself with a Flash/Fury ability unless otherwise stated in the description.

- Resolve the ability's effects.

CORE CORRUPTION

Should a model's Flash/Fury level ever exceed 10 at the beginning of its activation, then they have become Core Corrupted.

At the beginning of each activation in which a model is Core Corrupted, it loses 1 point of Armor for each Flash/Fury point above 10 that it possesses until its Flash/Fury level is reduced back below 10. Should a model's Armor Stat be reduced to zero as a result of Core Corruption, then it is immediately removed from play.

Core Corrupted models can never make use of Orbital Support, or teleport via Choric Nodes, as they will not risk spreading Corruption to allied networks or the Soul Core itself.

<u>Example:</u>
Caurus activates at M:Initiative 7 (Valor Stat of 7, and the Valorous Skill.)

Caurus may at any time during the Turn, use his +1: Auric Enhance to increase a single Stat. He may, prior to his activation, use the +1 to increase his Valor - whereby increasing his Movement: Initiative to 8.

Caurus may also decrease his Flash Pool by -3: to create a Virchitecture Barrier for himself or an ally.

Lastly, Caurus may use his -7: Core Charged ability to render himself or an ally invulnerable for the turn.

In addition to the 3 possible Flash Actionz, Caurus may also take his two normal Actions, such as Moving, and Shooting, as normal.

NOTE:
In some instances, a Flash or Fury ability will allow a model to create other models and form a unit. In such cases the new model must be created prior to rolling any 'to hit' dice. Once the dice are rolled it is too late!

ACCESS

VALOR

Access is a measurement of how units read, communicate and interact with the battlefield.

Some units act through virtual Acquiry networks and complex systems while others simply read the lay of the land, tracking signs and symbols.

An adept hacker may use the Acquiry or lower level networks to track targets, make virtual payments in Rays, steal identities, hack systems and doors, or read the digital 'Auric' signature of other characters and units.

Other units use more tangible methods to track enemies or units and read the land. Be it bootprints in the dirt, broken branches, smoke in the distance or other physical properties, the character is capable of understanding the enemy and accurately predicting their intent.

Access is also used for many common Skills like piloting a ship or opening a door. Simple tests will confer a Simple (+5) modifier while Difficult Tests will confer a Difficult (-5) Modifier. Details regarding the modifier should be discussed prior to rolling. **See also Environment: Doors.**

How commanding and brave is this character? Are they a loyal follower, or deceitful trickster?

Valor (and for the Sons of Ord, Vigor) is a measure of a characters ability to influence those around them. Valor also measures confidence, loyalty, bravery and command.

Some Skills will positively or negatively modify the Valor Stat of units. These Skills and Equipment will be detailed in the Knowledge Vault and Terminus Vault.

Valor and Vigor will grant resistance or immunity to Stun, Shock and other Valor / Vigor modifiers.

The Valorous and Vigorous Skills allow a character or model to use their Valor / Vigor Stat as their Movement: Initiative during Activation.

In addition, Valor and Vigor Tests are used to determine Orbital Drops, Orbital Support, Tactics, tests for Intel and other tests of willpower.

Should a character's valor/vigor stat ever reach zero or less, they have lost the will to fight and may not take actions that turn.

'Thon will be but ghravel and ghrave.
When your Journey ends will you not look
back with remorse?
I built the foundation upon which you stand
Upon which You now fall.

I forged the plate and reaped the minerals.
It was on the backs of my sons and daughters
that your empire was built.
and it is by their hand that your Alliance
now burns.

I am Slodan Ord.'

-First Recording, Knowledge Vault 001.

WEAPONS

Weapons are subdivided into three categories: **Shooting, Close Combat and Equipment**. Weapons have five main stats; **Damage, Rate of Fire, Range**, and **Skills** described below.

DAMAGE (DAM)

The amount and Type of Damage inflicted by the weapon. Compare Damage to Armor.

RATE OF FIRE (ROF)

The number of dice rolled when Shooting.

RANGE (RNG)

The range in inches from the firing model. Or Short, Medium, Long, Extra Long.

SKILL (SK)

Edicts as defined in the **Knowledge Vault: Skills** or in the Item Description.

Example:

The Fireborn M80 Plate has Slot:4. A Fireborn may take up to four 1-slot items in addition to their default loadout.

THROWN WEAPONS

Throwing weapons is treated exactly as Shooting except that players may opt to use their Combat Stat in place of their Shooting Stat for targeting. Individuals whose training revolves around close combat are adept at close range and may throw their weapons with lethal precision. To perform a Throw Action using the Combat Stat, simply compare your character's Combat Stat to the Target's Move Stat and roll to hit.

Thrown Weapons are Short Ranged unless otherwise stated and have a Rate of Fire (RoF) of 1.

ID RANGE REFERENCE

C	Close	6 Inches
S	Short	12 Inches
M	Medium	24 Inches
L	Long	36 Inches
XL	Extra Long	48 Inches
XT	Extreme	96+ Inches

TRAPS

All traps may be fired from Ordhren CL406 or Alliance S53 Launchers unless otherwise stated and use the AoE Marker. Traps require an Action to set in base contact or Shoot unless otherwise stated. Traps will trigger when a target moves within **Short Range**. Traps are considered **Covert** and **Concealed** once set and hit on 2+.

SL	TRAP	DAM	TYPE	EFFECT
1	Disc Net	-	Kinetic	Stun.
1	Shock Snare	-	Energy	Stun.
2	Foot Trap 2	2	Kinetic	Stun. Causes 2 Damage when triggered.
4	Foot Trap 4	4	Kinetic	Mech-Trap. Causes 4 Damage when triggered.
*	MITE Trap	*	Kinetic	See Description below.
1	FOS	-	FOS	Stun AoE
1	Firestorm	4D6	Caustic	DOT
1	Viral	D3+2	Virus	DOT. See Virus.
1	EMP	-	Energy	Reduces Shields to 0.

SNARE

The Snare is the most basic Trap. It consists of a lock, cable and an optional char spike that the character can quickly loop and hook. Snares require a **Single Action** to set and do not take up slots. Characters caught in a snare Trap are treated as **Movement 1** until they release the snare on a successful **Combat Test**. The basic Snare Trap can be used to trigger other Traps whereby extending their Range.

FOOT TRAP 2/4

Foot Traps are large spring-loaded traps used to trap and maim enemies. The Foot trap is identical to the snare except that it causes immediate Damage when sprung.

FOS

The FOS blast is an will Stun units hit by the AoE Marker reducing their Actions, Movement and Combat to 1.

MITE TRAP

Micro-Intelligent Tracking Entity are common swarm units used to clean, maintain and defend the countless inter-Starlight systems throughout the Thon universe.

When used, a MITE Trap bursts into a swarm of [4D6] MITEs. The target is considered engaged in Combat until they break free of the MITE swarm.

SCOMA: 1
Equipment:
Mite- Direct Energy Weapon [DEW]
Damage 1, RoF 1, R: Short, Energy

EMP

On a successful hit, the EMP reduces the Shields of the target to zero. Shields may be restored by using a Battery as an Action.

To classify every individual entity in the THON universe would be nearly impossible. However, for the purposes of the game, three main classifications exist to cover the broad range of possible unit types. They are:

TRANSHUMAN [H+]

Represent the pinnacle of natural evolution married with technological advancement for whom the lines between the real and virtual worlds can become blurred with a simple thought. Many *transhumans* are heavily modified both physically and virtually to the point where they share many characteristics with drones and vehicles. The discriminating factor is that *transhumans* are living entities that experience emotion and pain, (even if they are living out their latest incarnation as a km-long capital ship).

transhumans with the unit designation (1) are Unique heroes of the Thonian universe and are restricted to a maximum of 1 per faction.

Ordhren DRX Drone

DRONE [D]

Any form of Autonomous Intelligences housed in robotic bodies are referred to as Drones. Some are simple systems slaved to monotonous and equally simple tasks while others are complex, sophisticated artificial intelligences. Many use the same Acquiry networks to navigate and communicate as their *transhuman* complements.

Drones come in countless shapes and forms and are often heavily modified to accomplish the required task.

Drones will be Flash-Produced on-site as necessary using mid to low quality ore and Resources.

Drones are typically the first defense for Starlight Systems or Recon for Rogues, Rim Raiders or provide as *transhuman's* servants.

h+ Forgemaster Tyrian Evo

Ordhren Ground Observation Engine

VEHICLE [V]

A vehicle [v] constitutes any piece of machinery or static weaponry requiring a driver, pilot or attached AI in order to function.

Vehicles come in countless shapes and forms and require a larger amount of Resources to Forge or Flash Produce.

Vehicles generally have higher Armor or Movement stats than a base transhuman and are used for transportation, protection, improved offensivce output.

Vehicles may carry other models (See Cargo Skill), take additional Shooting and Movement Actions or perform special Skills and Actions.

A full list of Skills and Actions will be detailed in the vehicles entry.

Some vehicles have the capacity to transport other models in the form of *transhumans* [h+] and Drones [D]. Where applicable, transport capacity will be represented on the vehicles stat line under Skills: CARGO: [X].

Many vehicles have simple or no control systems and cannot be Hacked due to the absence of any Acquiric Uplink or AI to subvert. Models with no Access Stat cannot be Hacked or affected by Skills or Opposed Tests using the Access Stat.

See the following page for additional Edicts pertaining to vehicles.

VEHICLES

Vehicles take various forms in the Thon universe. Below are some common characteristics and Skills. Vehicles are denoted by the 'Vehicle' Skill and/or unit type 'v.' Vehicles have the following Edicts:

Vehicles are **Agile** unless otherwise noted; meaning that they may take two Move Actions in addition to a Shooting Action during their Activation.

Airborne Vehicles may not be charged or engaged, except by other Airborne Models, or if the Airborne Models elects to 'Set Down' at the end of a Movement Action.

Vehicles are **Stabilized** and may fire all of their weapons as a single Shooting Action during their Activation. Vehicles also have the **Split Fire Skill**, and may elect to have each weapon target a separate unit.

MAKE WAY

Vehicles may move through models of equal or smaller base size during their Move Actions unless the models' Edicts state otherwise. When a Vehicle moves through enemy models, the affected models are moved to the side by the shortest possible path and are placed by the model's controller.

SHOOTING / CHARGING VEHICLES

Like [H+] and [D] models, Vehicles that do not move during their activation are hit on a 2+ by Shooting and Combat attacks. A vehicle that does not have a Combat Stat cannot attack in Combat and is hit on a 2+ by the attacking player as per the Edicts for Combat.

Vehicles do not have Valor/Vigor Stats and are unaffected by Skills that use Valor/Vigor, unless otherwise stated.

DAMAGING VEHICLES

Vehicles that are reduced to Armor: 0 are destroyed and removed from the Warfront.

VEHICLE CARGO

Vehicles with the CARGO Skill can carry a number of [H+] and [D] models equal to the number next to the relevant entry on their stat line.

Example:
Cargo: 6 denotes the vehicle's capacity to transport 6 [H+] and [D] passengers.

Models being transported by a vehicle that is destroyed are also destroyed unless otherwise stated.

EMBARKING VEHICLES

[H+] and [D] models may start the game embarked in a vehicle provided it has the necessary Cargo space denoted on its stat line.

Embarking and disembarking from a vehicle costs one Action which does not include the cost of Movement to, or from the vehicle.

Units moving for the purpose of embarking/disembarking a vehicle measure movement distances to or from the vehicle's hull or base.

CHARGING FROM VEHICLES

Transported models may spend two Actions to disembark and Charge from a Vehicle following all of the Edicts for Charging as normal.

Charge distances are measured from the vehicles base or flight stand as outlined in the section on Embarking Vehicles above.

A Vehicle without a Combat Stat (-) may still opt to Charge though it will roll no dice and will be hit on 2+ in Combat.

Standard Ordhren Ore Hauler

My Lar,
All Forces have been notified via Augur and await your order to commence action.

Your humble servant,

-Augur Master Dorin Kon

ENVIRONMENT

Starlight environments across the Warfront will have varying effects on gameplay. Examples range from extremely rugged terrain halving movement (M), to dense storms reducing Shooting (S) Stats by one or more. Choose a modifier (if any) after deciding which Warfront System to do battle on.

'My Lar, this guide will aid you in your Journey.'

DESCRIPTION	VALUE
Soft Cover, organic	1
Ruins	2
Virch Barrier	3
Drop Bunker/ Cover	4
Drop V-Fortification	5
Hard Armor*	6+

ENVIRONMENT - TAKING COVER

Cover has the following Edicts:

- Models within 2in of over count as being in Cover.
- Models in Cover may use its Armor Value in place of their own.
- Cover provides additional Armor points the same Shield and Plating, and Cover will always be reduced first.
- When suffering multiple hits, cover elements must be destroyed before appying additional damage to the targeted unit or model.
- Units may not gain the benefits of Cover when engaged in Combat.
- When Cover Armor is reduced to 0, or Damaged by a weapon who's Damage Value is twice the Cover Value (or more) the Cover is removed, or simply ignored.

Example 1:
A unit of 4 DRX drones are taking cover in an Armor 4 Bunker. To damage the DRX the targeting player uses the higher Armor Value 4 over the DRX Armor Value of 2.

ENVIRONMENT – HARD COVER

Hard Cover or Hard Armor are buildings, fortifications and natural environments so massive or dense that even the most powerful weapons cannot penetrate them. These super structures are referred to as Hard Cover and are immune to the Kill Shot Skill, meaning they are damaged as normal and units taking cover within these structures are protected from said weapons until the Cover has been destroyed. It is suggested that games use at least one piece of Hard Cover Terrain, this should be a large Fire Lane blocking cover piece with an Armor Value of at least 4, and preferably 6.

Hard Armor is immune to the Kill Shot Skill. Units within cover range of the Cover may use its Armor Value instead of their own. When assigning Damage, always assign the first Damage to the Cover, then any additional Damage to the units in Cover. Weapons with a RoF of 1 cannot penetrate Hard Armor.

Example 3: Hard Cover
A single DRX is taking Cover within a Drop Barrier. A Guardian armed with a Lance fires at the DRX. Normally, the Lance's Kill Shot Skill would ignore the Cover and hit the DRX, but due to the Hard Cover Edict, the Lance must hit and Damage the Cover first, instead.

ENVIRONMENT - DOORS

Opening and closing doors is a Free Action unless otherwise stated or if players have decided that the Doors require an Access Test. Many cover pieces have some form of doors attached, be it a rickety old wooden shack or a large fortified blast door. When a model comes in contact with a door during any form of Movement, they must stop at the door. This effectively ends that Movement Action.

Some doors may be locked and require an Access Test to bypass their security. Access Tests require an Action unless otherwise stated.

Some Skills and Equipment will boost a characters Range, Access Stat or provide some other bonus to Access or Door interactions and are listed in the **Knowledge Vault** and **Terminus Vault.**

Example: Door Interaction
A unit of Manakin moves through a building and comes into contact with a door, halting their Move Action. They then open the door as a Free Action. Next they shoot at enemy Soldiers on the other side of the door as a Shooting Action.

Doors may be targeted and Damaged the same as Cover, counting their Armor Value as half of the associated Cover Value.

Example: Door Damage
Ordhren Ardor Corps targets a Door with his Magnum. The associated Cover Value of the Wall is 4, therefore the Door will have a Value of 2.

The Corpsman will hit on a 2+ as Cover and Doors do not move, and Damage on a 2+, as the Magnum Damage 4, is twice the Armor Value of the Door.

VERSUS

HEAD TO HEAD BATTLES FOR CONTROL OF THE WARFRONT

'When you lay dying at my black boot, I will let the scions watch your last breath leave you.'
-Slodan Ord

VERSUS

Face off against an opponent and wipe them out utterly. Games can be played on any size board or table but we suggest a 4x4 board with at least half the board covered in terrain pieces of varying heights.

PRE-GAME SEQUENCE

- Choose a Mission from the Mission Type table or roll 2D6 for a random Mission.
- Set up terrain and cover and discuss any special features. Then assign Armor Points to Cover and Access values to Doors.
- Thonians Deploy (See Deployment)
- Sons of Ord Deploy (See Deployment)
- Play!

GAME SEQUENCE

- Start of Turn
- Charge Flash/Fury Pool   (FP)
- Gather Resources   (RE)
- Orbital Support   (OS)
- Alternate Actions using Movement Stats until all units have taken their actions.
- End of Turn

ORBITAL SUPPORT

Orbital Support represents the larger battle occurring in orbit above the Warfront, with each Factions support units desperately fighting for supremacy. Each player may perform one Orbital Support Action during the OS Step. Faction-specific Orbital Support Assets are described in each Faction's Knowledge Vault.

As long as a Faction's Commander or Overlord is Downed, they may not use Orbital Support Assets.

A Faction is not required to field a Commander or Overlord, however these are often some of the most powerful characters at the Warfront.

Units that are in Orbital Drop at the end of the game are lost and count towards your opponents victory conditions.

RESOURCES

Raw minerals simply referred to as Resources are what makes the THON universe tick. All factions require some form of these Resources to create their buildings, ships and the weapons of war used to protect them.

At the beginning of each turn each player adds to their Resource Pool a number of resources equal to the number of Nodes they control.

A node is considered controlled if a friendly un-engaged model is within 3 inches, and no other enemy models are within 3. In game types with the Victory Condition: Resources players alternate placing the allotted number of resource nodes prior to deployment. The player with the most resources at the end of the game wins.

Resources are specific to each Faction. For Example, players may not use Thonian 'Rays' to Purchase or use non-Thonian units.

NOTE
Commanders / Overlords determine what Orbital Support Assets are available as well as what type of Resource your Force will accrue.

STARTING RESOURCES

Some missions make reference to 'Starting Resources'. In such instances, the mission description will outline how much Resource each Faction begins the game with. Resources can be used immediately, or saved for later use during the Mission.

There is no upper limit to the amount of Resource that a player can accrue.

SPENDING RESOURCES

Some game modes require units to be held in Orbit, requiring Resources to be deployed. The Resource Cost will be indicated next to the unit entry in the Mission description.

FACTION ORGANIZATION

SHOCK UNITS

Shock units are your basic soldiers for each faction. They have average or above average Stats and act as the backbone of most forces. They range from highly trained Fireborn to simple manakin.

COMMANDER / OVERLORD

A Commander is your faction's leader. Commanders have above average to exceptional Stats. Often the only other models capable of going head to heaed with Commanders and Overlords are the opposing Commanders and Overlords.

MULTIPURPOSE UNITS

Multipurpose units perform a number of battlefield roles. They are support, strike, and scouting units to name a few. Multipurpose units have a wide variety of Stats, roles and capabilities.

ARMOR UNITS

Armor units are your heavy hitters. They range from massive tanks to gunships to enhanced Self-Contained Mobile Armor (SCOMA) capable of laying down a withering amount of fire, or absorbing immense amounts of punishment. Most Armor units are also Vehicles. **See also Vehicles.**

NOTE

Units with a Move Stat are considered to have moved prior to the first turn of the game, as they have just arrived at the Warfront and have merely slowed to survey their enemies and pick their targets.

UNIT COSTS

When players agree to do battle, they will first decide on a Points Value for the game.

All units have a cost associated with them. This is the basic 'point value' of the unit and is detailed in the unit description. Additional Equipment and Mods may increase the base cost of the unit.

Example:
A Thonian Strike Guardian has a base cost of 3. Sample 30-point Thonian Strike Team, below.

UNIT	COST IN RAYS
1x Caurus	7 points
Honor Guard	5 points
3x Guardian	9 points (3 each)
4x Manakin	4 points (1 each)
ADU	5 points

Refer to the Build Force Tool online at: www.thonthegame.com/bft

SUPPORT FORCES

In some instances players may play multiple games against one another or games may require Support Forces taken as additional Orbital Drop Options. In such cases, such as tournaments or campaigns, players may opt to take up to 25% of their Force Cost in additional units or models that may be substituted between games.

MISSION TYPES

The table below is an optional method to randomly select mission locations, environments and types. Cover represents the most common cover values for terrain, and Access represents the Opposed Stat when testing to Hack, gather Intel or open doors. Players may choose to roll 2D6 per subcategory or simply roll once and follow the descriptions horizontally in the corresponding rows.

2D6	STARLIGHT	ENVIRONMENT	PRIMARY	COVER	ACCESS
2	Goran	Fortress	Covert Strike	4	4
3	Osenra	City / Life	Assassination / Intel	3	3
4	Dire	City / Fallout	Resources	2	6
5	Corath	City / Desert / Fallout	Intel	2	4
6	Megadon	Fortress / Fallout	Intel	3	5
7	Kala	City / Desert	Resources	3	3
8	Bora	City / Desert	Resources	4	4
9	Aeroth	City / Desert	Resources	4	4
10	Argo	City / Life	Intel	3	3
11	Setir	Tundra / Fallout	Intel	3	5
12	Any	Any	Resources	3	3

PLAY AREA - THE WARFRONT

The standard table area is 48 inches x 48 inches though players may elect to play on alternate table sizes. The Play area should have sufficient cover of varying sizes.

Divide the play area in half diagonally across the board from corner to corner.

Create a 12 inch 'no man's land' of 6 inches on either side of the dividing line. Players then Deploy their forces as following:

DEPLOYMENT

Thonian players will choose a table half and deploy first. Next, the Thonian player will deploy the Choric Grid and any Covert or Scout units.

The Ord player will then deploy their units including any Covert or Scout units.

Play!

GAME SEQUENCE

The Ord player will then take the first Orbital Support Action and resolve its effects. The Thonian player will then take their Orbital Support Action and resolve its effects.

Players then Activate units in Move: Initiative order until all units have taken their Actions.

After all units have completed their Actions, the turn ends and the next turn begins.

All Missions last 6 turns unless otherwise stated.

VICTORY CONDITIONS

Victory Conditions vary based on the type of mission. See Primary Objectives on the following page.

If at any time a player controls no models, they immediately lose the game. A model is considered controlled if it is not Downed or removed.

PRIMARY OBJECTIVES

RESOURCES

Players alternate placing a combined total of D3+2 Resource Nodes in their opponent's table half. The Node's may not be placed in the enemy deployment zone and must be at least 12 inches from another Resource Node.

Each turn, players accrue 1 Resource for Each Resource Node they control (3 inches). The player with the most Resources at the end of the game wins.

INTEL

Place D3+1 Intel Markers on the table. The Markers may not be placed in the enemy deployment zone and must be at least 6 inches from another Intel Marker. When a unit comes into base contact with the Intel Marker they may take a Free Opposed Access Test. If Successful, the unit gains control of Intel marker and may move and take Actions as normal.

If at any time the model is Downed, they will forfeit control of the marker and it may be recovered by another model.

The player controlling the most Intel Markers at the end of the game wins.

ASSASSINATION

Down the Opponents Commander. If at any time the Commander or Overlord is Downed, the game is over.

COVERT STRIKE

The defender deploys first. The Attacker may then deploy a single unit covertly, but not within 18 inches of an enemy model.

Armor units may not be deployed at the start of the game and have an Orbital Drop Resource Cost of: 2.

SECONDARY OBJECTIVES

Should the Primary Objective result in a tie or for some reason be unable to be completed, resort to Secondary Objectives to decide a winner.

ENVIRONMENT DESCRIPTIONS

FORTRESS

The world itself is a fortified bastion of defense. Cover values will be higher with a larger ratio of Hard Cover.

LIFE

Peaceful and lush. Little to no substantial cover.

CITY

Dense arcologies with massive spires and deep undercities. Average Cover and Access.

DESERT

Desolate and strip mined. Difficult Access and minimal Cover.

TUNDRA

Frozen wasteland. Environmental Hazards are rampant and communication is difficult.

FALLOUT

The System is being ripped apart.

STARLIGHT SCENARIOS

The Following Pages detail Specific Missions and Mission Objectives per Warfront System.

Each Scenario has unique Background, Setup and Victory Conditions.

The eight Scenarios may be played sequentially to form The Warfront: Starlight Campaign.

When victorious players gain control of the specified Starlight for the remainder of the Campaign, granting their Faction additional bonuses as detailed in the Starlight Campaign subheader.

STARLIGHT SETIR

THE LAST DAMIRA

<DAMIRA>

<Shield Cell>

<Ravager Deployment>
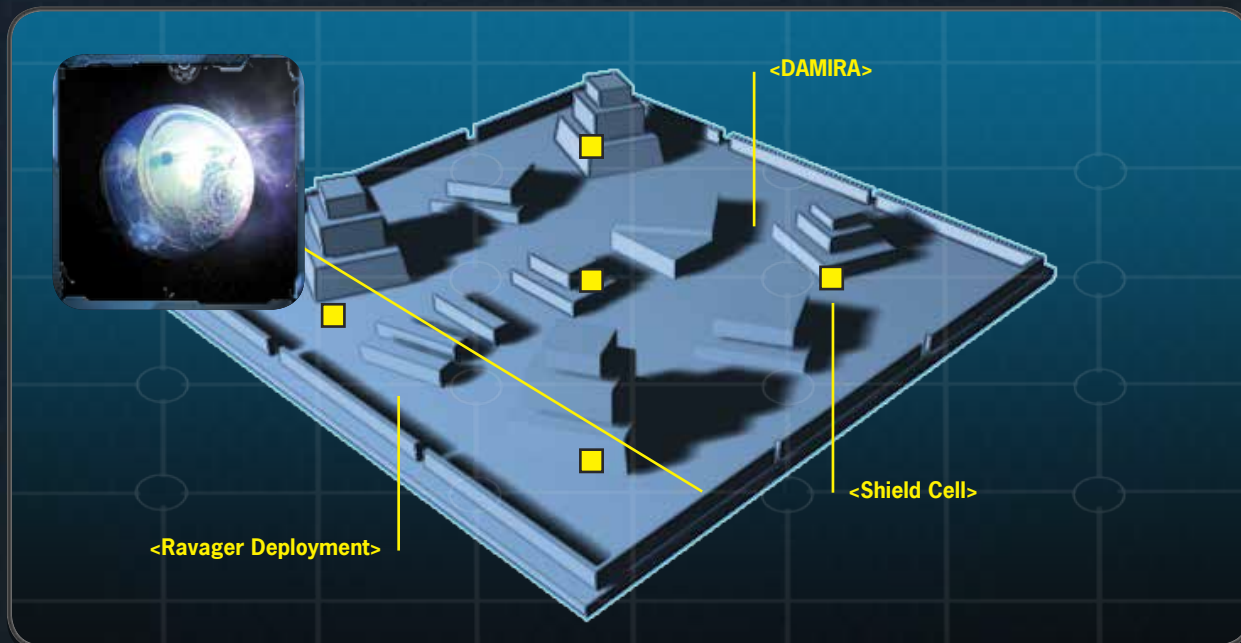
BACKGROUND

The Sons of Ord are laying Siege to Setir - Home to the Hmog - an ancient and highly skilled *trans-human* race. The Shielding System around Setir's Core is tantamount to Setir's survival.

ENVIRONMENT

Setir is lush with high-walled cities shielded from the Setirian Snow.

SETUP

Place five 40mm Objective Markers spaced evenly in each quarter and one at the center.

Treat these as Armor: 5 Shield: 5 Shield Cells equipped with Holo Fields, granting them Movement: 5 when targeted.

Setirian Shield Cells have an Access Value of 5.

VICTORY CONDITIONS

If the Sons of Ord destroy all five Shield Cells, the Setrian Core has suffered a catastrophic meltdown, causing Setir to emplode.

The Alliance has lost a major ally in the fight against the Sons of Ord.

SECONDARY OBJECTIVE

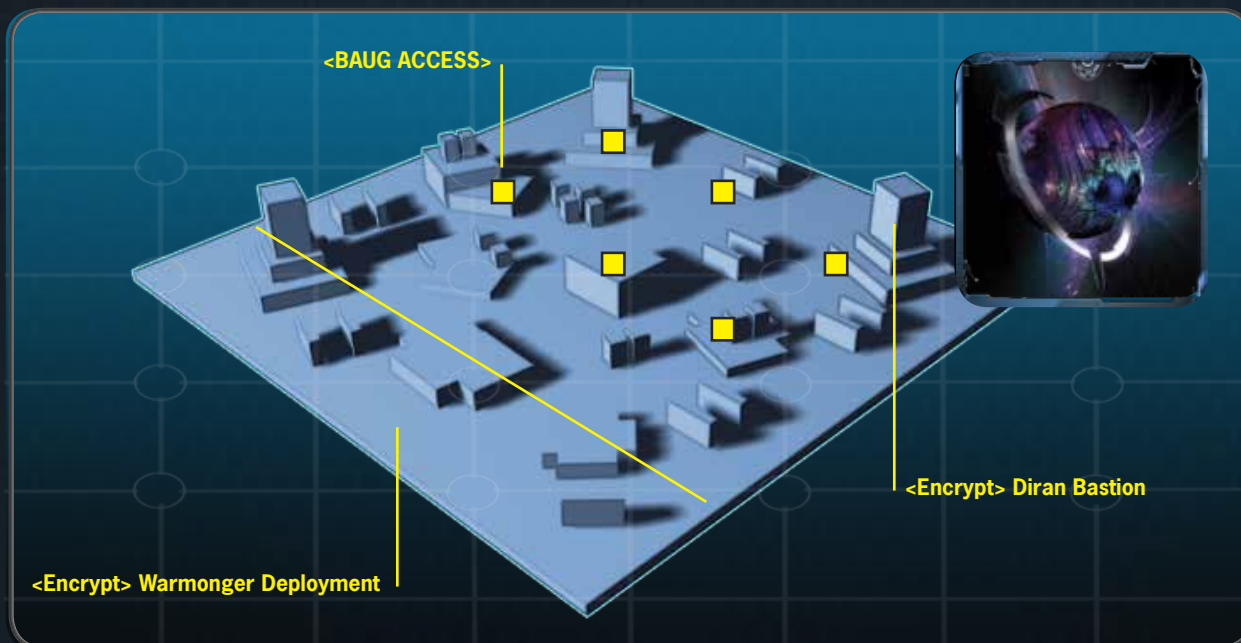| Sons of Ord | Resources |
| Alliance | Intel |

STARLIGHT CAMPAIGN

A player that has control of this Starlight, may add the following Edicts to their Faction:

Setirian Soul Ship
A Faction that controls Starlight Setir may take an additional Orbital Support Action each turn.

STARLIGHT DIRE
THE DESTRUCTION OF DIRE

<BAUG ACCESS>

<Encrypt> Diran Bastion

<Encrypt> Warmonger Deployment

BACKGROUND

The Sons of Ord are laying Siege to Dire - Home to the Gatekeeper Aphotik Diros and the Diran Purification Engine, the backbone of which is the powerful Bi-directional User-Acquiry Gateway or BAUG.

ENVIRONMENT

Dire itself is a dense megacity of synth-sentinels, defenseive systems, gun bastions and Baugway Hub Cells.

SETUP

Place three 40mm Objective Markers across the center of the play area and three in the Alliance deployment zone.

Treat these as Armor: 2 BAUGway Cells equipped with Cloaks and Attomite Formfields, granting Stealth and a 2+ [All] Resistance save.

Diran BAUG have an Access Value of 6.

VICTORY CONDITIONS

If the Sons of Ord destroy all six Generators, Starlight Dire has suffered irrecoverable damage to the BAUGways and escape is impossible.

The Silver Sun goes dark and the Sons of Ord are victorious.

SECONDARY OBJECTIVE

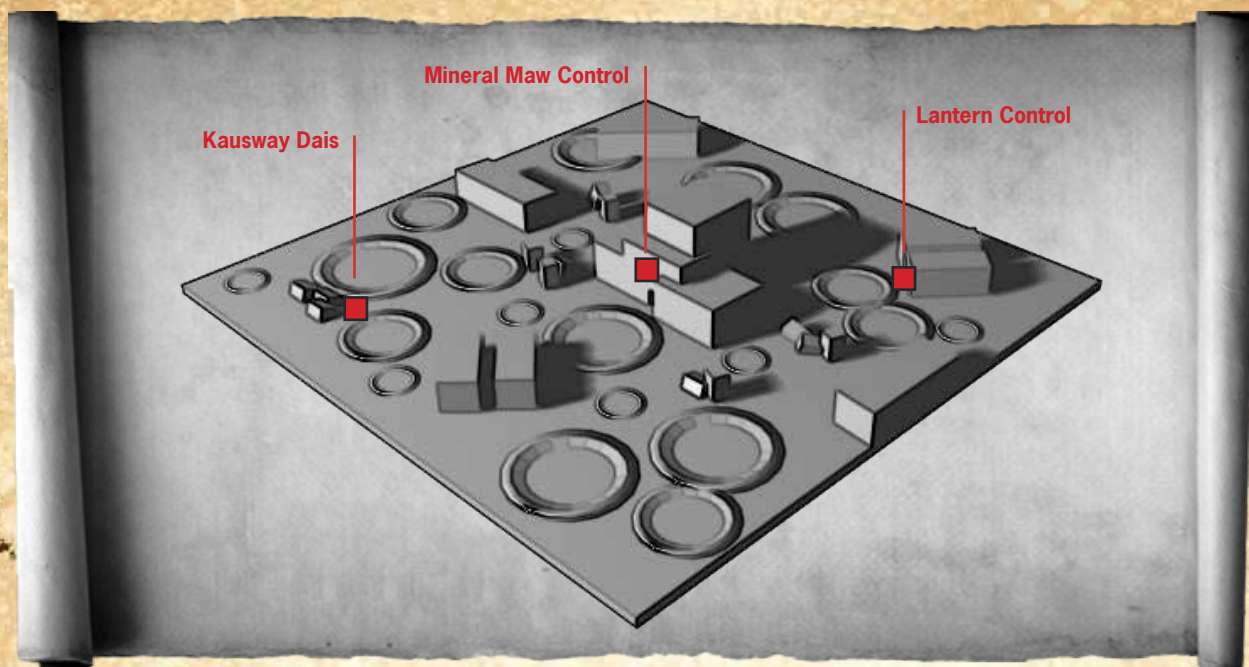|	
Sons of Ord	Resources
Alliance	Intel

CAMPAIGN MODE

A player that has control of this Starlight, may add the following Edicts to their Faction.

Diran BAUG
Your Drones are equipped with BAUGway Access, granting the Teleport: Fold Skill.

STARLIGHT AEROTH

HUNTERS OF AEROTH

Kausway Dais
Mineral Maw Control
Lantern Control

BACKGROUND

The Sons of Ord are laying Siege to Aeroth, home to the Syndication House of the Cartel and a major Resource Coffer in the North.

ENVIRONMENT

Aeroth is covered in strip mines, hazardous smelting ghraves and detonation craters.

SETUP

Place D3 40mm Objective Markers spaced evenly across the center of the play area.

1	Mineral Maw Control (Center)
2	Kausway Dais (Ord Side)
3	Lantern Control (Alliance Side)

The Mineral Maw is worth 2 Points.
The Lantern Control and Dais are each worth 1.

Once in base contact a model must pass a Free Opposed Access test to gain control of the Objective. Treat the Objective as Access: 4.

VICTORY CONDITIONS

The player that controls the most Objectives at the end of turn 6 wins.

SECONDARY OBJECTIVE

Sons of Ord	Resources
Alliance	Intel

CAMPAIGN MODE

A player that has control of this Starlight, may add the following Edicts to their Faction:
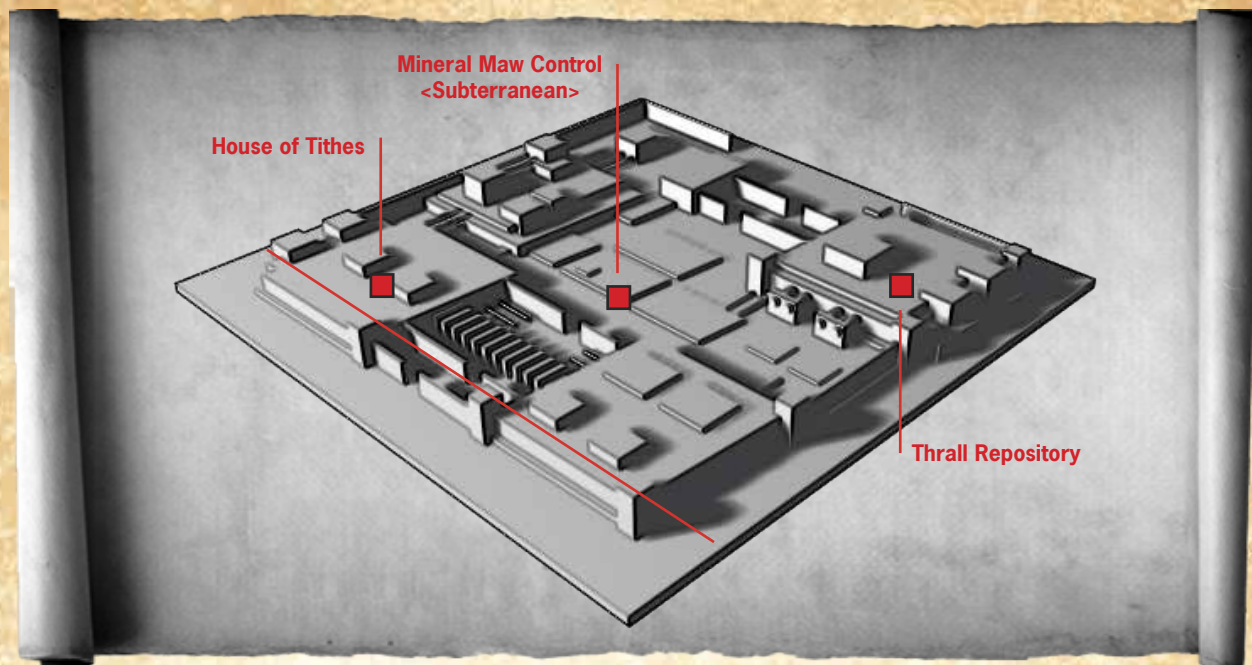
Aerothi Coffers - Sons of Ord
Drones are equipped with Plate Armor [2].

Aerothi Coffers - Alliance
Drones are equipped with Shield (3).

STARLIGHT CORATH

CORATH CATASTOPHE

Mineral Maw Control
<Subterranean>

House of Tithes

Thrall Repository

BACKGROUND

The Sons of Ord are laying Siege to Corath, home to the Syndication House of Tithes and a major Resource Coffer in the South.

ENVIRONMENT

Aeroth is covered in strip mines, hazardous smelting ghraves and detonation craters.

SETUP

Place D3 40mm Objective Markers spaced evenly across the center of the play area.

1	Mineral Maw Control (Center)
2	House of Tithes (Ord Side)
3	Thrall Repository (Alliance Side)

The Mineral Maw is worth 2 Points.
The House and Repository are each worth 1.

Once in base contact a model must pass a Free Opposed Access test to gain control of the Objective. Treat the Objective as Access: 4.

VICTORY CONDITIONS

The player that controls the most Objectives at the end of turn 6 wins.

SECONDARY OBJECTIVE

Sons of Ord	Resources
Alliance	Intel

CAMPAIGN MODE

A player that has control of this Starlight, may add the following Edicts to their Faction:
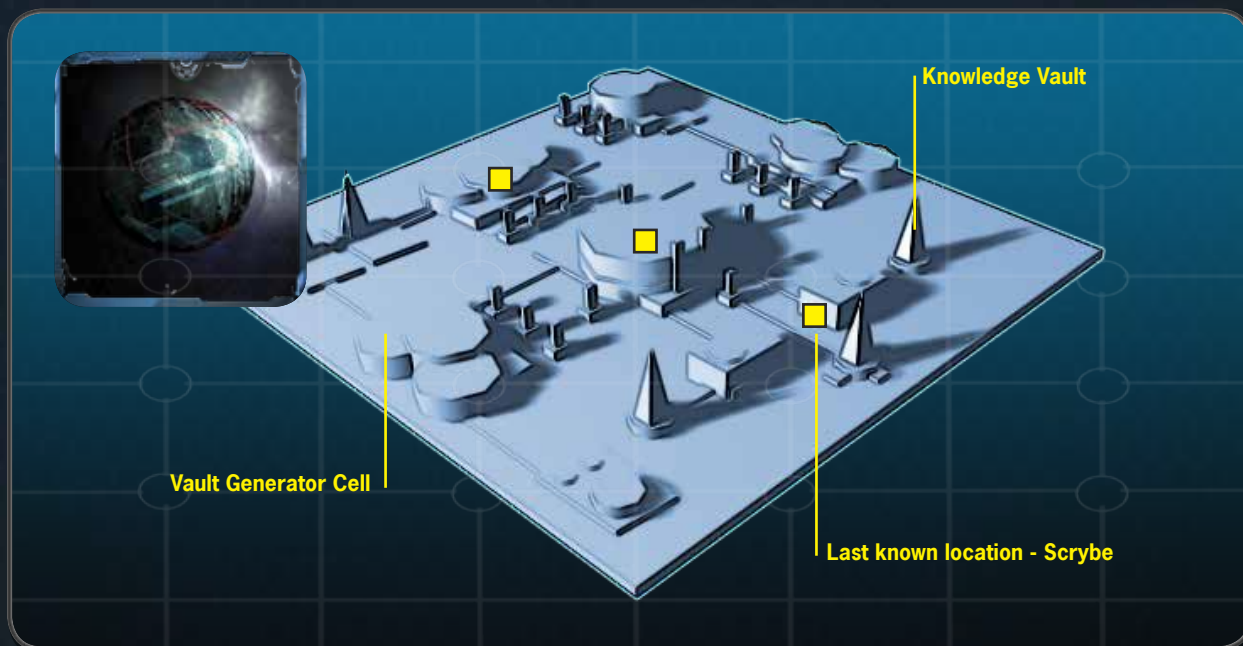
Corathi Coffers - Sons of Ord
Add +2 Resource at the Start of the Game.

Corathi Coffers - Alliance
Add +2 Intel at the Start of the Game.

STARLIGHT KALA
THE SCRYBES OF KALA

Knowledge Vault

Vault Generator Cell

Last known location - Scrybe

BACKGROUND
Lar Ord himself led the onslaught of Starlight Kala, home to the Knowledge Vaults and a pivotal crossroads of Gateways and Foci.

ENVIRONMENT
Kala is covered is massive vault towers called Spires. They house Knowledge Vaults, densely populated habitats and recreation centers.

SETUP
Place three SCOMAFAV: 3 40mm Kalan Scrybe markers across the center of the play area.

Alliance
Once in base contact, take a Free Opposed Valor Test. If successful, Alliance Players may gain control of and move the Scrybe once controlled.

Ordhren
Down the Scrybe to gain control.

VICTORY CONDITIONS
The player with the most Objective Points at the end of turn 6 wins.

If at any time all Scrybes have been Downed, the Sons of Ord immediately win the game.

Each Scrybe is worth 3 points.

SECONDARY OBJECTIVE
The player with the highest Intel Pool will gain +1 Objective Point.
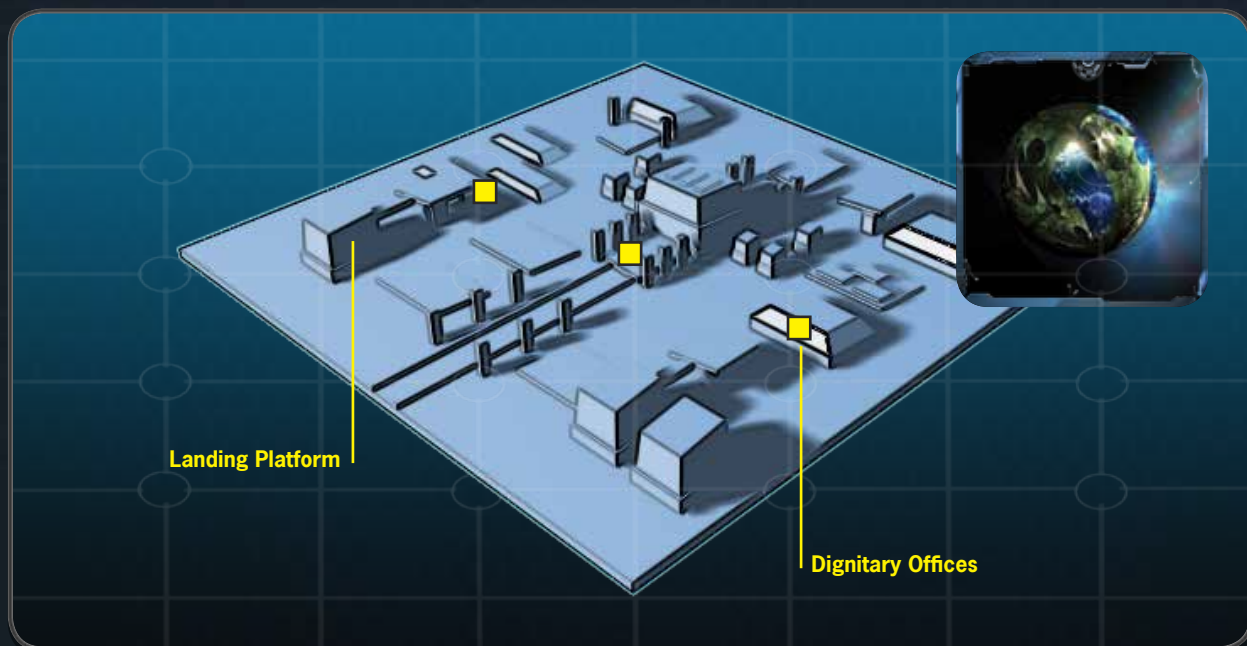
CAMPAIGN MODE
A player that has control of this Starlight, may add the following Edicts to their Faction:

> **Vault Archives**
> Add +3 Intel to your Intel Pool at the Start of the Game.

STARLIGHT OSENRA
THE HALL OF PEACE

Landing Platform

Dignitary Offices

BACKGROUND
Directors from across all Systems regularly gather at Osenra to discuss Syndicate affairs far from the beuracracy of the Starlight proper.

ENVIRONMENT
Osenra is a peaceful and lush life-world covered in vegetation, natural and fabricated wildlife.

SETUP
Place three SCOMAFAV: 5 40mm Dignitary markers across the center of the play area. Each Dignitary is worth 5 Objective Points and must be controlled at the end of the game.

Alliance
Once in base contact, take a Free Opposed Valor Test. If successful, Alliance Players may gain control of and move the Dignitary once controlled.

Ordhren
Down the Dignitary to gain control.

VICTORY CONDITIONS
The player with the most Objective Points at the end of turn 6 wins.

If at any time all Dignitaries have been Downed, the Sons of Ord immediately win the game.

SECONDARY OBJECTIVE
The player with the highest Intel Pool will gain +1 Objective Point.

CAMPAIGN MODE
A player that has control of this Starlight, may add the following Edicts to their Faction:
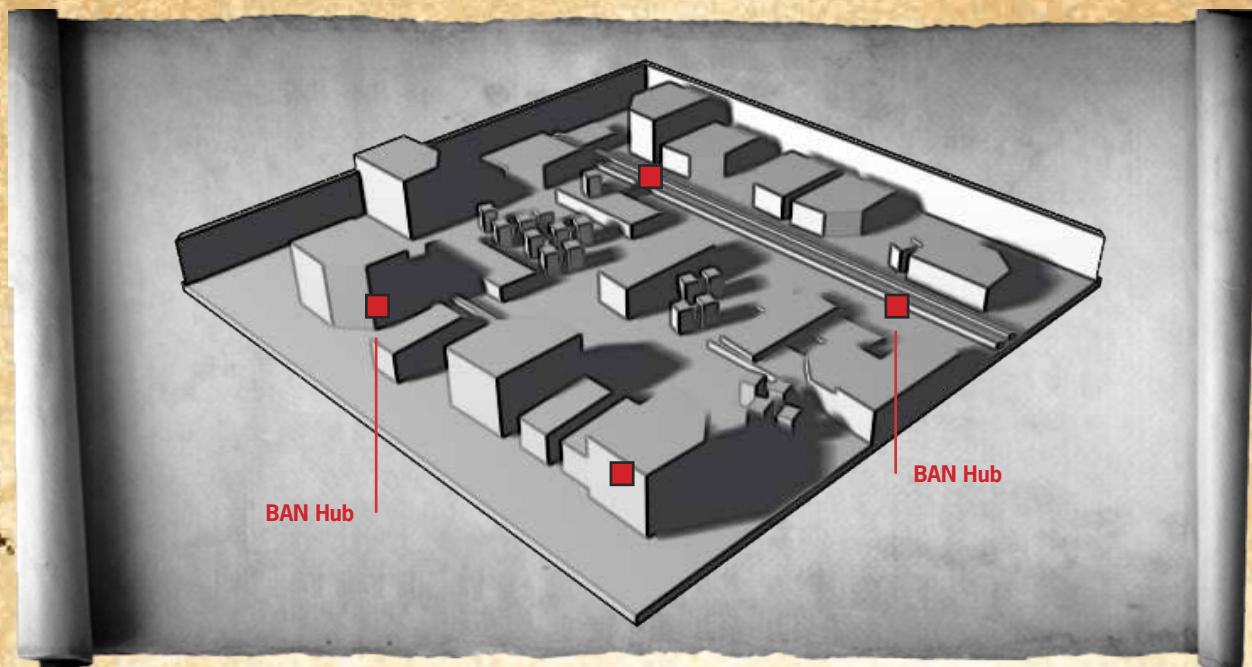
Dignitary Captive - Sons of Ord
Add +1 Intel at the Start of the Game for each Downed Dignitary.

Dignitary Rescue - Alliance
Add +3 Resource at the Start of the Game.

STARLIGHT GORAN

THE REGENT WAR

BAN Hub

BAN Hub

BACKGROUND

The Sons of Ord are laying Siege to Goran - Home to the Alliance Dhefense Auxiliary Core - DHAX. If Goran falls, the Alliance Defenses will be in a critical position.

ENVIRONMENT

Goran is a densely fortified Starlight. Each zone called a Rampart is subdivided into multiple overlapping defensive and offensive structures and each is completely self-sufficient.

SETUP

Place 4 40mm Objective Markers spaced evenly in each quarter.

Treat these as Armor: 4 Plate: 4 BAN Hubs with the Hard Armor Edict, and Access: 4.

VICTORY CONDITIONS

If the Ord player destroys all 4 BAN Hubs, the Goran Network will fail forcing it to Reboot. The Sons of Ord have crippled a vital Alliance Asset. Victory to the Sons of Ord.

Game lasts 6 turns.

SECONDARY OBJECTIVE

The player with the highest Intel Pool will gain +4 Objective Points.
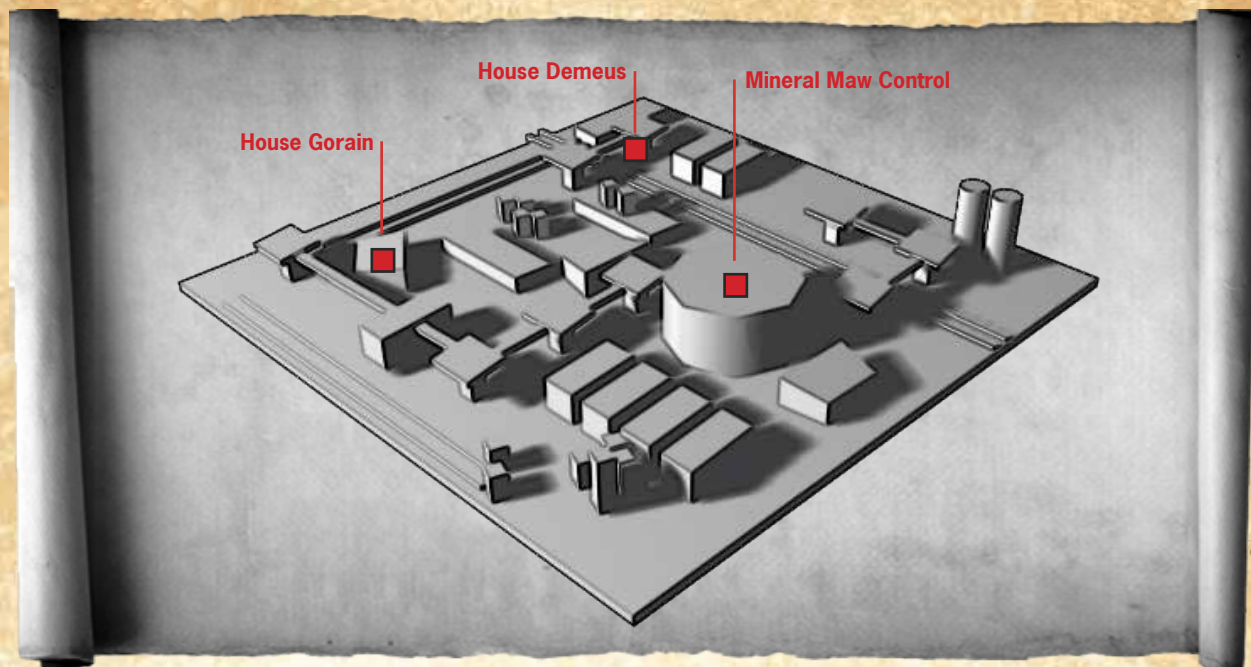
CAMPAIGN MODE

A player that has control of this Starlight, may add the following Edicts to their Faction:

BAN Access
A Faction that controls Starlight Goran may take an additional Orbital Support Action each turn.

STARLIGHT BORA

THE BARONS OF BORA

House Gorain
House Demeus
Mineral Maw Control

BACKGROUND

The Sons of Ord are laying Siege to Bora, home to Houses Gorain and Demeus.

ENVIRONMENT

The Boran landscape differs drastically from zone to zone; from densely packed smelting and fabrication forges to barren and strip mined mineral conversion centers.

SETUP

Place D3 40mm Objective Markers.

1   Mineral Maw Control (Center)
2   House Gorain (Ord Side)
3   House Demeus (Alliance Side)

The Mineral Maw is worth 2 Points.
House Goran and Demeus are each worth 1.

Once in base contact a model must pass a Free Opposed Access test to gain control of the Objective. Treat the Objective as Access: 4.

VICTORY CONDITIONS

The player that controls the most Objectives at the end of turn 6 wins.

SECONDARY OBJECTIVE

Resources, Intel

The player with the highest Resource Pool will gain +1 Objective Point.

The player with the highest Intel Pool will gain +1 Objective Point.

CAMPAIGN MODE

A player that has control of this Starlight, may add the following Edicts to their Faction:

Sons of Ord
Add +2 Intel at the Start of the Game.

Alliance
Add +2 Resource at the Start of the Game.

THE SONS OF ORD

'The Starfire Shines on Us. Thon will burn.'
-Slodan Ord

SONS OF ORD

ORBITAL SUPPORT

Orbital Support represents the larger battle occurring in space above the Warfront, with each factions massive warships fighting for position.

Each player may perform one Orbital Support Action during the OS Step.

ORBITAL STRIKE - DECIMATOR

Orbital Strike is an AOE attack placed anywhere on the table with the following Edicts:

Cost:	4 Char
Shooting:	4
Damage:	X, AoE, Rail, Killshot
Rate of Fire:	1

ORBITAL DROP

The Sons of Ord may drop the following units as Orbital Support - Drop Actions:

- Units or Single Models
- Drop Barriers
- Null Grid Node

ORBITAL SCAN

Choosing this option will force all Covert and Stealth enemy units to be visible in the ensuing turn and may be targeted as normal.

My Lar,
Specifications of each units capabilities has been delivered via Data Augur to your Overlords.

withouth Kausway Access we will need to refresh... Glory to Ord.

PRE-GAME SEQUENCE

Choose a Mission Type from the Mission table or roll off for a random Mission.

Set up the Table, cover and discuss any special features and assign Armor Points to cover.

- The First player deploys their army.
- Deploy any scout or covert models.
- Second player deploys their army.
- Deploy any scout or covert models.

GAME SEQUENCE

Charge Fury Pool (FP)
Gather Resources (RE)
Orbital Support (OS)

Starting with the first Player, alternate Actions based on Movement Stats until all units have taken their actions.

RESOURCES

The Sons of Ord collect raw mineral resources called 'Char'.

COMMON MOVEMENT INITIATIVE:

|	
M8	Fireborn Overwatch
M6	Overlords, Havok, ARC Drone
M4	Soldier, Ardor Corps, GORE
M2	DRX Drones

ORDHREN NULL GRID

Ordhren forces may drop a Null Grid Node (NGN) each turn as an Orbital Drop. Place a Null Grid Marker (60mm) anywhere on the table and Deviate as counting as Shooting 4.

Null Grid Nodes (NGN) are specifically designed to disrupt the Alliance Choric and Acquiry Networks and have the following Edicts:

- May be destroyed on a successful Combat Attack and have an Armor of 2.

- Choric Acquiry Nodes within 6 inches are voided, and provide no bonuses.

- Enemy units within 6 inches of a Null Grid Node suffer -2 Shooting and Access.

- Enemies targeting Ordhren units within 6 inches of a Null Grid Node suffer -2 Shooting and Access.
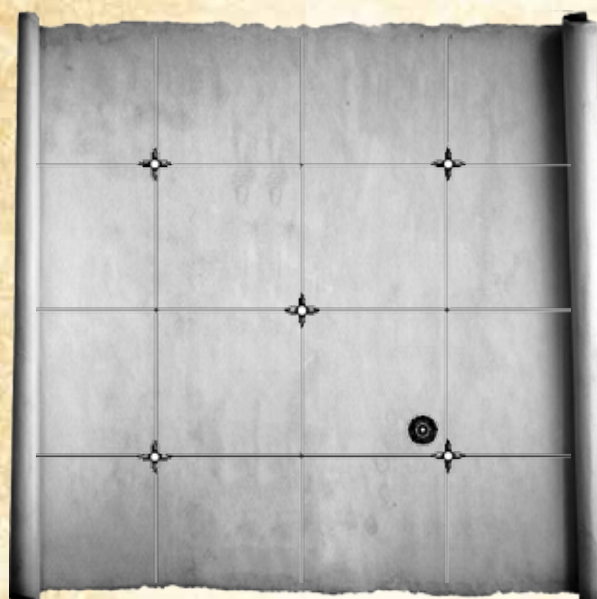
Example:
The Ordhren player has elected to negate the Choric Node in the bottom right. This will prevent Thonian Orbital Drops in that table quarter.

FACTION ORGANIZATION

SHOCK UNITS
Shock units are your basic soldiers for each faction. They have average or above average Stats and act as the backbone to most forces.

OVERLORD
A Overlord is your faction's leader. Overlord's have above average to exceptional Stats. Often the only other models capable of going head to heaed with Commanders and Overlords are the opposing Commanders and Overlords.

MULTIPURPOSE UNITS
Multipurpose units perform a number of battlefield roles. They are support, strike, and scouting units to name a few. Multipurpose units have a wide variety of Stats, roles and capabilities.

ARMOR UNITS
Armor units are your heavy hitters. They are typically massive tanks, walkers, gunships or enhanced SCOMA capable of laying down a withering amount of fire, or absorbing immense amounts of punishment. Most Armor units are also **Vehicles**.

OVERLORD GITH KOREG

S	C	O	M	A	F	A	V
8	6	6	6[6]	2	6	8

EQUIPMENT

M100 - 'Anvil' HVK

Firestorm Maxim	M/6/6 Caustic DoT
Heavy Magnum	Dam 8, RoF 2. AoE.

Heavy IMPACT

-Dam 8, Cable, Kill Shot, Cannot be Parried.

M100 'Kula'	8+ Block

SKILLS

Hover	Ignore Terrain
Sunfury Overlord	See Insert, right.
Vigorous	Vigor Initiative

FURY [2]

+2: Taunt	Forced Action
-4: Suppression [2]	-2 Valor, Shock
-8: Reign of Fire	See Below.

FURY ABILITIES

TAUNT

Force a target unit within Short Range and Line of Sight to take their Actions against Gith.

SUPPRESSION

Grants Suppression: Shock [2] to a target unit. Attacks from the unit cause Shock: 2 The targeted unit must pass a Valor test at -2 in order to take Actions during their Initiative step. Range: M.

REIGN OF FIRE

RoF 4, Damage 4, AoE, Caustic DoT. Shock [4]Gith does not require a Firing Lane to the target when using Reign of Fire.

SUNFURY OVERLORD

His footfall is thunder. His voice is the soft, dry rattle of the ghrave. His name is dread in the hearts of his enemy. He is Overlord Gith, master of the Sunfury War Force and he has come to grind the Warfront beneath his indomitable tread. The victor of countless engagements at the Eastern Front, Gith alone was given the honor of accompanying the Grand Lar Slodan Ord himself in his devastating conquest of Starlight Kala. With his personality decrypted into a heavily customized Havok-A, or 'Anvil', Gith is able to lead his legion from the front; sowing terror and confusion in the heart of enemy lines while surviving punishment that would worry a mainline gunship. Even were his mighty SCOMA frame to be damaged beyond repair, his ancient *transhuman* body lies safely and secretly ensconced within a heavily plated void vault. The only thing more terrifying than this unyielding monster's implacable advance is his loyalty to the Alfather. No atrocity is beneath Gith if it means the fulfilment of his Lar's orders.

Sunfury Overlord grants the following Edicts that may be taken each turn as a Free Action, Choose one:

- Overwatch [2x Shooting Stat Initiative]
- Target of Opportunity [2]

M100 'KULA' SHIELD

The Kula is a Mineral 100 Black Plate that grants an 6+ **Resistance** Save.

M100 HVK-A 'ANVIL'

The Anvil counts as a Vehicle [v] and grants the **Stabilized** and **PTD** Skills.

PTD - *Personal Teleportation Device: Once per game, Overlord Gith may use the* Teleport: Burst Skill.

SUNFURY APOSTLE DAUGHTUS

S	CO	M	A	F	A	V
6	6	4	4[4]	2	6	6

EQUIPMENT

Sunfury Hammer	Dam 8, Starfire. M1
Siba Launcher	Dam 4, Caustic, AoE
Furnace Pack	Move: 6, Airborne [2]
Regent's Bayn	6+ Resistance Save

SKILLS

Biorganic [2]	Recover 2 Armor
Hymn to Ord	See Below
Sunfury Strike	See Below
Vigorous	Vigor Initiative
Agile	Free Shooting Action
Fury [2]	
+2: Annihilate [1]	1 Damage, Kill Shot
-4: Overload [2]	+2 Damage, Range: M
-8: Oppressor [2]	+2 SCOMA-FAV

UNIT TYPE

transhuman h+, [1]

HYMN TO ORD

On a successful Vigor Test, a single unit gains the **Haste** [2] Skill, granting them +2 Movement: Initiative. Hymn is a Free Action that may be used once per turn and lasts until the end of the turn.

SUNFURY STRIKE

If Daughtus would take a Charge Action, he may instead place the AoE marker within Short Range. Models under the AoE marker are hit with a Damage 8 Kinetic attack. Move any remaining models to the edge of the AoE marker and place Daughtus at the center. Reflex may be fired as normal counting Daughtus as Move: 6.

FURY INCARNATE

Even amongst the hallowed ranks of the Sunfury Apostles, Gaul Daughtus has few equals. A superlative warrior and inspiring Overlord, he has led the Sunfury 2nd Strike Division longer than any other Apostle in the War Force's long, distinguished history; an incredible achievement when the Ordhren penchant for eliminating one's superiors for personal advancement is taken into consideration.

While Daughtus' martial prowess and loyalty are without question, the life expectancy of his immediate subordinates is noticeably short in comparison to those of other Divisions. Overlord Gith, master of the Sunfury is rumoured to strongly approve of Daughtus' initiative, although even he cannot guess at the secret blackness nestled within the heart of this cold, clinical warrior. While other senior members of the Ordhren war machine fight for a purpose, Daughtus appears to have no other agenda than the propagation of pain, suffering and devastation.

SIBA LAUNCHER

Daughtus' arm-mounted Launcher grants the **Stabilized** Skill and may fire Blast Grenades. Daughtus may always fire the Siba as though he has the **Agile** Skill.

'I fear I am the bearer of bad tidings brother. It is of your imminent death.'
   -Apostle Daughtus

STALKER MASTER

The savage Stalker Master Vuk is a solitary and controversial figure in the ranks of the Okidun. Like his fellows, Vuk is neurologically linked to his Hounds; a bond that allows both to perceive the world through the senses of the other. So attuned is Vuk to his warhounds Smok and Rapak that he can remain in contact with them over thousands of metres; allowing him to coordinate Trakking missions and ambushes more effectively than any other of his caste. This link also serves to make the hounds extremely sensitive to their master's needs and emotions, making them little more than an extension of his own body.

Vuk and his Warhounds fight with a synchronicity bordering on the symbiotic, but such a bond comes at a terrible price. Vuk's immersion in the canine psyche is slowly driving him insane.

It is not uncommon for a Handler to share their kill with their hounds. *transhuman* and beast jointly revelling in the taste of hot, salty blood splashing their muzzles and eliciting growls of ecstasy; both savouring the sharp, grinding crack of splitting bone as moist, juicy marrow is revealed. For most, the sensation is limited to the occasional shared meal, but there are whispers that Vuk's appetites run hotter than most as the mutilated corpses of unwitting tinder corps and slaves would appear to suggest. Only the Stalker Master's undeniable reputation as a Handler and saboteur has protected him from retribution so far, that and the flashing fangs of the twin hounds.

Stalker Master grants **Hunter (Increased Smok/Rapak Initiative)**, **Trak** (Access Stat Initiative) and **Trakker's Specialty** (Detect [2]).

Trakker's Specialty may be used as a Free Action once per turn targeting any allied model within Medium Range.

FURY ABILITIES

STEALTH [1]

Grants Stealth to a target unit or model.
Range: Short.

SUMMON RAPAK

Place a 40mm Warhound Marker in base contact with Stalker Master Vuk. Rapak has the same profile as Smok, listed below. There may be only one Rapak in play at a time. If Rapak is removed from play he may be summoned again using the relevant Fury ability.

PACK LEADER

Place six SCOMA: 2 Warhounds markers (25mm) on any table edge, with the **Detect**, **Savage** and **Sprint** Skills.

SMOK - HYBRID WARHOUND

SCOMA-AV: 4, Damage: 4, Kinetic

EQUIPMENT

Grenade-Blast [Damage 4, AoE, Caustic DOT.]
Warhound Flak - Grants Flak Armor [4]

SKILLS

Airborne [2], Biorganic [2], Detect [2], Savage [2], Sprint.

HYBRID WARHOUND

Smok may be used as a Mount for Vuk, granting him the **Agile** Skill.

***

'Do you feel that? The wind on your face? The chill in your bones? That is real. That is everything. You sold your Soul to walk within the Acquiry. When Thon burns and the Acquiry is no more, where will you hide then?'

-Stalker Master Vuk

***

S	CO	M	A	F	A	V
6	6	4	4[4]	2	6	6

EQUIPMENT

Cephalus
-CE Snub Magnum   Damage 6, RoF 2, Suppressor
Fang   Starfire Sikel, Damage 4
Smok   Hybrid Warhound
Gift of Rahm   Grants 6+ Resistance Save
Transference Kit   Grants Biorganic [2]
Stalker's Siba
-CL406 Launcher (Blast or Snare, see Traps)
-Cable, Trakker (Grants Overwatch), Stabilized

SKILLS

Biorganic [2]
Dodge
Stalker Master

Fury [2]
+2: Stealth [1]
-4: Summon Rapak
-8 Pack Leader

UNIT TYPE

transhuman h+ [1]

FORGEMASTER TYRIAN EVO

S	CO	M	A	F	A	V
6	6	4	4[4]	2	6	6

EQUIPMENT

Atlus Key   Starfire Claymore
RiFT Carbine   Below*
Siba-Mounted Flash Production Drive
Tyrian's Tank

SKILLS

Biorganic [2]
Forgemaster's Apprentice
Forgemaster's Repair [2]
Parry
Stabilized
Vigorous

Fury [2]
+2: Forge
-4: Vhiral Construct
-8: Culling

RIFT CARBINE

The Rift is a prototype hybrid Carbine that may be fired in one of two modes:

Rail Carbine   (Range: M, RoF: 4, DAM 4, Rail)
Rail Rifle   (Range: L, RoF: 2, DAM 6, Rail)

TYRIANS TANK

Tyrian's Tank is a Unique custom-forged plate.
It has the following Edicts;
- Resistance [All] 6+
- Impervious: Virus and Hack.
- Counts as a Null Grid.

UNIT TYPE

transhuman h+, [1]

'You can't start a fire without a few sparks.'
       -Forgemaster Tyrian Evo

FORGEMASTER'S REPAIR

On a successful Access test, repairs Cover, Flak or Plate as a Free Action. Forgemaster's Repair may only be used once per turn.

Test: Access (5+, Free, Once per turn).
Range: Medium (24in)
Effect: +2 Cover, Plate or Flak.

FURY ABILITIES

FORGE

As a Fury Action, Tyrian may Forge any Non Heavy Weapon, Mod or Equipment item in the Ordhren Terminus Vault, including DRX and ARC Drones. Weapons, Mods and Equipment is considered attached to Tyrian and maybe be used during his Activation.

When Forging Drones, place a 25mm Marker within Short Range and a Firing Lane of Tyrian.

VHIRAL CONSTRUCT

Place a Vhiral Construct (VC) marker (25mm) in base contact with Tyrian. They are considered a unit unless Tyrian or the Construct moves out of unit range.

The Vhiral Construct has the following Edicts:

- Access: 4, Movement: Initiative 4.
- Decrypt
- Teleport: Acquiry Node, Teleport: Burst
- Overwrite Attack - On a successful Opposed Access Test, one enemy model within Short Range is replaced with the Vhiral Construct.
- If the VC is Stunned or Dispelled, or if its Access is reduced to 0, remove it from play.
- Only one VC may be in play at a time.
- May not collect or Contest Resources.
- Does not block Firing Lanes or Movement.

CULLING

Add 1 Resource to your Resource Pool for each Downed and removed model on the Warfront.

THE TYRANT

Forgemaster Tyrian Evo is a figure of mystery and speculation. Nobody knows for sure when the Forgemaster's *Journey* began, or how many Incarnations he has lived through. Even his home Starlight is unknown. Only his value to Alfather Slodan Ord and the conquest of Thonian space is undisputed.

It was Tyrian who coordinated a civil war on Starlight Bora that saw it fall to the Sons of Ord without the loss of a single Ordhren life. The same could not be said for the soldiery of Houses Demeus and Gorain who were whittled down to a pale shadow of their former martial glory. It was Tyrian who unleashed a multi-spectrum viral assault on an unsuspecting Starlight Argo; completely locking the Soul Core's processes and subsequently condemning its billions of networked citizens to the living death of Acquiry stasis. These abominable acts and more have earned him the title, 'Tyrian the Tyrant' and yet those few who can claim any intimacy with the Forgemaster know that conquest is low on his list of priorities. Some suggest that Tyrian's only interest is field testing his greatest creation, the sentient virus Halcyon in a variety of functions; an opportunity which is amply afforded by his alliance with Slodan Ord. Others hint that he is wanted by the enigmatic Highborn and approached the Alfather for sanctuary. The only thing that can be said for sure is that where he walks, death follows after.

FORGEMASTER'S APPRENTICE

During deployment select one allied model. That model gains the **Protect** Skill and a 6+ Resistance save against a damage type of your choice.

SIBA FPD

Tyrian's arm-mounted 'Siba' Flash Production Drive counts as an **Impact**, grants the Stabilized Skill and has the following Edicts:

Damage: 6, Kill Shot. Cable. Cannot be parried.

AUGUR MASTER DORIN KON

S	CO	M	A	F	A	V
2	2	2	2[2]	2	8	8

EQUIPMENT

Concealed Viral Weapon [2]

SKILLS

Impervious: Virus, Core Corruption
Master of Augurs
Rekindle

Fury [2]
+2: Duress [2]
-4: Requiem [2]
-8: Eclipse [3]

UNIT TYPE

transhuman h+, [1]

Dorin Kon, Foreman of the Augur's Guild goes by many names. He alone of all his kind has been freed from the claustrophobic nightmare of an Augur Helm; an inconsequential detail to ignorant outsiders, to the Ord it is an undeniable testament to the value and regard in which he is held by the Alfather and his Lar. It was Dorin Kon who helped Slodan Ord to chain the Soul Core Aeradonos, cutting it off from the Acquiry and plunging the Ordhrates into their self-imposed communication exile. The Master of Augurs sits at the center of the far-flung Ordhren intelligence web. No scrap of data is too small, or circumstantial to escape his notice. The master of Augurs is careful and meticulous in all things, but most of all speech. Few have heard him speak save to reiterate the words of his master, but those who dare to look into his eyes might notice slowly turning wheels; hatching plans and the unmistakeable glint of ambition.

Dorin Kon alone is trusted to carry the word of Ord and as such, his word is law. Only the *Heartstopper Gland* prevents Dorin Kon from creating his own power structure within the Hierarchy of Ord.

'I am the Master of my Guild. No other is fit to carry the words of our Lar, Slodan Ord.'
-Augur Master, Dorin Kon

MASTER OF AUGURS

Master of Augurs has the following edicts:

- When your Intel pool reaches 20, you win.
- Once per turn, Dorin may take a Free Vigor test. If successful, grants +2 Vigor and Vigorous to a target model until end of turn.

FURY ABILITIES

DURESS
Gain +2 Intel.

REQUIEM
On a successful Opposed Vigor Test, causes Shock and reduces the targets Valor and Access Stats by -2.

Test: Opposed Vigor
Range: Medium (24)
Effect: -2 Access and Valor

ECLIPSE
On a successful Opposed Vigor Test, Gain control of a target model until end of turn. Dorin's controlling player may activate the targeted model as normal performing two Actions; even if that model has already activated this turn.

The controlling player may use any of the model's weapons, equipment and Skills in accordance with their normal limitations.

Single use weapons and equipment that have already been used may not be used again. Skills that only affect friendly Faction models or units may not be used on models or units belonging to Dorin's controlling player.

Test: Opposed Vigor
Range: Long.
Effect: Gain control of target *transhuman*.

CONCEALED VIRAL WEAPON
Dorin carries a concealed Viral Weapon capable of unleashing a devastating Viral attack on the *transhuman* anatomy.

Concealed Viral Weapon is treated as a Tier 2 Virus that hits on 2+ the first time it is used each turn. It has the following profile:

> Damage 8, Virus
> DoT Skill
> Range: Combat

IMPERVIOUS: VIRUS, CORE CORRUPTION
Augur Master Dorin has spent his entire *Journey* communing with the Gestalt Intelligence at the Heart of Starlight Gengar - Aeradonos. As such, he has developed a unique ability to repurpose the many viruses and corrupted entities that run rampant within the system.

Dorin is unaffected by Damage Type: Virus, Core Corruption and does not suffer Corruption when his Fury Pool exceeds X.

REKINDLE
If Downed, on the following Activation, take a Vigor Test. If Successful, Dorin will recover 2 Armor. Dorin may use Fury Abilities as normal.

THE FIREBORN

Fireborn are the pinnacle of Ordhren *transhuman* and biorganic engineering. They are elite warriors trained from pre-natal conditioning and sampling to generate the absolute finest individuals in *knownspace*.

Fireborn begin training through pre-natal encryption and continue to train until they earn their name after completing the War Rites. They then join the Tinder Corps and are assigned to veins that best favor both their natural and conditioned tendencies.

Once ready, they join the Ardor Corps to further train and begin their first missions. Only once they have completed the Ardor are they then elevated to the status of Fireborn.

S	CO	M	A	F	A	V
4	4	4	4[4]	1	4	4

EQUIPMENT

Bayn Launcher
Carbine
Injection Drill
Plate Armor: Slot: 4

SKILLS

Biorganic [2]
Tactics

UNIT TYPE

transhuman h+

"The weak always misinterpret strength as arrogance.'
-Fireborn Specialist Smaj

WAR RIG

The Ordhren Rig is the primary armor to which upgrades are attached. Ordhren plate is some of the hardiest and resilient in *knownspace*.

The Fireborn War Rig is equipped with 4 slots for Weapon and Mod upgrades further enhancing their already legendary battlefield capabilities.

See the **Terminus Vault for a full list of options.**

CARBINE AND CUTTER

The Ordhren Rail Carbine is a hardy modular weapon with a high rate of fire. The Carbine may employ a variety of ammunition types.

The Carbine like most Ordhren systems is designed specifically to funcion in all atmosphere and weather types in the harshest of conditions with little to no maintenance required.

BAYN-MOUNTED LAUNCHER

The Fireborn Bayn-Mounted grenade grants the **STABILIZED** Skill. Fireborn may fire all weapons as a single Shooting Action, increasing the Fireborn's Grenade range from Short to Long.

Fireborn may equip up to four single-use grenades of any type chosen from the Terminus Vault.

TACTICS

When operating in units of two or more, Fireborn may select one Tactic to use during their Activation. Tactics bonuses last until end of turn.

- Advance   Half Move, +2 Shooting
- Coordinate   Double Unit Range
- Cover   +1 Cover
- Overwatch   2x Shooting Stat Initiative
- Target   +1 Damage

THE FIREBORN

The Ordhre hail from Gengar, the home of the Sons of Ord, and the Alfather, Slodan Ord. The Sunfury led strikes across the Warfront. Specialist Ardor Corps teams captured Dignitaries at Osenra. Armored Divisions struck at Kala, Specialist teams infiltrated Megadon. The Sunfury are the primary fighting force of Gengar, and are led by some of the most ruthless and efficient Overlord's in the Empire. They are second only to Ord's Regent Guard and specialize in all forms of combat actions.

Sunfury Force - Gengar
1st Mechanized Division

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6th Division Okidun Ravager

Starlight Okidun Banner

6th Force - Galmar
2nd Armored Division

Ceres Balefire - Galmar
'Blackhands'

DRX / ARC DRONE

DRX

The DRX is a modular mass-produced Ordhren drone. They require little maintenance and few resources to manufacture in bulk and can be quickly stamped out in field-forges or aboard massive Armada Dreadnoughts. Equipped with a basic Snub Rail Gun, Injection Drill and Grenade Launcher the Drones can be deployed quickly and covertly, burrowing under the surface immediately after drop. DRX are also equipped with manuevering thrusters for low or zero gravity and a quadripedal frame for all-terrain navigation.

BURROW

Burrow is a special type of Covert allowing the DRX to gather resources even when contested.

BARRAGE ORBITAL DEPLOYMENT

DRX and ARC may be deployed from Orbit by taking a Move Action during its Activation, and may be placed anywhere on the table.

DRX DRONE

S	CO	M	A	F	A	V
2	2	2	2	-	2	-

EQUIPMENT

Launcher - Blast Grenade
SRG
Spotter

SKILLS

Absolution
Burrow
Decrypt
Hover

UNIT TYPE

drone

ARC-B 'BUZZARD'

S	CO	M	A	F	A	V
2	2	6	2	-	2	-

EQUIPMENT

SRG
Injection Drill
Spotter

SKILLS

Absolution
Airborne [4]
Decrypt

UNIT TYPE

drone

ARDOR CORPS

S	CO	M	A	F	A	V
4	4	4	2[2]	1	4	4

EQUIPMENT

Axe
Grenade - Blast
Magnum
SRG
Null Grid
Flak Armor   Slot: 2

SKILLS

Biorganic [1]
Specialist*   See Below.

UNIT TYPE

transhuman h+

ARDOR TRAINING

Ardor act as recon, scout, and strike units for the Sons of Ord. They may be deployed in advance of the Fireborn and even DRX and ARC drones.

~~Ardor will occasionally operate covertly in tandem with Gamari Ceres forces.~~

SPECIALIST

Ardor Corps customize their Rigs to complement their assigned War Force. Ardor Corps will have the following upgrades based on the selected Overlord:

NULL GRID

Ardor Corps are equipped with man-portable Null Grid Nodes that may be deployed at the Warfront in base contact with the Corpsman as an Action. They are treated as a Null Grid Node.

OVERLORD UPGRADE DESCRIPTION

Gith	May use the Fireborn Tactics Skill during their Activation.
Daughtus	Magnums are equipped with Maxim Rounds [Damage 6, RoF 1, Kinetic.] Hover Packs - Adds the Hover Skill, may Shoot as though they were Agile.
Vuk	Covert: Stealth. Ranged weapons are equipped with Suppressors at no mod cost.
Tyrian	Scout. Magnums are replaced with Carbines [Damage 4, RoF 4, Rail.]
Dorin	Messenger of Ord Skill.

M86 ARMOR

UNIT DESCRIPTION

The M86 Rig is a Self-Contained Mobile Armor designed for harsh environment combat and capital ship siege. Each War Force employs variants enhanced to meet their specific Force requirements. An M86 Rig is considered a **vehicle** with a Cargo of 1 which is occupied by the operator and grants the **Stabilized** and **Split Fire Skills**.

M86 - 'HAVOK'

The M86-HVK is the most common HVK loadout. It wields a Heavy Maxim Cannon, Strike Missiles and Heavy IMPACT. It is used by all War Forces across the Warfront.

M86 - H4 'HARBINGER'

The Augur Masters pride themselves on information and Intel and the Harbinger was designed specifically to deliver ARC and DRX recon from behind the frontlines. The addition of Strike launchers and Heavy Magnums provides reach far beyond its counterparts.

M86- H8 'HATRED'

The Combat-focused HVK-8 'Hatred' was designed for direct-siege and boarding actions and is often used in conjunction with Okidun 6th Division Ravagers. The H8 replaces the Maxim Cannon with a second Heavy IMPACT granting additional Combat prowess.

HAVOK   HATRED   HARBINGER

S	CO	M	A	F	A	V
6	6	6	6[6]	1	6	6

S	CO	M	A	F	A	V
6	2	6	6[6]	1	6	6

EQUIPMENT

Maxim Cannon
Bayn Launcher*
Heavy Impact

SKILLS

Cargo: 1
Hover

UNIT TYPE

transhuman h+, vehicle

EQUIPMENT

Heavy Impact x2
Bayn Launcher*

SKILLS

Cargo: 1
Hover
Parry, Savage [2]

UNIT TYPE

transhuman h+, vehicle

EQUIPMENT

Heavy Magnum x2
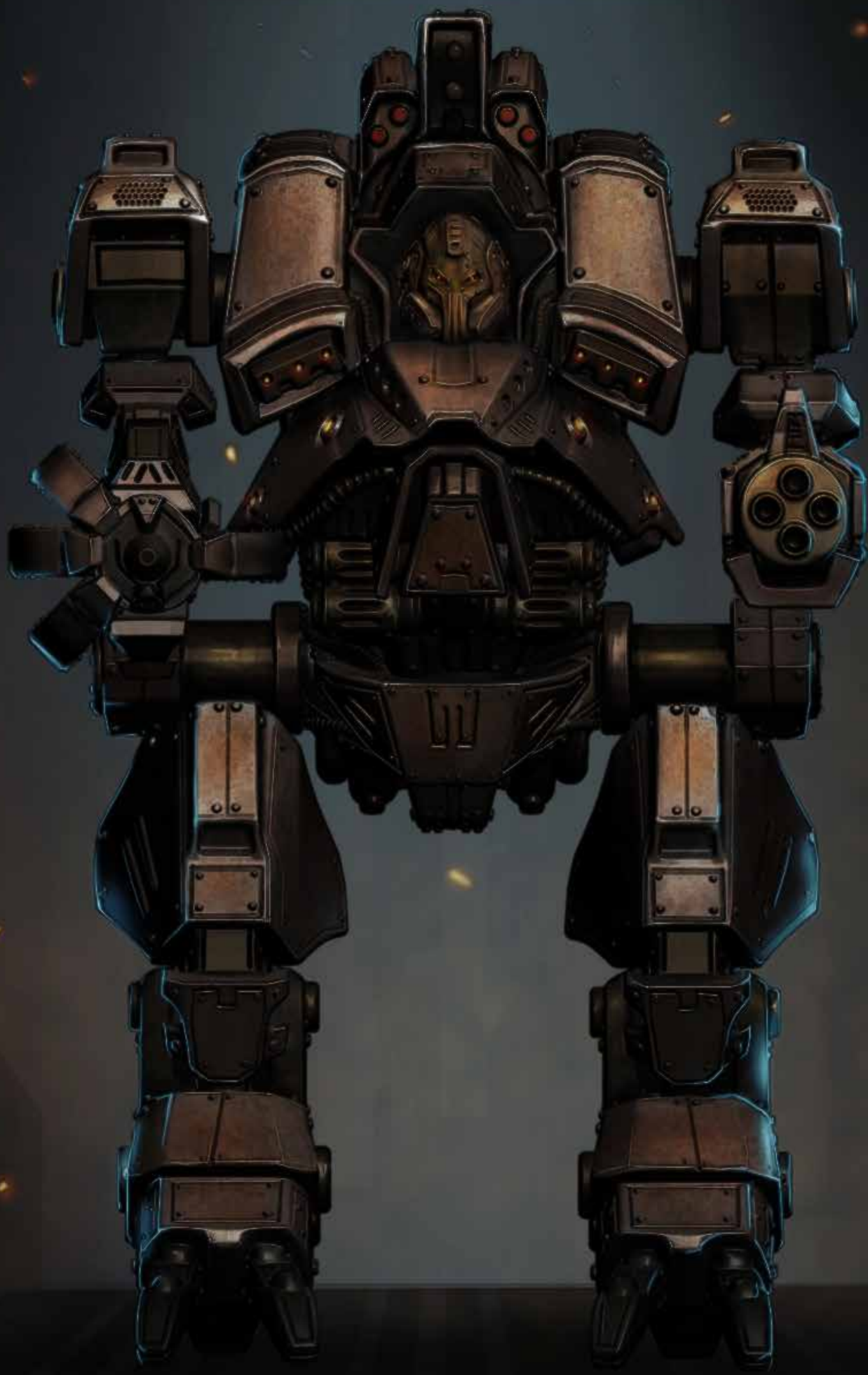Launcher x4 - Blast
Remote [4] ARC or DRX

SKILLS

Cargo: 1
Hover

UNIT TYPE

transhuman h+, vehicle

*Havok and Hatred may equip up to four single-use grenades of any type chosen from the Terminus Vault.

NULL GRID NODE

UNIT DESCRIPTION

The Null Grid was devised by Lar Ord himself to confound Thonian Acquiry Networks and blind them to Ordhren Movements during the initial Strike on the Warfront.

Soon after its creation, man-portable versions were implemented and carried by forward Ardor Corps units, scouting ahead of the primary Ord Forces.

Null Grids have the following Edicts;

- Choric Nodes within Close Range (6 inches) are voided.
- Enemy units within Close Range (6 inches) of a Null Grid Node suffer -2 Shooting and Access.
- Enemies targeting Ordhren units within Close Range (6 inches) of a Null Grid Node suffer -2 Shooting and Access.
- Null Grids may be Charged with a Charge Action and may be destroyed on a successful Combat attack.
- Null Grid Nodes may not move after they have been deployed and must be deployed by an Orbital Support Action.
- Intel markers and Access Tests such as doors also suffer a -2 modifier when within Close Range (6 inches) of a Null Grid.
- Effects of Null Grids are Cummulative.

SCOMA-FAV
Armor: 2

SKILLS
Covert
Null Grid
Orbital Drop

UNIT TYPE
Null Grid
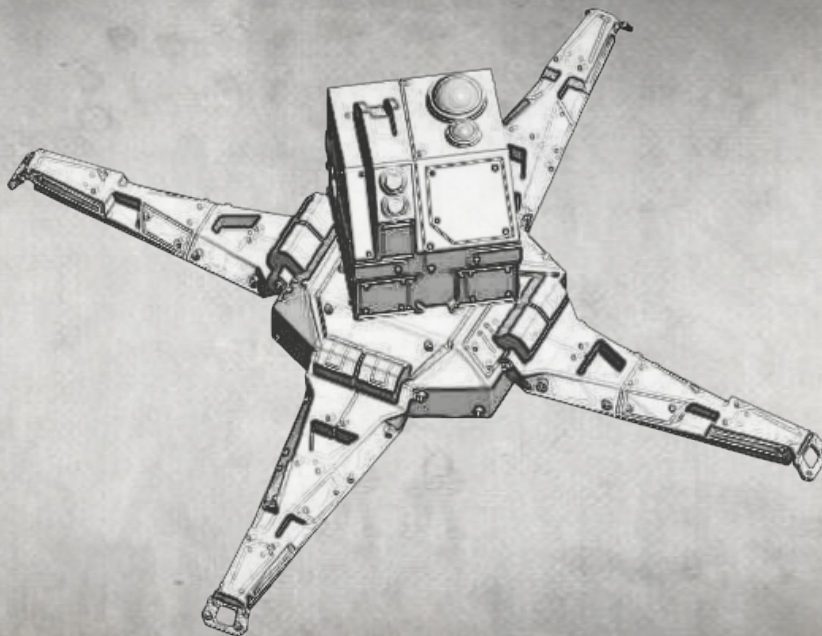
'My Lar, are you sure you wish to carbonize their designs?' -Unknown.

HARD ARMOR BARRIER
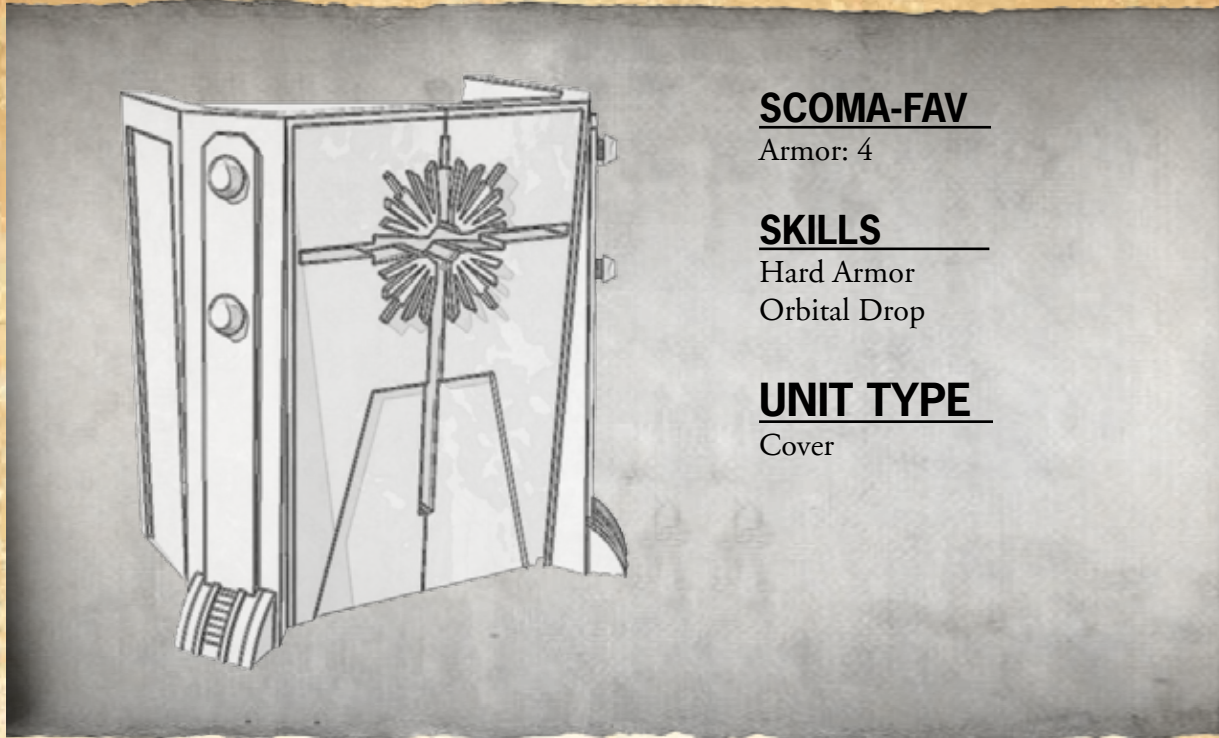
SCOMA-FAV
Armor: 4

SKILLS
Hard Armor
Orbital Drop

UNIT TYPE
Cover

UNIT DESCRIPTION

Hard Armor Barriers are mass-produced modular Hard Armor employed to instantly fortify Ordhren Warfront positions. [HAB] counts as Cover and has the following Edicts:

• Cover with the Hard Armor Skill.
• Your Units within Cover Range (2 inches) may draw Firing Lanes through the Barrier.
• Enemy models may not draw a Firing lane through Hard Armor Barriers or target units within cover Range, including weapons with the Kill Shot Skill.
• Hard Armor Barriers must be dropped by an Orbital Support Action.
• Units within cover range of the Barrier count as having the Bipod Weapon Mod, adding +2 Shooting and may fire Reflex at full RoF.

HARD ARMOR

Models using Hard Armor as Cover are protected from weapons with the Kill Shot Skill. Units within cover range of the Cover may use its Armor Value in place of their own.

*Weapons with the AoE Skill may assign 1 hit to the cover, and any additional hits to any units within range of the AoE marker.

WEAPON		RANGE	ROF	DAMAGE	TYPE
SRG		MEDIUM	2	2	RAIL
CARBINE		MEDIUM	4	4	RAIL
RAIL RIFLE		LONG	2	6	RAIL
STRIKE		X-LONG	1	8	RAIL
MAGNUM		MEDIUM	2	4	KINETIC
HEAVY MAGNUM		LONG	2	8	CAUSTIC
HEAVY MAXIM		MEDIUM	6	6	KINETIC
THROWN					
GRENADE - BLAST		SHORT	1	4	CAUSTIC
GRENADE - PEN		SHORT	1	6	RAIL

█████ = 12 INCHES   ✸ AOE MARKER

NAME	RNG	ROF	DAM	TYPE	SKILL
SRG	M	2	2	Rail	Kill Shot
Magnum	M	2	4	Kinetic	*May fire single use ammo
Carbine	M	4	4	Rail	Kill Shot
Rail Rifle	L	2	6	Rail	Kill Shot
Maxim Cannon	M	6	6	Kinetic	
Heavy Magnum	L	2	8	Caustic	AoE, DoT
Strike Missile	XL	1	8	Rail	Kill Shot. Single use.
Launcher	L	1	*	*	*As Grenade Type
Grenade-Blast	S	1	4	Caustic	AoE, DoT
Grenade-Pen	S	1	6	Rail	Kill Shot
Grenade-FOS	S	1	*	FOS	Stun AoE
Grenade-Smoke	S	1	*	Smoke	Grants Stealth to units targeted through AoE.
Injection Drill	Co	Co	2	Caustic	DoT
Axe	S	Co	4	Kinetic	
Impact	Co	Co	6	Kinetic	Kill Shot, Cannot be Parried.
SF Sikel	Co	Co	4	Starfire	Unforge
SF Axe	Co	Co	6	Starfire	
SF Claymore	Co	Co	6	Starfire	
SF Hammer	Co	Co	8	Starfire	Attacks at Movement: Initiative 1 in Combat.
Hvy Impact	S	Co	8	Kinetic	Kill Shot, Cable. Cannot be Parried.

- Weapons with the Damage Type Rail have the Kill Shot Skill, ignoring Cover, Plate and Shield.
- Weapons with the Damage Type Caustic have the DoT Skill, causing 1 Damage each turn.

FURY HAMMER

The mighty Fury Hammer can harness the power of the Starfire and channel it through its wielder with devastating effects.

Damage: 8, Starfire. Attacks at Movement: Initiative 1.

FURY SIKEL

Gifted to Lar and Liege of Starlight Okidun.

Damage: 4, Parry, Unforge, Starfire. Combat Weapon.

STARFIRE CLAYMORE

The Starfire Claymore is awarded to exceptionally talented Overlord's and Overseer's that have served Lar and Land far beyond expectations.

Damage: 6, Starfire, Combat Weapon.

MODIFICATIONS

Flash Modifications are field-fabricated weapons and equipment mods created just prior to engaging the enemy on Mission. A model may upgrade their Rig up to a maximum number of slots listed in their profile. Mods require 1 Slot unless otherwise stated. Mods may be chosen and applied to models after deciding what Mission will be played and are not required to be revealed to an opponent until they are used or if the model is Scanned.

Example:
Josh has a Carbine and upgrades it with a Scope. He will add +1 Shooting when rolling to hit. If his character has a Shooting Stat of 4, they will add +1 for a of total 5.

SL	NAME	DESCRIPTION
1	Cutting Laser	Removes Hard Cover, Virch Barriers, Doors on Combat Test.
1	Scope	+1Shooting
1	VRStock	+1Shooting
1	Siba Mount	Arm-mounted weapon that grants the Stabilized Skill.
1	Spotter	+1Shooting, Cumulative. Range: Long.
1	Trakker	Overwatch Trakker. Grants Overwatch.
1	BIPAS	+2 Access.
1	Bipod	+2 Shooting. Cannot move and shoot. May fire Reflex at Full RoF.
1	Suppressor	Does not break Covert or Stealth when Shooting.
1	TacLight	May ignore Shooting modifiers due to environment, weather and Smoke.
1	RoF MOD	Increases RoF +1
1	Bayonet	+1 Movement Combat-Initiative. Grants Parry with Combat Weapon
1	CL406	Ordhren Grenade Launcher. Increases to Range: Long
2	Launcher Pack	Two Grenade Launchers attached to the back mounts of Ordhren Plate.
1	Hard Charge	Causes D3+2 Damage, Kill Shot, Caustic, AoE. Single Use.

BAYONET
Combat attachment for ranged weapons that increases Combat Initiative by 1.

Carbine with mulitple mods and bayonet.

BIPASS
The Bi-Direction Personal ACCESS is a weapon or Rig-mounted slate for improving Hacking and Trakking. +2 Access.

HARD CHARGE
Hard Charges are large explosives that may be shaped and placed on Blast Doors, Hard Cover and Vehicles as a Combat Action.

The Hard Charge immediately detonates causing D3+2 Damage using the AoE marker.

CL406

The Core-Launcher 406 is a mounted Grenade Launcher capable of firing single-use ammo and grenades. Range: Long.

BIPOD

Used for stationary firing, the bipod grants +2 Shooting. Units may not move and shoot and gain the benefit of the Bipod.
May fire Reflex at Full RoF.

CUTTING LASER

Cutting Lasers are gun attachments or stand-alone units used for breaching Hard Armor. On a successful Combat Attack, remove the Hard Cover, Virch-Barrier, or Door.

LAUNCHER PACK

The Launcher Pack is unique to the Ordhren 6th Force. It grants the Stabilized Skill and Grenade Launcher: RoF 2. Plate Armor only.

OVERWATCH TRAKKER

The Trakker grants **Overwatch** to a weapon, enabling the character to Activate and take their Actions at twice their Shooting Stat Initiative.

ROFMOD

The Rate of Fire Mod increases the RoF of the weapon by 1.

SCOPE

Standard gun-mounted Scope granting increased accuracy. +1 Shooting.

SIBA MOUNT

The Ordhren Siba, or 'Saber' is the armor covering the forearm. Weapons and mods mounted on the Siba grant **Stabilized** Skill.

SPOTTER

Spotters are long-ranged low spectrum lights sync'd with Ordhren Equipment. Models with this mod may add +1 Shooting. Effects of Spotters are cummulative and will benefit all models in the unit.

SUPPRESSOR

A model with this Mod does not break Covert or Stealth when Shooting.

TACLIGHT

The Variable Tac-Light grants improved vision and accuracty in harsh weather. Weapons with this mod may ignore negative Shooting modifiers due to environment, weather and Smoke.

VRSTOCK

The adjustable stock improves weapon accuracy. A weapon with this mod grants +1 Shooting.

THE ALLIANCE

'The Ordhren have brought darkness to where once there was light.'
- Vakon, Adonian Emissary

THE ALLIANCE

Thonians are the first responders to the Ordhren Onslaught at the Warfront. Thonians are sworn protectors of the Starlight Alliance.

SCIONS

Scions are the most common freedom fighters for the Alliance. They have average or above average Stats and are the essence to most Strike Teams.

-Example Unit: Guardian Strike Team

COMMANDERS

A Commander is your faction's leader. Commanders have above average to exceptional Stats. Often the only other models capable of going head to heaed with Commanders and Overlords are the opposing Commanders and Overlords. Commanders may often perform up to four or more actions per turn, as they will often have Flash abilities, a Free Action, and their standard two actions.

-Example Unit: Emissary Vakon

MULTIPURPOSE UNITS

Multipurpose units perform a number of battlefield roles. They are support, strike, and scouting units to name a few. Multipurpose units have a wide variety of Stats, roles and capabilities.

-Example Unit: Thonian Honor Guard

ARMOR UNITS

Armor units are typically massive tanks, walkers, gunships or enhanced SCOMA capable of laying down a withering amount of fire, or absorbing immense amounts of punishment. Many Armor units are also **Vehicles**.

-Example Unit: Thonian ADU

PRE-GAME SEQUENCE

Choose a Mission Type from the Mission table or roll off for a random Mission.

Set up the Table, cover and discuss any special features and assign Armor Points to cover.

- The First player deploys their army, including any Choric Network Nodes.
- Deploy any scout or covert models.
- Second player deploys their army.
- Deploy any scout or covert models.

GAME SEQUENCE

- Charge Flash Pool (FP)
- Gather Resources (RE)
- Orbital Support (OS)

Starting with the first Player, alternate Actions based on Movement Stats until all units have taken their actions.

RESOURCES

Thonians collect Resources and convert them into digital currency called Rays.

//[H+Decrypt 000...]//

//[H+Decrypt 000...]//

THONIAN CHORUS

As part of their deployment, the Thonian player will set up the Choric Grid; five Choric Node markers placed anywhere on the table.

- Thonian Orbital Drop units must be placed on a Choric Node when arriving via Orbital Drop.

- For each node, Thonian units may increase their Shooting Stat by +1.

- For purposes of Recall, a units Access Stat will be increased by +1 per Active Acquiry Node.

Example:

A Manakin has a Firing Lane to a unit of Ardor Corps. She also has 3 Active Choric Nodes. This will increase the Manakin's Shooting Stat from 3 to 6 allowing them to hit on 2+.

The five Choric Node Markers make up the Thonian Choric Grid - the network of Acquiry-based communication and transportation imperative for battlefield supremacy.

Common Choric Node placement

ORBITAL SUPPORT

Orbital Support represents the larger battle occurring in space above the battlefield, with each factions massive warships jockeying for position.

Thonian players may perform one Orbital Support Action during the OS Step.

They are:
Strike, Drop and Scan.

ORBITAL STRIKE - FALCON VOLLEY

The Orbital Strike Support Asset is an AOE attack placed anywhere within Medium Range of a Choric Node. The blast will deviate as normal using the following Edicts:

Cost:	3 Ray
Shooting:	5
Damage:	7, AoE, Energy
Rate of Fire	3

ORBITAL DROP

Drop Units are any unit not deployed at the start of the game. Thonian Units must target a Choric Node when deploying via Orbital Drop. Only one Unit may be Dropped per Orbital Drop Step.

ORBITAL SCAN

Using this asset will allow all Covert, Stealth and Cloaked enemy units within Medium Range of a Choric Network Node to be visible during the ensuing turn and can be attacked as normal.

'You are a Son of Ord, but merely a student of War.'
- Emissary Vakon

EMISSARY VAKON

S	CO	M	A	F	A	V
7	5	3	2(5)	3	7	7

EQUIPMENT

'Okuro' Setirian Soulbound Lance
-Damage 5, Energy, Kill Shot, Soulbound
Exalted Holo Field (Counts as Move: 7)

SKILLS

Sword of Kilath
Valorous

UNIT TYPE

transhuman h+ (1)

SWORD OF KILATH

Sword of Kilath grants the following Edicts:

- RoF 1 weapons may be fired as Reflex.
- Each turn, Vakon may take a free Mark Target Test, granting +3 Shooting to an allied unit.
- Vakon may use any Orbital Support Skill as a Tier 3 Action, passing on a 4+ on 2D6.

ORBITAL SUPPORT

Dispel	Removes Buffs/Debuffs.
Disrupt	Reduces Energy Shields to (0).
Inspire	+3 Valor.
Overlap	Initiative = 2x Shooting Stat.
Recharge	Restores Energy Shields.
Scan	Detects Covert and Stealth units.
Scatter Strike	RoF 9, Damage 3, Energy.

FLASH ABILITIES

+1: COMMAND [1]
Grants a unit a single Move Action. Range: Short.

-3: ORBITAL DROP [2]
Take an Orbital Drop Action, Range: Medium.

-7: OVERCHARGED LANCE
RoF 1, Damage X, Energy Kill Shot. Range: L

ADONIAN EMISSARY

Emissary Vakon Voden is a deceptive figure. Despite his venerable appearance he possesses a skill at arms so sublime and graceful that it makes even the most skilled Honor Guard appear clumsy by comparison. His strategic brilliance is eclipsed only by a tactical acumen that surpasses the abilities of even the highest Echelons of decrypted personalities and GIs. His mastery of Flash combat borders on the supernatural with an almost uncanny ability to channel and utilise the power of the Soul Core. It is for these reasons and more that Vakon is Emissary to Starlight Adon, master of the Core Academy and Arch-Advocate of the Thonian 9th Fleet, but there is more to this singular warrior than even his prodigious abilities would suggest.

ORIGIN UNKNOWN

Details of Vakon's early *Journeys* are shrouded in secrecy; a feature which is in and of itself not uncommon amongst the upper tiers of military personnel during wartime. What sets Vakon apart from his peers is that no record of his early life has ever existed.

Prior to his long cycles of training with the notoriously secluded order of the Hmog on Starlight Setir, there is no mention of Vakon Voden on any record in Alliance space. No echo, or backup log of his personality exists in any known Soul Core. No record of previous Incarnations has ever been found. The only evidence of his even having visited Setir at all is his unique, Core Encrypted Soulbound Lance, Okuro which means, Last Touch in native Setirian.

Whatever his origins, the Emissary's value to the Thonian Alliance is undeniable; a fact which is only reinforced by the enormous price for his capture and delivery to Starlight Gengar. Alive...

"She said there would be fewer than a hundred of them.'

MEDIRA, RUATHI MATRIARCH

S	CO	M	A	F	A	V
7	7	5	3(5)	3	7	7

EQUIPMENT

Concealed Virch Slingbow
-Damage 3, RoF 3, Virch. Hits on 2+. Range: S

Exalted Lotus Cuirass
-Grants 7+ Resistance Save [All]
-See insert for additional Edicts.

New Dawn, New Hope
-Damage 3, Soulbound, Parry - Unforge

SKILLS

Agile
Hand of Kilath
Parry - Unforge
Stealth
Valorous

UNIT TYPE

transhuman h+ (1), Lar

HAND OF KILATH

Hand of Kilath grants the following Edicts:

• Medira's unit has the **Protect** and **Counter-Charge** Skills.

FLASH ABILITIES

+1: RECALL [1]
One unit may immediately use the Recall Skill, placing them in Orbit. Range: Short.

-3: FOS BLAST [2]
Stun AoE that may target Airborne [2] units. Range: Medium.

-7: RUATHI GUARD STRIKE
Place a Ruathi Guard marker (25mm) anywhere within Long Range. Use the Honor Guard Profile.

RUATHI MATRIACH

On Starlight Ruat, death is never far away; a fact that has contributed strongly to the reputation of its people as expert ambushers and guerrilla warfare specialists. When the early settlers of Ruat – the Rakis – realised that they were facing annihilation, they looked to their more developed inter-Starlight neighbours for inspiration. The ancient Starlight Gyan as well as the younger Thon and Gengar all had sentient Soul Cores to guide their people through adversity and strife, but with their small and rapidly dwindling population, it was unlikely that Ruat's Soul Core would achieve apotheosis before its people died out forever. It was at their lowest moment as a people that inspiration suddenly came to the Raki elite. If there weren't enough combined personalities to awaken the Soul Core, then there would definitely be enough to create an effective proxy.

THE LAST HOPE

She was named 'Medira' (the last hope.) Her first act was to rename her people the 'Ruathi' in honor of their mother Starlight. Her second was to unite the disparate tribes of Ruat under a single government; a process that was not in itself devoid of bloodshed. At the behest of Kilath himself, Matriarch Medira and her *Bloodface* commandos have struck deep inside the Ordhrates themselves.

EXALTED LOTUS CUIRASS

Choose one at the start of each turn:

Virch Array	+3 Shooting
Virch Vambrace	+1 Combat
Trakker-Scanner	Detect / Scan [3]
E-Gel Pack	Rebirth
Ruathi Yaj	+1 Flash
Firewall	-3 Access, Range: S
Lotus Rune	+3 Valor
Ratha's Rage	+1 Damage

Effects from the Lotus Cuirass last until end of turn.

'I've seen war at my brother's side. He was born for it. Bred for it.'
- Emissary Caurus Ord

EMISSARY CAURUS

S	CO	M	A	F	A	V
7	7	4	4[4]	3	7	7

EQUIPMENT

Radiant Soulsword	Damage 3, Soulbound
Lightbringer	Damage 3, RoF 3 OR
	Damage 6, RoF 1
Fortitude Rig	7+ Resistance Save
Virch Hammer	See below.

SKILLS

Parry
Shield of Kilath
Valorous

UNIT TYPE

transhuman h+ (1)

SHIELD OF KILATH

Each turn, Caurus may take one of the following Actions as a Free Access Test:

-Heal [2]
-Virch Hammer (Below)

VIRCH HAMMER

Virch Hammers have the following Edicts:

Damage = Access, AoE*, Stun
Range: Short
Type: Virch (Kill Shot)
*May target Airborne (1) units.

FLASH ABILITIES

+1: AURIC ENHANCE [1]
Increase a single Stat of a target model by 1 until end of turn. Range: Short.

-3: VIRCH BARRIER [2]
Create a Shield 2 (60mm) Virch-Cover Marker until end of turn. Range: Medium.

-7: CORE TOUCHED
A single allied model may reroll all dice until end of Turn. Caurus may target himself. Range: Long.

THE FIRST LAR

Even the greatest warrior that Alfather Slodan Ord can create is no match for the skill and might of the legendary Caurus. He began his rise to Warkeeper during the first eastern expansion where he led the Ardor Corps to victory after victory in the name of Ord. Only his brother-Apostles could begin to match him in terms of skill and bravery. Soon his name rang out with adoration on the streets of Hallowed Gengar and thousands of young nobles from the warrior caste sought to follow in his image. Unfortunately, not everybody loved the young prince of Ord as evidenced by the suspicious manner of his untimely death during the annexation of Starlight Cera.

Wracked with grief and guilt, Slodan and his older brother Arkis heeded the words of the Master of Augurs, Dorin Kon who saw an opportunity to use Caurus' tragic death for the greater glory of the Ordhrates. The pair forcibly implanted their late brother's personality onto Gengar's dormant Soul Core, resulting in the creation of Soul Core Aeradonos; the first time in recorded *transhuman* history that a Soul Core had been successfully manipulated in such a way. Slodan then combined his unparalleled technical expertise with Arkis' penchant for questionable biorganic experimentation to create a new kind of soldier in Caurus' image; the Fireborn. All that remained was for Caurus to ascend the Foreman's Dais left dormant since the unexplained death of Alfather Genghas. Nobody, however, had considered the wishes of Caurus.

EXALTED EMISSARY

With the Dais empty and the Ordhren Empire teetering on collapse, Slodan again heeded the words of the omnipresent Dorin Kon and appointed the newly re-Incarnated Caurus as the Ordhren Emissary to Starlight Goran - A newly-forged hybrid Starlight System combining the pinnacle of Ordhren and Theledonian technological advancements effectively creating a replacement Force for the Sons of Ord. Caurus is now a fully-fledged citizen of the Thonian Alliance and eager to defend its values and beliefs at any cost; even if it means betraying his people.

"Corruption in the Annex House? Implausible. We simply cannot be bribed with promises of wealth and power. We are wealth and power."

- Annex Director Graf

ANNEX DIRECTOR GRAF

S	CO	M	A	F	A	V
3	3	3	3(3)	3	7	7

EQUIPMENT

Acquiry Interface	Counts as a Node
Exalted Holo Field	Counts as Move 7

Staff of Office
-Concealed Soulbound Sword
-Hits on 2+, Damage 3, Soulbound.
Concealed Vambrace scattergun
-Hits on 2+, Damage 3, RoF 3, Energy

Honor Prote	9+ Resistance Save

SKILLS   UNIT TYPE

Eye of Kilath	*transhuman* h+ (1)
Valorous	

EYE OF KILATH

Eye of Kilath grants the following Edicts:
- When your Intel Pool reaches 20 or more, you win the game.
- Tithes [1] - Enemy units in Orbital Drop require 1 additional Resource to Drop.
- Your Manakin have the Protect Skill.

FLASH ABILITIES

+1: INTEL [1]
+1 Intel to your Intel Pool.

-3: CONNECTIONS
Place an Obtainer marker (25mm) anywhere on the table with the following profile:

      SCOMAFAV: 3
      Trap: Snare, scattergun
      Interrogate, h+

-7: SANCTION
Sanction has the Following Edicts:
- Opponents may not use Orbital Support Assets.
- Opponents may not gain Resources.
- Effects from Sanction last until end of turn.

ANNEX DIRECTOR

Starlight Tyvorus is home to the Annex, the wealthiest and most powerful financial institution in *transhuman* history. The Annex represents the trade interests and material wealth of every Starlight in Alliance Space as well as the largest of the unaligned Syndicate Houses; a plethora of organizations operating across the Rim Worlds and beyond. It is through the Annex that these entities communicate with the Alliance and it is Director Graf who controls the Annex.

Greedy, atavistic and mercenary in the extreme he represents everything that Thonian culture detests and yet it is these very qualities that make the Annex and their leader so valuable to the Alliance's stability. It was the Annex who first discovered the means of transmitting raw energy via the Acquiry. It was the Annex who negotiated the secret alliance between Starlight Thon and the Theledonian Mastertects. It is the Annex who facilitate the multitudinous illegal trades and morally questionable Strike Team operations that the Alliance proper cannot be associated with and it is Graf who personally oversees and authorizes every single one.

Heavily augmented for the purpose of Core Communion, Graf is in almost constant communication with a Shard of the Acquiry's Core, Acquirius. It is via this unique link that the Director is able to process and organise the minutiae of such a vast organisation while engaging in his secondary role; policy enforcer.

In addition to his incomparable talent for ruthless and questionable business practice, Graf's augmentations – coupled with his competitive, ruthless nature and access to illicit black market equipment – have also made him an effective Commander in his own right. They allow him control over the Annex's hordes of Manakin Drones, as well as the mighty Sanctions; ship-killers deployed in the event of deviation from Annex policy,(such as uprising against Thonian rule or failure to repay borrowed funds). While a useful asset on the battlefield, Graf is still, however, a Syndic by nature and prefers to have others fight in his stead. Unless of course, there is a deal to be made with the enemy...

MANAKIN

The Tireless

S	CO	M	A	F	A	V
3	3	3	3	-	3	-

EQUIPMENT

scattergun with Overcharge Coupling
-Damage 3, RoF 3, Energy, scatter OR
-Damage 6, RoF 1, Energy
Manakin Armor: Slots: 3

SKILLS

Agile (Free Shooting Action)
Reboot [3] (Return to play, Access Test)
Self-Destruct (Downed if Damaged)

UNIT TYPE

drone

UNIT DESCRIPTION

Manakin are automated response and service drones located on all Alliance Systems. Manakin take countless forms but all use the same basic encryption mode. Manakin are servant and service drones that can be quickly flash-produced to suit the needs of their patron. When the Sons of Ord struck at the Warfront Worlds, the manakin were the first line of defense against the onslaught.

Many worlds have begun outfitting even the most basic models with weapon and shield systems in an attempt to stay the relentless Ordhren Onslaught.

Some upper Echelon Thonians use Manakin as bodyguards equipping them with enhanced equipment and weapons.

'I am broot... I am reboot... ing... standby.'

STRIKE GUARDIAN

First to the Front

S	CO	M	A	F	A	V
3	3	3	3	1	3	3

EQUIPMENT

Grenade-S x1 (Stun AoE)
Grenade-Vape x1 (D3+2 Damage)
Jet Pack (Airborne (1), Move Distance 5)
scattergun
(Damage 3, RoF 3, Energy, scatter)
Nanoweave Armor: Slots: 3

SKILLS

Agile   (Free Shooting Action)
Recall   (Access, Return to Orbit)

UNIT TYPE

transhuman h+

UNIT DESCRIPTION

Guardians serve the alliance as peace-keeper and strike team. They are rapid response units that serve under a Commander or Director and act as their support Staff.

Strike Guardians drop directly into strategic positions to assess and defend.

'Strike Team 3-5 dropping in.'

HONOR GUARD

The Valorous

S	CO	M	A	F	A	V
5	5	5	3(5)	1	5	5

EQUIPMENT

scattergun (RoF 3, Damage 3)
Soulbound Sword (Dam 3, Soulbound)
Jet Pack (Airborne (1), Move: Distance 5)
Attoweave Armor: Slots: 5
E5 Shield

SKILLS

Agile   (Free Shooting Action)
Protect   (Improved Initiative)
Valorous   (Immune to Valor Mods)

UNIT TYPE

transhuman h+

UNIT DESCRIPTION

Honor Guard serve as a Commanders Staff. They are liason and warrior. Only the finest and most noble rise to the rank of Honor Guard.

Honor Guard will often serve in a Director or Commanders stead should they be unable to attend directly. Honor Guard carry the full weight of a Commander's word and their orders are to be followed by scion and strike team.

//Acqu>Ident:Coria[HG.E9]-Lizan[CR.E7] actual//: '*Can you give us more speed? I have a visual on our quarry.*'

-Honor Guard E9 Coria

ATERA DRONE

S	CO	M	A	F	A	V
3	-	3	1(3)	-	3	-

EQUIPMENT
Atera Multi-Launcher
E3 Shield

SKILLS
Airborne (1) - Drop Unit

UNIT TYPE
drone

ATERA LAUNCHER
Choose one when shooting:
-Falcon
-Lance
-scattergun

DROP UNIT
Atera must be deployed from Orbital Drop.

UNIT DESCRIPTION
Atera are close support automated weapons drones. They are dropped from Strikeships and support craft directly into attack positions to provide flexible support for Strike Teams in-field.

SCOUT DRONE

S	CO	M	A	F	A	V
3	3	5	1(1)	-	3	-

EQUIPMENT
Choric Interface
Cloak
E1 Shield
scattergun

SKILLS
Airborne (3), Scout - Intel
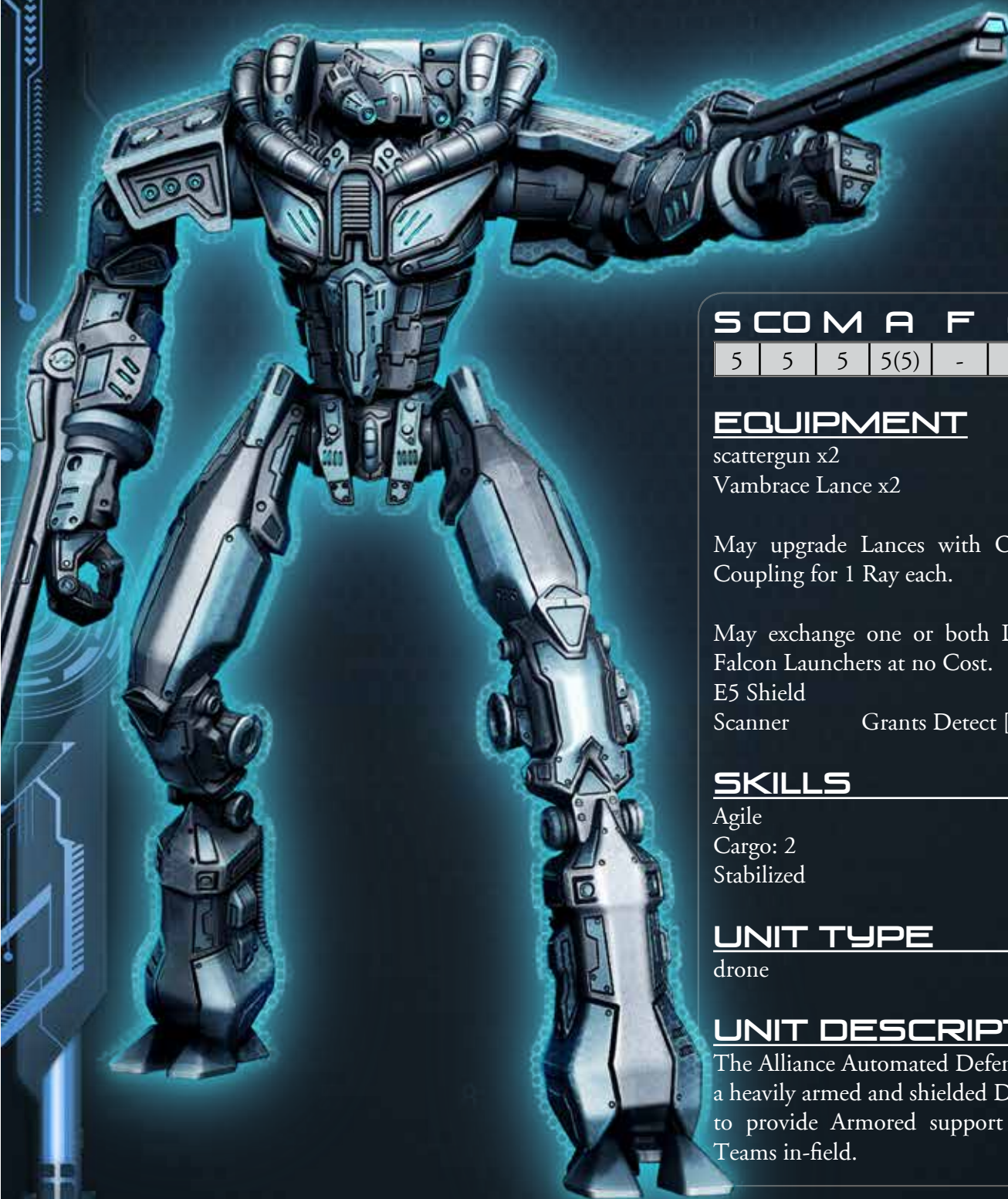Vehicle (Agile, Stabilized)

UNIT TYPE
drone

UNIT DESCRIPTION
Scout Drones are advance scouting units used to coordinate drops and expand the Choric Grid.

A.D.U.

Automated Defense Unit

S	CO	M	A	F	A	V
5	5	5	5(5)	-	5	-

EQUIPMENT

scattergun x2
Vambrace Lance x2

May upgrade Lances with Overcharge Coupling for 1 Ray each.

May exchange one or both Lances for Falcon Launchers at no Cost.
E5 Shield
Scanner   Grants Detect [1]

SKILLS

Agile
Cargo: 2
Stabilized

UNIT TYPE

drone

UNIT DESCRIPTION

The Alliance Automated Defense Unit is a heavily armed and shielded Drone used to provide Armored support to Strike Teams in-field.

STRIKESHIP

Airborne Superiority Craft

ARMORED

S	COM	M	A	F	A	V
5	-	5	3(2)	-	5	-

EQUIPMENT

scattergun with Overcharge Coupling x2
Shield Drone x2
Choose One:
       Avenger Multi-Lance
       Focused Beam x2
       Falcon Missile x2
E3 Shield
Scanner   Grants Detect [3]

SKILLS

Airborne (3)
Cargo: 5
Vehicle

UNIT TYPE

drone

UNIT DESCRIPTION

Strikeships are close support drones capable of carrying a Commander and their Strike Team directly into the fray or providing long range fire support.

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WEAPON		RANGE	ROF	DAMAGE	TYPE
PISTOL		**SHORT**	**1**	**3**	**ENERGY**
SCATTER		**SHORT**	**3**	**3**	**ENERGY**
LANCE		**LONG**	**1**	**5**	**ENERGY**
FALCON		**LONG**	**1**	**7**	**ENERGY**
MULTI-LANCE		**LONG**	**5**	**5**	**ENERGY**
BEOWULF		**LONG**	**5**	**5**	**ENERGY**
FOCUSED BEAM		**X-LONG**	**1**	**9**	**ENERGY**
THROWN					
GRENADE - STUN		**SHORT**	**1**	**STUN**	**ENERGY**
GRENADE - VAPE		**SHORT**	**1**	**D3+2**	**ENERGY**

= **12 INCHES**   **AOE MARKER**

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NAME	RNG	ROF	DAM	TYPE	SKILL
Pistol	S	1	3	Energy	
scattergun	S	3	3	Energy	scatter, or RoF 1, Stun.
Lance	L/Co	1	5	Energy	Kill Shot. Combat Initiative: 5
Falcon	L	1	7	Energy	AoE
Multi-Lance	L	5	5	Energy	Kill Shot
Beowulf	L	5	5	Energy	Overcharge Coupling
Focused Beam	L	1	9	Energy	Kill Shot
Grenade - Vape	S	1	D3+2	Energy	AoE. Kill Shot. Single use.
Grenade - Stun	S	1	Stun	Energy	AoE. Single use.
Rapier	Co	Co	Armor	Energy	Kill Shot. Grants Parry Skill.
Soulbound Sword	Co	Co	3	Soulbound	Reduce Armor to increase Damage.
Battery Pack	-	-	-	-	Restores Shields, Single Use.
Cloak	-	-	-	-	Grants Stealth Skill.
Digigel	-	-	-	-	Heal 3 Armor, Dispel, Single Use.
Shield Generator	-	-	-	-	Shield (X) X is the number of Slots, up to 3.
Vambrace Mount	-	-	-	-	Grants Stabilized Skill.
Virch Hammer	S/Co	1/Co	Access	Virch	Kill Shot, AoE, Stun.
Virch Shard	Tier	1/2 Ac	1/2 Ac	Virch	Kill Shot
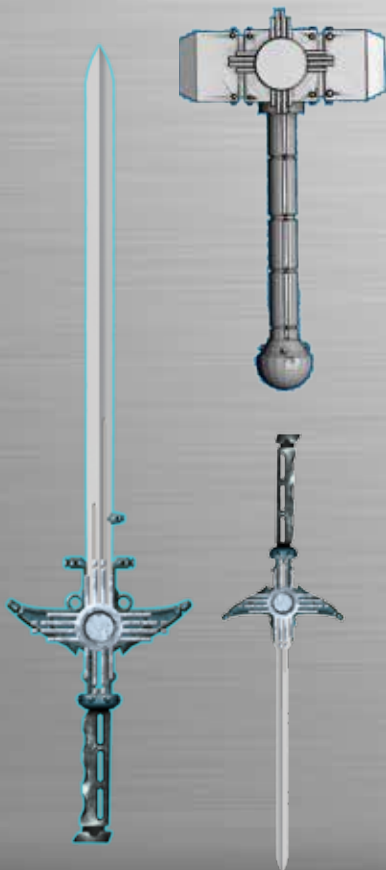
SOULBOUND SWORD

The hallowed Soulbound Swords are the signature weapon of Thonian Elite and their sworn protectors.

Combat
Damage: 3, Soulbound

VIRCHITECTURE HAMMER

Upper Echelon War Keepers of the Dhaxian Order train to weild devastating Virchitecture Hammers that may be thrown as a Shooting Action (RoF 1) or used in Combat.

War Keepers are capable of increasing the Damage output of the weapon by honing their Focus and Access. A Virchitecture Hammer has a Damage Value equal to the character's Access Stat.

On contact, the Virch-Hammer will unleash a blast stunning any units caught in the Area of Effect.

Combat
Damage: Access, Virch-Blast AoE

NETWORKED MODIFIERS

Flash Modifications are field-fabricated weapons and equipment mods created just prior to engaging the enemy on Mission. A model may upgrade their Array up to a maximum number of slots listed in their profile. Mods require 1 Slot unless otherwise stated. Mods may be chosen and applied to models after deciding what Mission will be played and are not required to be revealed to an opponent until they are used or if the model is Scanned.

SL	NAME	DESCRIPTION
1	AttoScope	+3 Shooting. Cannot Move and Shoot. Detect [3].
1	Bayonet	+1 Movement Combat-Initiative.
1	Choric-IF	Increases Initiative by 1 for each active Choric Node.
1	FAP	Fast-Access Pad. Grants one Free Short-Ranged Access Test each turn.
1	OCC	Doubles the Damage value and reduces ROF to 1. Single Use.
1	Trakker	Grants the Overlap Skill. (Initiative = 2x Shooting Stat)
1	RoF MOD	Increases RoF +1
1	S53	Thonian Grenade Launcher. Increases Throw Range to Long.
1	Scanner	Grants Detect [1].
1	Scope	+1 Shooting.
1	Suppressor	Does not break Covert or Stealth when Shooting.
1	Tac-Light	Shooting does not suffer negative effects from environment, or smoke.
1	VR Stock	+1 Shooting.

ATTOSCOPE

The Attoscope has a built-in scan-sensor granting Detect. In addition the Scope will grant +3 Shooting. The character must remain stationary to gain the Shooting bonus.

BAYONET

The Bayonet is a Combat attachment for ranged weapons that increase Combat Initiative by 1.

OVERCHARGE COUPLING (OCC)

The Alliance OCC supercharges the standard batteries used in all Energy-based weapons. The OCC will double the Damage value to a max of 10 (X) and lower the RoF to 1. OCC may only be used on weapons with Damage Type: Energy and only once per game.

VAPORIZOR

Vaporizors are highly volatile explosives used for breaching Hard and Armored Targets. The Vape causes D3+2 Damage and may be Thrown or launched from S53 Launchers. Single use.

TRAKKER

The Overlap Trakker is a simple motion detector that will sweep an area and register movements, granting the user an advantage when engaging a potential target. A weapon with a Trakker grants the **OVERLAP** Skill. (Activation = Initiative x2)

ROF MOD

The Rate of Fire weapon modification increases the RoF of a weapon by 1.

S53

The 'Sling' 53 is a weapon-mounted launcher capable of firing single-use ammo and grenades and increases Throw Range to Long (36).

SCANNER

The Personal Scanner is a gun-mounted system used to Detect Covert and Stealth units. The Scanner grants **the Detect [1] Skill**.

SCOPE

Standard gun-mounted Scope granting increased accuracy. +1 Shooting.

SUPPRESSOR

Suppressors are used to offset the audible signal released from Thonian energy weapons. Weapons with this mod will not break Covert or Stealth when Shooting.

VR STOCK

VR Stock are Virchitecture weapon stock used to stabilize the weapon. A weapon with this mod grants +1 Shooting.

TACLIGHT

The Variable Tac-Light grants improved vision and accuracty in harsh weather. Weapons with this mod may ignore negative Shooting modifiers due to weather, smoke and environment.

THE KNOWLEDGE VAULT

SKILLS AND ACTIONS

//[Retrieving KV Archive 1100...]//

SKILLS
SKILL NAME
Skill Description

Skills require an Action unless otherwise stated. Skills with a 'Skill' [1], [2], or [3] indicates the model's Tier Level.

Tier Levels effect Damage Values, Range, and effectiveness of Skills.

Skills that target other models require a Firing Lane unless otherwise stated.

ABSOLUTION
When a model with this Skill is reduced to Armor 0, place the AoE marker centered on the model - models under the marker are hit with a Damage 4 Caustic DoT hit.

AGILE
Agile units may move twice and take a Free Shooting Action during their Activation. Agile units are still limited to a single Shooting Action per turn.

AREA OF EFFECT
Weapons or Skills that have the Area of Effect (AoE) Skill use the 3-inch Marker when determining hits.

Place the marker over the target and roll Deviation using the Shooting Model's Shooting Stat compared to the target's Movement.

Deviate a number of inches equal to the difference. The Defending player will then roll saves

AIRBORNE
Airborne models have the following Edicts:

- May not be engaged in Combat, except by models that also have the Airborne Skill of equal or higher Tier Level.
- May ignore terrain height when moving.
- May not gain the benefits of cover.
- Firing Lanes may always be drawn to Airborne models, ignoring cover.
- Airborne models may 'Set Down' at the end of a Movement Action to ignore these Edicts.
- May not be targeted by weapons with a range less than their Tier Level.
- Airborne models lose these Edicts when Stunned and are considered Set Down.

Airborne [1] - Range: S
Airborne [2] - Range: M
Airborne [3] - Range: L
Airborne [4] - Range: XL

Example 1:
Apostle Daughtus, Airborne [2] may not be targeted by weapons of Short Range.

Example 2:
A Thonian Strike Guardian equipped with a Jet Pack Airborne [1] may not charge Apostle Daughtus Airborne [2] as his Tier Level is higher.

Example 3:
A DRX Launcher may target a Scout Drone Airborne [3] as the Launcher Range [L] is of equal Tier Level to the Drone Tier.

AIRBORNE – ENGAGE!
Airborne models may be Charged by other Airborne models of equal or higher Tier Level. This is considered an aerial combat above the non-airborne units and models. Treat this the same as a normal Combat. Engaged Airborne models cannot be targeted by Shooting Actions.

ANNIHILATE

Annihilate is a Fury-based attack and requires a Firing Lane to the target.

[1] Deals 1 Damage to target. Killshot. Range: S
[2] Deals 2 Damage to target. Killshot. Range: M
[3] Deals 3 Damage to target. Killshot. Range: L

AURIC ENHANCE

On a successful Access Test, the model may increase a single SCOMA--AV Stat of a target model or character by Tier Level and may target itself. Effects of Auric Enhance last until end of turn.

[1] +1 to a single Stat. Range: S
[2] +2 to a single Stat. Range: M
[3] +3 to a single Stat. Range: L

BIORGANIC

On a successful Vigor Test, Biorganic will restore lost Armor equal to the Tier Level. Biorganic can never be used to increase a model's Armor above the base Stat. Biorganic may be used by Downed models, but not removed models.

[1] Regain 1 Armor.
[2] Regain 2 Armor.
[3] Regain 3 Armor.

CABLE

A weapon with this Skill is equipped with a weaponized winch and either a harpoon, hook or claw attachment used for ensnaring or impaling a target. Characters with this Skill or Equipment granting this Skill may Charge Airborne [1] units as though they did not have the Airborne Skill.

In addition, the character may take a single Throw Attack Shooting Action. If successful, move the model with the lower Armor Value (A) into base contact with the character with this Skill - as they are dragged or catapulted across the Warfront.

The models are then considered engaged in Combat and Reflex may not be fired.

CARGO: X

A unit with this Skill is large enough to carry or transport other units. They may carry a number of models equal to the cargo number. Weight restrictions apply in the same manner as they do for characters, and overburdened vehicles will suffer a -1 Movement for each two models in excess of its cargo value.

Units and models within a transport that is destroyed are considered Downed.

See also: Vehicles.

COVERT

Covert units may not be targeted unless they move, shoot or if Covert is broken by Scan or Detect.

Covert Models may be moved through with a Movement Action. If a Models move would end with them on top of the Covert model, move the Covert model the minimum distance to allow space for the moving model.

Covert units may start the game deployed anywhere on the table and their Weapons have the **Concealed Skill** - hitting on 2+.

COMMAND

On a successful Valor Test, the character may grant an allied unit a single free Move Action. The Action is taken immediately following the test. This Move cannot be used to disengage from Combat and may only be used once per unit.

CONCEALED

Concealed or Hidden weapons will hit on a 2+ regardless of the character's stat when used. This only applies to the first use in the turn.

COUNTER-CHARGE

A model with this Skill may Charge instead of Firing Reflex when being Charged. The Charged unit does not fire Reflex.

CORE-TOUCHED

On a successful Access Test one target model may reroll all dice until end of turn.

DAMAGE: TYPE

Common Damage types are: Rail, Energy, Caustic, Kinetic, Soulbound, Starfire and Synth.

DAMAGE OVER TIME (DOT)

Weapons with this Skill cause 1 damage per turn until Dispelled.

DECRYPT

Whenever a model with Skill is in base contact with a Downed enemy, take an Access test. If successful remove the Downed model from play and add 1 Resource to your Resource Pool.

DETECT

Units with this Skill or Equipment granting this Skill will be able to automatically break the Stealth or Covert field of targets within range, targeting them as if they did not have this Skill.

Models that form a unit with a model with this Skill may also benefit from Detect and target as normal.

[1] Range: Short
[2] Range: Medium
[3] Range: Long

DISPEL

On a successful Valor test, removes negative effects from Stun, Shock and DoT. Equipment granting this Skill does not require a test but does require an Action.

[1] Range: Short.
[2] Range: Medium.
[3] Range: Long.

DODGE

Characters with this Skill may avoid a Ranged attack on a successful Move Test on 2D6. Dodge may be attempted out of sequence and does not require an Action.

DURESS

On a successful Opposed Vigor Test, the character may gain an number of Intel equal to their Tier Level.

[1] +1 Intel. Range: Short.
[2] +2 Intel. Range: Medium.
[3] +3 Intel. Range: Long.

ECLIPSE

On a successful Opposed Vigor Test, the character will gain control of a target *transhuman* model. The target is under the control of the Character until end of turn. Actions of the controlled character cost as normal. Firing Lane Required.

[1] Range: Short
[2] Range: Medium
[3] Range: Long

FORGEMASTER'S REPAIR

On a successful Access test Repairs Armor or Plate as a Free Action. FM Repair may only be used once per turn. See also Repair Skill.

[1] +1 Armor. Range: S
[2] +2 Armor. Range: M
[3] +3 Armor. Range: L

FLASH / FURY

Flash is a numeric representation of a Character's *transhuman* power and insight that can be charged or expended to create in-game effects. The specific cost and its effects will be detailed in the character or units entry.

FIELD COMMANDS

On a successful Valor test a model with this Skill may grant one of the following Skills. Firing Lane Required. Range: Tier Level.

ADVANCE

On a Successful Valor Test, may increase a target units Combat by Tier Level. Firing Lane Required.

[1] +1 Combat. Range: Short
[2] +2 Combat. Range: Medium
[3] +3 Combat. Range: Long

COMMAND

On a successful Valor test, the character may grant a single Move Action to an allied unit. The free move is used immediately following the successful roll.

DEFENSIVE POSITIONING

On a successful Valor Test, grants additional Cover to a target unit. Firing Lane Required.

[1] +1 Cover. Range: Short.
[2] +2 Cover. Range: Medium.
[3] +3 Cover. Range: Long.

INSPIRE

Grants Valor equal to Tier Level to a target unit. Firing Lane Required.

[1] +1 Valor. Range: Short
[2] +2 Valor. Range: Medium
[3] +3 Valor. Range: Long

OVERLAP

On a successful Valor Test, a targeted unit or model may take their Activation at twice their normal Movement Initiative in the following turn.

9th Fleet Arch-Advocate Vakon. Emissary to Adon

FURY - OPPRESSOR

Until end of turn, this character may increase their SCOMA-FAV Stats by their Tier Level

[1] +1 SCOMA-FAV
[2] +2 SCOMA-FAV
[3] +3 SCOMA-FAV

Example:
Apostle Daughtus has a Fury Pool of 8. His SCOMA-FAV Stat is 6644[4]-866. By using the Oppressor Skill, his Stats are increased to 8866--88 until end of turn.

HASTE

Increases the Activation: Initiative of a character by Tier Level.

[1] +1 M: Initiative
[2] +2 M: Initiative
[3] +3 M: Initiative

HACK

Models with the Hack Skill may take Access Tests at Range equal to their Tier Level.

[1] Range: Short
[2] Range: Medium
[3] Range: Long

HEAL

On a successful Access Test, the character may restore +1 Armor. Heal cannot be used to restore Plated Armor, Flak Vests, or Shields and it cannot be used to Heal drones or Vehicles.

[1] +1 Armor. Range: Short
[2] +2 Armor. Range: Medium
[3] +3 Armor. Range: Long

HIDDEN

Hidden weapons will hit on a 2+ when used. This only applies to the first use in a turn.

HOLO

Holo Fields are a form of projected target disruption. Characters with this Skill or Items that grant this Skill will be granted increased Movement Stats for the purposes of targeting (Shooting > Movement). The actual stat increase will be detailed in the item's description;

Example:
Holo M5
A character with this Skill will count as Movement 5 for targeting purposes, even if they have not moved.

HUNTER

A Hunter is a trained specialist often using familiars, pets, minions or other PC's to Trak and capture their prey. Hunter Pets may take their Actions at the same Initiative as their Handler.

IMPERVIOUS: [TYPE]

Characters with this Skill have a high level of resistance to a weapon or Damage of a specified type, indicated in brackets and may ignore Damage of this type. See Knowledge Vault: Damage [Type] for a full list.

INSPIRE

On a successful Valor Test a character can increase a targets Valor and grant the Valorous Skill.

[1] +1 Valor. Range: Short
[2] +2 Valor. Range: Medium
[3] +3 Valor. Range: Long

INTERROGATE

On a successful Opposed Vigor Test, the character may gain an number of Intel equal to their Tier Level. Must be in base contact and may be used on Downed units.

[1] +1 Intel
[2] +2 Intel
[3] +3 Intel

KILL-SHOT

Weapons with this Skill will ignore Cover, Armor Plating and Energy Shields cutting directly into the heart of the target.

LIGHTFRAME

Characters with this Skill are small or lightweight individuals and have a Maximum Armor Stat of 2. Lightframes may not wear Plate Armor.

MARK TARGET

On a successful Valor/Vigor Test characters with this Skill will grant +1 Shooting per Tier Level to a single Target.

[1] +1 Shooting. Range: Short
[2] +2 Shooting. Range: Medium
[3] +3 Shooting. Range: Long

MESSENGER OF ORD

This model has the Scout - Intel [1] Skill. When deployed, this model adds +1 Intel to your Intel Pool.

NIMBLE

Maximum Move 5 and Armor 3. Grants the Agile Skill unless otherwise stated.

OVERLAP

On a successful Shooting Test, a unit with this Skill may take their next Activation Initiative at twice their Shooting Stat. Bonuses from Acquiry Network Nodes and other Shooting modifiers are considered and will further boost the model's Initiative in the following turn.

Example:
A unit of Manakin, Shooting 3, are boosted by Vakon's Overlap Field Command Action. They are also boosted by 3 active Acquiry Nodes. The Manakin will Activate at Initiative: 12, as their Base Stat is increased by 3 up to 6, then doubled.

OVERLOAD

Overload increases the Damage Value of a unit.

[1] +1 Damage. Range: S
[2] +2 Damage. Range: M
[3] +3 Damage. Range: L

Example:
A Fireborn's Carbine is Damage 4. If boosted by Overload Tier 1, damage will increase to 5. At Tier 2, the Carbine is increased to Damage 6, and at Tier 3 Damage 7.

OVERWATCH

On a successful Shooting Test, a unit with this Skill may take their next Activation Initiative at twice their Shooting Stat.

PACK LEADER

A character with this Skill may command a number of Warhounds equal to their Access Stat. Warhounds default to SCOMA: 2 with the Savage and Sprint Skills.

PARRY

Negates a Combat attack on an opposed Combat test. Parry may be used for each successful hit.

PROTECT

A model with this Skill that has joined a unit with a higher Movement: Initiative, may take their Actions at the increased initiative.

Example:
Caurus Ord, Move: Initiative 7 (Valorous Skill and Valor Stat 7) is being Protected by an Honor Guard. The Honor Guard's normal Move: Initiative is 5, however the Guard may take their Actions at Move: 7 as part of Caurus's unit.

REBIRTH

If Downed, in the characters following activation, take a Valor test, if successful, the character will regain +1 Armor per Tier Level.

REBOOT

On a successful Access Test, restores 1 Armor to a Downed character per Tier Level. May only target the character with this Skill.

[1] +1 Armor.
[2] +2 Armor.
[3] +3 Armor.

RECALL - LOCAL

On a successful Access Test, the unit with this Skill will be placed back into Orbital Drop. A units Access Stat is increased by +1 per Active Choric Node. A unit with a model with the Recall Skill will all count as having this Skill and may be Recalled as a single unit including Downed models in base contact.

REIGN OF FIRE

RoF 4 Damage 4 AoE, Caustic, DOT.
Models that are Damaged suffer Shock [4]

REKINDLE

If Downed, on the following Activation, take a Vigor Test. If Successful, the character will recover 2 Armor.

REPAIR

On a successful Access Test Repairs Plate Armor Drone Armor, or Flak. Repair cannot be used on a Drone that has been Downed by Absolution or Self Destruct.

[1] +1 Armor. Range: Short
[2] +2 Armor. Range: Medium
[3] +3 Armor. Range: Long

REMOTE

A model with this Skill or equipment granting this Skill may control a number of drones equal to their Access Stat.

The drones have a Unit Range equal to the controllers Tier Level and may take their Actions at the same initiative as the controlling model as long as they maintain unit coherency.

[1] Range: Short
[2] Range: Medium
[3] Range: Long
[4] Range: Extra-Long

RESISTANCE [TYPE]

Equipment with this Skill grants a save to specific Damage Types, ignoring damage on a roll of X+ on 2D6.

Resistance Saves may always be taken except against weapons with the Flash, Fury, Soulbound and Starfire Damage types unless otherwise stated.

Resistance may also be taken against Journey's End and/or if the model is Downed.

REQUIEM

On a Successful Opposed Vigor Test, causes Shock, reducing the targets Valor/Vigor and Access equal to the character's Tier Level.

[1] -1 Valor/Access. Range: Short
[2] -2 Valor/Access. Range: Medium
[3] -3 Valor/Access. Range: Long

RUGGED

Maximum Armor 4 and Movement 4, grants the Biorganic Skill.

ORBITAL SUPPORT

On a successful Shooting test grants one of the following Skills until end of turn. Range = Tier Level

OS - DISPEL

Removes any negative effects, including Virus DoT's, Caustic DoT's, Shock and Stun.

OS - DISRUPT

Reduces Energy Shields to 0 and negates Shooting bonuses from Choric Nodes.

OS - DROP

As an Action, may Drop units held in Orbital Support. The target must be within Range and Line of Sight to the character. Deviate.

OS - RECHARGE

A targets Shields and Batteries will be restored by 1 per Tier level.

[1] +1 Shield
[2] +2 Shield
[3] +3 Shield

OS - SCAN

On a successful Valor Test grants Detect, revealing Covert units, Stealth and Concealed Equipment.

OS - SCATTER STRIKE

On a successful Valor Test, take an AoE Strike with the following profile:

[1] RoF 3, Dam 3, Energy, AoE.. Range: S.
[2] RoF 6, Dam 3, Energy, AoE. Range: M.
[3] RoF 9, Dam 3, Energy, AoE. Range: L.

3rd Fleet Arch-Advocate 'Knight', E9.
Saviors of Kala

SAVAGE

A character with this Skill increases their Combat Stat on the turn they charge into Combat.

[1] +1 Combat when charging, Vigorous
[2] +2 Combat when charging, Vigorous.
[3] +3 Combat when charging, Vigorous.

SCATTER

Weapons with this Skill may fire Reflex at their Full Rate of Fire.

SCAN

On a successful Access Test Scan reveals Traps, Covert, Hidden, Concealed Equipment and Burrowed units. See also Detect.

SCOUT [X]

Units with this Skill may deploy in advance anywhere on the table the same as Covert Units and adds 1 Resource or Intel when deployed.

SELF DESTRUCT

A unit with this Skill is considered **Downed** when damaged reducing their Armor Stat to 0.

SHOCK

If a unit wishes to take an Action against a unit with the Shock Skill, they must pass a Valor/Vigor Test at -1. A failed tests results in Stun. Orbital Support and Weapons that cause Shock, the affected unit must first pass a Valor/Vigor test before they take an Action.

[1] -1 Valor/Vigor
[2] -2 Valor/Vigor
[3] -3 Valor/Vigor

SPRINT

A model with this Skill may Move and Charge up to three times their Movement Stat.

SOULBOUND / STARFIRE

Weapons with the Soulbound and Starfire Skill have the following Edicts:

- Models damaged by a weapon with this Skill are reduced to Plate, Shield and Armor: 0 and the model is considered **Downed**.

- Resistance Saves may not be taken.

- As a Free Action, a Character with this Skill may spend Armor to increase Damage 1:1.

- At least 1 point of Armor must be spent to trigger the weapon. Effects of Soulbound last until end of turn and the expenditure of Armor is permanent.

- Only weapons with the Soulbound and Starfire Skill may Parry other weapons with this Skill.

STABILIZED

A model with this Skill or Mods and Equipment granting this skill may move and fire all weapons as a Shooting Action.

STEALTH

Units with this Skill may not be targeted until their Stealth is broken by Scan or Detect, or if they take a Shooting, or Charge Action. They may move and take other Actions as normal.

Weapons used by Characters with Stealth have the **Concealed Skill** - hitting on 2+.

STUN

A character hit with a weapon with this Skill is reduced to a single Action, Move 1 and Combat 1 until end of turn. Airborne units that are Stunned are considered 'Set Down' until end of turn.

TACTICS

Fireborn Units of two or more may elect to use Tactics during their Activation, choose one of the following Edicts at the start of their Activation.

ADVANCE

The character may move at half their Move Stat and count as Aiming when shooting, gaining +2 to their Shooting Stat.

COVERED POSITION

By positioning themselves in the best possible manner, the character can optimize even the smallest piece of terrain or cover. +1 to Cover Armor. This lasts until the cover is damaged or the character moves away from the cover.

COORDINATED ATTACK

Unit Range is doubled and models in this unit do not require a Firing Lane to other models in the unit.

OVERWATCH

The unit Activates at twice their Shooting Stat to a maximum of X (10).

TARGET FIRE

Increases the Damage Value of weapons by 1.

TARGET of OPPORTUNITY

On a successful Vigor Test, grants a Shooting Action to a target unit. The targeted unit must take their Shooting Action immediately following a successful test. The Unit granting this Skill must have a Firing Lane to the enemy unit.

[1] Range: Short. 1 Target.
[2] Range: Medium. 2 Targets.
[3] Range: Long. 3 Targets.

TAUNT

Forces a targeted unit or model to take their Shooting actions against this unit.

[1] Range: S. Affects up to 1 unit.
[2] Range: M. Affects up to 2 units.
[3] Range: L. Affects up to 2 units.

TELEPORT-FOLD

On a successful Access Test, remove the model from the table. It may re-enter play during its next activation, placing it anywhere on the table, then roll for Deviation using their Access Stat.

TELEPORT-[X]

A model with this Skill may Teleport to a specified location designated in brackets. On a successful Access Test, place the model on the target and Deviate.

TELEPORT-BURST

Select a location within 2x Access Stat in inches from the model and take an Access test. On a successful Test, move the model up to double their Access Stat in inches towards the targeted location.

If the test is failed, Deviate from the target a number of inches equal to the difference between the required result and the actual result.

Teleport can move through other models and terrain effectively ignoring them.

If Deviation would carry the model into cover or other units, simply reduce the distance the necessary amount to place the model.

Teleport may be used to engage and disengage from Combat and will bypass Reflex.

TRAP

Traps are Concealed or Hidden weapons and will hit on a 2+. See also Terminus Vault - Traps.

TRAK

A unit with this Skill may use their Access Stat as their Activation Initiative.

TRAK: SPECIALTY

On a successful Access Test grants the Detect Skill, revealing Traps, Covert Models, Hidden or Concealed Equipment, and Burrowed units.

UNFORGE

A Combat weapon with this Skill will destroy an opponent's weapon on a successful Parry.

VALOROUS

A unit or model with this Skill does not suffer modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.

VIGOROUS

A unit or model with this Skill does not suffer modifiers to Vigor and may use their Vigor Stat as their Movement: Initiative. They are also immune to Stun and Shock.

VIRUS

On a successful Opposed Access Test the target will suffer a number of hits equal to the Tier Level of the Attacking model.

If a model is damaged by a weapon with the Damage Type Virus, they will continue to suffer Damage equal to the attacker's Tier Level each turn until the Virus is Dispelled or the target is Downed.

The Virus Damage Value is equal to the character's Access Stat.

[1] Damage = Access. DoT. Range: Short
[2] Damage = Access. DoT. Range: Medium
[3] Damage = Access. DoT. Range: Long

VIRCHITECTURE

Virchitecture is an advanced process of Flash-Producing tangible energy structures. Virchitecture Weapons have the **Kill Shot Skill**. Virchitecture Structures may ignore weapons with the **Kill Shot Skill** and will block incoming fire as normal.

VIRCH HAMMER

Virch Hammers are signature weapons of the War Keepers and have the following profile:

Damage   Access, AoE*, Stun, Virch
Range   Short (Thrown)
*May target Airborne units.

VIRCH SHARD

Virch Shard are Virchitecture Weapons with a Damage and Rate of Fire equal to half the characters Access Stat rounding up, and a Range equal to their Tier Level.

Damage: 1/2 Access, Virch (Kill Shot)
RoF: 1/2 Access, rounding up.
Range: Tier Level

VIRCH BARRIER

On a successful Access Test, the character may create a virch-tangible Barrier Field capable of blocking incoming fire. This is treated as a Virch-Structure with an Armor Stat equal to their Tier Level.

The Shield counts as a **3-inch wide** Virch-Cover from the direction of the firer.

[1] Cover: 1. Range: Short.
[2] Cover: 2. Range: Medium
[3] Cover: 3. Range: Long
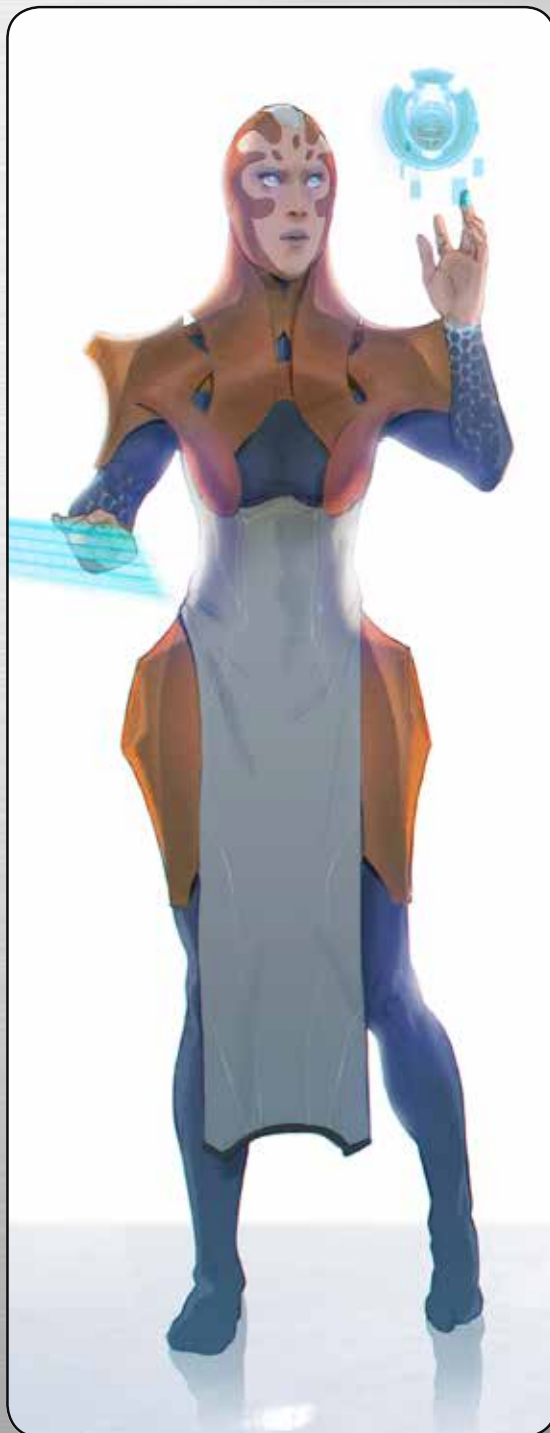
SHOOTING

Agile	May take a single free Shooting Action each turn.	118
Cable	May Charge Airborne [1] Units.	
Overwatch	May make Actions attacks at 2x Shooting Stat Initiative.	
Overlap	May make Actions attacks at 2x Shooting Stat Initiative.	
scatter	May fire Reflex at full Rate of Fire.	
Split Fire	May Target with different weapons.	
Stabilized	May move and fire all weapons.	

COMBAT

Parry	Negates a Combat attack on an opposed Combat Test.	
Savage	Increased Combat when Charging.	

MOVEMENT

Agile	Free Shooting Action each turn. May not Shoot more than once.	
Airborne	Cannot be engaged in close combat. Ignores terrain height.	
Burrow	See Special Skills: Covert	
Command	Take a Move Action out of sequence.	
Dodge	Move Test to avoid Shooting attacks.	
Haste	+Initiative = Tier Level.	
Holo	Increased Move when targeted .	
Hover	Ignore terrain heights, water, traps.	
Protect	Increased Movement: Initiative when in a unit.	
Sprint	Move and / or Charge three times Movement Stat.	
Stealth	May Move and take Actions without being targeted. Concealed.	
Stun	Reduced to Co1, M1, Action1	

ARMOR

Absolution	Self Destruct AoE, Damage 4, Caustic, Dot.	
Dispel	Removes Stun, Disrupt, Traps, DoT	
Self Destruct	Reduced to Armor - 0 if damaged.	

FLASH/FURY

Fury – Overload	Increases damage of a Target Unit	
Fury - Annihilate	Requires Firing Lane, Deals damage to a target.	
Soulbound	-Armor / +Damage. Target is Downed if Damaged.	
Starfire	-Armor / +Damage. Target is Downed if Damaged.	

ACCESS

Auric Enhance	Increase a single SCOMA--AV Stat by Tier Level	
Decrypt	Convert downed target to Resource.	
Detect	Reveals Stealth, Covert, Traps.	
Duress	Opposed Access Test, gain Intel equal to Tier Level.	
Forgemaster Repair	May repair X armor to a target unit as a Free Action, once per turn	
Heal	On a successful Access Test, restores Armor equal to Tier Level.	
Reboot / Rekindle	Resurrect when Downed. Gain Armor = Tier Level.	
Remote	Increased Unit Range and Initiative.	
Scan	Reveals Stealth, Covert, Traps.	
Teleport: Burst	Move 2x Access Distance, Deviate.	
Teleport: [X}	Targets a specific location for teleport.	
Trak	Use Access as Initiative.	
Trak Special	Detect, Increased Initiative.	
Trap	Access Test to set. See Traps - Terminus Vault.	
Virus	Damage equal to Access. Damage over Time.	

VALOR/VIGOR

Biorganic	On a successful Vigor Test, restore Armor equal to Tier Level.	
Eclipse	Opposed Vigor Test, Gain control of a target *transhuman*.	
Field Command	+Movement	
FC - Advance	+1 Combat per Tier Level	
FC - Defense	+1 Cover per Tier Level	
FC - Inspire	+1 Valor per Tier Level	
Vigorous/Valorous	May ignore negative Stun and Shock. Use V/V as Initiative.	
Requiem	Causes Shock, reducing Valor/Vigor by Tier Level. Rng: TL.	
Shock	Forces Valor/Vigor Test. Failed tests = Stun.	
Target of Opportunity	Grants a Shooting Action to a Target Unit. FL Required.	

SPECIAL SKILLS

Area of Effect (AoE)	AoE - Uses the 3 inch marker.	
Covert	Deploy in advance. Cannot target unless the unit Activates.	
Damage over Time	DOT. A model damaged suffers 1 damage each turn.	
Dual Wield	+1Co. Parry. Reroll missed Shooting.	
Hunter	Increased Movement Initiative.	
Kill-Shot	Ignore Cover, Plating and Shields	
Scout-[x]	Deploy in advance. Adds 1 Resource or Intel when deployed.	
Vehicle	Stabilized, Agile, Split Fire.	

ORDHREN UNITS

UNIT	S	CO	M	A	PLATE	F	A	V	TYPE	CIC*	WEAPONS / SKILLS
DRX	2	2	2	2	-	-	2	-	d	2	SRG, Injection Drill, Launcher: Blast, Covert: Burrow, Decrypt, Hover, Stabilized
Ardor Corps	4	4	4	2	[2]	1	4	4	h+	2	Magnum, NGN, Grenade, Biorganic. Specialist
Fireborn Soldier	4	4	4	4	[4]	1	4	4	h+	4	Carbine, Injection Drill, Bayn-Grenade, Overwatch, Biorganic [2], Tactics.
Gith	6	6	6	6	[6]	2	6	6	h+	8	Fury, Target of Opp. Plate Shield
Tyrian	6	6	4*	4	[4]	2	6	6	h+	6	Key, Tank, RiFT Carbine, Siba FPD, Fury, Parry, Repair [2], Virus, Vigorous.
Vuk	6	6	4	4	[4]	2	6	6	h+	6	Cephalus, Fang, Siba, Transference Kit, Smok, Master Stalker, Fury, Biorganic [2]
Daughtus	6	6	4	4	[4]	2	6	6	h+	6	Fury Hammer, Furnace Pack, Fury, Siba Launcher Biorganic [2], Hymn, Vigorous.
Dorin	2	2	2	2	[2]	2	X	X	h+	2	Fury, Concealed Viral Weapon, Master of Augurs
ARC	4	2	6	2	-	-	2	-	d	2	SRG, Injection Drill, Spotter, Airborne [4], Agile. Detect
Null Grid Node	-	-	-	2	-	-	-	-	-	-	Null Grid - See unit entry.
Drop Cover	-	-	-	4	-	-	-	-	-	-	Hard Armor* Immune to Kill Shot.
Havok	6	6	6	6	[6]	1	6	6	v	6	Maxim Cannon, Heavy Impact, Strike Missile x2, Hover
Harbinger	6	2	6	6	[6]	1	6	6	v	8	Heavy Magnum x2, Launcher x4 ARC x2, Hover
Hatred	-	6	6	6	[6]	1	6	6	v	6	Heavy Impact x2, Savage [2], Parry, Hover

*CIC - Cost in Char The points cost used for determining Force Size.

FURY REFERENCE

Gith
+2: Taunt
-4: Suppression [2]
-8: Reign of Fire

Tyrian
+2: Forge
-4: Vhiral Construct
-8: Culling

Daughtus
+2: Annihilate
-4: Overload [2]
-8: Oppressor [2]

Dorin
+2: Duress [2]
-4: Requiem [2]
-X: Eclipse [3]

Vuk
+2: Stealth
-4: Summon Rapak
-8: Pack Leader

NULL GRID

Null Grids have the following in-game effects;

- Choric Acquiry Nodes within 6 inches are voided.

- Enemy units within 6 inches of a Null Grid Node suffer -2 Shooting and Access.

- Enemies targeting Ordhren units within 6 inches of a Null Grid Node suffer -2 Shooting and Access.

Check out the Build Force Tool online at:
www.thonthegame.com/bft

ORDHREN EQUIPMENT

NAME	RNG	ROF	DAM	TYPE	SKILL
SRG	M	2	2	Rail	Kill Shot
Magnum	M	2	4	Kinetic	*May fire single use ammo
Carbine	M	4	4	Rail	Kill Shot
Rail Rifle	L	2	6	Rail	Kill Shot
Maxim Cannon	M	6	6	Kinetic	
Heavy Magnum	L	2	8	Caustic	AoE, DoT
Strike Missile	XL	1	8	Rail	Kill Shot. Single use.
Launcher	L	1	*	*	*As Grenade Type
Grenade-Blast	S	1	4	Caustic	AoE, DoT
Grenade-Pen	S	1	6	Rail	Kill Shot
Grenade-FOS	S	1	*	FOS	Stun AoE
Grenade-Smoke	S	1	*	Smoke	Grants Stealth to units targeted through AoE.
Injection Drill	Co	Co	2	Caustic	DoT
Axe	S	Co	4	Kinetic	
Impact	Co	Co	6	Kinetic	Kill Shot, Cannot be Parried.
SF Sikel	Co	Co	4	Starfire	Unforge
SF Axe	Co	Co	6	Starfire	
SF Claymore	Co	Co	6	Starfire	
SF Hammer	Co	Co	8	Starfire	Attacks at Movement: Initiative 1 in Combat.
Hvy Impact	S	Co	8	Kinetic	Kill Shot, Cable. Cannot be Parried.

- Weapons with the Damage Type Rail have the Kill Shot Skill, ignoring Cover, Plate and Shield.
- Weapons with the Damage Type Caustic have the DoT Skill, causing 1 Damage each turn.

DAMAGE TYPES

Caustic	Damage over Time
Energy	
Kinetic	
Rail	Kill Shot
Starfire	Decrease Armor to increase Damage Value until end of turn.
Soulbound	Decrease Armor to increase Damage Value until end of turn.
Viral	Damage over Time
Virch	Kill Shot

THONIAN UNITS

UNIT	S	CO	M	A	SHIELD	F	A	V	TYPE	CIR*	WEAPONS / SKILLS
Manakin	3	3	3	3	-	-	3	-	d	1	scattergun, overcharge coupling, Agile, Reboot, Self Destruct
Guardian	3	3	3	3	-	1	3	3	h+	3	scattergun, Grenade-S and V, Jet Pack, Recall
Vakon	7	7	3(7)	2	(5)	3	7	7	h+	7	Spear, Flash, Valorous, Sword of Kilath, 9th Fleet
Medira	7	7	5(7)	3	(5)	3	7	7	h+	9	Dawn, Hope, Flash, Hand of Kilath, Valorous
Caurus	7	7	4(7)	4	[4]*	3	7	7	h+	7	Radiant, Lightbringer, Flash, Hammer, Valorous, Heal, Fortitude, Shield of Kilath
Graf	3	3	3	3	(3)	3	7	7	h+	3	Staff of Office, Flash, Sindication Immunity, Eye of Kilath
ADU	5	5	5	5	(5)	-	5	-	d	5	Lance x2, Scattergun x2, Agile, Cargo: 2, Stabilized
Atera Drone	3	-	3	1	(3)	-	3	-	d	3	Atera Multi-Launcher
Honor Guard	5	5	5	3	(5)	1	5	5	h+	5	Soulbound Sword, scattergun, Jet Pack, Agile, Protect, Valorous
Scout Drone	3	3	5	1	(1)	-	3	-	d	3	Choric Interface, scattergun, Airborne (3), Agile, Scout, Stabilized
Strikeship	5	5	5	3	(2)	-	5	-	d	5	scattergun x2, Multi-Lance, Lance and Falcon or Falcon x2, Vehicle, Airborne (3), Cargo: 5
Shield Drone	3	3	5	1	(3)	-	3	-	d	1	scattergun, Airborne (3), Protect, Agile, Stabilized

*CIR - Cost in Rays The points cost used for determining Force Size.

FLASH REFERENCE

Vakon
+1: Command [1]
-3: Drop [2]
-7: OC Lance

Caurus
+1: Auric Enhance [1]
-3: Barrier [2]
-7: Core-Touched

Medira
+1: Recall [1]
-3: FOS Blast
-7: Strike Team

Graf
+1: Intel [1]
-3: Connections [3]
-7: Sanction

ACQUIRY NETWORK

Acquiry Nodes have the following in game effects;

- +1 Shooting per node

- +1 Access for Recall

- Drop Units must target a Node.

Check out the Build Force Tool online at:
www.thonthegame.com/bft

THONIAN EQUIPMENT

NAME	RNG	ROF	DAM	TYPE	SKILL
Pistol	S	1	1	Energy	
scattergun	S	3	3	Energy	scatter*
Lance	L	1	5	Energy	Kill Shot
Beowulf	L	5	5	Energy	Overcharge Coupling
Multi-Lance	L	5	5	Energy	Kill Shot
Falcon	L	1	7	Energy	AoE
F-Beam	L	1	9	Energy	Kill Shot
Grenade-S	S	1	-	Energy	AoE, Stun
Lance	Co	Co	5	Energy	Kill Shot, M5*
Rapier	Co	Co	Armor	Energy	Kill Shot, grants Parry.
Grenade-V	S	Co	D3+2**	Energy	AoE, Kill Shot
Soul Blade	Co	Co	3	Soulbound	Soulbound
Jet Pack	-	-	-	-	Airborne (1). Increases to Move: 5

*scatterguns may be fired at full Rate of Fire when firing Reflex.

**Vaporizor Grenades cause D3+2 Damage and may be used to damage and destroy Hard Armor.

DAMAGE TYPES

Caustic	Damage over Time
Energy	
Kinetic	
Rail	Kill Shot
Starfire	Decrease Armor to increase Damage Value until end of turn.
Soulbound	Decrease Armor to increase Damage Value until end of turn.
Viral	Damage over Time
Virch	Kill Shot

REFERENCE SHEET
- VERSUS -

TURN SEQUENCE
- Discuss Cover Values, Access / doors and layout.
- Deploy
- Charge Flash/Fury Pool
    - Gather Resources (In Resource Game Types)
- Orbital Support - Player 1- Ord
- Orbital Support - Player 2 - Thonian

GATHER RESOURCE
- Increase your Resource Pool by 1 for each node you control.

ORBITAL SUPPORT
- Choose an Orbital Support option and resolve its effect.

ACTIONS! - ACTIVATE IN MOVE STAT ORDER
- Shoot
- Combat / Charge
- Move
- Action - Skill Test

SHOOTING
- Compare your units SHOOTING STAT to the target's MOVE STAT
    - Roll a D6 for RoF (ex: RoF 4 = 4D6)
- Units that did not move or are stunned are hit on a 2+
- Compare WEAPON DAMAGE to the target's ARMOR STAT
    - (Damage) - (Armor) = X, then 4+X = Save
- Reduce the target's ARMOR by 1 for each 1 DAMAGE inflicted

COMBAT / CHARGE!
- Move your unit up to TWICE their MOVE STAT to engage the enemy
- Attack sequentially in MOVE order
    - Roll a D6 for COMBAT STAT
- Compare your COMBAT STAT to your target's COMBAT STAT
    - (Damage) - (Armor) = X, then 4+X = Save
- Reduce the target's ARMOR by 1 for each 1 DAMAGE inflicted

MOVE
- Move a unit up to their MOVE STAT in inches

ID RANGE REFERENCE

ID	RANGE	REFERENCE
C	Close	6 Inches
S	Short	12 Inches
M	Medium	24 Inches
L	Long	36 Inches
XL	Extra Long	48 Inches
XT	Extreme	96+ Inches

ENVIRONMENT

DESCRIPTION	VALUE
Soft Cover, organic	1
Ruins or Drop Wall	2
Virch Field	3
Drop Bunker	4
Drop Fortification	5
Hard Armor	6+

Unopposed Test

2D6	STAT
2	Fail
3	8+
4	7
5	6
6	5
7	4
8	3
9	2
10	1
11	0
12	-

DAMAGE TYPES

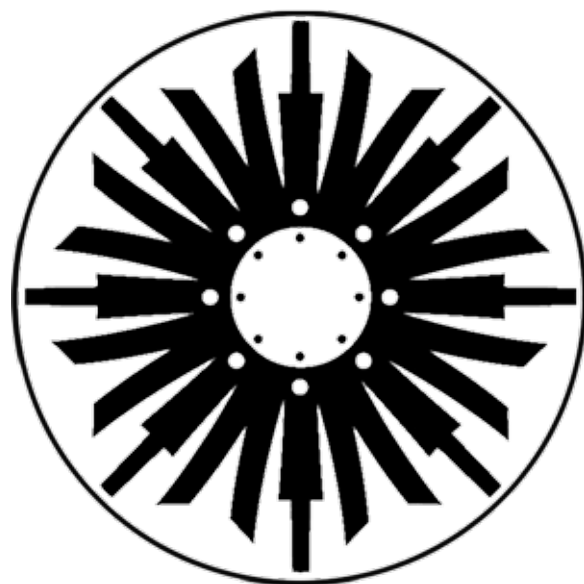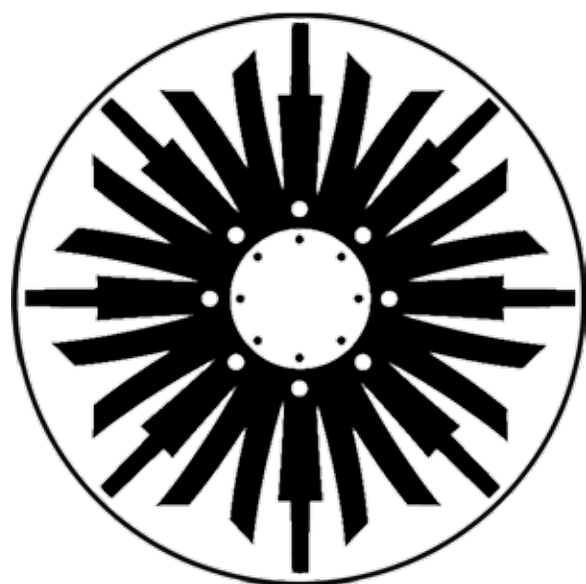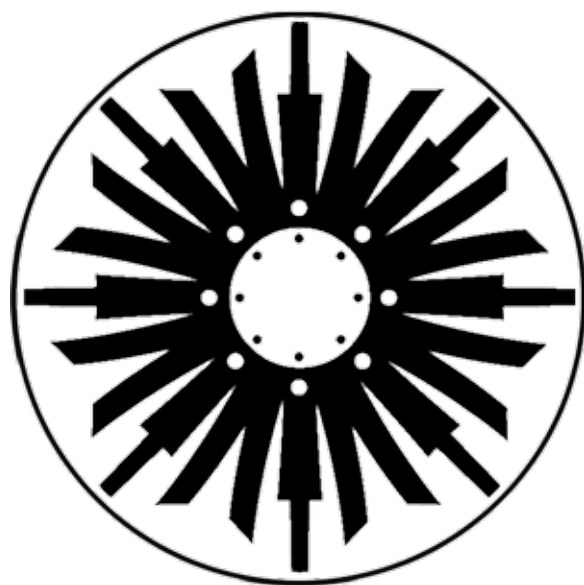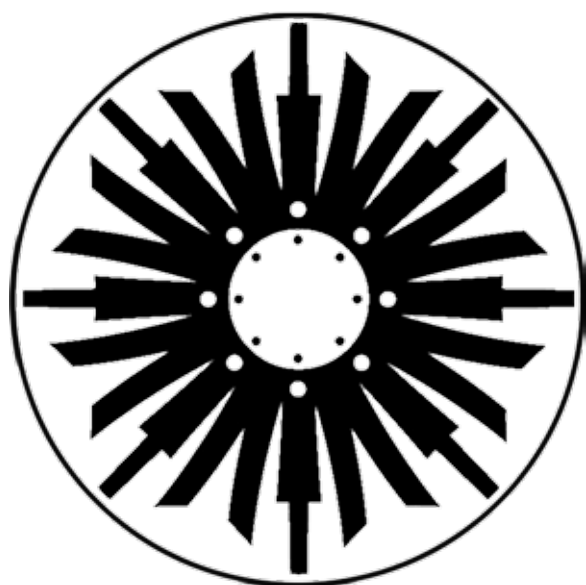|	
Caustic	Damage over Time
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Viral	Damage over Time
Virch	Kill Shot

MARKERS

- AOE MARKER
- RESOURCE NODE
- ACQUIRY NODE
- COVERT / STEALTH UNITS
- MOVEMENT MARKER
- NULL GRID (OPPOSITE)
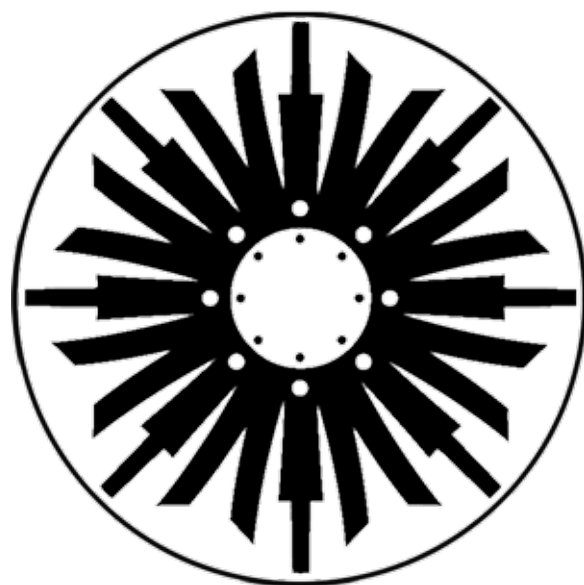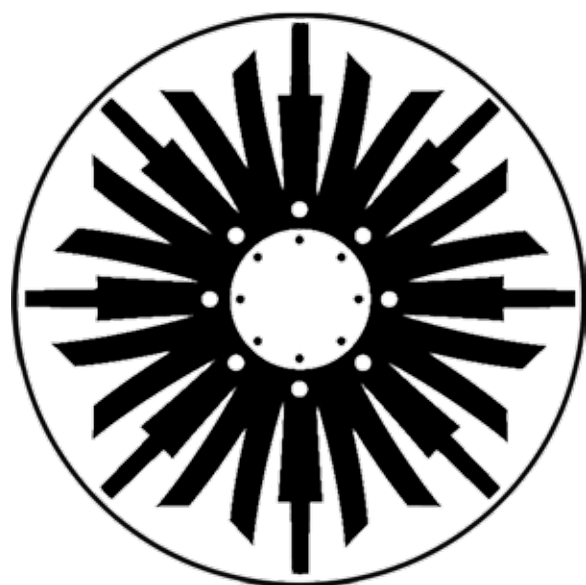
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For my family.
For our loved ones.
Endure.