

AoT Beta Rulebook

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Core Rules Introduction

Age of Tyrants is a 6mm scale tabletop wargame in which you fight battles with companies of soldiers and vehicles. For those of you who are new to this sort of thing, in a tabletop wargame you and your opponent use miniatures to represent your armies, on a playing area that is set up with model terrain. You take it in turns to move your models using a tape measure or ruler, and attack your opponent's models by rolling dice to generate combat results.

- Age of Tyrants is a game about combined arms warfare. That means pulling together the abilities of different parts of your army to carry out **orders** and achieve results. There are many different orders in the game, each with its own set of rules that tell your miniatures how to act. For example, fight, move, carry out repairs, etc. It's up to you to decide what the best order will be in any given situation
- A **battle** takes place over a series of **turns**. During any given turn, you and your opponent will use all of your **bases**
- Your army is made up of **bases**. All the bases are the same size, and some of them have soldiers on them, some of them vehicles. Different bases are good at different things
- Some of these bases are **leaders** representing the various Lieutenants and captains who give **orders** in battle
 - Depending on who goes first (you roll dice each turn to decide), you or your opponent will choose a leader to give an **order**. The number of orders you can give during a round is equal to the number of leader bases you have in play
 - To give an **order**, choose a **leader** and three other **bases** to carry it out. When the order is complete, play passes to the other player
 - Multiple bases acting together have much more chance of defeating enemy bases in combat. If you beat an enemy base it may be **destroyed**. Destroyed infantry are removed from play, destroyed vehicles remain on the play area as wreckage and can be used for cover and to block line of fire
 - As the game progresses, bases that suffer damage and casualties (known as **suppression**) become more difficult to issue orders to, and leaders may be destroyed reducing the number of orders you can give in a round. Therefore you may not be able to issue orders to all bases during a round
 - Bases that don't receive orders can still act (using **default actions**), but there are limits to what they are allowed to do, and they are less useful in combat when not backed up by other bases
- Once all the **orders** have been given, and all of the **bases** have had a go, the turn ends
- You win the battle by destroying 50% of your opponent's bases, simple as that

That's it in a nutshell, though obviously it's a little bit more involved, so give these rules a read through and have a go. Don't worry too much about getting everything right away, just concentrate on the core concepts. Once you start playing, you'll gradually absorb the details, until it all becomes second nature. Then you'll rarely, if ever, need to refer to the rulebook.

The Combined Arms Doctrine

In Age of Tyrants you fight with **companies** and **platoons**. In battle a company and the bases that fall within its chain of command act together, carrying out orders in which some bases strike at the enemy while others support their efforts. For example an infantry base assaults an enemy position, while at the same time another infantry base pours in support fire and an artillery base pounds it.

- A **company** consists of four to eight **platoons**
 - Each **company** is led by a **captain**
 - Captains are single bases not attached to any platoon
- **Platoons** consists of four **bases**
 - Each **platoon** is led by a Lieutenant, who is one of the platoon's bases

What You'll Need

In order to fight a battle in Age of Tyrants you'll need to have the following to hand:

- The Age of Tyrants rules
- You and your opponent each need a company (or several) of Age of Tyrants bases (see Choosing your Army)
- A selection of six-sided dice
- A ruler or tape measure
- A flat playing area measuring 4'x4'
 - If you're playing with larger companies or multiple companies, you may want to make this larger. As a rule of thumb, you probably want armies no larger than 25 bases a side on this size of playing area. Add another 4'x4' square section if your armies exceed this limit
- Model terrain to place on your playing area. You can use pieces from the terrain packs we supply, or if you prefer make your own
- Base cards. These provide handy reference for the stats and special rules of your bases
- Area Effect templates
- Counters
 - Several game events require counters to track them. You can use your own or we provide packs

Choosing your Army

You and your opponent should agree on a points limit for your companies before the game starts.

- You can play with more than one company a side if you wish, but we recommend starting with one
- A company consists of four platoons and a captain. The platoons are fixed and the captain is a separate base not attached to any platoon
- Each base in the company has a points value determining how effective it is in battle. You and your opponent should choose platoons of equal points value
 - A typical light company of mainly infantry is around 23-25 points
 - A typical mixed platoon of Infantry and vehicles will be 30-40 points

- A typical heavy platoon of all armour will be 40+ points

Base Cards

Each base has a profile card on which you will find a set of values and special rules. It is the interactions of these values and rules that determine combat outcome by comparing them to profiles of bases they are fighting, or other situations that arise in battle.

Take all of the cards that correspond to the bases in your army and separate them into piles based on the platoon they're in (remember, captains aren't part of any platoon, so place them separately). Lay these out next to the playing area in their platoon groupings for handy reference during play.

<<INSERT IMAGE OF BASE CARD>>

- **Name:** Don't think we need labour the point with this one—it's what the base is called
- **Role:** There are two main roles bases can have:
 - **Personnel:** Foot soldiers. The little guys. They tend to be fragile, but can make effective use of cover and defensible terrain
 - **Materiel:** Usually heavily armoured vehicles that act as primary firebases, transports and heavy support. They're big and dangerous
- **Size:** This value represents how big an individual model is relative to other models. Smaller models can make better use of concealing terrain
- **SR:** This stands for Suppression Resistance and is used in combat results when the base loses a fight. The higher this value is, the less damage the base takes from losing
- **Move:** This value represents how far the base can move in inches, if given an order that requires it to move. Terrain, the specific order given, and special abilities often affect this value. Along with the number there is a type of locomotion listed. These types can be as follows:
 - **Foot:** The individuals in the base move on foot
 - **Jump:** The individuals on the base are equipped with powerful jump packs that allow them to leap over terrain and obstacles
 - **Wheels/Tracks:** The base's main method of locomotion relies on wheels or tracks, which can get bogged down on difficult terrain
 - **Hover:** The base floats above the ground using gravity field manipulation or vectored thrust, enabling it to glide over terrain
- **Points:** Each base has a points value that determines how effective it is in battle relative to other bases. When you play a game, each side has a limit (often the same for both sides, but they may be different depending on the type of encounter) which the total points value of your bases must not exceed.
- **Ranges:** Combat is carried out within several defined range bands in Age of Tyrants. The values shown here are in inches:
 - **0-4 Close Assault:** This is the range band at which hand to hand combat and close assault weapons such as grenades come into play
 - **4-9 Short:** At this range certain weapons are more effective, such as carbines, shotguns, etc.

- **9-24 Medium:** Most small arms and direct fire vehicle weapons are optimised for this range band and it is the distance at which most firefights take place
- **24-48 Long:** Basically anything over 25 inches is the preserve of high powered sniper rifles and long range artillery.
- **Combat Values:** Each range entry has a set of values that determine how well the base performs in combat at that range. The higher the value the more effective the base is, and if it's 0, the base cannot engage the enemy at that range band. These values are:
 - **AP:** Stands for Anti-Personnel. This value determines how effective the base is against Personnel Targets.
 - **AM:** Stands for Anti-Materiel. This value determines how effective the base is against Materiel Targets
 - **S:** Stands for Support. This value determines how effective the base is at providing support fire
- **Special Rules:** This section lists any special advantages or disadvantages the base is subject to, for example the ability to transport bases of infantry, or fire in any direction from a turret. There are too many of these to go into here, and many refer to specific areas of the rules. Special Rules are covered in full in a section later in this book

Setting up the Playing Area

The first thing to do is put down terrain on the playing area. A playing area of 4'x4' is sufficient for a battle featuring a medium sized company on each side.

- As a rule of thumb, for every two companies in play (including your and your opponent's army), have one 4'x4' section of playing area

Terrain

There are two broad categories of terrain, areas and objects, which are defined thus:

- **Areas:** Areas cover, well, areas of the tabletop (e.g. a steaming alien swamp, frozen taiga, or a demilitarized urban war zone). There are full lists of areas by faction, in the Factions section near the end of the core rules. Areas have characteristics that determine how a base is affected when it moves into that terrain
 - If you have our area overlays and battle mats you can use those. Alternatively you can represent areas on the tabletop by placing an irregular piece of fabric and then positioning terrain objects representative of the area on top of it (e.g. clumps of reeds and alien trees for a forested swamp, or factories and warehouses for an industrial facility)
 - When moving bases on a terrain area, you may move the individual terrain pieces aside to place models (so long as the limits of the area remain clear)
- **Objects:** Objects are individual features that are usually smaller or narrower than areas (e.g. lakes, ravines, rivers, an interplanetary communications relay, etc.). As with areas, there are lists by faction in the appropriate section of the

rules. You can't move your bases on to them, you have to go around them, climb over them or use designated crossing points that allow you to traverse them

- Objects are never moved aside to make way for bases, so if they're impassable, the base must go around or use a crossing point

Terrain Characteristics

The terrain characteristics of areas and objects are used in the rules to work out things like movement penalties, defensive properties, concealment, and so forth. The list of characteristics is:

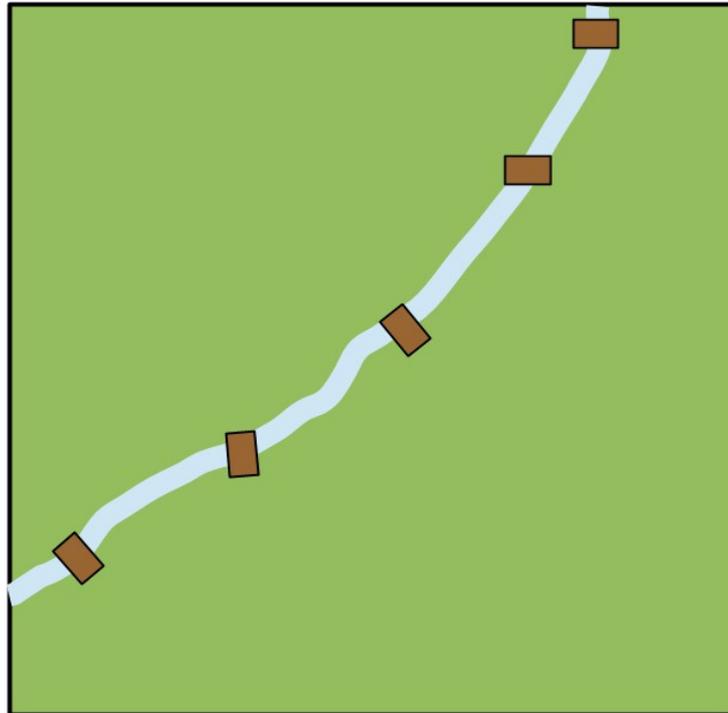
- **Road:** Road sections affect the movement of bases. Most bases move faster on this type of terrain
- **Difficult Going:** Terrain with this characteristic affects the movement of bases. Most bases move at a slower rate than usual when in it, and there is a danger that some types of base will get bogged down in it
- **Elevated:** Bases on this type of terrain can see over the tops of models and other obstacles to pick their targets
- **Flat:** Flat terrain features do not block line of sight, but may have other qualities such as difficult going or impassable
- **Defensible:** Defensible terrain enables some types of base to use the terrain to their advantage against enemy attacks
- **Shelter:** Terrain that provides shelter reduces the effects of enemy artillery
- **Concealment:** Bases within concealing terrain may not be visible to enemy bases, depending on the size of the models and how far from the edge of the terrain they are
- **Breachable:** This refers to walls and fences that can be knocked down by armoured bases and artillery, creating breached sections along the length
- **Impassable:** The name pretty much nails it. Most bases have to go around this type of object. Long, linear impassable features such as rivers or ravines that could potentially go all the way across the playing area should include a crossing point for every 12"

Placing Terrain

You and your opponent can agree on your own method of placing terrain (you may even have fixed battle-boards with all the terrain already on them), or you can use our method below. If you're involved in competition play, we'd recommend the latter. One player gets to place all the terrain, this player is known as the **defender**. It is usual for the terrain placed by the defender to be taken from their faction's terrain selection (see later).

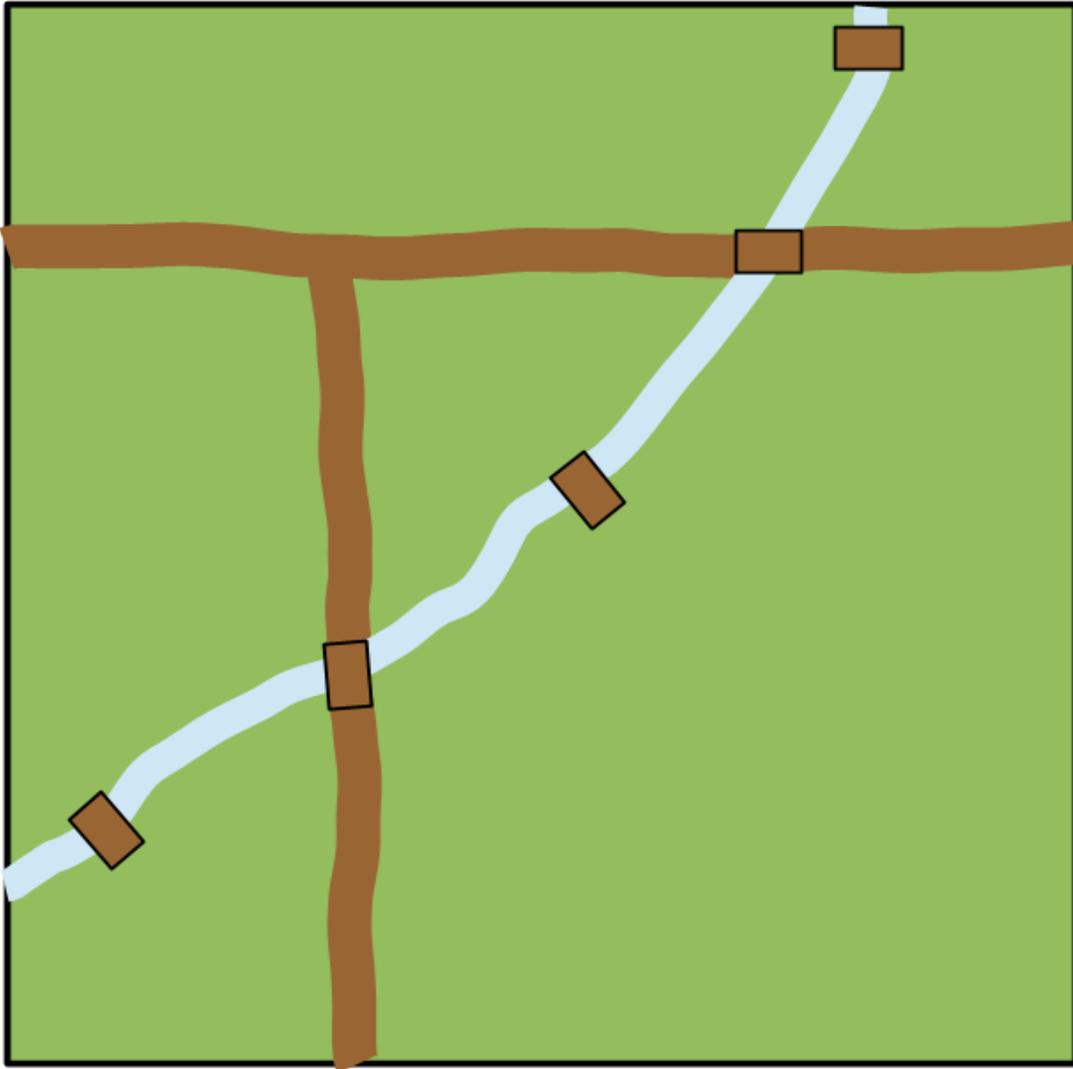
- Linear features (i.e. long thin ones), if you're going to have them, such as rivers and ravines are placed first. Linear features count as **objects**
 - You can have up to three of these on a 4'x4' playing area
 - Impassable linear features such as deep rivers or ravines must have crossing points for every 12" of the feature. These should be at least 8" apart

<<DIAGRAM 1: Linear features>>



- Roads must be at least 2" across
 - You can have two of these on a 4'x4' playing area
 - They must start on a table edge
 - Roads should either terminate at a built up area (you'll add built up areas in the next stage, so run the road to where you want it to go), or exit the playing area on a different table edge to the one they came in on
 - If the road crosses an impassable linear feature, lay it over the feature at a crossing point

<<DIAGRAM 2: Roads>>

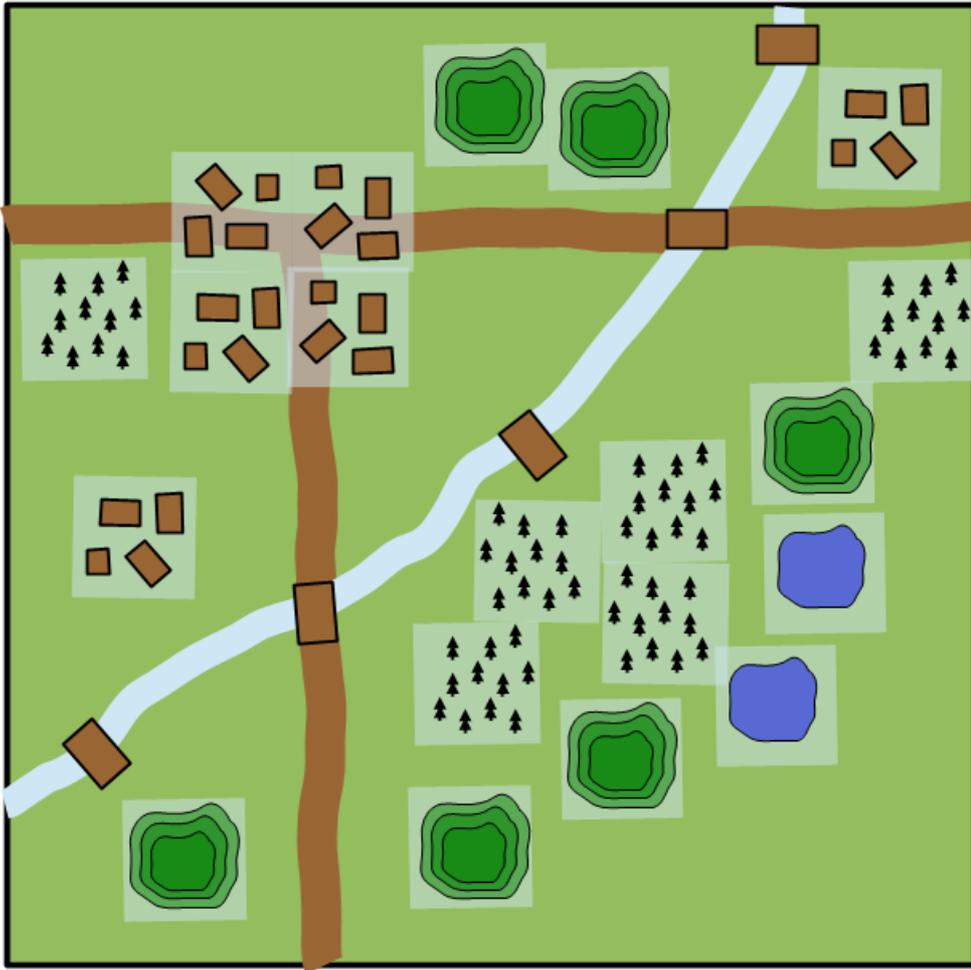


Areas and Objects

Next up place the remaining areas and objects on to the playing area.

- You should aim to cover between 25% and 50% of your playing area with areas and objects
 - Areas and objects generally shouldn't be bigger than 6" on a side, but you can include larger ones that count as two or more items, or lay several items of the same type so they're touching to create a larger area
- Terrain may not overlap existing road, river or ravine sections
- Difficult going or impassable terrain may not be placed within 6" of a crossing point over an impassable linear feature (to prevent access being blocked)
- Man made areas such as factories, towns, mining facilities, etc. may include a perimeter wall, fence or ditch
 - There must be at least one 2" entrance to permit access to the area (if a road passes into or through the area, the entrances should be across the road)

<<DIAGRAM 3: Terrain>>

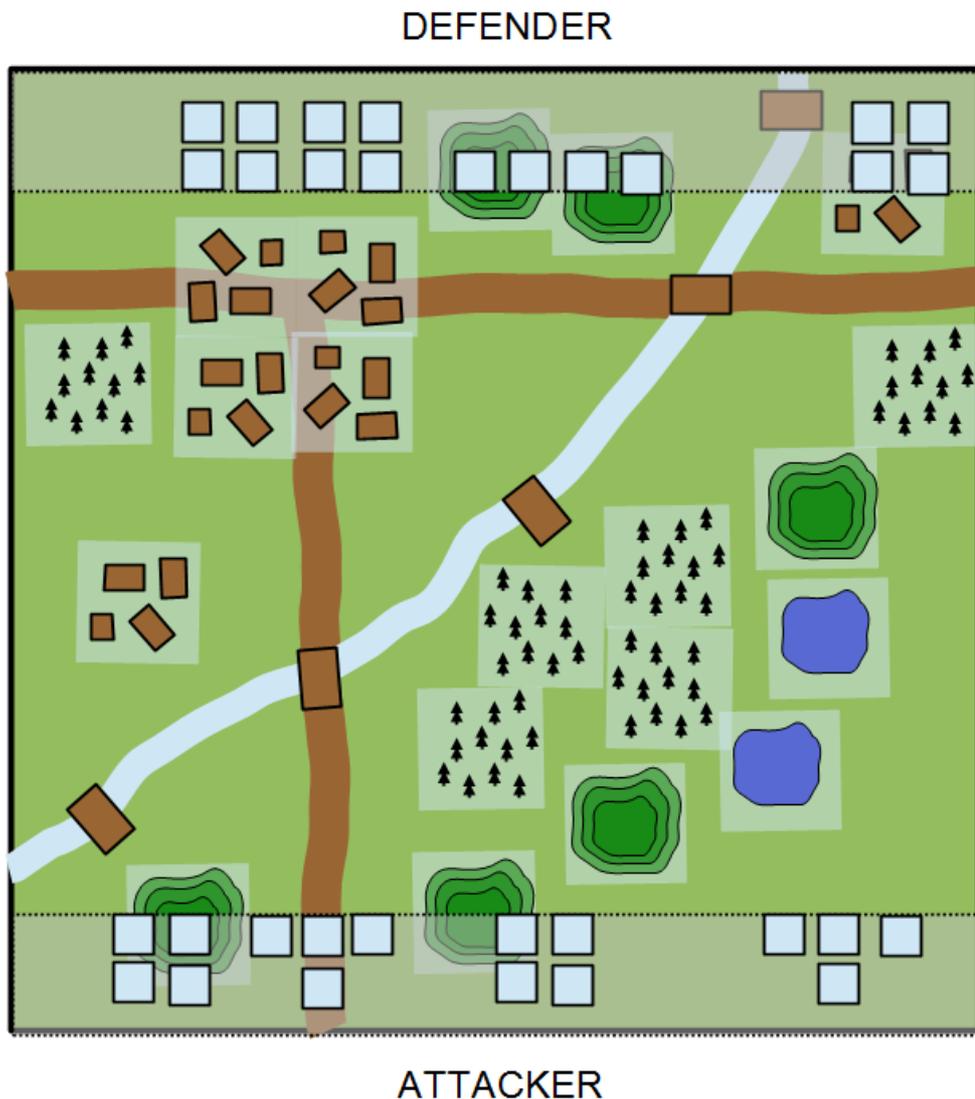


Deployment

After all the terrain has been set down on the playing area, it's time to place the armies. This is called **deployment**.

- The attacker picks a side of the playing area and places all of his bases as follows:
 - Bases must be placed within 6" of the edge of the playing area
 - Bases cannot be placed on impassible terrain
- The defender then places all of his bases within 6" of the opposite table edge

<<DIAGRAM 4: Deployment>>



To Battle!

After deployment you're ready to fight. The battle plays out over a series of **turns**. At the beginning of each turn you must roll dice to determine who goes first. This is called **initiative**. The rules are:

- Each player rolls a dice
- The player who scores highest can elect to go first, or they can make their opponent go first

Once initiative has been determined, the player who goes first selects one of their leaders to give an order.

Giving Orders

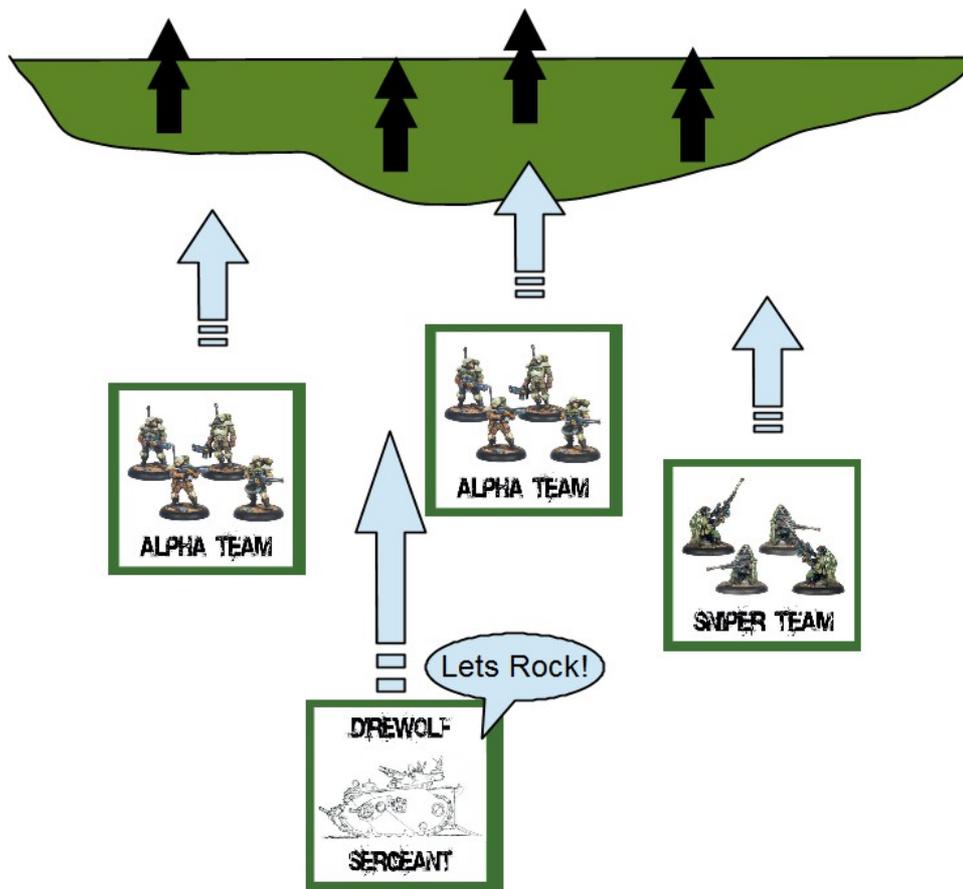
This is where the chain of command in your army becomes important. Orders enable leaders to get bases to work together, improving their outcomes in combat for example, or moving together to take up positions.

Command Points

Each leader has a number of command points for issuing orders (usually 4, Synthia Commanders get 3). Command points are expressed as a special rule on the leader's profile card and they work as follows:

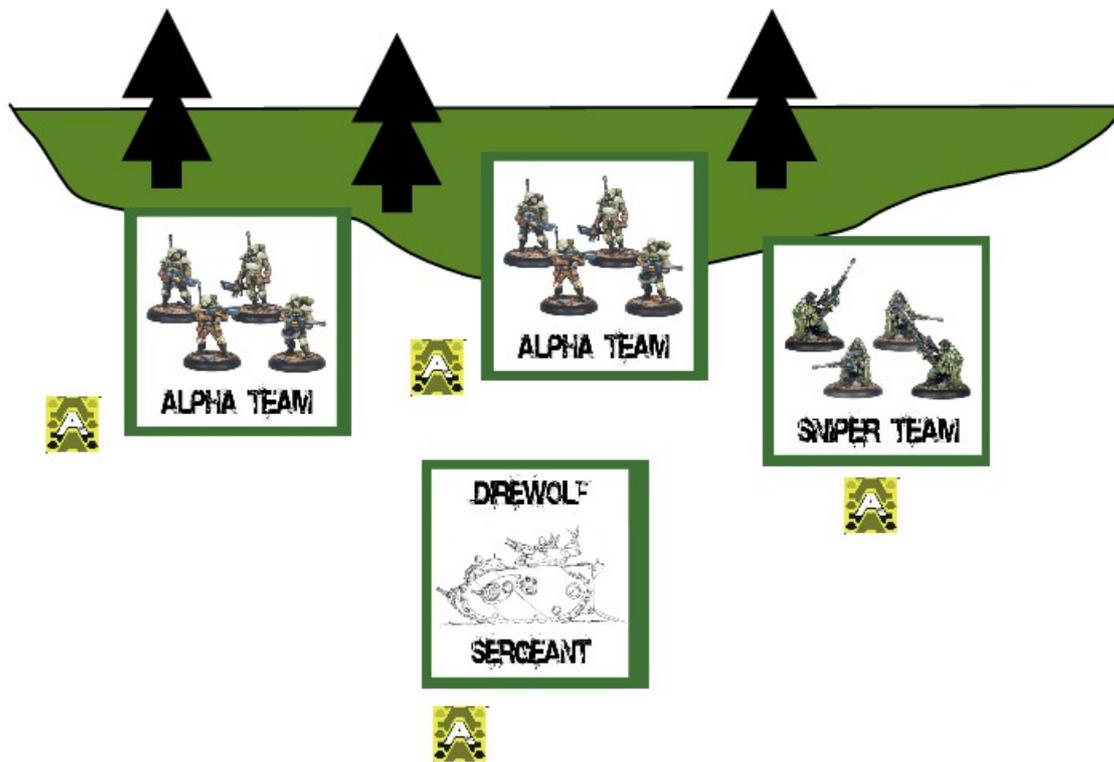
- Suppression reduces the number of command points a leader has (unless they're Synthia). A leader's command points total is equal to their Command value - SP (**suppression points**). Suppression points are like accumulated damage, battle fatigue and morale loss. They're acquired in combat and tracked with counters (see later in this section)
- Each order the leader issues costs command points. You **do not** have to give each base the same order, so some bases may move, others may attack, others may do something else. The costs are as follows:
 - Issuing an order to a base from the leader's own unit (i.e. a Captain's company or a lieutenant's platoon) costs one command point + the number of suppression points on the base
 - Issuing an order to base already aboard a transport (from any unit) costs one command point + the number of suppression points on the base. This is because transports often carry bases from different units and it is understood they will receive orders to attack, dismount, etc. from leaders other than their own
 - Issuing an order to a base from any other unit costs 2 command points + the number of suppression points on the base
 - The leader can also give itself an order (do not add suppression points in this case, as the leader has already had his command point total reduced by them)
- Once the leader has finished issuing orders and bases have moved, resolve any combat or other outstanding business with the order (e.g. removing suppression for R&R) and place activation or vulnerable counters (some orders require the next to the leader and every base that performed an order

<<DIAGRAM 5: Issue Order>>



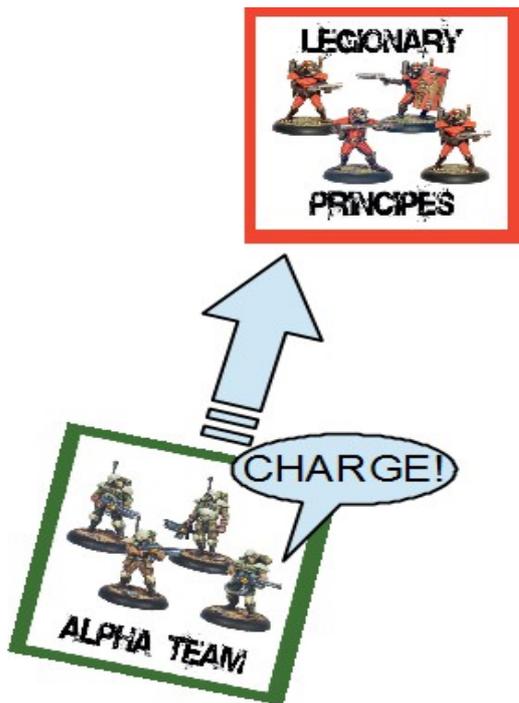
- On completion of each order (full rules later), place an **activation counter** next to each base to indicate that it has had a go this turn

<<DIAGRAM 6: Bases moved with activation counters next to them>>



- The activation counter has two sides, one side is for standard activation, and the other is **vulnerable** (meaning enemy bases get bonuses if they attack it in this state)
- Some orders require you to place a vulnerable activation counter next to bases (e.g. moving at the double)
- When the chosen leader finishes giving orders, play passes to their opponent, who selects one of their leaders to give an order
 - The leader does not have to spend all of its command points, but any unspent are lost
 - Place an activation or vulnerable counter next to the leader irrespective of whether it actually performed any orders itself
- Play continues like this until all available leaders have given orders
 - If a player runs out of leaders when it is their turn to perform an order, and they still have unactivated bases in play, they choose a base to perform a **individual action** (see Individual Actions later)

<<DIAGRAM 7: Individual Action base--Attack (change the text to "Attack!")>>



- If a player has no bases left to give orders or individual actions to (i.e. they all have activation counters), their opponent goes again
- Once all bases have activation counters on them, the turn ends
- Remove all the activation counters
- Move on to a new turn, leaders command points are renewed and repeat the sequence
- The battle ends as soon as one side has fewer than 50% of the bases they started the game with left in play. The other player is the victor

Before we get on to the list of orders, there are a few things you need to be aware of, namely:

- Suppression, which represents the combination of physical and psychological damage a base suffers over the course of a battle
- How different terrain properties affects the movement of bases
- The correct way to measure distances between bases and objects
- Line of Sight

Suppression

Suppression affects orders adversely, and occurs when fatigue, shellshock and casualties take their toll on bases, causing the chain of command to break down. In Age of Tyrants this is tracked by **suppression points**, which are counters placed with the base. Suppression is added primarily by bad outcomes in battle, though there are other circumstances in which it can be picked up (e.g. bombed by artillery):

- Our accessories packs contain counter for tracking suppression. If you don't use our packs, you'll need a suitable alternative for recording suppression

- A base that suffers enough suppression to take it beyond two suppression points is destroyed. Infantry bases are removed from the playing area, vehicles are left where they are and get a **wreckage marker** placed on them

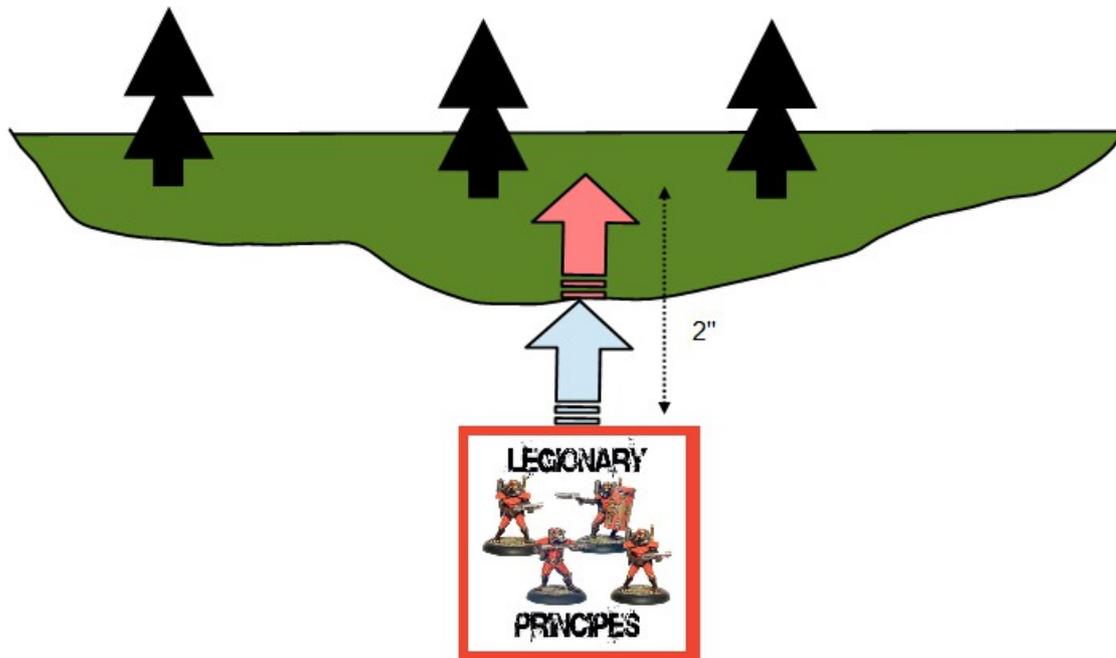
*If the leader issuing the order is on Shaken or Suppressed, then it also counts as two or three bases for the purpose of giving the order.

Terrain and Movement

The characteristics of battlefield terrain have different effects on bases depending on their primary means of locomotion, for example tracked vehicles may get bogged down in swamps.

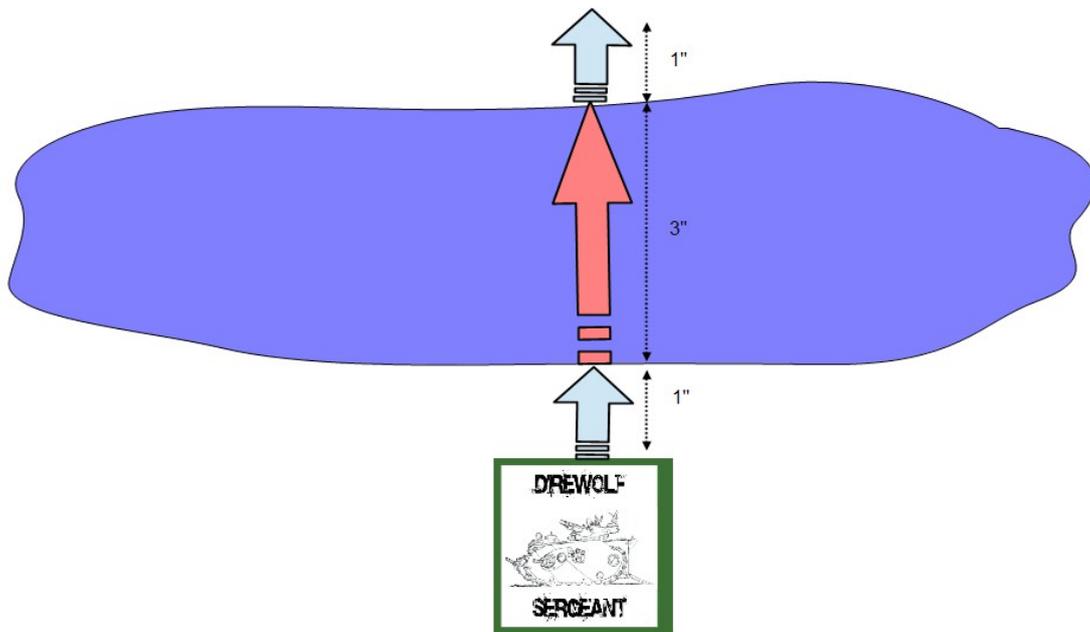
- When bases move from one terrain type to another, they continue their move according to the rules for the new terrain type
 - E.g. an Octoris Falx base with Move 8 moves 4" into a jungle that is difficult going. The remainder of its move is halved while in the jungle, so it may move a further 2" on this terrain

<<DIAGRAM 8: Move to Difficult Terrain: CHANGE THE EXAMPLE TO A FALX MOVING 4", then 2">>



- If they exit the terrain again, use the new terrain type to calculate any remaining move

<<DIAGRAM 9: River Crossing>>



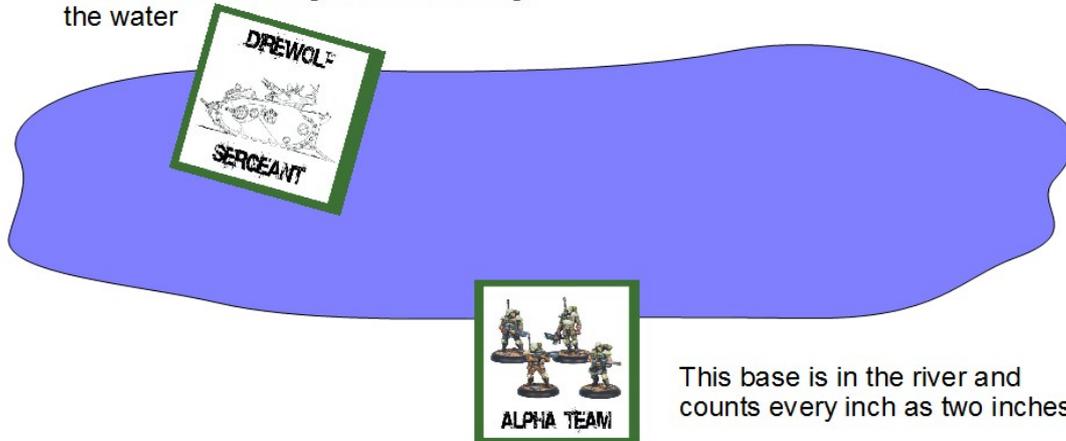
In the example a transport with Move 8 moves 1" onto a shallow river that is 3" across. Because it moves at half rate on the river it counts the 3" as 6" for crossing it. So far it has used 7" of its Move 8. When it emerges on the opposite bank, it may move one more inch

- Fractions do matter and can make the difference between being in an effective range band for the base and not. You and your opponent should agree before a game whether you will measure fractions when doing these sort of movement calculations, or whether you will round to the nearest whole number*
- A base that begins its move straddling a terrain type that changes movement and normal going is considered to be on that terrain type if any part of its front edge is in it.

*We want to keep things casual, but for tournament play we recommend measuring distances and ranges to within a quarter of an inch. Beyond this, round to the nearest quarter of an inch.

<<DIAGRAM 10: Terrain occupied at start of move: CHANGE THE ALPHA TEAM TO ANOTHER DIREWOLF>>

This base counts as clear of the river because its front edge is not touching the water



This base is in the river and counts every inch as two inches

Foot

Foot bases are affected by terrain as follows:

- Bases treat **breachable** terrain as difficult ground

Jump

Jump bases are affected by terrain as follows:

- Bases making a jump move ignore all obstacles and terrain in their path, they simply leap over the top of it all
- Bases with Jump cannot receive At the Double orders

Wheeled/Tracked

Wheeled bases are affected by terrain as follows:

- Bases moving on Difficult terrain do so at half rate
- Bases moving on roads do so at double rate

Hover

Hover bases are affected by terrain as follows:

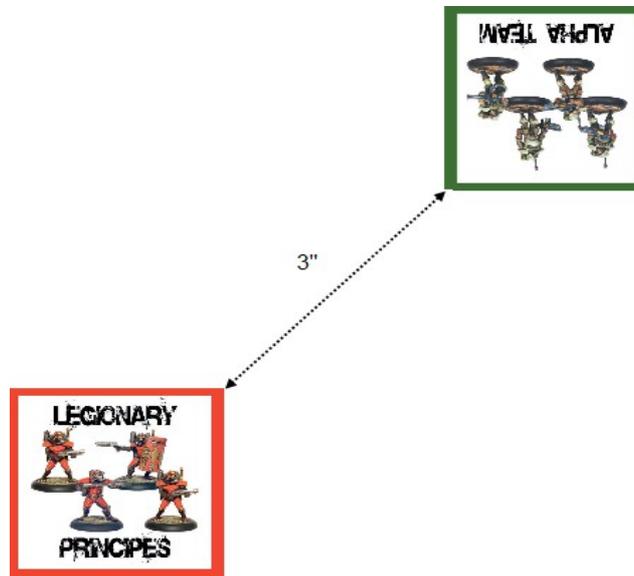
- Bases can move over flat impassable terrain such as deep rivers, lakes and ravines

Measuring Distances

All distances are measured in inches in Age of Tyrants, so when a number denoting a distance appears in the rules, it is in inches (e.g. the movement rate of a base, or the range of its weapons). When measuring a distance from a base or model to another object on the tabletop, you should measure from the nearest part of the base or model to the nearest part of the object.

- You may pre-measure distances before committing to an action (e.g. checking the range before shooting)

<<DIAGRAM 11: Measuring Distances>>



Line of Sight

At its most basic, if you can't see an enemy base then you can't attack it. See special rules for Indirect Fire, which does not require the base to have Line of Sight to the target to hit it. The rules for Line of Sight are:

- Trace a line from the centre of the base trying to see to the centre of the target base. Provided there are no obstacles along the line, there is said to be a clear **LOS** (line of sight)

<<**Important Layout Note:** Replace all the 1 inch wide LOS bands with a line traced from the centre of the "seeing" base to the centre of the target base>>

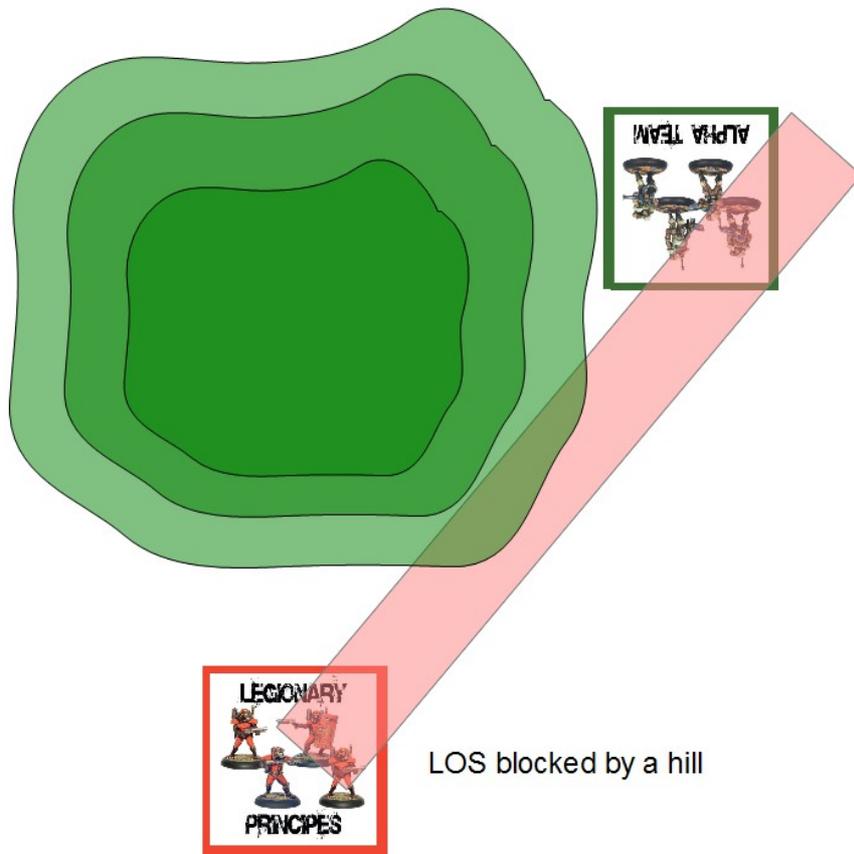
<<DIAGRAM 12: Clear Line of sight>>



Principes have clear LOS to the Alpha Team

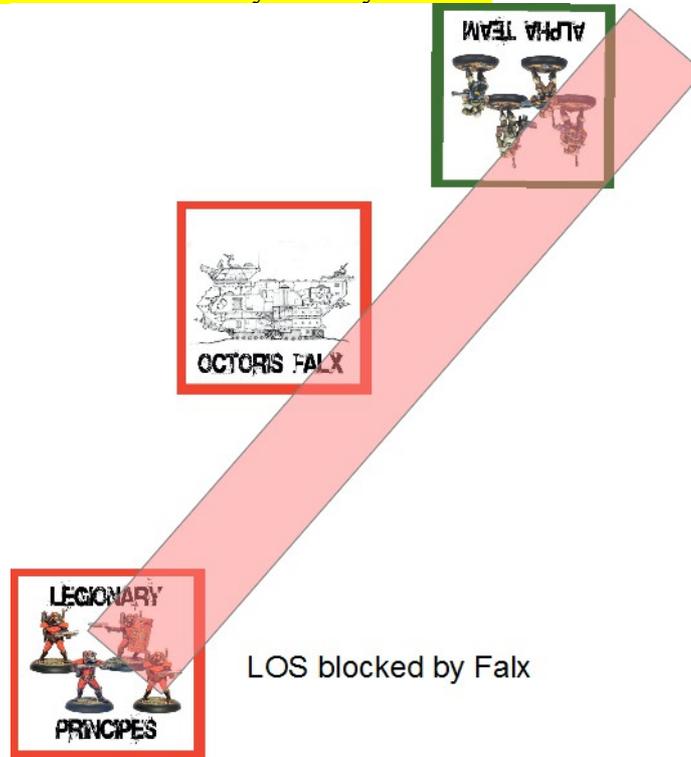
- Intervening terrain blocks line of sight

<<DIAGRAM 13: LOS blocked by terrain>>



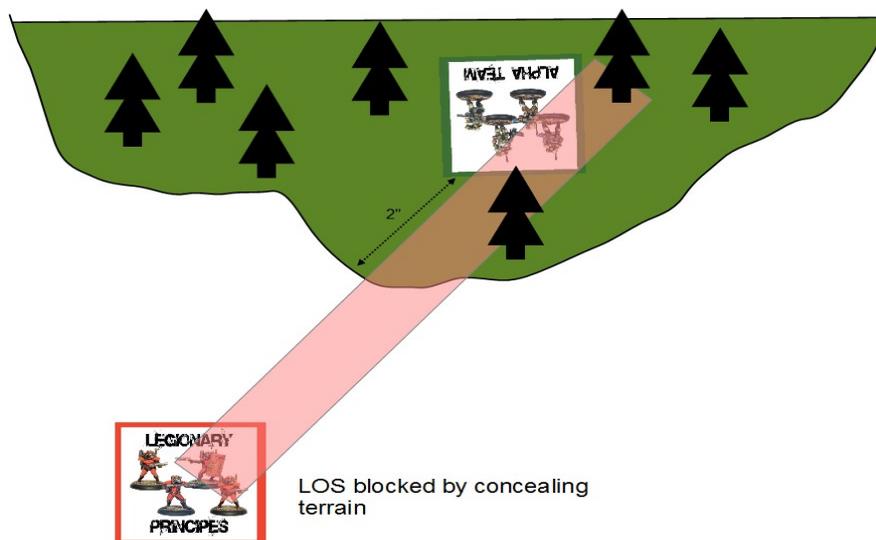
- Bases block line of sight **only** if they have an equal or larger size stat than both the target and the base trying to see it (e.g. infantry can shoot over other infantry to hit a tank beyond)

<<DIAGRAM 14: LOS blocked by friendly bases>>



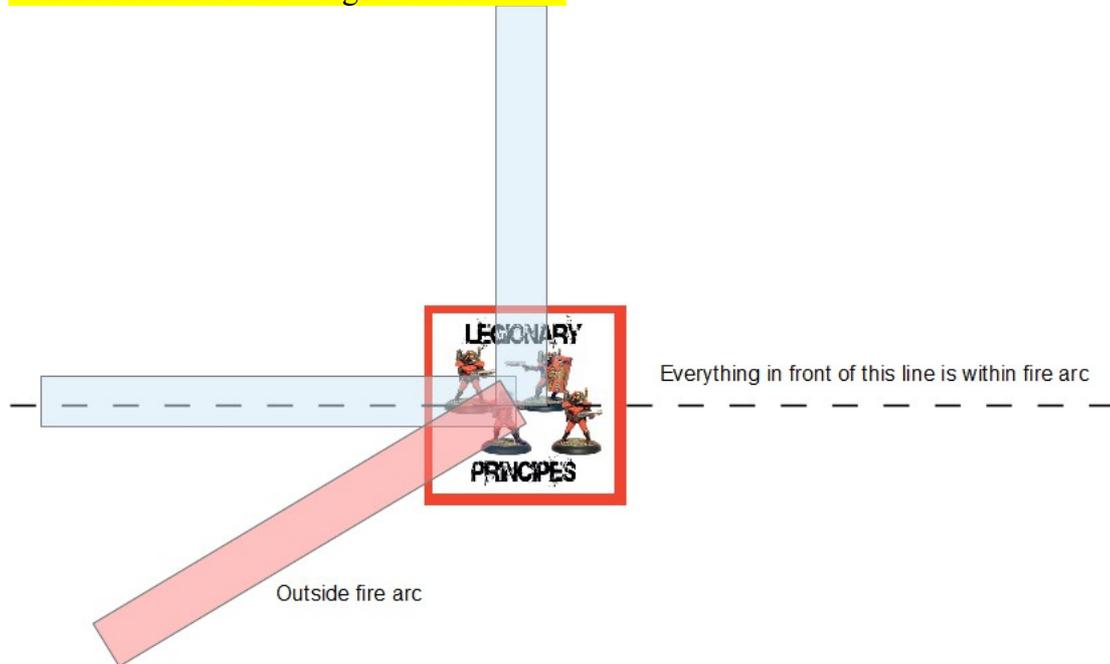
- Concealing terrain blocks line of sight if a base within the terrain is further from the edge than its size stat in inches (e.g. a base with size stat 1 is in a dense forest, and there is 2 inches of forest between the base and the edge of the forest through which an enemy base is trying to shoot. The enemy base cannot see this target)

<<DIAGRAM 15: LOS blocked by concealing terrain>>



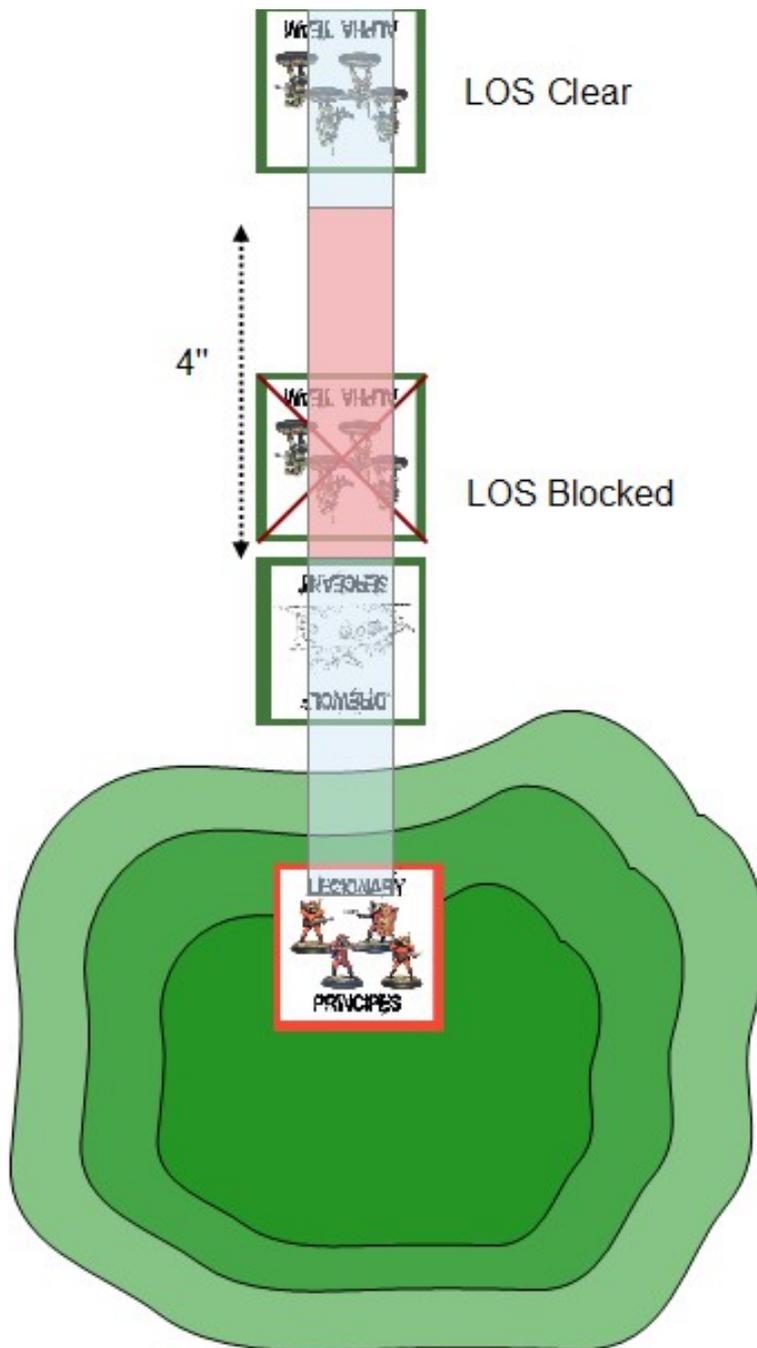
- **Attack Arc:** Most weapons have an attack arc of 180° to the front, so if your base is facing the target, you're good to attack it
 - If a weapon has a different firing arc (e.g. a turret mounted gun), this will be noted in its special rules

<<DIAGRAM 31: 180 degree attack arc>>



- **Elevated Terrain:** Bases on top of elevated terrain can see over the tops of intervening terrain and bases to shoot at enemy bases
 - If the back of the target base is within 4" of an intervening base or terrain piece, then line of sight is blocked (Incidentally, if an intervening base is obscured by something in front of it, then it doesn't count as obscuring a base behind it, providing the second base is more than 4" from the first object that blocked line of sight)

<<DIAGRAM 32: Elevated LOS>>



Orders

Once an order has been issued and the player has decided which base or bases will perform it, move on to the actual execution of the order.

- On completion of any order, place an **activation counter** next to the leader that issued the order and any bases that participated in it. This is to show

they've had their turn and may not be used to either issue or participate in subsequent orders during the turn

Move

The move order is the standard way in which your bases manoeuvre on the battlefield. The rules are as follows:

- Move each base up to its move rate in inches, taking into account any modifiers and rules for terrain encountered
- Bases can make as many turns as they wish and should always move in the direction of their front face after turning

<<DIAGRAM 16: Facing and Direction of Travel>>

Direction of Travel



- When turning a base, pivot it around its centre. Pivoting does not cost any movement

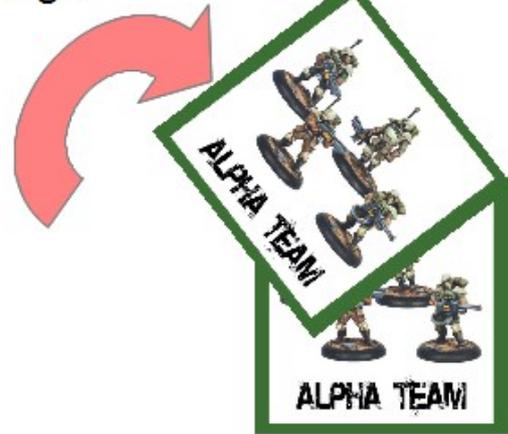
<<DIAGRAM 17: Pivoting>>

Fig i



Correct

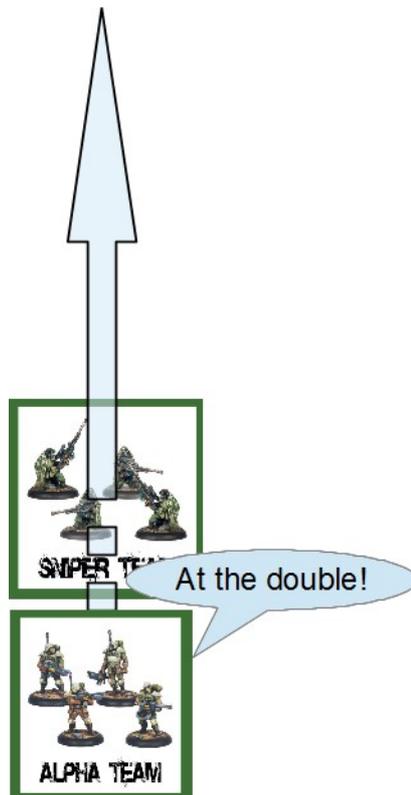
Fig ii



Wrong

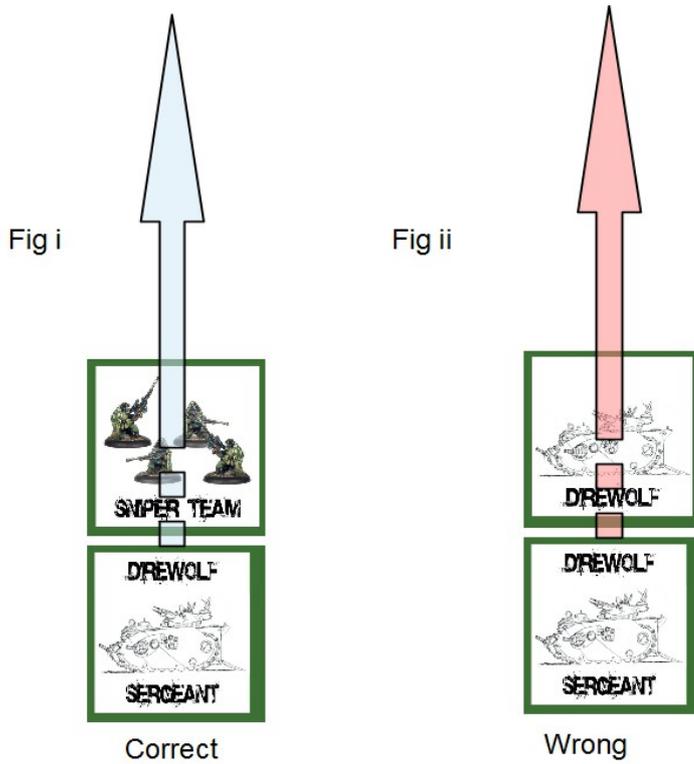
- Bases may not move or pivot through impassable terrain or enemy bases
- Infantry can move through **friendly** bases (called interpenetration) providing they do not end their move with overlapping bases

<<DIAGRAM 18: Infantry Interpenetration>>



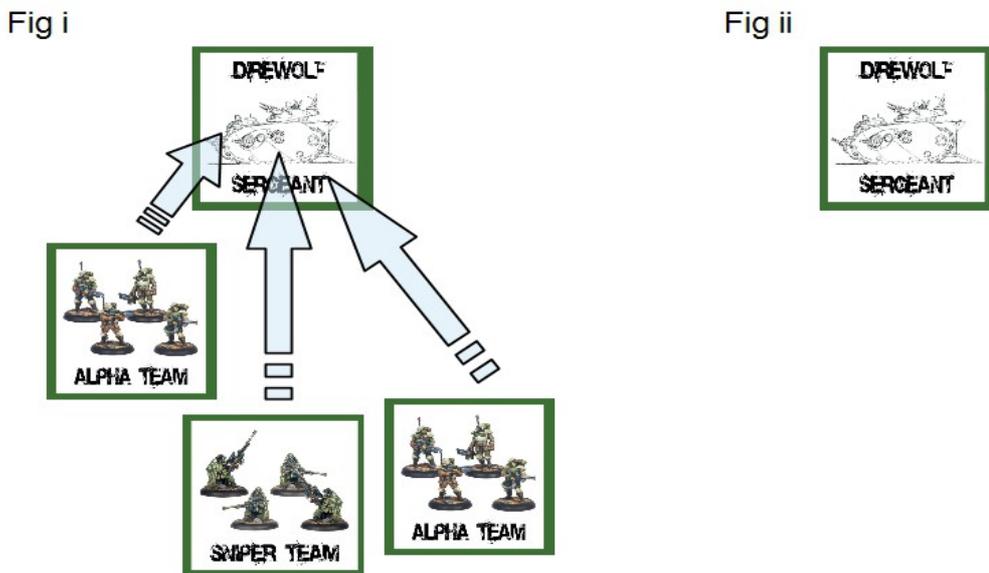
- Vehicles may move through **friendly** infantry bases but cannot move through other vehicles

<<DIAGRAM 19: Vehicle Interpenetration>>



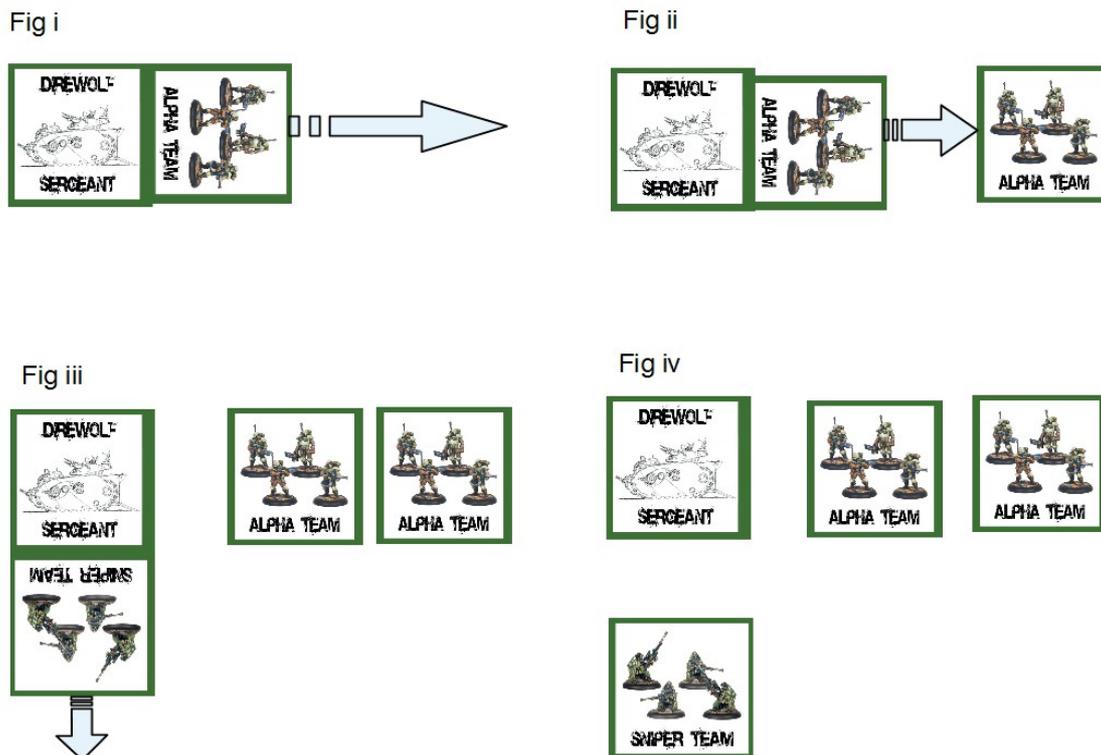
- Infantry may complete their move orders by boarding a transport, provided there is room to do so
 - Remove the infantry base from the playing area and put it, along with its activation counter and any suppression points with the profile card for the transport it is aboard

<<DIAGRAM 21: Mounting Up>>



- Bases already aboard transports may move out if given a move order (**remember**, any leader can issue orders to a base aboard a transport at the cost of 1 command point + the number of suppression points on the base)
 - Move each base that is to disembark in turn, so it is flush with any side of the troop carrier base, then move it away up to their full movement rate accounting for terrain
 - If there is an impassable terrain object or any other base within a base width of the troop carrier, then bases cannot disembark on that side

<<DIAGRAM 22: Dismount>>



At the Double

At the double orders throw caution to the wind and move bases as fast as they can go. Bases moving at the double can be in trouble if they are attacked, because they aren't moving cautiously. The rules are as follows:

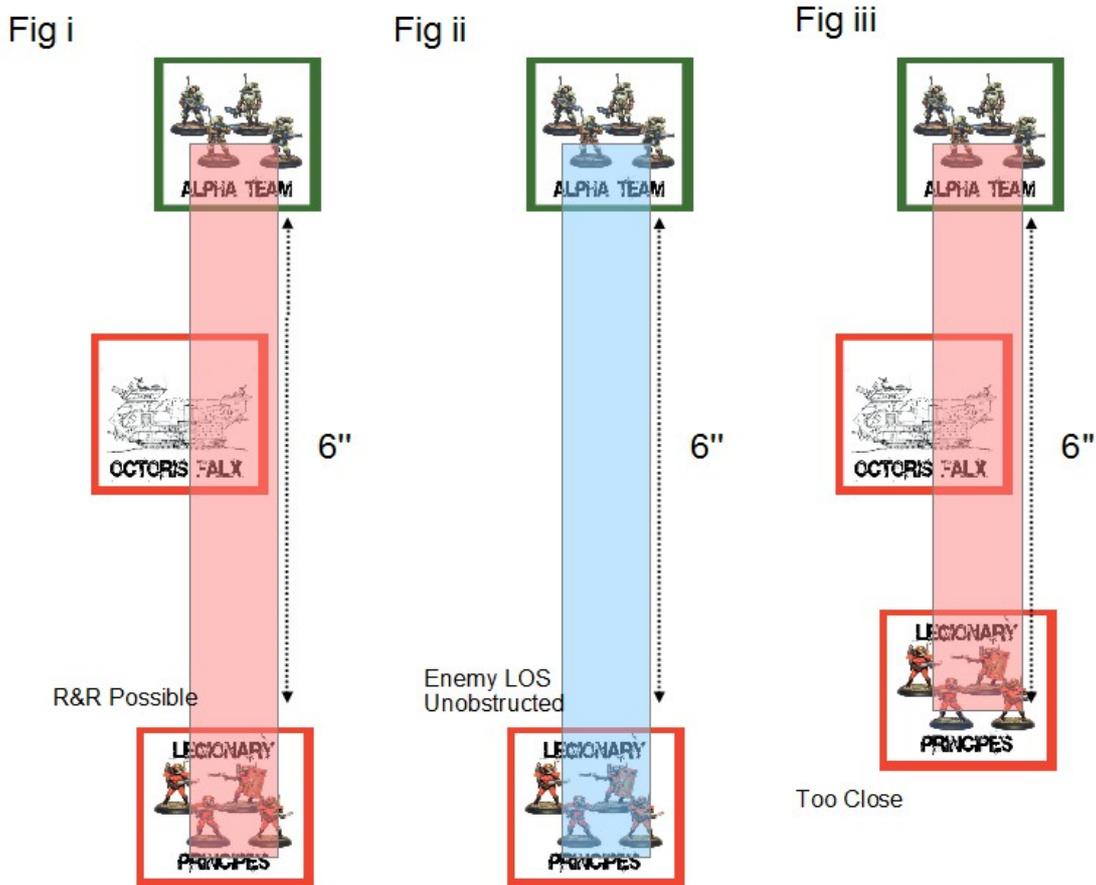
- Move each base up to double its move rate in inches, taking into account any modifiers and rules for terrain encountered
- Bases use the same rules for facing and turning as described under Move Orders
- Infantry may mount a carrier as described above, but you **may not** give At the Double orders to infantry already aboard carriers
- Place **vulnerable activation counters** next to the bases
 - The activation counters we provide can be turned round to denote a base that is vulnerable

Rest & Recuperation (R&R)

This is how you remove suppression points from bases. If bases can get away from the fighting and just take a breather for a few minutes, it allows them to treat injuries, make repairs and above all regain some of their stamina and morale. The rules are as follows:

- Move the base up to its normal movement rate and remove one suppression point
 - A base must be out of enemy line of sight to benefit from the order
 - A base must be at least 6" from any enemy base to benefit from the order

<<DIAGRAM 20: R&R: Again, change the LOS bands to lines going centre to centre>>



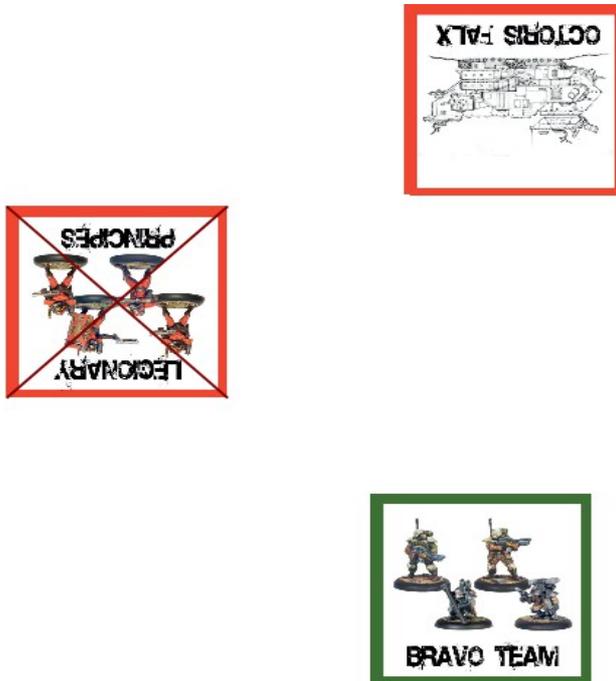
Attack

Attack orders are the main way your bases destroy the enemy. The following rules apply to attacking enemy bases:

- Choose one of your bases to carry out the attack. It may move up to its normal move rate to take up an attacking position, however, if it does make any move place a **vulnerable** activation counter on it after the attack
 - Pivoting to face the enemy does not count as a move in this case

- Check the attacking base's AM and AP values and attack the **closest** enemy base (within range, LOS and fire arc) for which you have the best score

<<DIAGRAM 34: Target Priority>>



Bravo Teams have a bazooka, so they ignore the closer Principles to attack the Falx

- You may gang up on a single enemy base by adding support from other friendly bases. Spend command points according to the usual rules for issuing orders to get more bases to support an attack
 - Supporting bases must also be able to hit the target base according to their normal rules for range, LOS and attack arc
 - A leader may only issue orders to attack a particular base **once** during their turn, so if you want multiple bases to gang up on it, you have to use support. You can't hit it one after the other with separate attacks
 - A different leader can attack it later in the turn if you wish
- Bases on board transports may also attack or be used to support an attack
 - Move the bases out of the transport, as per the rules under movement for dismounting. Then the individual bases may attack or support as appropriate
 - You may do this by giving the transport an attack order. After it has moved and bases have dismounted, you may choose to make one of the infantry bases the attacker and support with the transport, or use the transport as the attacker and support with infantry bases

<<INSERT TRANSPORT ASSAULT EXAMPLES>>

- To resolve the attack roll 1d6 and add your AM or AP value (whichever is applicable) plus any modifiers that apply from the following table:

Combat Modifiers Table	
Situation	Modifier
Target base has a vulnerable counter next to it	+2
Support	+X per base supporting
Fighting from an elevated position	+1
Attack at less than 4" after dismounting from a transport	+1
Attack at more than 4" after dismounting from a transport	-2
Special Rule. See the special rules section later on for full details	+X

- Your opponent also rolls 1d6 and adds the target base's SR value to it plus any modifiers for special rules (the only one applicable in this set of rules is Defender)
- Subtract the target's total from the attacker's total and apply the following results:
 - Less than 1: No effect
 - 1-3: Add 1 SP
 - 4-5: Add 2 SP
 - 6+: Destroyed
- If the target base already has suppression points on it and takes enough to exceed 2 SP, it is also destroyed.

Destroyed

If the result is destroyed or the base accumulates too many suppression counters, do the following:

- Infantry bases are removed from the play area
- Leave vehicles where they were destroyed and place a wreckage marker on them. They are now impassable obstacles that block LOS
 - If a transport is destroyed, infantry on board all immediately bail according to the normal rules for dismounting. Each base has a vulnerable counter and a point of suppression palced on it
 - If there is no room for infantry to bail from a destroyed transport, all infantry left aboard are destroyed too

Special Ability Orders

Some bases have the ability to perform special orders, such as fire bombardments or make effective use of cover, which are listed in the special rules on their profile.

- Each ability has its own special rules for the circumstances in which it can be used and what its effects are. See special rules later.

Individual Actions

After all available leaders have issued orders, players may have some bases on the playing area that did not receive an order. Players now use those bases to perform individual actions, as follows:

- Use **one** base at a time when performing default actions, then pass play to your opponent
- Only the currently active base can perform the action. You may not pull in any additional support bases for combat
- Once the action is completed, place an activation counter next to the base as usual, and play passes to the next player

Special Rules

On their profiles, many bases have special rules listed. The special rules can have a variety of effects, including modifying combat scores and carrying out special orders, either directly or in support of combat. Some special rules require that an order is given to use them, others just work in the appropriate circumstances. Special rules can either be on the profile of a particular weapon carried by a base, or be part of the base's profile.

360 Degree Attack

Some bases have turrets or all round weapon ports that allow them to attack the enemy irrespective of their facing:

- Bases with 360 degree attack ignore the requirements for attack arcs
- When bases with 360 degree attack arcs are attacked, modifiers for flank and rear attacks **do** count

Bombard

Most artillery and some other bases have the capability to bombard the enemy. This is generally done to disrupt their movements, deny ground and cause suppression prior to directly attacking. It can also be used to breach wall and fence sections as an alternative to ramming them with a vehicle. In order to bombard, the bases possessing the ability must be given an order to do so. The rules are as follows:

- As with attack orders and support, you may spend command points to pull in multiple bases to carry out a bombardment. It is usual for at one of these to act as spotter as the others are often out of line of sight from the target
 - The spotting base does not have to be artillery (usually the lieutenant in an artillery squadron takes this role)
 - If the spotting base is artillery, it still counts as part of the bombardment
- Pick an enemy base as the target
 - The target must be at least 9 inches away from the bombarding bases

- The bombarding base must be able to hit the target according to the normal rules (many bombardment weapons also have indirect fire, which means at least one base involved in the order must be able to see the target)
- Place the large circular template over the centre of the target base, every base touched by it is affected by the bombardment
- For each base under the template, roll 1d6 and add the number of bases bombarding to the result, then subtract the target's SR
 - Add +1 to the result if a target base has a vulnerable counter on it
 - If attacking a base that is in terrain with the **shelter** characteristic, add +1 to the target's SR
 - If the target base uses the **cover** special rule, add +1 to the target's SR
 - Check the total against the following table and apply the result to the target base

Total	Base Result	Wall or Fence Result
1 or less	No Effect	No Effect
2	Add Activation counter	No Effect
3	Add Activation counter	No Effect
4	Add Vulnerable counter	Breached
5	Add Vulnerable counter	Breached
6 or more	Add Vulnerable counter + 1 SP	Breached

- If a base is already has an activation counter on it and it's instructed to be activated by a bombardment, place a vulnerable counter on it instead
- As with attack results, if any bases are destroyed by taking too many suppression points, remove infantry and leave vehicles where they are with a wreckage counter on them

Camouflage

Camouflage is a passive ability that some bases have, generally in the form of sophisticated optical fibres in their dress and broad range jamming devices, which prevent enemy units from targeting them. The rules are as follows:

- A base with camouflage in concealing terrain cannot be the target of an attack order even if it is close to the edge of that terrain
- Bases with camouflage may not be the target of attack or bombard orders if there are other enemy bases that don't have the ability within range and line of sight
- Bases with camouflage gain +1 SR bombard orders if they are in concealing terrain

Command

Bases with this special rule are leaders and they can give orders to other bases in battle. The number after the command listing denotes what bases are eligible to receive orders from this leader:

- **Lieutenant:** Bases with this level of command may only give orders to bases from their own platoon
- **Captain:** Bases with this level of command may only give orders to any base in their company.

Cover

Bases that are attacked by bombard orders can immediately take cover, provided they don't have an activation counter on them.

- If they do so, add +1 to their SR. This is cumulative with **shelter**
- Using the cover ability places an activation counter on the base

Defender

Bases with this special rule are harder to kill in defensible terrain:

- Add +1 to the bases SR while it is in defensible terrain

Indirect Fire

As alluded to in the Bombard and LOS rules, some attacks do not require the shooter to be able to see the target, or indeed have a clear line of fire to it

- The target must still be within the weapon's arc of attack
- The target can be anywhere within the weapon's range
- At least one base involved in the order must have LOS to the target
- Indirect fire ignores terrain and other obstacles that would block line of sight either by simply launching the projectile over the top of obstacles, homing in on the target, or by creating a destructive effect at the target point by means of, for example, wave or particle manipulation

Pop Smoke

All Lieutenants are equipped with smoke grenades. Infantry Lieutenants can throw them and vehicles launch them from grenade tubes. The smoke is a dense suspension of particles that reflects and disrupts all known targeting systems. Use smoke as follows:

- Smoke is a limited resource, at the start of the game place one smoke counter with the Lieutenant card of each platoon you have in play
- At the end of any move order that includes a Lieutenant, you may play their smoke counter
 - Take the counter from the Lieutenant card and place it anywhere within 8 inches and 180 degrees to the front of the Lieutenant's base

- Smoke behaves as concealing terrain. When checking LOS that passes near a smoke counter, place the centre of the large circular template (3" radius) over the counter. Bases covered by the template count as being in concealing terrain
- Remove any smoke counters from the game (i.e. they cannot be re-used) at the end of the turn in which they were used

SPOMM

All Syntha bases in this book have SPOMM minds, which means that although tactically limited (Syntha AI armies are inferior at pulling off effective co-ordinated manoeuvres), they never tire, never panic, and never break the chain of command:

- A base with the SPOMM ability always counts as a single base for the purposes of issuing orders to it, irrespective of its suppression level

Troop Carrier

Bases with this special rule can transport infantry bases across the battlefield.

- When Troop Carrier is noted on a profile, it has a number next to it which is equal to the maximum number of bases it carry at any time
- Full rules for how to mount and dismount passengers, and how to deploy them in combat can be found in the Orders section
- If the troop carrier is destroyed, all bases aboard it dismount and add one suppression counter

Final Note

This is quite a hefty set of rules, but it doesn't have an answer for every single situation that will arise when you play. Sometimes something will happen, we don't know what, or else we'd have included a rule for it, which is open to interpretation by the players. If you can't agree on how to resolve the situation, don't let it spoil the flow of your game, just let fate decide. Roll a dice or flip a coin, or whatever, and the winner gets to play it their way. You can discuss the matter at length after the game, canvass other opinions and come up with a house rule for it. Even better, let us know about it and we can give an official ruling on how to handle such situations in future, at <http://www.ageoftyrants.com/>.

Forces

Junkers

Junkers have shown unprecedented expansion during this era, and their vast legions threaten the stability of the whole galaxy. The current situation, with the whole of Pan-Humanic Space teetering on the brink of total war suits the Ironglass Senate well enough. They use the chaos to fuel even further expansion, swelling their legions and extending their imperial power base. Junkers, ever the underdog in the Tripartite Alliance, see the Age of Tyrants as an opportunity to seize control from the rich powers and perhaps even conquer the galaxy in the name of the Senate.

History

The Junkers' Homeworld is Ironglass, in the Viridia Solaris star system. Ironglass is a large desert world, where, due to a quirk in its orbit, one side is constantly baked by the local star Solaris, and the other exposed to the dark chill of space. In a thin band around the terminator, called the Meridian, human habitation is possible, so Viridia established a penal colony there to process ferrous deposits from the desert. Ironglass challenged Viridia for independence in the Second War of Secession, eventually winning it in 2580. The new rulers of Ironglass were used to a society in which life was cheap and power best wielded through force, and ever since the Junkers have been brutal, despotic and imperialistic.

Colonies

Junkers favour marginal worlds with arid or desert climates on which their topsoil and sand processing technologies can eke every gram of resources from the world. They pride themselves on making a living where others cannot; subsisting on what most would consider leavings. Their settlements are often beneath ground, based on the Ironglass model, and are dirty, dangerous and polluted places worked by slave labour.

Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Dusty highways connecting the frontier towns and Harvester depots to the deep deserts	Object	Flat Road
Naphtha Pool	These are shallow, oily pools of liquid hydrocarbon that have bubbled to the surface in response to Junker activity	Object	Flat Difficult Going Fordable
Ravine	The combination of tunnelling and stripping away surface materials with harvesters can cause deep cracks in the earth to appear around Junker settlements	Object	Flat Impassable
Large Boulder	A great, wind sculpted hunk of rock out in the desert	Object	Impassable
Desert	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	Flat
Stone Forest	Also known on some planets as chaos terrain, this is a crazy jumble of shallow canyons and wind sculpted rocks that provides excellent defensible terrain for infantry	Area	Difficult Going Defensible Shelter Concealment
Dunes	Dunes are low hills formed from drifting sand. They provide good high ground for ranged units and artillery seeking a commanding view of the battlefield	Area	Elevated
Strip Mine	Strip Mines occur where the Junkers cut into rocky mesas and plateaus to break up the stone for minerals. They offer an impassible barrier to the front combined with a high ground advantage	Area	Impassable* Elevated
Frontier Outpost	Junker frontier outposts are generally fairly squalid shanties. There is often more going on below the surface than above as the workers construct subsurface tunnels and bunkers to escape the heat	Area	Difficult Going Concealment Shelter Defensible
Ore Plant	Ore plants are where the Harvesters come and go from, and where the minerals they bring back are refined. Ore plants include a perimeter fence.	Area	Difficult Going Concealment Shelter Defensible

*Only impassible from the front, bases can get up the sides and back of the feature.

Technology

Junkers, as their very name suggests, don't have much in the way of their own technological developments. Their engineering know how lies in taking wreckage and detritus of the other powers and transforming it into something functional. Sometimes the tech they appropriate is genuine scrap, sometimes it is battlefield plunder or outright pirate loot. This paradigm goes right back to the Second War of Secession, wherein the original Junker rebels adapted mining equipment and vehicles, repurposing them as weapons to use against their Viridian enemies.

Warfare

In battle the Junkers are a numerically superior force that excels in medium to close range combat. The strategy of Junker commanders relies on suppressing superior ranged combat enemies with artillery, allowing their legions get to close quarters. Advancing into enemy fire can be hugely costly in lives, but one thing the Junkers have no shortage of is manpower. Consequently discipline and morale are poor, but the leaders have ways of ensuring obedience. Support is in the form of crude but effective armour, artillery and troop transports.

Platoons

The following section is a list of all of the Platoons and their Captains.

Tribunes

The Tribunes of Ironglass and its auxilliary colonies are a rough bunch and they command with an iron fist. Discipline is harsh in the legions, and infractions range from floggings and beatings to the dreaded neural spike executions. Legionary Tribunes lead their companies from Octoris Falx transports.

Legionary Maniple I

The Junkers' standard infantry platoon is the Legionary Maniple I. Each of the four infantry teams number some sixteen men and women. In general they excel at short range combat, and their favoured tactic is direct assault. The standard legionary fireteam are Principes, armed with combat shotguns, shields and blades, and supported by flamethrowers. The platoon's Lieutenant is a Centurion, who occupies another Principes team. The final team are Armigers which consist of two heavy weapon teams, each manning a tripod mounted chain gun.

Legionary Maniple II

The Legionary Maniple II is the secondary Infantry platoon of the Junkers, and like Maniple I they excel at close assault with a focus on anti-materiel damage. As ever the Principes infantry teams number some sixteen men and women. Like other platoons that feature them, Principes are always armed with combat shotguns, shields and blades, and supported by flamethrowers. The final team in the platoon are Triarii, and instead of chaingun support, they wield thermite lances for assaulting enemy armour.

Legionary Maniple III

The Legionary Maniple III is the Junkers combined unit, and mixes assault infantry with artillery organic to the platoon. Again the Principes infantry teams consist of sixteen men and women who excel at short range combat, and favour assault tactics.

As usual standard kit for the Principes consists of combat shotguns, shields and blades, with close support provided by flamethrowers. The platoon's Lieutenant is a Centurion, who occupies another Principes team. In the Maniple III the final team is not infantry at all, but instead a Draco mobile artillery platform armed with incendiary hellfire rockets to soften up enemy positions ahead of the infantry assaults.

Exo Suit Allecti

The Allecti are the elite, Exo-Suit infantry of the Legion. Exo-Suits are formidable pieces of battlefield power armour, reserved for convicts that served their sentences, distinguished themselves in battle and remained in the legion as free men. Each Allecti team consists of four exo-suited individuals, one of which is led by a Centurion. The suits feature medium range grape guns that are devastating to personnel, and close combat anti-armour gloves called Cestus. They are supported by units in which the grape guns are replaced with flame throwers.

Loricatia Squadron

The core armoured squadron of the Junkers is the Loricatia Squadron. It consists of four main battle tanks. Three of these, including the Optio (or Lieutenant) are Venators. The Venator's turret gun is an extremely powerful rotary gauss gun, based on Viridian designs, called a Scorpion and it is effective against all targets. The support tank is an Exarch, a good mid-range armoured assault element, equipped with a turret mounted incinerator cannon that fires a high-explosive incendiary round. The vehicles are protected from close assaults by point defence chain gun pods.

Carpentia Squadron

Transport for personnel in the legions comes in the form of the Carpentia. Octoris Falx is the standard troop carrying vehicle and there are three of these in the squadron, including the Optio. The Falx (falx means battle-scythe) is a tracked vehicle that can act as a mobile firebase and transport for up to four infantry fireteams. For defence it has a turret mounted rotary gauss weapon, effective against all targets up to medium range. The support transport built on the same chassis is the Octoris Incendia, with a turret-mounted heavy flamethrower.

Ballisteria Squadron I

The Ballisteria Squadron I is the first of two artillery batteries commonly deployed by Junkers armies to support infantry advances. This Squadron consists of three Dracos, lead by an Optio in a Falx transport. The Draco consists of a heavy, tracked vehicle with an inferno rocket system mounted in a fixed forward position. The inferno rockets are used at long range to soften up the enemy with a bombardment of incendiary death.

Ballisteria Squadron II

The second of the Junkers' core artillery batteries, the Ballisteria Squadron II, is made of Onager mobile gun platforms led by an Optio in a Falx. The onager is a self-propelled howitzer that lobs a massive 900 kg shell, effective against all targets. The weapon is mounted in a fixed position on a light skinned vehicle.

Viridians

Viridians are from the planet where humans evolved in the Viridia Solaris system, and as such are the oldest faction in Pan-Humanic Space. Viridians are the great free marketeers of the Tripartite Alliance. They believe in the power of trade as an engine of progress and chafe under regulations and taxes levied by VASA. The Viridian Assembly champions freedom on the whole, though like others, they have historically shown reluctance when it comes to granting independence to colonies under their direct control.

History

In distant antiquity the Viridians ruled an advanced industrial society on the lush, fertile world of Viridia, but their polluting activities caused catastrophic global warming that resulted in the planet flooding. Eventually the climate stabilised and a new civilisation was built using sustainable and non-climate altering technologies. It did not take the Viridians long to rebuild what had been lost, and soon they were exploring space with a view to colonisation, driven in part by the close call with extinction they had experienced on their Homeworld. Viridia ceased to be the sole power in space following the Secession Wars and the subsequent rush to colonise the galaxy by those seeking independence.

Colonies

As mankind spread through the galaxy, Viridia became the breadbasket of Pan-Humanic space. Worlds with natural climates that produced sufficient food to support colonies were few and far between, so Viridia fed the galaxy with its advanced, high yield agricultural techniques. Viridia's great wealth lies in agriculture to this day, and because it is the most efficient producer, Viridia gets the pick of worlds suitable for food production. Jungle worlds to produce biomass for fuel, fertiliser and animal feed; ocean worlds with vast fisheries; temperate worlds with expansive arable plains. Such worlds always orbit spectral class G-stars, so Viridians have developed city building techniques based on harnessing solar power from these stars.

Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Broad transport routes cut through the undergrowth and trees to connect biofuel and food harvesting sites to the solar cities.	Object	Road
Swamp	Broad, shallow expanses of surface water, often overgrown with weeds and algae. They are useful defensive features that can slow an enemy's advance.	Object	Flat Difficult Going Fordable
Irrigation Trench	Irrigation trenches channel water to where its needed on Viridian settlements, and make the going difficult for ground units.	Object	Flat Difficult Going Fordable

Cenote	Cenotes are steep sided sinkholes that often link up with complex, subterranean watercourses	Object	Flat Impassable
Fields	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	Flat
Jungle	Dense, tropical rainforest is typical on Viridian colonies, where the rich biomass is harvested for fuel	Area	Difficult Going Defensible Shelter Concealment
Hills	Hilly areas surrounded by jungles and swamps make ideal sites for Viridian agriculture. They're also good for spotting approaching enemies.	Area	Elevated
Agricultural Terraces	Agricultural terraces are carved out in valleys and the sides of hills to form elevated escarpments that are pretty much impassable to the front.	Area	Impassable* Elevated
Bio Dome	Biodomes house the settlers on Viridian colonies and agricultural outposts. They are prefab structures covered in solar cells and often have VDF garrisons in contested regions.	Area	Difficult Going Concealment Shelter Defensible
Jungle Outpost	Consists of a landing pad, gunnery and sniper platforms, Comms arrays and barracks. They are usually guarded by Alpha and Bravo Platoons.	Area	Difficult Going Concealment Shelter Defensible

*Only impassible from the front, bases can get up the sides and back of the feature.

Technology

Viridia led the way in developing environmentally sustainable technologies, following the disaster of the great flood. This suite of technologies included genetically engineered plant and animal species for food, fuel, and in some cases mounts, the development of the hydrogen t-cell for power, and the advanced engineering techniques of the solar cities. They also developed the gauss magnetic field technologies used in a variety of weapons and civilian transport systems.

Warfare

The Viridians have a respectable sized army and fleet, and their forces excel at long range warfare and combined arms tactics. Of all the factions, the Viridians have been most enthusiastic in adopting the doctrine of combined arms, borne of a desire to limit casualties among their own troops. They do this by engaging with light ground forces that are prepared to retreat at any moment, slowing the enemy down while close support and reachback capability surgically dismantles it from a distance.

Platoons

The following section is a list of all of the Platoons and their Captains.

Captains

Viridian Captains are renowned throughout Pan-Humanic Space for their battlefield heroics. It's all about leading from the front and the Viridian Assembly favours individuals who make a good impression with the folks back home. Companies are led by Captains deployed in Direwolf armoured transports.

Alpha Platoon

Alpha Platoons are made up of men and women from the Colonial Marine Corps. There are two Alpha teams to a platoon, a Sniper Team and the Lieutenant rides up front aboard a Direwolf transport. There are usually six Marines per Alpha team, with five individuals armed with gauss rifles and a heavy gauss rifle operator for support. The Sniper Teams tend to work at a distance from the rest of the platoon, finding covered overlook positions to support at long range.

Bravo Platoon

Bravo Platoons are the heavy support infantry of the Colonial Marine Corps. There are two Bravo teams to a platoon, a Sniper Team and the Lieutenant's a Bigfoot transport this time. Just like the Alpha Team there are five individuals armed with gauss rifles, but support comes in the form of a bazooka, which is potent against enemy vehicles and hard points. The Sniper Teams again provide the long range cover.

VDF

VDF stands for Viridian Defence Force, which are the infantry men and women tasked with garrisoning Viridian interests and colonies. Each VDF platoon consist of two Alpha Teams and Two Bravo Teams armed and equipped in exactly the same manner as their Colonial Marine Counterparts. The Lieutenant always runs with the first Alpha Team in the platoon.

Interdict Marines

Interdict Marines are Viridia's elite stormtroopers. A platoon of them consists of four teams of four, the first of which contains the Lieutenant. Interdict Marines are equipped with gauss carbines, configured to be deadly at close quarters, and they are highly trained in hand-to-hand combat. They wear power armour that is jump capable and in battle they are deployed as a fast strike element.

Tank Squadron

A Viridian Tank Squadron is comprised of three Broadsword Tanks, one of which is the Lieutenant and a Blade Tank in support. The Broadsword is Viridia's main battle tank. It is a tracked, heavy tank that can engage all targets at up to mid range with its main weapon, the redactor cannon. The redactor cannon is a massive, rotary barrelled

gauss weapon. The Broadsword bristles with independently targeting chain gun points all around the hull to protect it from close assaults. The Blade is Viridia's tank killer. It has the same chassis design as the Broadsword, but the turret houses a large, highly advanced gauss weapon called an Excalibur Gun, which fires a dart of ferromagnetic material that becomes molten within nanoseconds of leaving the barrel.

Transport Squadron

Viridian Transport Squadrons consist of three Direwolves, one of which is the platoon leader, and a Bigfoot in support. The Direwolf armoured personnel carrier is the standard troop transport for Viridian fireteams. It is capable of transporting up to three of them at a time. It has twin-linked HMGs in the turret, effective to mid-range and devastating to enemy personnel. The Bigfoot features the same chassis design as the Direwolf, but its combat role is actually more general. The Bigfoot's turret weapon is a gauss cannon that is effective at mid-range and can successfully engage all targets.

Coyote Battery

The Coyote Battery is the first of two artillery batteries commonly deployed by Viridian Assembly forces. It consists of three Spartan mobile guns and a Direwolf Platoon Leader. The Spartan is Viridia's standard mobile artillery piece. It consists of an armoured, tracked vehicle with a forward mounted rack of Sledgehammer missiles. The weapon is effective at delivering breaking up the enemy's formation at long range, and is particularly deadly to vehicles.

Buffalo Battery

The Buffalo Battery is the second of Viridia's core artillery batteries. It consists of three Buffalo mobile gun platforms and a Direwolf Platoon Leader. The Buffalo is the Viridians' specialist artillery piece. It consists of an armoured, tracked vehicle with three independently targeting howitzers mounted on it.

Syntha

The Syntha are secretive and isolationist and they put a high premium on the "information war", devoting a great deal of resources to espionage and counter-espionage activities. Since becoming an independent power, the Syntha have always been slightly aloof and reserved, which is more to do with their emotional coolness and a high incidence of introversion in their population than anything sinister or political. However, since the incident on the Hephaestus Complex, the Collective's cultural distance has transformed into full-on espionage, scheming and covert aggression against the other powers.

History

Prime is the Homeworld of the Syntha, a strange object caught in an elliptical orbit around the Viridia Solaris/Leviathan binary star system. Prime is a barren, frozen, teardrop shaped planetoid with no atmosphere. It is the only known source in the universe of the mineral prime obsidian. In the early years of colonisation it was a research station, devoted to harnessing the power of this new wonder material. In 2494, the colony there, the most distant at the time, declared independence from Viridia and thus began the First War of Secession. Four years later the colony won its

charter and thus began the Synth's great quest to perfect humanity through integration with machines.

Colonies

Pure research, rather than economic or social improvement, drives Synth colonisation. The worlds they live on are valuable from a scientific point of view, but are often inimical to life. They have perfected techniques based on Prime's colonisation, for burrowing into planets and other objects. Once in, robotic miners build extensive subterranean networks of tunnels and chambers, preparing them for habitation. Where these "termite cities" break the surface, there are towers containing mag-lev service elevators, comms arrays and vents to release non-recyclable waste materials.

Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Metalled surfaces to allow transport units to quickly move personnel and materiel around subterranean complexes	Object	Flat Road
Shallow Pool	Pools of water from hydraulic mining collect in the lower levels of Synth colonies	Object	Flat Difficult Going Fordable
Hazardous Flow	The industrial activity that takes place around Termite Cities often creates run-offs of toxic liquids like acids and ammonia rivers and liquid radioactive waste.	Object	Flat Impassable
Crystalline Outcrop	Large, free standing growths of crystal often form inside voids in asteroids and planetoids	Object	Impassable Shelter
Cavern Floor	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	Flat
Fungus Orchards	To supplement the off-world supplies brought in to feed Synth colonists, they farm high yield GMO crops of giant fungus.	Area	Difficult Going Defensible Shelter Concealment
Spoil Heap	Hills composed of debris from tunnelling are commonplace around Termite Cities. They provide good high ground for ranged units and artillery seeking a commanding view of the battlefield.	Area	Elevated
Rock Shelf	Rock shelves are elevated sections on	Area	Impassable*

	the cavern floor. They offer an impassible barrier to the front combined with a high ground advantage		Elevated
Research Outpost	Large pillars of rock encrusted with habitation pods and security stations, that are reminiscent of metal and plastic bracket fungi	Area	Difficult Going Concealment Shelter Defensible
Autofactory	A complex of buildings outside the termite city, where drones, probes and other SPOMM units are fabricated for jobs around the colony	Area	Difficult Going Concealment Shelter Defensible

*Only impassible from the front, bases can get up the sides and back of the feature.

Technology

Syntha are the most technologically advanced faction in Pan-Humanic Space. Their stranglehold on the production of prime obsidian, coupled with their technological collectivism agenda, have assured that. Indeed, the Collective is governed by a giant SPOMM brain called Prime, to which all Syntha colonies are networked by sub-ether relays. Syntha citizens are grown from cloned cells and born from vat-like artificial wombs as fully developed adults. Complete with cybernetic enhancements they are educated and socialised by *in utero* VR simulations. And of course the Syntha manufacture a great many AI types, ranging from robotic labour and soldiers, through to enormous AI autofacilities like Hephaestus.

Warfare

Syntha are the least populous of the Homeworld factions. In this Age of Tyrants, which sees it embroiled in more military action than at any time in its history, the Collective has taken to deploying entirely robotic armies, in order to preserve its limited stocks of human and biomechanoid combatants. The SPOMM armies are poor at tactics and combined arms operations, though heuristic software is enabling them to improve all the time. However, they are way more reliable than human soldiers under fire as they suffer no morale effects from suppression. Plus they can wield heavier weapons making them the most formidable long range infantry in the galaxy. Supporting the androsynths and teratosynths are SPOMM artillery, carriers and tanks.

Platoons

The following section is a list of all of the Platoons and their Captains.

Captains

The Alphas of the Syntha Collective are advanced battlefield SPOMMs. Alphas feature advanced tactical processing modules for the purposes of networking multiple units in combined actions. They are housed in vehicles, namely Persephone transports, to provide them with a versatile balance of mobility, firepower and utility.

Tactical Cell

The Syntha standard infantry platoon is a Tactical Cell. Each of the four Nodes number eight Androsynths. All the Nodes are pretty much identical, featuring six androsynths with standard pulse rifles for mid range firefights, and two that carry

short range anti-materiel plasma projectors. Their default mode is to hang back at the limit of the pulse rifles' range and engage targets from there. In one of the Nodes an androsynth contains a Beta SPOMM brain that synchs commands to other members of the platoon.

Point Cell

Supporting the Tactical Cells are Point Cells that are more effective in close quarters against infantry. As usual, all four Nodes number eight Androsynths, six of which are equipped with standard pulse rifles for mid range firefights. The support weapons for these nodes are grape guns; more powerful general purpose small arms, with a limited range relative to pulse rifles. The default mode is to engage the enemy in firefights rather than close assaults. Again one of the Nodes contains an androsynth with a Beta SPOMM brain to synch commands to other members of the platoon.

T-Synth Cell

T-Synth Cells consist of four nodes of Tactical Teratosynths, which are larger, more powerful variants of the androsynths. Each Node has four Teratosynths, three of them armed with heavy pulse rifles for mid-long range firefights and one with a mini-MLRS launcher for indirect fire support. As with most Syntha the default mode is to engage the enemy in firefights rather than close assaults. As ever one of the Nodes contains an a Beta SPOMM brain to synch commands to other members of the platoon.

M-Synth Cell

Where the other armies usually have four core infantry platoons, the last of which is a mixed platoon, the Syntha have M-Synths in place of the mixed platoon. The Cell consists of four Macrosynths, one of which contains the Beta SPOMM for co-ordinating the platoon. Macrosynths are light armoured walkers that carry powerful long range pulse cannons, normally a vehicle mounted weapon. In close combat they are quite capable of defending themselves with their vicious hydraulic fists.

Nemesis Cell

Nemesis Cells are the first of the two grav-tank squadrons commonly used by the Syntha. The Nemesis cell has four Nemesis grav-tanks, one of which houses the squadron's Beta SPOMM. The Nemesis is the Collective's main battle tank and is perhaps the most advanced and certainly one of the deadliest tanks on any battlefield. Its chassis houses a tesla field to protect the exterior from close assaults, and the turret has a starfire cannon; a deadly, long range anti-armour plasma weapon.

Hades Cell

The second armoured squadron of the Syntha is the Hades Cell, consisting of three Hades grav-tanks and their Beta. Also built on the same chassis design as the Nemesis, the Hades is the Syntha's long range artillery tank. Its SPOMM is programmed with a comprehensive selection of fire missions and connected to a turret mounted MLRS (multi-launch rocket system) that can bring a pattern of guided missiles down on targets virtually anywhere on the battlefield.

Artillery Cell

Syntha core artillery Cells consist of two Plasma Cannons, a Drone Carrier, and a Persephone Beta. The Plasma Cannons consist of armoured grav-vehicles with a front firing plasma cannons. The weapons are highly effective at dealing with enemy armour in mid-range firefights. The Drone Carrier houses a nest of tiny drones. The vehicle's SPOMM scans the battlefield and sends the drones out on missions to eliminate enemy targets. They charge-up using the carrier's fuel cell and deploy as a flying swarm that has a laser-cutter sting in its tail. All vehicles are protected from close assaults by Tesla Fields.

Mechanised Cell

The Mechanised Cell is the Syntha's transport platoon, providing secure rapid-deployment for anything up to the M-Synths (which fold up for storage). It consists of three Persephone Transports, one of which is a Beta and a Demeter Transport. The Persephone Transport is another SPOMM controlled grav-lift vehicle that can effectively transport three fireteams and act as a firebase. It is equipped with a turret containing twin linked heavy pulse rifles, effective against all targets at mid-range. The Demeter Transport is the sister vehicle of the Persephone, and while it shares the troop carrying ability of its counterpart, the Demeter is equipped for much shorter range warfare. In its turret, the Demeter Transport houses a plasma projector unit that is particularly deadly to armour at close range.

VASA

VASA retains its role as the Protectorate, a body separate from the other Tripartite Powers of Viridia, Syntha and Junkers. The body is charged with enforcing the alliance, brokering settlements in disputes, and policing the grav-wells upon which all trade and colonisation efforts depend. To carry out these duties, VASA has amassed a huge fleet and security force, financed by charging excise duties on trade through the grav-wells. VASA is essentially a massive galactic peacekeeping force, which has increasingly come into conflict with its member factions as the Age of Tyrants erodes old alliances and treaties.

History

VASA grew by increments out of the Viridian space program, and while the faction never broke free of Viridia in a war, like the Syntha or Junkers, it did use those secessionist conflicts as a means of establishing its independence. The founders of the VASA faction were scientists working on grav-shunting technology, based on Vacillus. Vacillus is a distant ice planet orbiting the dead star Leviathan, and as such it had to be self-sufficient. In later years this colony, seen by all as sufficiently removed from Viridian influence to be neutral, brokered peace deals between Viridia and the other powers in the Secession Wars. Formalising its role as a peacekeeper, VASA adopted the name Protectorate and built a massive military shipyard on Vacillus' moon Kothon.

Colonies

VASA's colonisation technique involves dropping prefabricated facilities, called pods, from orbit, onto the surface of the object they wish to colonise. According to a tried and tested set of rules based on its habitation potential, the object being colonised has different types of facilities dropped on it, such as life support pods, atmosphere

processing pods and so on. VASA puts its colonies near grav-wells, for these are the n-space highways through which all trade and exploration takes place. VASA favour cold worlds with Arctic climates as these are similar to the home planet of Vacillus, and their colonies are called Ice Stations.

Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies.

Name	Description	Category	Characteristics
Road	Snow ploughs keep the highways clear between Hab units and customs stations on VASA colonies	Object	Flat Road
Hot Spring	These are pools of water kept hot and in a liquid state by the planet's geothermal activity	Object	Flat Difficult Going Fordable
Crevasse	On top of glacial terrain, the movement of the ice often causes deep, impassable fractures to form	Object	Flat Impassable
Comm Tower	A Comm Tower is a large satellite relay that links up with VASA's Central Administration on Vacillus. All colonies have at least one.	Object	Impassable
Tundra	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	Flat
Taiga	Taiga is an area of frozen, coniferous woodland	Area	Difficult Going Defensible Shelter Concealment
Glacial Deposits	Glacial deposits are raised areas of the landscape, such as drumlins, eskers and moraine left behind by the passage of a glacier	Area	Elevated
Ice Shelf	Ice shelves offer an impassible barrier to the front combined with a high ground advantage	Area	Impassable* Elevated
Hab Units	Hab Units are the pod complexes where VASA's admin personnel and their families live on the Ice Stations. They may also have associated security checkpoints.	Area	Difficult Going Concealment Shelter Defensible
Customs Facility	Customs Facilities contain checkpoints, hangers and storage facilities where cargo moving through the Ice Station is held for examination by VASA's customs and excise officers.	Area	Difficult Going Concealment Shelter Defensible

*Only impassible from the front, bases can get up the sides and back of the feature.

Technology

VASA pioneered the technology of grav-shunting, a faster-than-light method of transport used in all long distance space travel. Grav shunting involves firing high powered Xasers at massive objects to create wormholes through which ships can travel. On the back of this technology, VASA also developed efficient pre-fab colonisation methods. VASA's military also commands state-of-the-art energy weapons and armour.

Warfare

VASA has by far the largest and best equipped army and fleet in Pan-Humanic Space, but it is currently badly overstretched, quelling uprisings and brushfire wars across the whole galaxy. The Protectorate bureaucracy is poor at prioritising and often slow to act, but it does try to respond to everything. Consequently, the resource allocation to any given conflict is unlikely to be enough for a decisive victory. However, VASA security forces are highly mobile, well trained and well equipped, and they excel at heavy armour support tactics. Their weapons are often the most advanced and high spec available and can deal effectively with all tactical situations.

Platoons

The following section is a list of all of the Platoons and their Captains.

Captains

VASA chooses its officers based on their perceived incorruptibility and adherence to the rulebook. Many of these characters can be bland sticklers for procedure, but the best of them are dashing, inspirational figures who command the respect and loyalty of their men and women, and thus are promoted to captain. Captains ride in BMD-9 Bear armoured transports.

SART

SART stands for Suppressor Armed Response Team. Each of the three patrols number eight Suppressors and they are backed up by a KV-18 Ikon tank organic to the unit. The SART patrols feature six Suppressors with gauss rifles and shock batons for mid range firefights and assaults and two that carry grenade launchers. One of the patrols contains a Lieutenant to command the platoon. In the absence of orders they will try to attack, and if they become suppressed they'll move back from the fighting.

SAMS

SAMS stands for Suppressor Anti Materiel Specialists. Mirroring SART squads the three patrols contain eight Suppressors backed up by a KV-18 Ikon tank. The SAMS patrols also have six Suppressors with gauss rifles and shock batons for mid range firefights and assaults. The support troops carry limpet mines, powerful anti-armour ion weapons that have to be manually attached to enemy armour. As usual, one of the patrols contains a Lieutenant to command the platoon. In the absence of orders they will try to attack, and if they become suppressed they'll move back from the fighting.

Disperser Team

The third core infantry unit fielded by VASA is the Disperser Team. It is made up of three SART patrols, but instead of a tank for back up, the fourth element is a Disperser Team. The SART patrols consist of the usual make up, and the Disperser Team is a heavy weapon crew who carry and operate a heavy duty microwaver for short range support. One of the SART patrols contains a Lieutenant to command the platoon.

Black Legion

The Black Legion are VASA's feared elite jump troopers. A squadron of them consists of four Black Legion patrols, each of which has four troopers. They are only deployed in military situations and constitute a highly effective mobile strike element on the battlefield. They are equipped with jump capable power armour, and weapons called ion lances that are deadly in mid-range firefights and double up as a sort of energy weapon pole arm in close combat.

Motorised Squadron

Motorised Squadrons provide troop transport under fire for the Protectorate's Suppressors. The Motorised Squadron consists of three BMD-9 Bears, one of which is the Lieutenant, and a BMD-11 Eagle. The BMD-9 Bear is VASA's standard armoured troop carrier. It is effective as a firebase for medium range engagements, with its turret mounted chain guns, and can transport up to three fireteams of infantry (usually suppressors). The BMD-11 Eagle is used in a support role in Motorised Squadrons. It has the same chassis design as the BMD-9 and can also transport up to three fireteams of infantry. However, its turret weapon is a belt fed grenade launcher.

Artillery Battery

The core Artillery Battery deployed by VASA consists of two Triglavs, an Alkonost, and a Lieutenant in a BMD-9 Bear. Triglav is the name given to VASA's standard long range artillery piece, which is normally used for crowd control. The Triglav consists of a wheeled chassis with a sonic weapon mounted on it. Like the microwave weapons, this can be calibrated for different effects ranging from irritant to disperse crowds, to creating a lethal pulse of sound that can burst organs and shake structures to pieces. The Alkonost is a mobile mortar that uses a deadly, anti-personnel beehive round, which fills the target area with a storm of metal flechettes.

Ikon Squadron

Ikon Squadrons consist of four KV-18 Ikon tanks, one of which has the Lieutenant among its crew. The Ikon is VASA's main battle tank, serving as the standard vehicle in armoured companies and in organic support roles for other types of company. The Ikon sports a turret mounted Ion Cannon effective against all targets at mid-range, and the hull is protected by microwave dispersal pods.

Red Hammer Squadron

Red Hammer Squadrons consist of four KV-90 Red Hammer tanks, one of which has the Lieutenant among its crew. The Red Hammer provides long range support in VASA armoured companies. In common with the the Ikon it has a chassis protected with sloped armour and microwave dispersal pods. The main turret weapon is an

MLRS, which launches long range missiles that break up in flight to rain independently targeting micro-missiles on the target area.

Advanced Rules

This section includes some extra rules you can introduce to your battles once you've mastered the core rules. It includes rules for special card orders playable by captains and several different scenarios to play, each with it's own deployment rules and victory conditions.

Special Order Cards

These cards represent powerful actions that can turn the tide of a battle if used at the right moment. There are also rules and limits on how many of these cards can be used during a battle:

- When you choose your army, take one card per company you control in the battle, up to a **maximum of four**
 - The cards must be selected before the battle starts, you cannot change your selection during play
 - The sets contain duplicates of the same order. You are permitted to take more than one card of the same type if you wish.
- Choose a captain to play a Special Order Card instead of issuing normal orders, when it is their turn to give an order
- The cards are single use. After playing, discard the card, it cannot be used again during the battle

Junker Cards

Unleash Hell

Bases that receive a bombard order may immediately carry out a second bombard order. They receive vulnerable counters if they do so.

Usable By: Any

Meat Grinder

When this card is played, on completion of any order, bases may carry out an additional attack order. They receive vulnerable counters if they do so.

Usable By: Any

Viridian Cards

Medivac

When you play this card remove one suppression counter for each command point the captain spends. This can be from any bases. Place activation counters on affected bases.

Usable By: Any

Parting Shot

When this card is played, on completion of any order, bases may carry out an additional attack order. They receive vulnerable counters if they do so.

Usable By: Any

Syntha Cards

Multiple Target Acquisition

When this card is played, on completion of any order, bases may carry out an additional attack order. They receive vulnerable counters if they do so.

Usable By: Any

Sync Fire

Syntha bases can synchronise their shooting to concentrate fire on the enemy's weakest points. Each Syntha base that provides support fire adds an additional +1 modifier to the attack roll.

Usable By: Any

VASA Cards

Tank Desant

Play this card to allow infantry to mount tanks as if they had troop carrier 3 ability. After the card is played, no further infantry may mount a tank unless another Tank Desant card is played.

Usable By: Any

Fusillade

When this card is played, on completion of any order, bases may carry out an additional attack order. They receive vulnerable counters if they do so.

Usable By: Any

Scenarios

The core rules describe a standard deployment method with an attacker and defender, and a single set of victory conditions. We'd encourage you to come up with other scenarios for your battles, so here are a few examples of the type of things you can do.

<<NB: The dimensions are wrong on the diagrams for this section as they come from a previous draft of the rules. Each one should represent a 4'x4' playing area, as per the ones earlier in the rulebook>>

Meeting Engagement

In this type of encounter, two or more companies meet on a battlefield, with the objective of simply driving off or destroying the opposing side. Set up the playing area as shown in the diagram below.



Sides

Both sides should have the same points limit for their army.

Terrain

Players take it in turns to place a piece of terrain on the playing area, according to the following method:

- Each player rolls 1d6 and whoever scores highest places the first piece of terrain
- Impassable linear features like rivers and chasms should be placed first according to the core rules, and both players need to agree to have them
- Roads are placed next, again, according to core rules
- Finally each player takes a turn placing an area or object according to the core rules, until all terrain is placed
- There is no attacker or defender in this scenario, so no one gets to move terrain after the above step is completed

Deployment

Players now take it in turns to deploy platoons to the playing area:

- Each player rolls 1d6. Whoever scores lowest places one platoon anywhere in their deployment area
- The other player now places one of their platoons anywhere in their deployment area
- Continue alternating like this until all platoons have been deployed. You are now ready to roll initiative and start the first round

Special Rules

None.

Victory Conditions

The winner is the last player to destroy more than 50% of his opponents bases.

Breakout

With a breakout encounter, a smaller force has to punch through enemy lines to rendezvous with their main force. The small force is the attacker in this scenario, the large force the defender. Set up the playing area as shown in the diagram below:



Sides

The defender should have a points limit 3 times greater than the attacker.

Terrain

Set this scenario up according to the core rules for terrain placement.

Deployment

The defender deploys platoons worth no more than one third of the total points value of their army in the deployment area shown.

Once the defender has done this, the attacker deploys their whole army in the deployment area shown.

At the beginning of each subsequent game turn, the defender can deploy platoons according to the following rules:

- Roll 1 dice for each company the defender has and deploy a platoon to the following area based on the result:

Dice Roll	Deployment Area
1	Defender Deployment Area
2-3	Left Reserve Area
4-5	Right Reserve Area
6	Attacker Deployment Area

- Place activation counters on any bases deployed in this way—they will not be available to give orders to until the next turn

- When all of a company's platoons have entered play, do not roll any more dice for that company when checking to see where platoons come on

Special Rules

The attacker's bases have to exit the playing area on the defender's side of the tabletop in order to achieve victory.

Victory Conditions

The defender wins if they manage to destroy more points worth of enemy bases than managed to break out.

The attacker wins if they manage to break out with more points worth of bases than were destroyed.

Hold the Line

In a hold the line scenario a small force must hold out until relief arrives. The smaller force is the defender, the larger force is the attacker. Set up the playing area as shown in the diagram below:



Sides

The attacker should have a points limit 2 times greater than the defender.

Terrain

Set this scenario up according to the core rules for terrain placement.

Deployment

The defender places their whole army first, in the deployment area shown.

The attacker then places platoons whose combined value may not exceed half their army's total points value in the deployment area shown.

At the start of each subsequent turn, the attacker may deploy one platoon to their deployment area.

- Place activation counters on any bases deployed in this way—they will not be available to give orders to until the next turn

Special Rules

At the end of the fourth turn, roll a dice to see if the defender's relief arrives. If the result is 6, the relief arrives and the battle ends.

At the end of each subsequent turn after the fourth roll a dice and add +1 to the result for every turn beyond 4 that the game has lasted. If the result is 6 or more, the defender's relief arrives and the battle ends.

Victory Conditions

The battle ends either when the defender loses more than half the army points value they started the game with, or when the defender's relief arrives.

The defender wins if more than half of their force survives (in terms of points).

The attacker wins if they destroy more than half of the defenders (in terms of points).

Dominate

In a dominate scenario, the object is to occupy the most strategically important terrain on the battlefield. Set up the playing area as shown in the diagram below:



Sides

Both sides should have the same points limit for their army.

Terrain

Players take it in turns to place a piece of terrain on the playing area, according to the following method:

- Each player rolls 1d6 and whoever scores highest places the first piece of terrain
- Impassable linear features like rivers and chasms should be placed first according to the core rules, and both players need to agree to have them
- Roads are placed next, again, according to core rules
- Finally each player takes a turn placing an area or object according to the core rules, until all terrain is placed
- There is no attacker or defender in this scenario, so no one gets to move terrain after the above step is completed

Deployment

Players now take it in turns to deploy platoons to the playing area:

- Each player rolls 1d6. Whoever scores lowest places one platoon anywhere in their deployment area
 - The other player now places one of their platoons anywhere in their deployment area
 - Continue alternating like this until all platoons have been deployed. You are now ready to roll initiative and start the first round
- In addition to the deployment area, players may deploy a single platoon in and around each of the designated terrain pieces in their own half of the table (see special rules)

Special Rules

After deployment each player nominates three areas or objects in their opponent's half of the playing area to be objectives. To achieve victory, one side has to occupy all three of the nominated terrain pieces (or in the case of objects be in base contact with them) in their opponent's half of the playing area.

Victory Conditions

At the end of each turn, check the nominated terrain areas and objects. If one side has bases within all three nominated terrain areas on their opponent's side of the playing area (or has bases that are not in close combat in contact with nominated objects), and there are none of their opponent's bases in these areas, that side wins the game.

If this is true for both sides, keep playing until the rule only applies to one side.

If one side drops to having only two bases or fewer left at the end of a turn, they lose the encounter, and if this applies to both sides, then it is a draw.