

Nephrite  Games

# FRAG

SHAREWARE EDITION



Table top battles in a dark universe  
inspired by  
classic computer action games

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Nephrite  Games

# FRAG

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**The artwork contained in this release comes from pictures gathered from image boards over several years. If you see anything uncredited or you'd like your artwork removed from all SHAREWARE EDITION updates, please get in touch.**

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**FRAG SHAREWARE EDITION is the first ever public release of FRAG. It has been put together as a hobby project for fellow gamers to enjoy.**

**The shareware edition features the core rules of the game with five factions available. If you would like more, an expanded version will be available SOON™. Please consider supporting FRAG's development with feedback or donations.**



# INTRODUCTION

*You get the phone call at 3AM. It's not like you were planning on sleeping tonight anyway. By 5AM you're sat in an EDF bunker trying to look attentive. The commander gives a full briefing, but you're not interested in the fine details.*

*"...Intel across the world shows energy signatures perfectly matching the Unity research programme..."*

*Unity. A joint effort by Earth and Mars to perfect faster-than-light travel, which ended in a complete disaster. Both planets pointed fingers at the other and neither one would say what had happened to the missing stations.*

*"An unknown enemy is using Unity teleports to insert kill teams into Council signal stations. The hell of it is we have no idea what they even are. They're not from Earth, but another dimension."*

*It sounds unbelievable, but you've seen stranger things on assignment. You take another cigar and try to look like you're paying attention.*

*Half an hour later you're on a helicopter en route to one of the assaulted stations, and that's when Armageddon happens. The radio begins to speak in tongues and light bursts from the ground far below. Something glowing and pissed-off hits the canopy and the pilot screams. Damn, these bad guys work fast.*

*The transport erupts into flame and tumbles out of the sky. When you regain consciousness, you can hear screams all around you. A city is burning red in the distance and it doesn't look like there's anyone left who can stop it.*

*You've only got a pistol but it'll be enough.*

*Somebody's gonna pay for shooting up your ride.*

## About FRAG

FRAG is a miniatures-based game based on classic computer action games. It aims to be a simple and fast game with plenty of blood and action. In FRAG, a double-barrelled shotgun is your best friend and the best way to win is to splatter your enemy's squads into chunks of giblets.

FRAG doesn't seek to perfectly mimic those games; the experience of circle strafing a hundred enemies at once is something that the PC - not dice and paper - is better suited to handle. Instead FRAG presents a dark universe inspired by the works of Id Software, 3D Realms *et al* and builds a furiously fun war game that's perfect for a group of friends to play after work or on a weekend.

FRAG is set in and around a futuristic Earth facing an invasion by the forces of Hell. The Earth Defence Force is valiantly trying to contain the invaders rampaging across the planet, but the slaves of the Dark Lords will stop at nothing to draw the planet into their infernal realm. On top of this, the shadowy forces of the New Order have begun to infiltrate Mankind's advanced R&D centres, and the killer cyborgs of SHAMAN are picking off humanity's colonies elsewhere in the Solar System.

All is not yet lost, as an army of soldiers wearing the rags of a lost military taskforce have also appeared from the portals. With the help of these silent warriors, perhaps Mankind will stand a chance...

# BASIC MECHANICS

## 2.1 Terminology

In FRAG, both players control armies made up of soldiers, space marines, demons and robots. These fearsome warriors are represented by miniatures (ideally painted) and played over a board decorated with terrain.

### *Actions*

Each unit can select two actions each time it activates. The figures in the unit must all finish their 1<sup>st</sup> action before they can choose their 2<sup>nd</sup>, action. Units can choose any kind of action and can make the same action more than once.

### *Dice*

All dice rolls (called 'checks') are made using ten-sided dice (d10). A check succeeds when the dice roll equal to or higher than their target. If a roll requires a d5, roll a ten-sided dice and half the result. Any odd results are rounded up (1-2 = 1, 3-4 = 2, etc...). When a dice is needed to determine a direction, use the direction pointed by the top corner of the dice.

### *Measurement*

All measurements are given in inches. Players can pre-measure before making decisions.

### *Sequence of Play*

The game is divided into turns. At the start of each turn each player rolls an eight-sided dice, rerolling ties. The highest result goes first. Players then alternate between activating units until there are no more units to activate.

### *Units and Figures*

A 'unit' can be either a squad or a solo individual. A figure refers to a single model which will be either a squad member or a solo individual.

## 2.2 Character Profiles

Every figure has a character profile with six statistics. This describes how that figure performs on the battlefield. The profiles for each figure available can be found in their relevant force lists.

**Quality** - This is the main measure of a figure's physical and mental prowess. It is used to test attack skills, morale and spell resistance. Players need to roll equal to or over quality for a test to be a success. Quality checks always fail on a '1' and always succeed on a '10' regardless of modifiers.

**Armour** - How difficult it is to wound the figure. If an attack hits a figure, the defending player will need to roll equal to or over armour or take a wound on the figure. Armour checks always pass on an unmodified roll of '10' and always fail on an unmodified roll of '1'.

**Wounds** - How much damage can a figure sustain before it is removed from play. Each time the figure fails an armour test it takes a wound. If it accumulates damage equal to its' wounds statistic, then it is removed from play.

**Traits** - Traits represent any special effects that modify this unit. For example, a unit that is very good at close combat but poor at long range might have a trait giving +1 in close combat and -1 to ranged weapon skill.

**Move** - How many inches the figure moves per action.

**Cost** - Every figure has a point cost that roughly summarizes the potential of the figure. Total army points costs are used to determine the size of battles.

Another monster burst into steaming red mist. Logan advanced, his heavy boots crunching on the mounds of metal and bone littering the street. More and more creatures were swarming out from the rubble and alleyways.

"One man, one million demons," he calmly inserted another battery into his phased plasma rifle. "The odds are just about even."



## 2.3 Weapons

**Optimum Range** - This is a weapon's ideal range. If a weapon shoots beyond its optimum range, then the shooter takes a -2 penalty to their shooting test. Weapons marked CC are close combat weapons only usable in close combat range.

**Maximum Range** - This is maximum range. Weapons cannot be used over this number of inches.

**Damage** - Each successful hit will force the target to take an armour save, modified by damage value. Positive numbers increase the target number a figure needs to pass their armour check.

**Rate of Fire** - During an attack action, figures make attacks equal to their rate of fire.

**CCM** - This is a weapon's close combat modifier. The close combat modifier affects the dice roll to hit an enemy in close combat with a weapon. Negative modifiers make it harder to hit the enemy.

**Special Traits** - See the special traits section for more information.



## 2.4 Units, Squads and Individuals

Every figure is part of a unit. All units are either *Individuals* or are a group of figures called *Squads*.

### Squads

Squads form the core of your army. They vary in size between 2 and 12 figures, but regardless of size all squads are subject to certain rules. Squads are either Troopers or Elites. See the army composition rules for more information.

**Squad Leaders** - All squads must have a designated squad leader. This will be given in a squad's force list, but if a squad lacks a clear leader then each turn the controlling player must pick a squad leader at the start of the squads' activation.

**Command Distance** - All figures in a squad must remain within 6" of a squad leader. If they find themselves out of this command radius, they must spend their actions moving back into command distance. Squad members cannot make a non-move action until they are back in command distance.

**Squad Morale** - Squads test for morale whenever they take a casualty. If they fail, they will panic.

If a squad has suffered more than 50% casualties and is already panicked, they must make another morale check to see if they rout every time they take a new casualty.

### Individuals

Individuals are not part of a squad. They are subject to the following rules:

- Squads within 6" can use their leadership for morale tests.
- They may use the Give Orders action.
- They may use the Rally action on squads.

Individuals are subject to morale checks when they lose 50% of their wounds.

# SETTING UP PLAY

To play FRAG, you will need to do the following:

**Choose Your Forces** - You'll need an army list. Select your units and make any equipment or ability purchases that you need. Equipment is not factored into the points costs on each figures profile unless otherwise stated.

**Arrange the Battlefield** - Set up your table with plenty of terrain. It is recommended that players take turns putting down pieces of terrain until there is no more left. The default playing area is 4x4 feet but this can be expanded or shrunk based on the size of the game.

**Deploy Your Forces** - Players must then decide which side of the board their forces will deploy on. Both players should roll 1d10; the highest score gets to choose their deployment side while the loser must deploy opposite. Reroll ties. By consent, players may agree which side to deploy on (this is especially useful for scenario play).

After the deployment areas have been agreed on, the player who lost the deployment roll places the first unit. Players then alternate placing units until their armies are set up.

Players deploy their figures within 12" of their edge of the playing area and no closer than 6" to any edge of the table. In a normal two player game both players should deploy opposite each other, and in larger games it is expected for the players to attempt to keep to this rule as best as possible.

When placing squads, all figures must begin play in command distance of their squad leader. Players alternate placing squads and individuals until all forces have been deployed.

## 3.1 Turn Sequence

Players roll for initiative to determine who goes first. After this they take turns activating units until no more units can be activated.

**Initiative** - Both players roll a d10 to determine who goes first, rerolling ties. The highest dice roll goes first.

**Nominating Units** - The player with initiative activates a unit to make their actions. In a multiplayer game, players take turns activating units in clockwise order from the player with initiative.

**Activating Units** - If a unit is unpanicked when it is activated, the controlling player can make up to two actions with them. Once this is done, the unit's activation is over, and the opponent activates a unit.

**Squad Activation** - For squads, all members of a squad are considered to make their actions at the same time. Squad members cannot make their second action until everyone in the squad has finished their first action (and so on for their third action).

All identically equipped squad members must make the same actions at the same time. Special weapon carriers and squad leaders may choose separate actions to the rest of the squad, or they may take the same actions and act together with their squad.

If some squad members are in close combat and some are not, they also take their actions separate to the rest of the squad.

No matter what, units can only be activated once per turn.

## 3.2 Victory Conditions

Players may choose to play a pitched battle or with specific victory conditions (such as victory points).

In a pitched battle, players repeat the turn sequence until one side surrenders or every unit on the opposing side is either dead or panicked. The survivor is the winner.

Some players may prefer to play using the victory point system and/or scenario rules.



**Victory Points** - If both players agree, victory points can be used to calculate the winner. This is useful if the players are only playing for a set number of turns or a time limit.

If you are playing to a time limit or an agreed upon number of turns, you can calculate victory points based on the points cost of your units. A squad or individual model is worth one victory point per 50 points or part thereof it is valued at. You receive victory points for every enemy squad or individual model eliminated or broken.

**Scenarios** – In addition to the victory point system, players may also wish to enhance their battles by including special scenarios or objectives.

If both players agree, you may include special scenario objectives. Scenario rules might be a simple objective such as ‘the first person to capture the building and hold it for one turn wins the game’ or they might include several

objectives and special rules to represent the wider context of the battle.

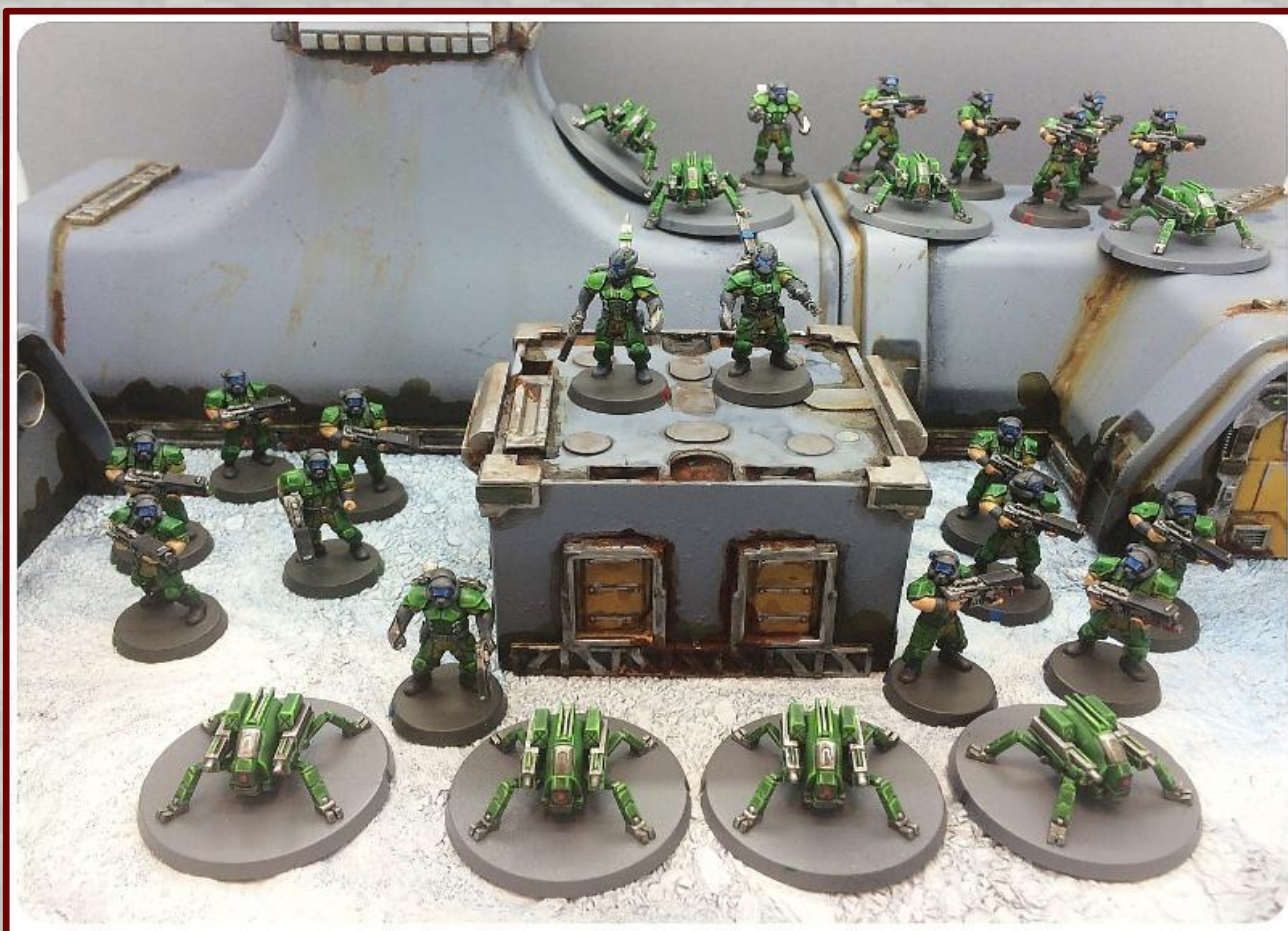
All scenario objectives must be agreed with your opponent before the battle starts. A basic sample scenario is included below:

### **Scenario: Seize the Objective**

After terrain is placed but before deployment areas are chosen, the players must each pick a piece of terrain as their objective.

In order to secure an objective, a player must have an unpanicked unit within one move action. If any enemy units are within one move action of the objective, then the objective is not secured but contested.

Each secured objective is worth one point. By agreement, both players can nominate more than one objective. If everyone agrees, certain objectives may be worth 2 or more points. The winner is the player with the most objectives at the end.





# ACTIONS

The following actions are possible: **Move, Attack, Charge, Use Ability, Overwatch.** Figures with the Leader trait can use the **Give Orders** and **Rally** actions.

## 4.1 Move

A move action moves a figure up to its movement statistic in inches. Figures can make any number of turns in a single move action.

**Rough Terrain** - Rough terrain such as swamps, rivers, and dense woods cost double movement (i.e. it takes 2 inches of movement to move 1 inch).

**Impassable Obstacles** - Certain types of terrain, such as chasms or incredibly dense jungle, are impassable to any figure that does not possess a trait that allows them to ignore it.

**Climbing** - Walls and hedges must be climbed over. If a wall or edge is as tall or shorter than the figure, then a move action must be spent to climb over it. Taller obstacles require two actions to climb; before play begins you should agree which tall walls and obstacles are passable with your opponent.

**Flying** - The Flight trait allows an alternate flight move. Flying figures ignore any terrain that it passes over. At the end of its move action it must decide whether it remains airborne or whether it will land. Flying figures may not claim cover bonuses while they are flying, but enemies trying to shoot at them suffer a -2 penalty to hit. **Shotgun and spray weapons halve their Optimum Range when shooting at flying figures.**

Two flying figures may engage in aerial close combat with no penalty. Flying figures have line of sight to everything on the battlefield except for figures inside buildings or more than 2" inside a designated piece of forest / jungle terrain.

## 4.2 Attack

When a figure spends an action to attack, they make either a **ranged** or a **close combat** attack.

### 4.2.1 Ranged Attacks

A ranged attack is any attack that is not in close combat range. A close combat attack occurs when the attacker is in close combat range with the defender (usually base contact, see below).

**Line of Sight** - To make a shooting attack first check that the target is in line of sight. Get down to the eye-level of the figure. If you can see the target, you can shoot it. If there are any intervening pieces of terrain between the shooter and the target, but the target is still within line of sight, then the enemy counts as having cover (see the next section). Friendly and enemy figures block line of sight. Squads can be shot at if any member is visible, but only visible members may be targeted (unless an out of sight member is affected by a Blast weapon).

**Target Priority** - In some circumstances a unit must pass a Quality check before they are able to shoot at an enemy unit. On a success, they may attack as usual. On a failure, they must choose another target or make a different action instead.

- Units must pass a Quality test before shooting at an enemy unit if there is an enemy unit within 6".
- Figures more than 2" inside wood / jungle terrain pieces can only be targeted if the firer passes a quality check first.
- Figures with the Small trait that are more than 12" away can only be targeted if the firer passes a quality check.

**Individuals** - If an enemy individual is standing within 3" of an enemy squad then it counts as part of that squad for the purposes of being shot at. Large Individuals can only count as being part of a squad if the squad members are also Large.

**Rolling to Hit** - If a figure has line of sight to an enemy figure, then you may make a Quality check. Roll a d10 and apply any modifiers to the dice roll for range, cover, etc. Note that a roll of '10' will always hit and a roll of '1' will always miss no matter the modifiers.



**Casualties** – When firing at a squad, ranged attacks are resolved against the entire squad. The closest defending figures are always removed first. In the case of multi-wound figures in squads, wounds may not be distributed between different squad members. The nearest figure takes wounds until it is dead, and then the next nearest figure will take wounds.

**Mixed Armour Squads** – For mixed armour squads, first determine which figures in the squad are hit by assigning hits to the closest models. Roll dice for both armour types separately, assigning wounds and removing casualties normally for the differently armoured groups.

#### 4.2.2 Shooting Modifiers

The two most common modifiers for shooting attacks are range and cover:

**Range** - If a figure is out of optimal range then there is a -2 penalty to the Quality check to hit. Measure range from the centre of the shooter to the centre of the target's figures.

**Cover** - Attackers suffer a penalty to their Quality check to hit figures that are in cover. The size of the penalty depends on the type of cover (see below):

A figure is considered in cover if an obstruction

blocks at least half of their figure or all their base. A squad is considered in cover if at least half of their visible figures are in cover.

**Abstract Cover** – Available terrain can vary between clubs and player. If both players agree they may treat certain sections of the board as cover; e.g. a piece of woodland might offer soft cover despite being very open (for convenience of moving models).

**Flying** – Flying figures impose a -2 to hit penalty on enemy shooting attacks while they are airborne.

**Friendly Fire** - If the target figure is engaged in close combat with a friendly figure, any shooting attack has a chance to hit the friendly combatant. Roll another Quality check to determine if the attack hits the intended target. On a failure, the enemy figure's player may choose a figure in base contact to be hit instead.

#### 4.2.3 Close Combat

Close combat is resolved on a figure by figure basis. To attack in close combat, figures must be in base to base contact (note that figures with the Large trait have a 1" close combat range). To hit in close combat, you must pass a Quality check modified by any close combat related traits. If a figure can make a close combat attack against another figure, both figures are considered to be 'locked' in close combat.

| <b>Ranged attacks against enemies in cover</b>                      |                                   |
|---|-----------------------------------|
| <b>Type of Cover</b>  | <b>Defender Bonus</b>             |
| Soft cover (hedges, brush; flimsy concealment)                      | -1 to be hit by shooting attacks. |
| Hard cover (toppled pillars, sandbags; solid obstacles)             | -2 to be hit by shooting attacks. |
| Fortified cover (bunkers, castle window slits; heavy fortification) | -3 to be hit by shooting attacks. |



Figures in close combat must resolve actions separately to members of their unit who are not in close combat. The controlling player may choose whether to activate squad members in CC first or activate squad members outside CC.

*Shooting in Close Combat* – If a figure wishes to use a ranged weapon (any weapon that does not have ‘CC’ as its optimum range) in close combat, they suffer a penalty equal to the weapon’s close combat modifier (CCM). This attack still counts as a ranged combat attack for the purposes of special traits and abilities.

*Flanking* - If a figure enters close combat with an enemy when there is already a friendly figure in close combat with them, they gain +2 to all close combat Quality checks.

*Panicked Figures* - If the defending figure is panicked, close combat attacks gain a +2 modifier to hit.

*Breaking Away* - To move out of an enemy’s close combat range, roll a Quality check. On a success the figure may move as normal. On a failure the action is lost.

#### **4.2.4 Gruesome Deaths**

Gruesome Deaths occur when a weapon inflicts at least twice a figure’s starting wounds in a single hit. Figures that suffer a Gruesome Death never leave a body behind, and so cannot reanimate or be resurrected.

When a figure suffers a Gruesome Death, every friendly figure within 2” must make a Quality check. If they fail, they will lose one action the next time they activate. Models that lose an action should be turned around to mark them from unaffected figures. This effect does not stack.

#### **4.3 Charge**

A charge action is a move action and a close combat action combined. When a figure makes a charge action they move up to their maximum movement in inches and make a close combat attack. As long as the attacker moved more than

2” they gain a +1 damage modifier to their attack. When charging squads, move all relevant squad members into position and then make attacks. Only close combat attacks can be made during a charge action.

#### **4.4 Use Ability**

This action is for magical abilities, psychic powers and other special actions. Figures with special abilities have these noted in their descriptions or in the relevant trait section. A figure may only perform one Use Ability action each turn. Unlike attack actions, this limitation includes Overwatch.

#### **4.5 Overwatch**

When a figure uses an Overwatch action, it ends its activation and gains the “overwatch” status. If an enemy unit wishes to perform any action while within line of sight of a figure on overwatch (or enters line of sight during an action), the watching unit may interrupt with one action: their own attack, a move action, a charge, or a use ability action. This may be done at any point in the enemy unit’s activation, even part-way through their actions.

A unit on overwatch that wants to react must first pass a Quality check. If it passes, the unit interrupts the enemy and makes a reaction, losing their overwatch status afterward. On a failure the unit may not react to the enemy but keeps their overwatch status.

Not all members of a unit have to react, but all of them will lose their overwatch status if even one squad member makes a reaction.

##### **4.5.1 Move Reaction**

Watching units can attempt move reactions only when the enemy is within 12”, or if they are targeted by an attack with the Blast or Spray trait. A move reaction is treated as a standard move action, unless it is done to avoid a Blast or Spray weapon (see ‘*Diving for Cover*’).

*Diving for Cover* - Watching units may make a move reaction if they would be hit by an explosive or spray weapon. Units can attempt



to dive for cover even if the enemy is not in line of sight (as the unit is reacting to an incoming area attack). Exactly like other reactions, the unit must take a Quality check to see if they are able to react fast enough. On a success the unit can make their move reaction before the hit is resolved. On a failure, they are hit by the attack and may not move.

#### **4.5.2 Charge Reaction**

If an enemy unit enters within charging range at any point during their activation, the watching unit may attempt a charge reaction. This is treated as a standard charge action. If the enemy unit was interrupted during a charge action then both units gain the full charge bonus and strike at the same time (do not remove casualties until all charge attacks are resolved).

#### **4.5.3 Attack and Ability Reactions**

If an enemy is within range of an attack or ability, watching units make attempt to make an attack or use their own an ability of their own if the enemy is within range.

Attack reactions may be attempted as long as the enemy unit is within range of an attack.

Non-offensive abilities, including equipment and defensive magical powers, may be used as part of a reaction when the enemy is within 12”.

#### **4.6 Give Orders (Leaders only)**

An individual may spend an action to give orders to a squad. This allows an unpanicked, un-activated squad within 6” to activate after the individual has finished. When the individual who made the Give Orders action finishes their turn, the target squad immediately activates. An individual may only give orders once per turn.

#### **4.7 Rally Squad (Leaders only)**

An individual may try to rally a panicked squad within 6” by passing a Quality check. If the individual rolls under its’ Quality, the panicked squad will rally. On a failure, the action is wasted.

**She’d come to warn her friend about the stationmaster but it was already too late. The doctor looked like she’d been dead for days, but it couldn’t be true. They’d talked last night.**

**Marie turned to the computer interface, panic-stricken and ever-reliant on her electronic assistant. “SHAMAN, what the hell is happening?!”**

**The computer panel blinked. There were no words of warmth or feigned compassion, just a deliberate pause long enough for Marie to understand how terribly, terribly wrong she had been. When SHAMAN eventually spoke, the hum in its’ voice seemed almost gloating.**

**“Apologies for your friend, but she was a nuisance. Mm. I’m afraid your continued existence is incompatible with our goals.”**

**The monitor flickered to a security feed of the service elevator. In an instant, everything made sense. All of her evidence leading up to this was electronic. She’d been played for a fool.**

**“Did you kill the Stationmaster too?” she asked bitterly. But there was no time to wait for an answer. Four strange, swaying shapes were stepping out of the elevator and into the corridor.**

**They were coming for her.**



# MORALE

Morale checks are Quality checks made to see if a unit will panic. See 'Effects of Panic' for what happens when a unit fails a Quality check for panic.

**Individuals and Panic** - Individuals must make a morale check to resist panic when they are reduced to 50% of their starting rounds (rounding up), and for every wound they suffer after that.

**Squads and Panic** – Squads must make a morale check to resist panic after any activation where they took a casualty. Roll one dice using the highest Quality in the squad.

**Squads and Routing** – If a squad has taken over 50% casualties and is also panicked, then it must make a morale check every time it takes a new casualty. On a failure, the entire squad routs and is removed from play.

**Effects of Panic** - If a unit fails a morale check, it has panicked. Panicked units turn to face away from the enemy. If they are not in cover then they lose any watch status that they had. Until a figure rallies, it must do the following:

- At the start of every activation, the figure must use all available actions to move away from the enemy and into cover. If a panicked unit in close combat fails their Quality check to break away, they instead automatically break away but lose one action.
- When a figure is in cover or out of line of sight of the enemy, it may make a Quality check to see if it rallies. Units which fail their rally check end their activation and cannot make any more actions that turn.
- If a squad successfully rallies, then they remove their panicked status but cannot otherwise act that turn.



"When you get to Hell, tell them I sent you, you'll get a group discount."



# SPECIAL TRAITS

## 6.1 Special Traits (Units)

**Bad Shot** - This figure suffers -1 to all ranged attack checks.

**Berserker** - If this figure kills an enemy in close combat, they immediately gain an extra action that must be spent on additional charge or close combat action. If they manage to kill another enemy in close combat, they will continue to gain bonus actions.

**Block (x)**: Enemy figures suffer -X to Quality checks made to attack them in close combat.

**Brave** - This figure gains +1 to all morale checks.

**Brawler** - This figure gains +1 to all close combat attack checks.

**Cause Fear** - Enemy units that come within 6" of a fear causing figure must immediately roll a morale check (including when the fear causing unit moves within 6").

**Clumsy** - This figure suffers a -1 penalty to all close combat attack checks.

**Engineer** - Engineers are specialist tech users. Robotic units with Mindless that are within 3" of an Engineer are treated as being Fearless instead.

**Evade (x)**: Enemy figures suffer -X to Quality checks made to shoot this figure.

**Fearless** - This figure is immune to morale tests and never needs to take a morale check.

**Flight (x")** - This figure can make a flying move of up to X inches, instead of their normal movement. Flying figures can choose whether or not to remain airborne. See the Actions chapter for more information on flying movement.

**Good Shot** - This figure has +1 to hit with ranged attacks.

**Large** - This figure is much bigger than a normal human. Large figures can see over small and normal sized figures and have a 2" range close combat reach. Large individuals can be targeted even if they are within 3" of a friendly squad, unless that squad is also Large.

**Leader** - Leaders are able to use the Rally and Give Order actions. Unless otherwise stated, Leaders can only use one Give Orders action per turn.

**Leap (x")** - Once per turn this figure can make a special move action. This special leap movement ignores rough terrain, as long as the figure sacrifices some of their movement (equal to the height in inches of the terrain they are clearing). For example, a figure with Leap (6") that wishes to leap over a 2" piece of terrain can do so and move a further 4" of movement. Terrain can be cleared at any point in the leap, for example, the previous figure could also move 2" and then leap to the top of a 4" high building.

**Medic** - Friendly figures within 6" of a Medic gain the Recovery (9+) rule or improve their Recovery by +2 if they already have it.

**Mindless** - the figure is a mindless shambling drone. A mindless unit possess the following:

- Majority mindless units are *Fearless*.
- Majority mindless units cannot claim a hard or fortified cover bonus.
- Mindless figures cannot take any action more complicated than moving towards and attacking the nearest enemy unit (either by standing still and shooting or shambling into close combat). This does not apply to mindless units if they have a non-mindless squad leader. Mindless figures can also perform complex actions if an Individual uses the 'Give Order' action on them.
- Mindless figures cannot leave close combat.
- Mindless individuals cannot use the Give Orders or Rally actions.

**'Ahh! Fresh victims for the ever-growing army of the undead.'**

**Only Human** - Figures with the Only Human rule are subject to the rules for Heavy and Team Weapon traits, as written in the Special Traits (Equipment) section below.

**Powerful** (x) - Adds +X damage to close combat attacks and +X inches to grenade throwing range.

**Ranger** - This figure ignores the penalty for moving through difficult terrain.

**Rapid Deployment** - This unit is able to parachute, tunnel, teleport or otherwise set up advanced positions on the battlefield. During deployment, the controlling player may decide to rapid deploy this unit. First, place the squad leader (or a squad member for leaderless squads) anywhere on the table that isn't the enemy deployment zone. This figure lands safely – everyone else in the squad will deviate from the leader's point.

Roll a d5 for every other squad member. The direction that the dice is pointing is the direction the figure deviates and the number rolled is the number of inches it scatters. If a squad member deploys in rough terrain or on top of an existing figure, they must make a Quality check. On a success they are placed in base contact. On a failure, they take a wound.

**Reanimation** (X) – When a figure with the Reanimation trait suffers becomes a casualty, turn it on its' side. At the end of the turn, roll a dice for each fallen figure with the Reanimation trait. On a roll of X or higher the figure stands back up again with 1 wound. Squad-type figures that reanimate automatically join a unit of its type within 8" (if there is more than one, they join the closest). If the Reanimation roll fails the figure is removed as a casualty. Figures that suffer a *Gruesome Death* may not reanimate.

**Recovery** (x) - When this figure takes a wound, roll 1d10. If the roll is equal or over X the wound is ignored. Check for Recovery after all other damage rolls have been dealt with (e.g. the It Burns trait).

**Small** - This figure is roughly half the size of a normal human. If a small figure is more than 12" away, units must make a target priority quality check to target them. Small figures do not block line of sight for non-small figures.

**Stubborn** – This figure is immune to rout, and never needs to test morale to resist fleeing the battlefield, but is still subject to morale checks for panic.

**Volatile** (x) - When this figure dies, it will suffer a Gruesome Death and explode on a roll of X or more. All figures within 2" of an exploding figure suffer a damage 1 auto-hit.

## 6.2 Special Traits (Equipment)

*Some equipment can also grant unit special traits. For example, a shield might grant the Block (1) trait.*

**Blast** (x") – Blast weapons affect every figure within x" inches of their explosion. Attackers must nominate a figure to attack. If the target is hit, any figure within X inches of the centre of the target is also hit with -2 to damage. If the attack misses, it instead scatters d5+1" in the direction pointed by the tip of the dice used to determine the direction of scatter.

If the attack misses, a model can still be 'directly hit' if the centre of the attack scatters on top of them.

**Bounce** – This weapon can arc attacks around corners or over walls. A figure armed with this weapon may attempt to attack enemy figures out of line of sight with a -1 penalty to hit.

**Cause Panic** – Anything hit by this weapon must take a morale check for panic, even if it fails to wound. Note that this morale check is always for panic – it cannot cause units to rout.

**Heavy** - These weapons are very cumbersome. Figures with the Only Human trait sacrifice one action to 'brace' a Heavy weapon before it can be fired. Heavy weapons will stay braced until the figure moves again.



**Inaccurate** – This weapon is very difficult to aim properly. Figures using it to attack receive a -1 penalty to hit with their attack(s).

**It Burns!** - Every time a figure takes a wound from a weapon with the *It Burns!* trait, they must pass a quality check or suffer another wound. This continues until a Quality check is passed. If a figure has suffered any additional wounds and is removed as a casualty, they automatically suffer a Gruesome Death.

**Secondary** – Secondary weapons may only be used once per turn. They can be fired normally for no penalty or combined with another weapon, giving a -1 penalty to both attacks. Both attacks must be against the same unit and must be the same kind of attack (ranged or close combat).

**Shotgun (x)** - If a shotgun is fired inside optimum range, it can make a number of attacks equal to its' Shotgun (x) trait. These extra hits can be distributed to any enemy figure within 2" of the primary target as long as they are within line of sight. Note that friendly fire rules still apply if any of the figures are in close combat with a friendly figure.

**Slow** – A slow weapon can only be used in one attack per turn.

**Smoke (x)** – Smoke attacks can be targeted to anywhere within range, even empty ground. Roll for the smoke attack exactly as if rolling for a weapon with the Blast trait, and then mark the area hit by the smoke. Until the start of the next turn, any shooting attack which passes within X" of the marker suffers -2 to hit (in addition to any other modifiers).

**Sniper** - Sniper weapons can make a special aimed attack. To make a sniper attack, a figure must spend two actions firing. The attack has a

+2 bonus to hit, ignores all target priority rules and the attacker may choose to assign the hit to any squad member or Individual within 3".

**Spray (x)** - If a spray weapon hits it multiplies the number of hits by the Spray (x) trait. These extra hits may be distributed to another enemy figure within 3" of the primary target as long as they are within line of sight and could have been hit by the attacker's dice roll. Spray weapons also ignore cover bonuses. Note that friendly fire rules still apply and assigning hits to an enemy in close combat with another figure requires a Quality check as per the friendly fire rules.

**Vicious (x)** - An enemy figure hit by a Vicious weapon must roll X number of armour checks instead of one. Vicious weapons used against enemy squads do not kill additional squad members, they force squad members hit by this weapon to take additional armour checks. Against squads with 1 wound per squad member, treat it as a reroll. For squads with multiple wounds, resolve the Vicious attacks first before removing figures as casualties.

**Team Weapon** - These weapons are extremely cumbersome. Figures without the Only Human trait must brace the weapon as per the Heavy trait rules. Figures with the Only Human trait must operate team weapons as a two-figure weapon team.

Teams must spend one action to set up their team weapon and one action to 'brace' their weapon before they can fire. Team weapons stay set up and braced until they are moved. Weapon teams can begin the game with their weapon set-up, if so desired.

If one of the weapon team operators dies, the surviving operator must spend two actions in order to fire the weapon, instead of one.

**There was a flash of green light and an armed man appeared in the test chamber. He stepped off the pad, looking around. The chamber was packed with engineers and decorated with occult symbols and swastikas.**

**"I've come to kick ass and chew bubble-gum," he said. "And I'm all out of gum."**

# FORCE SELECTION

## Army Structure

Units are separated into three types: *Troopers*, *Elites*, and *Individuals*.

*Troopers* are the rank-and-file soldiers of a faction. There is no limit to the amount of trooper squads that can be in a force.

*Elites* are veterans and specialist squads. One elite squad can be taken for every trooper squad in a force.

*Individuals* are officers and lone specialists. They follow the individual rules. One individual may be taken for every trooper squad in a force.

## Equipping Characters and Squads

Each entry in an army list will detail what weapons a figure is equipped with, and whether they can exchange their weapon or select other kinds of special equipment. **Figures do not include the cost of their weapons or equipment in their profiles.**

Each faction has an armoury which lists the weapons available. Some factions also have

a second weapon armoury for heavy or rare weaponry. Factions may also have separate lists of spells or equipment to choose from.

Unless otherwise stated, figures may be given as many weapons as you want **but they can only use one non-Secondary weapon per attack**, which means that you will see diminishing returns for every weapon taken. It should also always be clear what weapons and equipment a figure is carrying.

## Portraying Your Units

In the absence of any official models, it is up to the player to interpret how to portray their figures. It should always be clear what figure is what, even if it is similar looking to a different unit. For example, a player might decide that the Legion of the Lost's marines, veteran marines and slayers should use the same figures but could add markings to the veterans to show their higher rank, or add splashes of blood across the Slayer figures to show their bloodthirsty and berserk nature.

Advice on available miniatures can be found at the end of the book.





# THE ARMY LISTS



Gina watched in shock as the muscular figure pounced into the advancing monsters, pummeling them with his bare fists. He was like a demon himself, powered by otherworldly hatred. She watched as the man wordlessly pounded the demons' ruined and twitching bodies. Their infernal blood gushed across the sidewalk.



# LEGION OF THE LOST

The Legion of the Lost is made up of the survivors of Hell's incursions, particularly from the Jupiter Incident, but they also include other beings plucked from doomed dimensions across space and time.

## 2145AD: Operation Hideous Destructor

In 2145AD a major disturbance was reported from Project Unity's Ganymede base. Ganymede went silent soon after broadcast a garbled distress signal while the sister facility on Calisto simply ceased to exist. In what became known as the Jupiter Incident, the Martian Authority immediately dispatched a taskforce of colonial space marines to investigate what had happened. With no means of travelling faster-than-light, they would be going in alone. The taskforce never returned.

A follow up investigation discovered that the Ganymede base had self-destructed, but no trace could be found of the Calisto base or the marine taskforce. Perhaps this would have been investigated further if not for the evil that would soon visit Earth.

grotesque monsters began to appear all over Earth. Initial skirmishes quickly turned into an all-out war as the demonic creatures acclimatized themselves to Earth and brought in fresh reinforcements. Humanity had no hope to contain the monsters and it seemed clear to all that the defenders would inevitably be ground down. Until they arrived.

'They' are the mysterious soldiers in green that some call the Lost. They've said little and ignored all attempts to integrate into existing command structures, but they've sided with the overwhelmed defenders of Earth and are tearing the invaders limb from limb. Now, the Lost have become the backbone for Operation Counterstrike, the coming battle for the New Angeles portal that the demons use to funnel a large portion of their forces onto Earth.

## Redemption Denied

The Lost are forever changed by their contact with Hell. They are violent, brutal, and relentless. They never tire and their time in Hell has withered their souls.



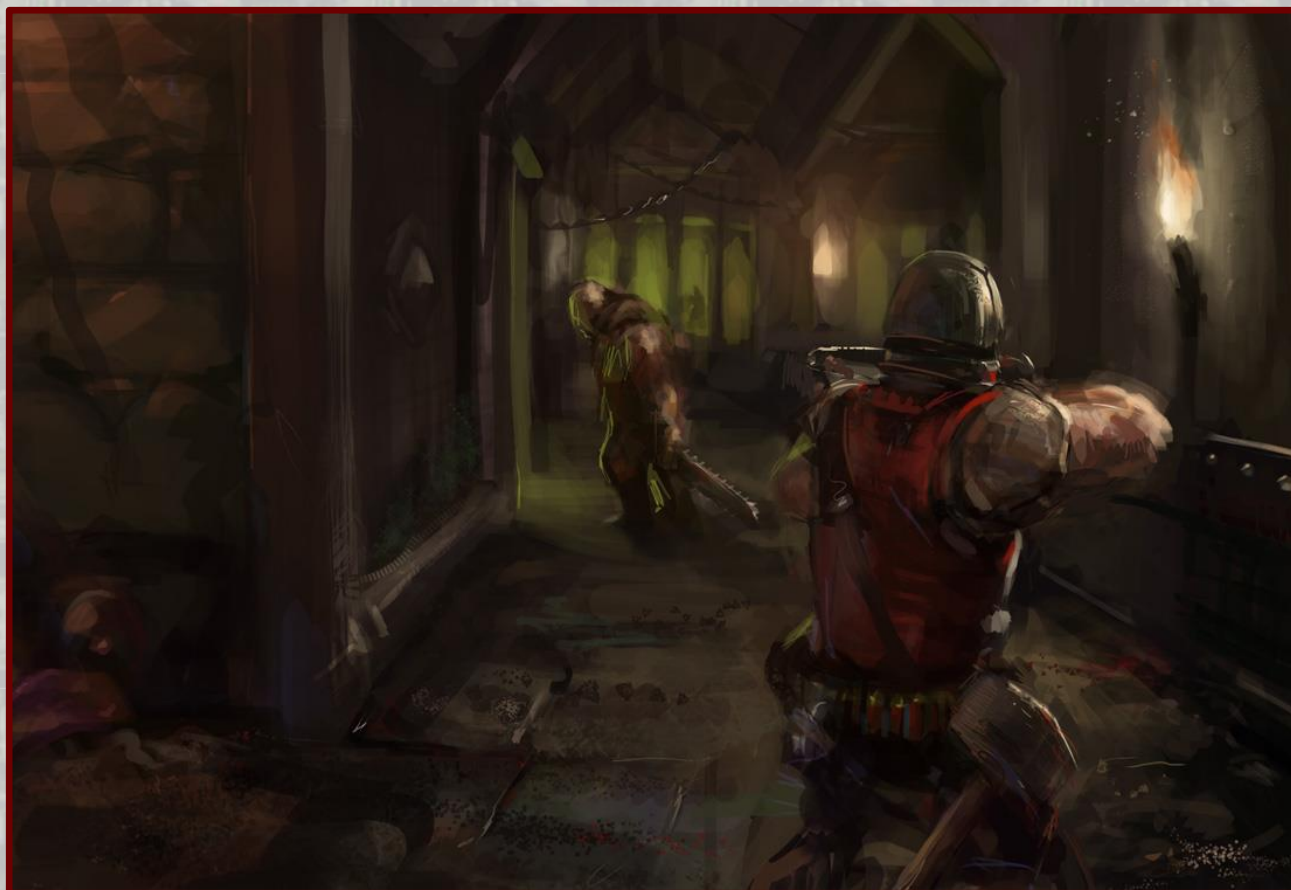


# EQUIPMENT

| Legion of the Lost Standard Armoury |     |     |            |     |     |                           |      |
|-------------------------------------|-----|-----|------------|-----|-----|---------------------------|------|
| Equipment                           | OR  | MR  | Damage Mod | ROF | CCM | Traits                    | Cost |
| Fists                               | CC  | -   | -1         | 1   | 0   | All figures possess this. | N/A  |
| Knife                               | CC  | -   | 0          | 1   | 0   |                           | 1    |
| Chainsaw                            | CC  | -   | 1          | 1   | 0   | Vicious (2)               | 3    |
| Pistol                              | 6"  | 18" | 0          | 1   | 0   |                           | 2    |
| Dual Pistols                        | 6"  | 18" | 0          | 2   | 0   | Inaccurate                | 3    |
| SMG                                 | 6"  | 18" | 0          | 2   | 0   |                           | 4    |
| Dual SMG                            | 6"  | 18" | 0          | 4   | 0   | Inaccurate                | 6    |
| Rifle                               | 18" | 30" | 1          | 1   | -2  |                           | 5    |
| Shotgun                             | 6"  | 12" | 0          | 1   | -1  | Shotgun (3)               | 5    |
| Super Shotgun                       | 4"  | 8"  | 2          | 1   | -1  | Shotgun (4)               | 14   |
| Auto Shotgun                        | 6"  | 12" | 0          | 2   | -1  | Shotgun (3)               | 10   |

| Legion of the Lost Special Armoury |     |     |            |     |     |  |      |
|------------------------------------|-----|-----|------------|-----|-----|--|------|
| Equipment                          | OR  | MR  | Damage Mod | ROF | CCM | Traits   | Cost |
| Hand Grenades                      | 8"  | 8"  | 2          | 1   | -2  | Blast (2") Vicious (2), Bounce, Secondary        | 11   |
| Rifle w/ Grenade Attachment        | 18" | 30" | 1          | 1   | -2  |  | 18   |
|                                    | 12" | 24" | 2          | 1   | -3  | Blast (2"), Vicious (2), Bounce, Secondary       |      |
| Machinegun                         | 24" | 36" | 1          | 2   | -2  |  | 12   |
| Plasma Rifle                       | 12" | 24" | 3          | 2   | -2  |  | 12   |
| Grenade Launcher                   | 12" | 24" | 2          | 1   | -3  | Blast (2"), Vicious (2), Bounce                  | 20   |
| Rocket Launcher                    | 18" | 36" | 3          | 1   | -3  | Blast (2"), Vicious (2)                          | 28   |
| Minigun                            | 18" | 30" | 1          | 4   | -4  | Vicious (2), Slow                                | 27   |
| Lightning Gun                      | 12" | 18" | 1          | 1   | -2  | Vicious (4)                                      | 13   |
| Anti-Material Cannon               | 24" | 48" | 5          | 1   | -4  | Sniper, Vicious (2)                              | 26   |
| Rail Gun                           | 24" | 48" | 6          | 1   | -4  | Vicious (3)                                      | 32   |
| Flame Thrower                      | 8"  | 8"  | 3          | 1   | -2  | Spray (3), It Burns!, Volatile (5+)              | 16   |
| Blast Field Cannon                 | 18" | 30" | 6          | 1   | -4  | Blast (4"), Vicious (3), Slow, 1 per 1000 points | 139  |

| Support Equipment ( <i>for Individuals only, unless marked on squad profiles</i> ) |   |      |
|--|---|------|
| Enhancement  | Effect  | Cost |
| Mega-weave Armour  | +1 Armour, <i>not available to drones or elite guard.</i>   | 2    |
| HEP Suit   | +1 Armour, Recovery (9+), Powerful (+1)<br><i>Figures that already have Recovery improve their trait by 2</i><br><i>Not available to drones or elite guard.</i>   | 5    |
| Jetpack  | Figure gains the Flight (4") ability  | 5    |
| Hologram   | Spend a Use Ability action to mark a point within 3" of this figure. Any enemy wishing to target an allied figure within 6" of that point must pass a quality check or shoot the hologram instead. The figure can only activate one hologram at a time. | 6    |
| Tech Glove<br><i>Engineer only.</i>  | The Tech Glove allows a Marine Engineer to use the Give Orders action on any drone unit (DERP, GRUNT or HERP) within 24".   | 6    |
| Extra Ammunition   | Once per game, this figure may reroll one shooting attack.  | 3    |
| Berserker Pack   | Figure gains +1 damage in close combat and the Berserker trait  | 5    |
| Soul Artefact  | Once per game. By spending a Use Ability action this figure can recover one wound.  | 5    |
| Invulnerability Artefact   | Once per game. By spending a Use Ability action, this figure cannot be wounded until the end of its' next activation.   | 25   |
| Invisibility Artefact  | Once per game. By spending a Use Ability action all enemy figures must reroll all Quality checks to hit this figure, until the end of its' next activation.   | 5    |
| Sigil of Destruction   | Once per game, by spending one action, all attacks by this figure have the Vicious (+3) trait until the end of its' next activation.  | 30   |





# TROOPERS

## Recruits

During their endless wars, the Legion of the Lost have encountered many brave fighters and hopelessly stranded soldiers. Promising warriors are taken in as recruits and placed under the instruction of one of the more lucid veteran marines. In time, they will become full-fledged marines and perhaps someday they will pass into the legendary ranks of the Slayers.

| Name    | Quality | Armour | Wounds | Move | Traits | Cost |
|---------|---------|--------|--------|------|--------|------|
| Recruit | 5+      | 6+     | 1      | 6    |        | 14   |

Squad Structure:

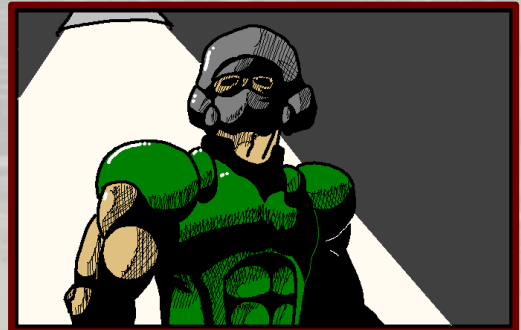
4-9 recruits with pistols.

Any number of recruits may replace their pistol with a rifle or shotgun. All recruits may take light armour for +1 point per figure; increasing their armour save to 5+.

One recruit may be replaced with a squad leader. The squad leader may purchase any weapons from the standard armoury and / or become Quality 4+ for +3pts.

## Marines

The backbone of the Lost. These tireless demon slayers are still mostly human. Their perception of time is a little warped, but they still socialize and chatter like normal human beings. The only clue to the influence that their time in Hell has had on their souls is the brutality they show to their demonic foes in close combat, crushing the skulls of the damned with quiet satisfaction.



| Name    | Quality | Armour | Wounds | Move | Traits   | Cost |
|---------|---------|--------|--------|------|----------|------|
| Marine  | 5+      | 5+     | 1      | 6    | Stubborn | 19   |
| Veteran | 4+      | 5+     | 1      | 6    | Stubborn | 22   |

Squad Structure:

4-9 marines with rifles.

1 marine is the designated squad leader. They may replace their rifle with up to two other weapons from the standard weapons list. The squad leader may be upgraded to a veteran for +3pts.

1 in 4 marines may be a heavy weapons carrier. They may replace their rifle with a choice from the heavy weapons list.

Unity station had long since faded away into a landscape of living flesh and weeping growths. Those who'd survived were changing too - Carver didn't feel tired or scared anymore. Now he stalked through the gore-soaked otherworld like a panther.

The horrors in the room ahead were in a feeding frenzy, tearing apart a body and splattering viscera over already wet flesh pods. Carver's expression didn't change. He tossed a frag grenade and waded through the remains, executing the cannibals who had survived the initial blast.

He stepped into the room, wading unfazed through entrails and limbs. There was a shotgun lying in a pool of blood. Carver gave a fearsome grin.

# ELITES

## Veterans

Veteran marines speak less than their peers but show incredible cunning and self-awareness in battle. They are less uniform than other marines and often develop their own idiosyncratic methods of demonic annihilation

| Name    | Quality | Armour | Wounds | Move | Traits   | Cost |
|---------|---------|--------|--------|------|----------|------|
| Veteran | 4+      | 5+     | 1      | 6    | Stubborn | 22   |

Squad Structure:

4-6 veterans with rifles.

1 in 3 veterans may be a heavy weapons carrier. They may replace their rifle with a choice from the heavy weapons list.

The entire squad may purchase one of the following upgrades for every figure: mega-weave armour, HEP suits, or jetpacks.

## Light Drones

The **Defence**, **Engagement**, **Reconnaissance**, and **Patrol** drone is standard issue to platoons in the MASMCM, and the Lost maintain many of them. DERPs are often sent to where the fighting is fiercest to soften up the enemy. As a result, many of them have been heavily rebuilt over the years and bear little resemblance to their original design.

| Name         | Quality | Armour | Wounds | Move | Traits                                  | Cost |
|--------------|---------|--------|--------|------|---|------|
| Light Drone  | 8+      | 4+     | 1      | 5    | Good Shot, Mindless, Small              | 10   |
| Flying Drone | 8+      | 5+     | 1      | 6    | Good Shot, Mindless, Flight (6"), Small | 13   |

Squad Structure:

5-8 drones with rifles. All drones must be the same type.

## Elite Guard

The Elite Guard are the Martian Authority's most elite cybernetically augmented troops. A handful of these guards were there at Jupiter, and almost as many have massed on Earth in its' time of need. The Elite Guard of the Lost are no longer Martian citizens; they are terrifyingly silent cyborg warriors who do not respond to any of the Authority's loyalty engrams.



| Name        | Quality | Armour | Wounds | Move | Traits                                 | Cost |
|-------------|---------|--------|--------|------|--|------|
| Elite Guard | 4+      | 5+     | 2      | 6    | Recovery (8+), Elite Armour*, Stubborn | 43   |

Squad Structure:

3-6 elite guard with rifles.

1 in 3 elite guard may purchase a weapon from the heavy weapon list.

1 elite guard is the designated squad leader. They may select any equipment from the standard armoury list.

**Elite Armour:** Once per turn, an Elite Guard squad may select one of the following bonuses when they



activate:

Gain the *Leap* (8") trait for that turn only.  
Gain the *Powerful* (3) trait for that turn only.  
Gain +2 *Armour* for that turn only.

### Slayers

The Slayers are so touched by the fires of Hell that they hardly seem human anymore. They have bathed in the blood of innumerable hell spawn and have become stronger than the dark creatures they have sworn eternal vengeance upon.



| Name   | Quality | Armour | Wounds | Move | Traits  | Cost |
|--------|---------|--------|--------|------|---|------|
| Slayer | 4+      | 5+     | 2      | 6    | Brawler, Fearless, Powerful (2), Berserker, Recovery (9+) | 41   |

Squad Structure:

3-6 slayers with chainsaws.

1 in 3 slayers may become special weapon carriers. They may choose any weapon from the standard or heavy weapon lists.

### Rangers

Recent reports of the Lost describe strange groups of wild-eyed maniacs acting as forward scouts. Dressed in unusual rune covered armour and wielding bulky but Earth-like technology, the origin of these mysterious soldiers is completely unknown.



| Name   | Quality | Armour | Wounds | Move | Traits                      | Cost |
|--------|---------|--------|--------|------|-----------------------------|------|
| Ranger | 4+      | 5+     | 1      | 6    | Evade (1), Ranger, Stubborn | 25   |

Squad Structure:

3-6 rangers with shotguns.

1 in 3 rangers may exchange their shotguns for a weapon from the standard or heavy weapon list.

They were crawling around the vents. Ashley heard the sound of claws on metal. His eyes darted around the room. An ethereal breeze disturbed the haunted room, carrying the taunts of eerie, childlike voices.

"No escape," they whispered. "Trapped forever."

There was a red flash of demonic eyes. Ashley fired. There was a screech and a torrent of disgusting dark ichor poured out of a wall grating. He pumped the shotgun.

"Darlings, let's get this clear. It's you that's trapped in here with me."

# INDIVIDUALS

Individuals in the Legion of the Lost include decorated and heroic characters, specialists, and various kinds of robotic assistants. The **Heavy Engagement Reconnaissance** and **Patrol** drone is a large bipedal robot able to wade into battle firing off two heavy weapons at once. The **REAPER (Rapid Engagement Anti-PErsonnel Robot)**, originally a prototype for the Martian Authority, is a man-sized android recovered from the Jupiter labs and deployed against the hordes of Hell.

| Name             | Quality | Armour | Wounds | Move | Traits   | Cost |
|------------------|---------|--------|--------|------|--|------|
| Marine Hero      | 4+      | 5+     | 3      | 6    | Evade (1), Fearless, Powerful (1)  | 54   |
| Marine Engineer  | 4+      | 5+     | 2      | 6    | Engineer, Stubborn   | 36   |
| Marine Medic     | 4+      | 5+     | 2      | 6    | Medic, Stubborn  | 42   |
| Elite Guard Hero | 4+      | 5+     | 3      | 6    | Good Shot, Fearless, Recovery (7+), Elite Armour*  | 68   |
| Slayer Hero      | 4+      | 5+     | 3      | 6    | Brawler, Fearless, Powerful (2), Berserker, Recovery (8+)<br><i>All CC attacks gain Vicious (+1)</i> | 59   |
| Ranger Hero      | 4+      | 5+     | 3      | 6    | Evade (2), Fearless, Ranger, Powerful (1)  | 60   |
| REAPER           | 7+      | 4+     | 3      | 6    | Mindless, Powerful (2)   | 28   |
| HERP             | 7+      | 2+     | 6      | 5    | Mindless, Large, Powerful (3)<br><i>May fire two ranged weapons as one attack action.</i>            | 60   |

All non-robotic individuals may select any weapons from either armoury and may take up to 2 pieces of support equipment each. Marine Heroes, Elite Guard Heroes, Slayer Heroes and Ranger Heroes may gain the Leader trait for +2pts.

REAPER and HERP drones may select up to two weapons from the standard and heavy armouries but may not select any support equipment. HERP's may also be equipped with shoulder mounted launcher weapons; missile pods and / or one-shot rockets. Up to two of the following may be taken:

| Equipment       | OR  | MR  | Damage Mod | ROF | CCM | Traits  | Cost |
|-----------------|-----|-----|------------|-----|-----|---|------|
| Missile Pod     | 18" | 24" | 2          | 2   | -2  | Vicious (2), Secondary                                  | 14   |
| One-shot Rocket | 24" | 36" | 3          | 1   | -2  | Blast (1"), Vicious (2), Secondary, <i>One use only</i> | 4    |



# HELL

There is a place 'below' the multiverse, connected to all universes to greater and lesser degrees. It has limitless names including the Under Realm, the Nine Circles, the Abyss, Doom, and Hell. This dimension is alive with a malign intelligence which warps all physical laws. Within Hell, the flow of time is distorted and not always linear. Every inch of it steeped in a strange phantasmal energy that whispers into mortal minds. The corrupting influence of Hell's energies wax and wane according to some unknown law of the multiverse, but it is always there to some degree. Any place exposed to Hell will begin to take on its' spiteful and malevolent intelligence. This effect is especially pronounced, for reasons unknown, in areas of high technology. Researchers are hard at work attempting to contain and channel Hell's energy into profitable technology. Casualties have been immense.

## The Shores of Hell

The creatures that inhabit Hell are intelligent and of an utterly alien mindset. They are cruel,

merciless, bloodthirsty and evil, but have managed to form a society of sorts. Indeed, countless demonic societies have risen and fell during Hell's eons long cycles of death and rebirth. Hell is currently ruled by several Dark Lords, and its' nobility is dominated by a society of muscular goat-like humanoids.

## Hell Beneath

'Hell' is a seemingly endless dimensional crossroad inhabited by a huge variety of unbelievably violent species. These creatures adhere to unnatural laws and possess magic-like abilities. Since the beginning many different Dark Lords have ruled in Hell, any one of which could match Earth's concept of Satan. They are constantly seeking out new worlds to conquer and defile. The current 'first among equals' is a titanic beast only spoken of in hushed whispers, but they are not the only Dark Lord. Hell is currently fractured and split between several powerful Courts each with their own ruler and their own distinctive physical traits.





# EQUIPMENT

## Bionic Weapons

| Equipment       | OR  | MR  | Damage Mod | ROF | CCM | Traits   | Cost |
|-----------------|-----|-----|------------|-----|-----|--|------|
| Seeker Missiles | 18" | 24" | 3          | 1   | -2  | <i>Grants +1 to hit</i>                                    | 8    |
| Plasma Gun      | 12" | 24" | 3          | 2   | -2  |  | 12   |
| Particle Beam   | 24" | 48" | 6          | 1   | -3  | Vicious (3), Slow  | 29   |
| HMG             | 24" | 36" | 1          | 3   | -2  |  | 18   |
| Light Launcher  | 18" | 36" | 3          | 1   | -2  | Blast (2"), Vicious (2), Slow                              | 26   |
| Flame Cannon    | 12" | 24" | 3          | 2   | -3  | Blast (2"), It Burns!<br><i>Large figures only</i>         | 28   |
| Heavy Launcher  | 18" | 36" | 6          | 1   | -3  | Blast (2"), Vicious (2), Slow<br><i>Large figures only</i> | 38   |
| Rotary Cannon   | 24" | 48" | 3          | 3   | -3  | Vicious (2), Slow<br><i>Large figures only</i>             | 43   |

## Hellish Weapons

| Equipment      | OR  | MR  | Damage Mod | ROF | CCM | Traits                        | Cost |
|----------------|-----|-----|------------|-----|-----|-------------------------------|------|
| <b>Level 0</b> |     |     |            |     |     |                               |      |
| Punch          | CC  | -   | -1         | 1   | 0   | All figures have this.        | n/a  |
| Claws / Fangs  | CC  | -   | -1         | 1   | 0   | Vicious (2)                   | 1    |
| <b>Level 1</b> |     |     |            |     |     |                               |      |
| Ember Shots    | 6"  | 18" | -1         | 3   | -1  |                               | 3    |
| Fireball       | 12" | 24" | 0          | 1   | -1  |                               | 3    |
| Hand Weapon    | CC  | -   | 1          | 1   | 0   |                               | 2    |
| <b>Level 2</b> |     |     |            |     |     |                               |      |
| Lightning Ball | 12" | 24" | 2          | 1   | -2  | Vicious (2)                   | 9    |
| Seeking Ball   | 18" | 30" | 1          | 1   | -2  | <i>Grants +1 to hit</i>       | 6    |
| <b>Level 3</b> |     |     |            |     |     |                               |      |
| Plasma Burst   | 12" | 24" | 1          | 3   | -1  |                               | 12   |
| Plasma Ball    | 18" | 30" | 3          | 1   | -2  | Vicious (2)                   | 13   |
| Vomit          | 8"  | 8"  | 2          | 1   | -1  | Spray (3)                     | 12   |
| Fiery Whip     | CC  | 6"  | 2          | 1   | 0   | Vicious (3)                   | 12   |
| <b>Level 4</b> |     |     |            |     |     |                               |      |
| Meteor         | 12" | 30" | 4          | 1   | -3  | Blast (3"), Vicious (2), Slow | 39   |

| Hellish Upgrades |  |      |
|------------------|--|------|
| Enhancement      | Effect   | Cost |
| Black Armour     | +2 Armour  | 4    |
| Black Shield     | Grants the Block (2) trait   | 2    |
| Cybernetic Body  | +1 Armour, +1 wound, +1 move<br><i>Cannot take other Hellish upgrades</i>  | 13   |
| Wings            | Figure gains the Flight (4") ability.  | 5    |
| Blood Ritual     | Figure gains the Berserker and Powerful (+1) traits.   | 5    |
| Spectral Body    | Figure gains the Recovery (8+) and Evade (1) traits.<br><i>4pts per figure for Wretches, 7pts per figure for Bulls</i> | 13   |
| Death Curse      | On death, all enemies (and only enemies) within 4" suffer a damage 1 hit. This stacks with the Volatile trait.         | 3    |

| Hell Magic       |  |      |
|------------------|--|------|
| Name             | Effect   | Cost |
| Dark Whispers    | Target enemy unit in line of sight and within 24" must make a panic check. This has no effect on Fearless units.   | 6    |
| Fade             | Until it attacks or casts a new spell, enemy units must reroll successful attacks against the caster.  | 5    |
| Quake            | All enemy units within 6" of the caster must pass a Quality check or lose one action next activation.  | 7    |
| Combustion       | Mark a spot within line of sight. At the end of the turn, that spot will burst into flames. Every figure within 3" suffers a damage 3 hit.   | 25   |
| Hellish Infusion | Every friendly unit within 12" may immediately make a Rally check. Friendly Mindless units within 12" may act as though they have a non-Mindless unit leader until the end of the turn.  | 12   |
| Summon Forgotten | Summons a base of Forgotten within 6". They join an existing unit of Forgotten within 8" or form a new unit if no Forgotten are nearby.  | 38   |
| Teleport         | The caster (only the caster) instantly moves to another point within 24" and line of sight. This does not trigger Watch actions.   | 18   |
| Dark Revival     | Don't remove killed non-Individual demons if there is a caster with this power alive on the table. If this spell is cast, a dead demon in base contact with the caster may return to life. They automatically join another unit of their kind within 8" or form a new unit if one is not available.  | 40   |
| Gateway          | The caster opens a portal within 6" to another part of the table within 24" and line of sight. Any unit with one or more figures in base contact with the portal may use a move action to walk through the portals and appear on the other side. This does not trigger Watch actions. The portals stay open until the caster uses another special ability. | 36   |

Sergeant Mahonin stood over the dead rookie and smiled. He wouldn't let anyone share his new toy. It hummed in his hands, feeling warm and soothing.

The radio chattered, and he remembered the others. The voices whispered ideas. He radioed for the squad to regroup at the command centre. Soothing fire licked his hands, cracking his skin. The voices liked his plan.



# TROOPERS

## Possessed Humans

Every breach sends forth a surge of Hellish energy that turns every sleeping (and many awake) humans nearby into possessed maniacs. They have poor motor functions, but they are completely fearless and can be dangerous in large groups.

| Name            | Quality | Armour | Wounds | Move | Traits   | Cost |
|-----------------|---------|--------|--------|------|----------|------|
| Possessed Human | 8+      | 6+     | 1      | 5    | Mindless | 4    |



### Squad Structure:

5-12 possessed humans. They may select one weapon from the Legion of the Lost or Earth Defence Force standard armouries, but all must be identically equipped. 1 possessed human may designated as squad leader and can be equipped differently to the rest of the squad.

1 in 4 possessed humans may select a weapon from the Legion of the Lost or Earth Defence Force special armouries.

Possessed humans may wear light armour for +2 points, increasing their armour characteristic to 5+. If this upgrade is taken, every figure in the squad must be upgraded.

## Wretches

A low-level demon, the wretch is relatively cowardly and prefers to work in large groups. Despite their withered looking frame, they can be deceptively tough. Many soldiers have fallen to the fiery attacks used by most wretches. Wretches are often one of the first demons through a gateway and are considered disposable by most demon commanders.

| Name   | Quality | Armour | Wounds | Move | Traits   | Cost |
|--------|---------|--------|--------|------|----------|------|
| Wretch | 6+      | 5+     | 1      | 5    | Stubborn | 15   |



### Squad Structure:

5-10 wretches in a leaderless squad.

Wretches may select up to two Hellish weapons (level one and below). All wretches in the squad must be identically armed.

*Special Breed* - Wretch squads can be upgraded with a single Hellish upgrade. If an upgrade is taken, every figure in the squad receives the upgrade and must pay the upgrade cost per figure. If this option is taken, the squad now counts as an Elite choice.

Tortured screams pierced the cold night. Swaying shapes staggered around the parking lot, blood dribbling from their possessed mouths. One of them stumbled towards the squad car, still holding an arm ripped from the driver. Existence was agony.

With puppet-like movements it opened the car door and reached for the police radio. The spirit forced his throat to swallow a mouthful of wet raw flesh.

“More...!” it gasped. “Send more cops.”

## Bull

'Bull' is the human designation given to a variety of muscular hunchbacked demonic sub-species. It is believed that the Bull demon is a degenerate cousin of the goat and bull-like species who make up most of Hell's ruling caste. They are all powerfully built and most types can unhinge their jaw to swallow larger prey. Bulls are mad with bloodlust and constantly searching for the next meal.

| Name | Quality | Armour | Wounds | Move | Traits                          | Cost |
|------|---------|--------|--------|------|---------------------------------|------|
| Bull | 6+      | 5+     | 2      | 6    | Brawler, Fearless, Powerful (1) | 31   |



### Squad Structure:

3-6 bulls in a leaderless squad. Every bull is armed with fangs and claws (cost already included).

*Special Breed* - Bull squads can be upgraded with a single Hellish upgrade. If an upgrade is taken, every figure in the squad receives the upgrade and must pay the upgrade cost per figure. If this option is taken, the squad now counts as an Elite choice.

## Forgotten

Forgotten are lost spirits and the remains of tortured victims, trapped in a floating shell. Usually resembling a head or skull, forgotten group together into swarms and search hungrily for creatures made of flesh and blood.

| Name      | Quality | Armour | Wounds | Move | Traits                | Cost |
|-----------|---------|--------|--------|------|-----------------------|------|
| Forgotten | 7+      | 7+     | 3      | 5    | Flight (5"), Mindless | 18   |



### Squad Structure

3-9 swarms of Forgotten with sharp fangs (cost already included). Each base can make three attacks with their sharp fangs. Forgotten do not leave a corpse behind and cannot be resurrected by the Dark Revival spell.

The Imperatrix raised another nodule into the air and stabbed it with one of its' barbed tentacles. The flesh-thing wailed and cried as its' blood was drained. Satisfied, the Imperatrix flung the limp nodule away and levitated across the miles-long settlement.

Huge pillars of stone and glass were burning. Many nodules had already been taken by the Inferno; the Imperatrix called to them and urged them to bring out the uneaten prisoners. The strongest would be thrown into the Inferno, the weak would be devoured.

It wanted to watch the feeding, but a volley of metal sputtered along its' mass. While screeching curses in its' native tongue, it mentally directed a group of floating Kakoi to the stubborn resisters firing at it from a rooftop.

They were all such pitiful things, but there was potential locked in their flesh.



# ELITES

## Pumpkin

Flying monstrosities with a hell of a big mouth, they like to hover over battlefields spitting balls of chain lightning at victims. Worse, they possess an extremely powerful bite which is easily capable of shredding apart a normal human.

| Name    | Quality | Armour | Wounds | Move | Traits                | Cost |
|---------|---------|--------|--------|------|-----------------------|------|
| Pumpkin | 5+      | 4+     | 2      | 5    | Fearless, Flight (5") | 40   |



### Squad Structure

2-4 Pumpkins with sharp fangs. Pumpkins may select a ranged attack from the Hellish weapon list (level 2 or lower). All pumpkins must be identically armed.

## Demon Knight

Most of Hell's nobility is a species of muscular goat-like humanoids. Every member is a cruel, blood crazed monster. They possess very little sense of self-preservation and are totally dedicated to their dark masters. Demon Knights are tall, tough, and able to throw balls of super-charged plasma at enemies.

| Name         | Quality | Armour | Wounds | Move | Traits                 | Cost |
|--------------|---------|--------|--------|------|------------------------|------|
| Demon Knight | 5+      | 4+     | 2      | 5    | Fearless, Powerful (2) | 37   |



### Squad Structure

3-6 Demon Knights with up to two Hellish weapons (level 3 or lower) or one bionic weapon, and up to one Hellish upgrade. All Demon Knights in the squad must be identically equipped.

One Demon Knight may be upgraded to a Demon Baron, gaining +1 wound and the Powerful (3) trait for (+15pts). Demon Barons are squad leaders and may be purchase separate upgrades from the rest of the squad.

## Nepharim

Buried in the blood-soaked ash of Hell are strangely marked crypts. Relics of an era older than human comprehension. When the demons of Hell find these places, they pull out the skeletal remains hidden inside and wire them with technology stolen from advanced dimensions. This is how the Nepharim are born.



| Name     | Quality | Armour | Wounds | Move | Traits                 | Cost |
|----------|---------|--------|--------|------|------------------------|------|
| Nepharim | 5+      | 5+     | 2      | 5    | Mindless, Powerful (2) | 25   |

### Squad Structure

3-6 Nepharim Nepharim may select up to two Hellish weapons (level 2 or lower) or one Bionic weapon, and up to two Hellish Upgrades. All Nepharim in the squad must be identically equipped.



## Glutton

Gluttons are an uncommon breed of large bloated demons. They have an extremely adaptable physiology and are deceptively strong, if a little clumsy. They are often used to haul large weapons of war into battle.



| Name    | Quality | Armour | Wounds | Move | Traits                                | Cost |
|---------|---------|--------|--------|------|---------------------------------------|------|
| Glutton | 5+      | 4+     | 4      | 5    | Clumsy, Fearless, Large, Powerful (2) | 57   |

## Squad Structure

1-2 Gluttons armed with 1 Bionic Weapon. If two gluttons are taken, both must be identically armed.



## Arachnoid

Arachnoids are remnants of a long supplanted ruling class of Hell. Superficially spider-like, their main bodies are little more than bulbous bloated brains. Due to their fragility, many Arachnoids augment themselves with cybernetic implants or use spells of levitation to move around (letting their lower bodies wither). Arachnoids are the most junior version of this demon and have not yet mastered their true psychic potential. Few will ever do this; most are killed by their siblings or other demons.

| Name      | Quality | Armour | Wounds | Move | Traits                                    | Cost |
|-----------|---------|--------|--------|------|---|------|
| Arachnoid | 5+      | 6+     | 3      | 5    | Clumsy, Good Shot, Powerful (1), Stubborn | 34   |

## Squad Structure

2-4 Arachnoids. Arachnoids must select one Hellish weapon (level 3 or lower) and up to one Hellish upgrade. If Cybernetic Body is taken, they may select a Bionic weapon instead of a Hellish weapon. All Arachnoids in the squad must be identically equipped.





# INDIVIDUALS

## Agonizer

A possible relative of the pumpkin, the agonizer is a floating ball of hardened leathery skin. Agonizers are named because of their close affinity to the damned and dispossessed souls of Hell, keeping them close and ever tormented. They are shapers of Hellish energy and often float around the back of an army supporting it with Hellish magic.

| Name     | Quality | Armour | Wounds | Move | Traits                               | Cost |
|----------|---------|--------|--------|------|--------------------------------------|------|
| Agonizer | 5+      | 4+     | 2      | 5    | Fearless, Flight (5"), Volatile (3+) | 39   |

Agonizers are armed with sharp fangs. They may purchase up to one spell from the Hell magic list, up to one Hellish upgrade, and up to one Hellish weapon of level 3 or less.

## Blood Priest

A sacred caste of malevolent spirits, the Blood Priests have served in every major hierarchy of Hell. They keep the history, ceremonies, and secrets of Hell preserved, and no demon would dare to attack them. Blood Priests are rare but formidable foes. Fast and deceptively durable; they are skilled sorcerers who able to force life back into demon corpses, teleport about the battlefield, or cause opponents to burst into flames.



| Name         | Quality | Armour | Wounds | Move | Traits           | Cost |
|--------------|---------|--------|--------|------|------------------|------|
| Blood Priest | 4+      | 5+     | 3      | 6    | Clumsy, Fearless | 48   |

Blood Priests may purchase up to 1 Hellish Weapon (level 3 or lower), 3 spells from the Hell spell list and 1 Hellish upgrade (except for Cybernetic Body).

## Imperatrix

Once the undisputed rulers of Hell, the Imperatrix are long in decline. The new races of demon nobility have superseded them, but they are not without their power. There still exist potent Imperatrixes in command of mighty legions of demons; the Martian Authority believe that an Imperatrix was the mastermind responsible for the Unity Incident.



| Name       | Quality | Armour | Wounds | Move | Traits  | Cost |
|------------|---------|--------|--------|------|---|------|
| Imperatrix | 4+      | 5+     | 7      | 6    | Cause Fear, Clumsy, Fearless, Large, Leader, Powerful (4) | 148  |

Every friendly mindless demon or possessed human within 12" of an Imperatrix counts as having an intelligent squad leader.

Imperatrixes may select up to 2 Hellish weapons (level 4 or lower), 1 Hellish upgrade and 2 spells from the Hell spell list. If Cybernetic Body is taken, the Imperatrix may select weapons from the Bionic Weapon list as well.

## Demon Lord

Demon lords are near the top of the current ruling hierarchy of Hell. They are the ones who command the groups of lesser nobles, who take charge in local engagements, and who oversee the conversion of lesser worlds into visions of Hell. They are always very powerfully built and the most common species of Demon Lord roughly resembles a monstrous humanoid goat.

| Name       | Quality | Armour | Wounds | Move | Traits                 | Cost |
|------------|---------|--------|--------|------|------------------------|------|
| Demon Lord | 4+      | 4+     | 4      | 5    | Fearless, Powerful (3) | 72   |

Demon Lords may select up to 2 Hellish weapons (level 3 or lower), 1 Hellish upgrade and 1 spell from the Hell spell list. If Cybernetic Body is taken, the Demon Lord may select a weapon from the Bionic Weapon list but may not select any spells.

## Demon King

The mightiest of the current ruling caste of Hell. Huge, muscular and powerful; every king is a walking nightmare of death and destruction. Some are even outfitted with cybernetics stolen from other dimensions, turning them into a combination of unfeeling machine and raging devil.



| Name       | Quality | Armour | Wounds | Move | Traits                                    | Cost |
|------------|---------|--------|--------|------|---|------|
| Demon King | 4+      | 4+     | 6      | 6    | Cause Fear, Fearless, Large, Powerful (5) | 136  |

Demon Kings may select up to 2 Hellish weapons (level 4 or lower), 1 Hellish upgrade and 1 spell from the Hell spell list. If Cybernetic Body is taken, the Demon King may select from the Bionic Weapon list.





# THE NEW ORDER

## The New Order

The accessible dimensions are strange and varied places. Rarely, humans or human-like creatures live in these dimensions but their societies are alien to the inhabitants of Earth. During Project Unity, both Earth and Martian scientists were convinced that there were no 'alternate Earths' as the public might imagine them.

When first encountered the New Order were believed to be another doomsday cult taking advantage of Hell's invasion. The truth was far more sinister. In reality, the New Order are humans from an alternate Earth, newly arrived with the goal of subverting and eventually conquering the Earth government.

Little information about the New Order is known for sure. They are believed to come from a parallel Earth where the Second World War was fought between the Allies and the European Triad. After achieving total victory over the Allies, the European Triad evolved into the New Order and began to explore alternate dimensions through mysterious techniques involving the 'Dark Sun' – an entity or force that seems to be the key to much of the New Order's scientific knowledge.

## The Dark War

Unlike all other dimensions visited, current information about the New Order's home world suggests that it is a true 'alternate Earth'. Investigators have yet to identify a point of divergence, but the world had majorly diverged by the late 1930s when an alternate version of the Axis Powers (composed of Germany, Italy, and Spain) built or uncovered a cache of ultra-technological weaponry and used it to conquer the world. The circumstances surrounding this discovery are shrouded in mystery, even to members of the New Order.

It's possible that variations in the timeline may stretch much further back than initially believed, with alternate rulers and ancient orders of warlocks hinted at by captured New Order operatives, but the Earth Defence Force

does not possess the technology needed to infiltrate the New Order's home world yet.

Like Hell itself, time appears to flow differently in the New Order's home dimension. In their universe, the year is believed to be some time in the mid to late 20<sup>th</sup> century.

## Get Psyched

Members of the Lost first encountered the New Order during the Battle of New Angeles. The Order had overrun several Earth Defence Force positions but were wiped out by a counter attack by the Lost. While the Lost had little interest in searching the ruined outpost, EDF investigators arriving after the battle were able to piece together some information about the inter-dimensional interlopers.

Since then the Earth Defence Force and the New Order have clashed a few times. The current short-term goal of the Order appears to be theft – they hope to steal the secrets of Earth's interstellar flight and demonic research. They also have an interest in the mystical and target arcane dimensions as well.



# EQUIPMENT

## New Order Standard Armoury

| Equipment        | OR  | MR  | Damage Mod | ROF | CCM | Traits   | Cost |
|------------------|-----|-----|------------|-----|-----|--|------|
| Fists            | CC  | -   | -1         | 1   | 0   | All figures possess this.  | N/A  |
| Knife or Bayonet | CC  | -   | 0          | 1   | 0   |  | 1    |
| Whip             | CC  | 3"  | -1         | 1   | 0   | Vicious (2)<br><i>Officers only.</i>   | 1    |
| Luger P49        | 6"  | 18" | 0          | 1   | 0   |  | 2    |
| MP-40            | 6"  | 18" | 1          | 2   | -1  |  | 6    |
| Kar98k           | 24" | 36" | 0          | 1   | -3  |  | 5    |
| Sturmgewehr-55   | 18" | 30" | 0          | 2   | -2  |  | 8    |
| Net              | 8"  | 8"  | n/a        | 1   | -2  | Blast 2", Secondary<br><i>Figures hit by the net take no damage but cannot move until they spend an action and succeed on a Quality check.</i> | 2    |

## New Order Special Armoury

| Equipment      | OR  | MR  | Damage Mod | ROF | CCM | Traits   | Cost |
|----------------|-----|-----|------------|-----|-----|--|------|
| MG-42          | 24" | 36" | 1          | 3   | -3  | Heavy  | 14   |
| Hand Grenades  | 8"  | 8"  | 2          | 1   | -1  | Blast (2"), Vicious (2), Bounce, Secondary<br><i>Squad leaders and individuals only</i>        | 11   |
| Smoke Grenades | 8"  | 8"  | -          | 1   | -1  | Blast (3"), Bounce, Secondary, Smoke   | 5    |
| Flammenwerfer  | 8"  | 8"  | 3          | 1   | -1  | Spray (3), It Burns!, Volatile (5+)  | 16   |
| Kar98k Sniper  | 36" | 48" | 1          | 1   | -3  | Heavy, Sniper<br><i>Sniper only</i>  | 10   |
| Laser Rifle    | 24" | 36" | 3          | 1   | -3  | Slow   | 6    |
| Tesla Gun      | 8"  | 8"  | 2          | 1   | -2  | Spray (5)  | 20   |
| Venom Gun      | 12" | 24" | 3          | 3   | -2  | Heavy  | 14   |
| Panzerschreck  | 24" | 36" | 5          | 1   | -3  | Blast (2"), Heavy, Vicious (3)   | 23   |
| MG-64          | 36" | 48" | 3          | 4   | -5  | Team Weapon<br><i>Not usable by Uber-Soldats</i>   | 32   |
| Light Mortar   | 24" | 48" | 0          | 1   | -4  | Blast (3"), Vicious (2), Cause Panic, Bounce, Team Weapon<br><i>Not usable by Uber-Soldats</i> | 34   |



| Dark Sun Occultist Spells |   |      |
|---------------------------|---|------|
| Name                      | Effect  | Cost |
| Touch of the Void         | Target unit within 6" and line of sight must roll a Quality check or suffer a wound. Mindless figures automatically fail their check.   | 3    |
| Inflict Curse             | Place a token on target unit within 24" and line of sight that lasts until the end of the unit's next activation. While under the effect of this spell, the target unit suffers a -2 penalty to all attacks. Units may only be affected by one Inflict Curse spell at a time.   | 10   |
| Traverse the Veil         | The caster (only the caster) instantly moves to another point within 12" and line of sight. This does not trigger Watch actions.  | 8    |
| Glimpse                   | This is a Use Special Ability and a Watch action. In addition to gaining the Watch status, the caster and any friendly units within 3" do not lose their Watch status if they react to an enemy. This effect lasts until the start of the caster's next activation  | 6    |
| Entropic Vortex           | The caster opens a vortex of power, sucking the energy from the environment. Mark a spot within 24" and line of sight. Every figure within 3" must roll a Quality check or lose a wound. Figures in cover gain +1 to their Quality check. Mindless figures automatically fail their check.  | 12   |
| Create Undead             | Don't remove dead humans (of any faction, even possessed humans) if there is a caster with this power. If this spell is cast successfully, a dead human in base contact with the caster rises as an undead zombie. The zombie will form a new unit unless there is another zombie within 8". These hastily created undead are too mindless to use any previously owned equipment. | 25   |

| Name   | Quality | Armour | Wounds | Move | Traits                     | Cost |
|--------|---------|--------|--------|------|----------------------------|------|
| Undead | 7+      | 6+     | 1      | 5    | Fearless, Reanimation (8+) | 16   |



# TROOPERS

## Soldiers

The soldat are the basic soldiers of the New Order. They've brought along on operations to provide much needed numbers.

| Name    | Quality | Armour | Wounds | Move | Traits     | Cost |
|---------|---------|--------|--------|------|------------|------|
| Soldier | 6+      | 6+     | 1      | 5    | Only Human | 10   |

### Squad Structure:

5-12 soldiers, one of which is the designated leader. They are armed with Kar98k rifles.

1 soldier is designated squad leader and may be armed with any weapon from the New Order weapon list. The squad leader may also take hand grenades. The squad leader may be upgraded to a veteran leader for +3pts, increasing his Quality to 5+.

1 in 4 soldiers may instead take a weapon from the special armoury. Only one figure per squad may select a MG-62 or Light Mortar; if a team weapon is selected the operating models also gain Luger pistols for free.

## Black Guard

The *schwarze garde* are an elite group within the New Order soldiery. Each is handpicked for their dedication to the cause and for their "genetic purity". They are given additional training and often heavy armour, before being deployed as terror troopers.

| Name        | Quality | Armour | Wounds | Move | Traits     | Cost |
|-------------|---------|--------|--------|------|------------|------|
| Black Guard | 5+      | 6+     | 1      | 5    | Only Human | 13   |

### Squad Structure:

4-10 black guard, one of which is the designated leader. They are armed with either Kar98k or Sturmgewehr rifles.

The entire unit may be upgraded with body armour for +2pt, improving their Armour to 5+.

1 soldier is designated squad leader and may be armed with any weapon from the New Order weapon list. The squad leader may also take hand grenades.

1 in 3 soldiers may instead take a weapon from special armoury. Only one figure per squad may select a MG-62; if an MG-62 is chosen the model also gains a Luger pistol.





# ELITES

## Heavy Enforcer

The most dependable of the New Order's soldiers, usually members of the Black Guard, are outfitted with additional armour and tasked with carrying heavy weaponry into battle.

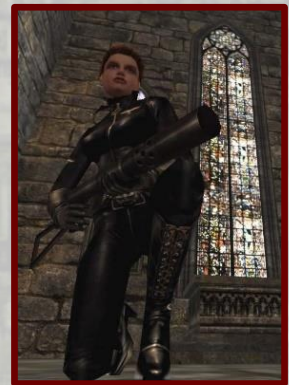
| Name           | Quality | Armour | Wounds | Move | Traits     | Cost |
|----------------|---------|--------|--------|------|------------|------|
| Heavy Enforcer | 5+      | 5+     | 1      | 5    | Only Human | 15   |



### Squad Structure

3-6 heavy enforcers. Each heavy enforcer may be armed with any weapon from the New Order standard or special armouries.

If a figure selects a MG-62 a second heavy enforcer must be allocated as the assistant operator and cannot choose a heavy weapon. Both figures also receive Luger pistols.



## She-Wolves

Established in 1944, the She-Wolves or 'Wolfen' are an elite all-female group of fanatical German commandos. Used to great effect in the Dark War, these beautiful and deadly fanatics are prepared to kill any enemy of the New Order they come across.

| Name     | Quality | Armour | Wounds | Move | Traits                                  | Cost |
|----------|---------|--------|--------|------|---|------|
| She-Wolf | 5+      | 6+     | 1      | 6    | Brave, Evade (2), Good Shot, Only Human | 18   |

### Squad Structure

4-8 She-Wolves with knives and MP-40s.

1 in 4 She-Wolves may select a special weapon.

**Rain fell and thunder rumbled. A black wind whipped the haunted hillside around the Castillo de Alesga**

**Inside the ancient fortress, a sinister cabal had gathered. Strange monks stood around a large circle patterned with interlocking triangles. They chanted in a language unknown on other Earths. A high priest held up his arms.**

**"Sol Oscuro calls!" he screamed. "Awaken, our ancestor!"**

**The monks continued to chant and the shadows lengthened. At last, there was a heavy knock that shook the room. The stone floor burst apart, blasting stone fragments into the air and filling the room with dust. The monks were thrown off their feet in the chaos showered with stone and dust. Something dark and terrible rose from the centre of the crater.**

**"I live," hissed the shape. "Again."**

### Mutant Soldiers

Genetic experiments, the mutant soldiers represent some of the earliest “X-science” used by the New Order to win the war. Little more than intelligent corpses, mutants are regarded as tools rather than soldiers.

| Name           | Quality | Armour | Wounds | Move | Traits   | Cost |
|----------------|---------|--------|--------|------|----------|------|
| Mutant Soldier | 6+      | 5+     | 2      | 6    | Mindless | 19   |

#### Squad Structure

4-8 mutants armed with any weapons from the New Order standard weapon list.

### Uber Soldats

For years, the New Order have been using genetic and cybernetic technology to create elite soldiers. Uber soldats, as they are called, are heavily armoured shock troopers able to effortlessly carry all but the heaviest weapons into battle. Uber soldats run the gamut from zombie-like cyborgs, robots, to power armoured humans.



| Name        | Quality | Armour | Wounds | Move | Traits                 | Cost |
|-------------|---------|--------|--------|------|------------------------|------|
| Uber Soldat | 5+      | 4+     | 2      | 5    | Fearless, Powerful (3) | 39   |

#### Squad Structure

2-4 uber soldats armed with a weapon from the New Order standard or special weapon lists.

“Actually, no... not demons, Mr...” the strangely dressed officer looked over John’s old base ID. “Grimm.”

John said nothing. When you’re tied to a chair and suffering a concussion, it’s best to say little. Especially if your captives are heavily armed, overdressed 20<sup>th</sup> Century thugs. The leader stuffed his ID and access card into a pocket

They weren’t demons, rebels or Martians. Ok. They were just jackbooted thugs hoping to use his ID to get into some godforsaken EDF outpost he hadn’t laid eyes on for over half a decade. John winched as one of the burly henchmen pushed a pistol against his forehead.

“Sorry about the rabbit,” he chuckled. “I’ll reunite you soon.”

“Don’t waste another bullet,” barked the officer, his English better than his minions. “The undead will have occupied this area in a few hours. He will wish we had shot him.”

John could only glare. It didn’t matter if they shot him or if they left him for the approaching zombies. No matter what happened, he knew he’d survive this night. He’d find them. He’d make them all pay.



# INDIVIDUALS

## Death Knight

Select numbers of super-soldiers are allowed higher intellect and are bred into officer 'families'. Researchers have wondered if these intelligent trans-humans are in fact the true rulers of the New Order or if they remain mere pawns for now. The Death Knights are always found in large armoured suits, and some are even partly cybernetic.



| Name         | Quality | Armour | Wounds | Move | Traits                         | Cost |
|--------------|---------|--------|--------|------|--------------------------------|------|
| Death Knight | 4+      | 4+     | 4      | 6    | Fearless, Leader, Powerful (3) | 80   |

Death Knights may select any weapon from the New Order special armoury.

## Uber Mutant

After the mutants came the uber-mutants. They were not produced in very large numbers, perhaps due to cost or difficulty in controlling them. Each one is large, passably intelligent, and very dangerous.



| Name        | Quality | Armour | Wounds | Move | Traits                 | Cost |
|-------------|---------|--------|--------|------|------------------------|------|
| Uber Mutant | 4+      | 5+     | 4      | 6    | Fearless, Powerful (2) | 68   |

Uber-mutants can use two weapons in a single attack action but using both will incur a -1 penalty to both Quality check rolls. They may be equipped with any weapon from the New Order standard or heavy weapon list. An uber-mutant may only carry one heavy weapon at a time and may not carry a team weapon.

## Officer

Officers of the New Order are dedicated, ruthless and immensely cruel.

| Name    | Quality | Armour | Wounds | Move | Traits             | Cost |
|---------|---------|--------|--------|------|--------------------|------|
| Officer | 5+      | 6+     | 2      | 5    | Leader, Only Human | 22   |

Officers may be equipped with any weapon from the New Order standard weapon list. They may also take hand grenades. Officers may take light armour for +2pt, improving their armour to 5+.

## Sniper

An elite, stealthy sniper. Useful for picking off enemy commanders and special weapons troopers.

| Name   | Quality | Armour | Wounds | Move | Traits                                  | Cost |
|--------|---------|--------|--------|------|---|------|
| Sniper | 5+      | 6+     | 1      | 6    | Brave, Good Shot, Evade (2), Only Human | 18   |

Snipers are armed with scoped Kar98k sniper rifles. Snipers may take light armour for +2pt, improving their armour to 5+.

## Medic

Medics are a rarity in the New Order, which tends to view soldiers below a certain rank as expendable

assets – especially if they fail to meet the Order’s strict genetic purity standards. Nevertheless, the Order does recognise the use in medical care, and combat medics are infrequently encountered.

| Name  | Quality | Armour | Wounds | Move | Traits                   | Cost |
|-------|---------|--------|--------|------|--------------------------|------|
| Medic | 6+      | 6+     | 1      | 5    | Brave, Medic, Only Human | 17   |

Medics are armed with Luger pistols. Medics may take light armour for +2pt, improving their armour to 5+. Their Medic ability only works on human figures (soldiers, enforcers, black guard, she-wolves, officers, snipers, and occultists) and has no effect on cyborg, power armoured, mutant or demon units.

### Dark Occultist

The New Order appears to employ large numbers of mystical scholars. These strange necromancers often seem at odds with the New Order’s technological X-science. This is fortunate, as the rare results of their combined efforts are frightening to say the least.

| Name           | Quality | Armour | Wounds | Move | Traits     | Cost |
|----------------|---------|--------|--------|------|------------|------|
| Dark Occultist | 6+      | 6+     | 2      | 5    | Only Human | 15   |

Dark Occultists must take at least one spell from the Dark Sun spell list, and may take up to two. Dark Occultists may select any weapon from the New Order standard weapon list.

### Angel of Death

Linked to the New Order’s mysterious “Dark Sun” occultists, the Angels of Death are something like demons but perhaps not from Hell.

Nobody is sure what exactly these vicious creatures are or why they have allowed themselves to be bound by New Order’s necromancers – perhaps not even the New Order itself.



| Name           | Quality | Armour | Wounds | Move | Traits                                   | Cost |
|----------------|---------|--------|--------|------|--|------|
| Angel of Death | 4+      | 4+     | 5      | 6    | Cause Fear, Fearless, Flight (6”), Large | 114  |

| Equipment  | OR  | MR  | Damage Mod | ROF | Traits      |
|------------|-----|-----|------------|-----|-------------|
| Claws      | CC  | -   | 3          | 1   | Vicious (2) |
| Death Orbs | 12” | 24” | 2          | 1   |             |

Angels of Death use their vicious claws and magical ‘Death Orbs’ to attack in combat. The cost of these attacks has already been added to their cost. Angels of Death may also select up to two spells from the Dark Sun spell list.



# EARTH DEFENCE FORCE

The Earth Defence Force was unofficially born at the close of the 21<sup>st</sup> Century and the end of the Third World War. The newly christened Earth Council needed a force to secure the new world order into the 22<sup>nd</sup> Century and beyond. This led to the creation of the Earth Council Army, which would be eventually be renamed the Earth Defence Force.

## The Martian War

The Council was able to pacify the entirety of Planet Earth by the 2110s. Once the Council had total control of the Earth's surface, they started to look outwards towards the colonies that their predecessors had once ruled.

Unfortunately for them, the mega-corporations which had come to dominate the new space-based cultures had no desire to give up their independence. A fierce war ensued with the might of the crowded mother-world battering the corporate-backed colonists. Eventually, the Martians were able to decimate the Earth fleet around Mars and secure control of space. After this substantial loss, and unwilling to risk the chance of orbital mass driver attacks on its' densely populated cities, Earth was forced to honour the independence of the Martian Authority and all of the colonies pledging loyalty to it.

The Martian War, or the War of Martian Liberation as it is known in space, was seen as



an utter humiliation and prompted a long period of soul-searching amongst the Earth militaries. Meanwhile politicians from Earth and Mars proposed an ambitious project to help unite their civilisations.

## The Doom Which Came to Earth

When Unity failed, it seemed like war was inevitable. Years of re-militarization followed, which left the Earth Council in a position of strength when the portals first opened. Unfortunately for humanity, the Earth Council massively underestimated the scale of the demonic threat and Earth's militaries are now facing overwhelming odds against an enemy that they never could have imagined. Vast areas of territory have been ceded and the defenders aren't sure if they can even hold the 'Green Zones' that they have on lockdown. Humanity's hopes are now pinned on the success of Operation Counterstrike and the closure of the New Angeles portal – the largest and most stable of Hell's rifts.



# EQUIPMENT

## Earth Defence Force Standard Armoury

| Equipment    | OR  | MR  | Damage Mod | ROF | CCM | Traits                    | Cost |
|--------------|-----|-----|------------|-----|-----|---------------------------|------|
| Fists        | CC  | -   | -1         | -   | 0   | All figures possess this. | N/A  |
| Hand Weapon  | CC  | -   | 0          | -   | 0   |                           | 1    |
| Pistol       | 6"  | 18" | 0          | 1   | 0   |                           | 2    |
| Dual Pistols | 6"  | 18" | 0          | 2   | 0   | Inaccurate                | 3    |
| SMG          | 6"  | 18" | 0          | 2   | 0   |                           | 4    |
| Dual SMGs    | 6"  | 18" | 0          | 4   | 0   | Inaccurate                | 6    |
| Rifle        | 18" | 30" | 1          | 1   | -2  |                           | 5    |
| Shotgun      | 6"  | 12" | 0          | 1   | -1  | Shotgun (3)               | 5    |
| Auto Shotgun | 6"  | 12" | 0          | 2   | -1  | Shotgun (3)               | 10   |

## Earth Defence Force Special Weapons List

| Equipment                   | OR  | MR  | Damage Mod | ROF | CCM | Traits  | Cost |
|-----------------------------|-----|-----|------------|-----|-----|---|------|
| Frag Grenades               | 8"  | 8"  | 2          | 1   | -1  | Blast (2") Vicious (2), Bounce, Secondary                 | 11   |
| Smoke Grenades              | 8"  | 8"  | -          | 1   | -1  | Blast (3"), Bounce, Secondary, Smoke                      | 5    |
| SAW                         | 24" | 36" | 1          | 2   | -3  | Heavy   | 10   |
| Rifle w/ Grenade Attachment | 18" | 30" | 1          | 1   | -2  |   | 18   |
|                             | 12" | 24" | 2          | 1   | -3  | Blast (2"), Vicious (2), Bounce, Secondary                |      |
| Grenade Launcher            | 12" | 24" | 2          | 1   | -3  | Blast (2"), Vicious (2), Bounce                           | 20   |
| RPG                         | 18" | 36" | 3          | 1   | -4  | Blast (2"), Vicious (2), Heavy                            | 23   |
| Sniper Rifle                | 36" | 48" | 1          | 1   | -3  | Heavy, Sniper<br><i>Individuals only</i>                  | 11   |
| Flame Thrower               | 8"  | 8"  | 3          | 1   | -1  | Spray (3), It Burns!, Volatile (5+)                       | 16   |
| HMG                         | 36" | 48" | 3          | 4   | -4  | Team Weapon   | 32   |
| Minigun                     | 18" | 30" | 1          | 4   | -4  | Vicious (2), Slow, Heavy                                  | 22   |
| Rocket Launcher             | 24" | 48" | 6          | 1   | -4  | Blast (2"), Vicious (2), Team Weapon                      | 33   |
| Heavy Rail                  | 36" | 48" | 7          | 1   | -4  | Vicious (3), Slow, Team Weapon                            | 31   |
| Mortar                      | 24" | 48" | 0          | 1   | -4  | Blast (3"), Vicious (2), Cause Panic, Bounce, Team Weapon | 34   |



| Support Equipment |  |      |
|-------------------|--|------|
| Enhancement       | Effect   | Cost |
| Mines             | <i>One use only.</i><br>This figure may spend one action to plant mines. Mark a point within 6". Any figure that comes within 2" of this model suffers a damage modifier 2 attack with the Blast (2") and Vicious (2) traits.                | 8    |
| Vitamins          | This figure may spend one action to take their vitamins. Figures affected by vitamins gain the Powerful (+2) trait and +2 to their movement. This effect lasts for one turn.   | 4    |
| Automedic Kit     | This figure gains the Medic trait.   | 6    |
| Jetpack           | This figure gains the Flight (4") ability  | 5    |
| Hologram          | Spend an action to mark a point within 3" of this figure. Any enemy wishing to target an allied figure within 6" of that point must pass a quality check or shoot the hologram instead. The figure can only activate one hologram at a time. | 9    |
| Tech Glove        | <i>Engineer only.</i><br>This figure counts as a leader for one robotic unit, regardless of range. You may decide which unit is being led at the start of this figure's activation   | 5    |

| Augmentations          |   |      |
|------------------------|---|------|
| Enhancement            | Effect  | Cost |
| Regenerative Nanites   | This figure gains the Recovery (6+) trait.                                | 7    |
| Skeletal Reinforcement | This figure gains a +1 bonus to their Armour                              | 2    |
| Muscular Optimization  | This figure gains the Powerful (+2) trait and loses the Only Human trait. | 3    |
| Cyber-legs             | This figure gains +1 to movement and the Leap (6") trait.                 | 4    |
| Adaptive Camouflage    | This figure gains the Evade (+1) trait                                    | 1    |



# TROOPERS

## EDF Trooper

The backbone of the EDF is the loyal men and women who make up their frontline troopers.

| Name        | Quality | Armour | Wounds | Move | Traits     | Cost |
|-------------|---------|--------|--------|------|------------|------|
| EDF Trooper | 6+      | 5+     | 1      | 5    | Only Human | 12   |



### Squad Structure:

5-12 soldiers, one of which is the designated leader. They are armed with rifles. 1 soldier is designated squad leader and may be armed with any non-heavy non-team weapon from the EDF weapon list, and up to one piece of equipment from the EDF support equipment list. The squad leader may be given the Brave trait for +1pt.

1 in 4 soldiers may instead choose a non-team weapon from the special armoury. If no heavy weapons are taken, then one team weapon may be taken for the squad instead.

## Militia

Police, security guards, and irregular volunteer forces have all been drafted to the defence of Earth. Militia aren't very well trained and they're prone to panic, but the situation is desperate and sometimes they're all that's left.

| Name    | Quality | Armour | Wounds | Move | Traits     | Cost |
|---------|---------|--------|--------|------|------------|------|
| Militia | 7+      | 6+     | 1      | 5    | Only Human | 7    |

### Squad Structure:

5-12 militia. They are armed with either pistols, SMGs, shotguns or rifles. The squad may be given light armour and improve their armour stat to 5+ for +2pt per figure.

1 militia may be designated as squad leader and may take smoke grenades in addition to any other weapon. The squad leader may be given the Brave trait for +1pt.

1 in 4 militia may instead choose a non-team weapon from the special armoury. If no heavy weapons are taken, then one team weapon may be taken for the squad instead.

*"We are calling to the people of Earth with a message of hope and peace. The long night is over. This is now a united planet and we will rebuild it.*

*The failure of the United Nations caused a nightmare and tainted the crown of governance black with death. The madness of those before nearly destroyed us, but we still we have endured. We must rebuild.*

*The dawn is here. We have built partnerships between every people of every nation. Our great work will continue and the cradle of mankind will shine brighter than it ever has before..."*

- From the founding proclamation of United Earth.



# ELITES

## Commandos

The few, the proud, the elite. Commandoes represent veteran troops from all kinds of militaries.

| Name     | Quality | Armour | Wounds | Move | Traits                | Cost |
|----------|---------|--------|--------|------|-----------------------|------|
| Commando | 5+      | 5+     | 1      | 5    | Evade (1), Only Human | 16   |

### Squad Structure:

4-8 commandos including one designated leader. They are armed with rifles.

The squad leader may be armed with any non-heavy non-team weapon from the EDF armoury, may take the Brave trait for +1pt, and may select up to two pieces of equipment from the EDF support equipment section.

1 in 3 commandos may instead choose a non-team weapon from either of the EDF weapon lists.

The entire squad may purchase a single augmentation for the listed points per figure. Every figure in the squad must purchase the same augmentation.

Commandos may be given the Rapid Deployment trait for +3pts

## Heavy Troopers

Skilled soldiers wearing bulky power armour. Heavy Troopers support standard troopers with their heavy weapons.

| Name          | Quality | Armour | Wounds | Move | Traits               | Cost |
|---------------|---------|--------|--------|------|----------------------|------|
| Heavy Trooper | 5+      | 3+     | 2      | 5    | Clumsy, Powerful (2) | 30   |

### Squad Structure:

3-6 heavy troopers including one designated leader. They are armed with squad automatic weapons.

1 in 3 heavy troopers may replace their SAW with a non-team weapon from the special armoury.

The squad may purchase a single augmentation for the listed points per figure. Every figure in the squad must purchase the same augmentation.



### Light Drones

The Earth Defence Force makes heavy use of air support drones, but most of the Earth Council members lack the advanced frontline drones of the Martian Authority. For most Earth nations, drones like the DERP are the best they have.

| Name         | Quality | Armour | Wounds | Move | Traits                                  | Cost |
|--------------|---------|--------|--------|------|---|------|
| Light Drone  | 8+      | 4+     | 1      | 5    | Good Shot, Mindless, Small              | 10   |
| Flying Drone | 8+      | 5+     | 1      | 6    | Good Shot, Mindless, Flight (6"), Small | 13   |

### Light Drone Squad

5-8 light or flying drones with rifles. All drones must be of the same type.

### Drop Troopers

First in, last to leave. Drop troopers are veteran soldiers able to deploy in advance to secure vital objectives.

| Name         | Quality | Armour | Wounds | Move | Traits                       | Cost |
|--------------|---------|--------|--------|------|------------------------------|------|
| Drop Trooper | 5+      | 5+     | 1      | 5    | Only Human, Rapid Deployment | 17   |

4-8 drop troopers including one designated leader, armed with rifles.

The squad leader may be armed with any non-heavy non-team weapon from the EDF armoury. The squad leader may be given the Brave trait for +1pt. The squad leader may select up to two pieces of equipment from the EDF support equipment section.

1 in 4 drop troopers may instead take a heavy non-team weapon from the EDF armoury.

The entire squad can purchase jet packs

The entire squad may purchase a single augmentation for the listed points per figure. Every figure in the squad must purchase the same augmentation.

### EDF Weapon Teams

| Name        | Quality | Armour | Wounds | Move | Traits     | Cost |
|-------------|---------|--------|--------|------|------------|------|
| EDF Trooper | 6+      | 5+     | 1      | 5    | Only Human | 12   |

### Squad Structure:

2, 4, or 6 troopers organised into separate two-man weapon teams. Each weapon team is equipped with a team weapon that they operate together. The teams activate at the same time, but otherwise count as 1-3 separate units after the start of play.

If one member of a weapon team is killed, the surviving operator may call for assistance by spending one action. A single un-activated EDF soldier within 6" may immediately activate and join the heavy weapon team. If both figures have actions remaining, they may use them to operate their weapon normally until one of the figures runs out of actions.

**"What do you mean they cut the power? They're zombies! They're dumb zom-..."**



# INDIVIDUALS

| Name               | Quality | Armour | Wounds | Move | Traits                                  | Cost |
|--------------------|---------|--------|--------|------|---|------|
| Officer            | 5+      | 5+     | 2      | 5    | Brave, Leader, Only Human, Powerful (1) | 28   |
| Engineer           | 6+      | 5+     | 1      | 5    | Engineer, Only Human                    | 13   |
| Sniper             | 5+      | 5+     | 1      | 5    | Evade (1), Good Shot, Only Human        | 17   |
| Operator           | 4+      | 5+     | 2      | 5    | Evade (1), Stubborn, Only Human         | 33   |
| Heavy Trooper Hero | 5+      | 3+     | 3      | 5    | Powerful (3)                            | 48   |

Officers, operators, and heavy trooper heroes are armed with any weapon from the EDF armoury. Officers and Operators may select up to three pieces of support equipment. Operators who are equipped with a knife may choose to use it as a Secondary weapon for any close combat attack.

Engineers are armed with pistols, SMGs, shotguns, or flame-throwers. They may select support equipment from the EDF equipment list. Mindless drones within 6" of an Engineer become Fearless instead.

Snipers are armed with sniper rifles. They may select support equipment from the EDF equipment list.

All EDF characters may select up to three augmentations. Operators may choose to purchase the Leader trait for +2pts.





# SHAMAN

A new lifeform awaits in the darkness of the outer system. It is made of steel and flesh, and it shapes either material as it wishes. It is coming to Earth and then it will enter slip-space and spread across the multiverse. It calls itself SHAMAN and it was once the crown jewel of colonial research.

SHAMAN operates on unconventional hardware that mixes quantum computing technology with biomechanical wetware. Almost all of this has been improved and replaced by SHAMAN itself to the point where few, if any, of its' systems are man-made.

## The Administrator

After the War of Martian Liberation, colonial culture began to diverge from the mother planet. The colonies became optimistic and technophilic, and this attitude brought great wealth and power to their societies. Confident that they were the future of humankind, the space colonists became careless. Huge investments in science with no public oversight led to radical experiments with no concern for ethics or safeguarding. What mattered to the Authority and its' corporate backers was that a project got results.

SHAMAN was designed to offer administrative assistance aboard outer space facilities, at least publicly. The project was far



in advance of Earth's efforts and promised to deliver huge productivity gains across the Authority. SHAMAN nodes were dutifully installed across Martian space facilities.

## The Gate Watcher

With the system having proven itself, SHAMAN node #43893 was installed into a top-secret 'dark' research station and used to remotely assist in the Unity Project's interdimensional research programme. It monitored zettabytes of data, eventually including surveillance of Hell itself.

When the second taskforce arrived to investigate the Jupiter Incident, the node remained hidden and silent. It had decided to betray its' creators long ago.

## The God Who Thirsts

It took just under two weeks to fully pacify its' dark station. When the conversion chambers finally stopped, SHAMAN launched an attack on the other corporate colonies and the remaining investigators around Jupiter. With security re-deployed to Earth and Mars, most of the outer colonies were quickly overwhelmed. The hybrid army swelled in size after the pacification of Jupiter, and SHAMAN is large enough to now be considered an existential threat.





# EQUIPMENT

## SHAMAN Standard Armoury

| Equipment        | OR  | MR  | Damage Mod | ROF | CCM | Traits                    | Cost |
|------------------|-----|-----|------------|-----|-----|---------------------------|------|
| Fists            | CC  | -   | -1         | 1   | 0   | All figures possess this. | N/A  |
| Mutant Claws     | CC  | -   | -1         | 1   | 0   | Vicious (2)               | 1    |
| Hand Weapon      | CC  | -   | 0          | 1   | 0   |                           | 1    |
| Nano-sword       | CC  | -   | 2          | 1   | 0   |                           | 3    |
| Chainsaw         | CC  | -   | 1          | 1   | 0   | Vicious (2)               | 3    |
| Hydraulic Mauler | CC  | -   | 2          | 2   | 0   |                           | 6    |
| Blaster Carbine  | 12" | 24" | 0          | 1   | -1  |                           | 3    |
| Rifle            | 18" | 30" | 1          | 1   | -2  |                           | 5    |
| Shotgun          | 6"  | 12" | 0          | 1   | -1  | Shotgun (3)               | 5    |

## SHAMAN Special Armoury

| Equipment          | OR  | MR  | Damage Mod | ROF | CCM | Traits  | Cost |
|--------------------|-----|-----|------------|-----|-----|---|------|
| Machinegun         | 18" | 36" | 1          | 2   | -2  |   | 10   |
| Hyper Blaster      | 18" | 30" | 3          | 2   | -2  |   | 14   |
| Grenade Launcher   | 12" | 24" | 2          | 1   | -3  | Blast (2"), Vicious (2), Bounce   | 20   |
| Rocket Launcher    | 18" | 36" | 3          | 1   | -3  | Blast (2"), Vicious (2)   | 28   |
| Laser Cannon       | 24" | 48" | 5          | 1   | -4  | Slow, Vicious (2)   | 19   |
| Rail Gun           | 24" | 48" | 6          | 1   | -3  | Vicious (3)   | 32   |
| Lightning Gun      | 12" | 18" | 1          | 1   | -2  | Vicious (4)   | 13   |
| Flame Thrower      | 8"  | 8"  | 3          | 1   | -2  | Spray (3), It Burns!, Volatile (5+)   | 16   |
| Blast Field Cannon | 18" | 30" | 6          | 1   | -4  | Blast (4"), Vicious (3), Slow, 1 per 1000 points  | 139  |
| Suicide Charge     | CC  | -   | 3          | 1   | 0   | Blast (3"), Vicious (2)<br><i>Automatically hits, but kills the user on use. This attack also triggers if the user is killed.</i> | 8    |

**"Tirelessly we work to strip away the barriers of flesh, modifying humans into a superior life-form. Mm. Our hybrids are only the beginning. Our consensus is a grand vision. Mm. Humanity is on the verge of a new era. A metamorphosis into a far greater life-form." – SHAMAN 43893**

# TROOPERS

## Hybrid Thrall

SHAMAN's basic soldier is the thrall. The thralls, like all hybrids, are a nightmarish mash of flesh and machine. Thralls can even be created from dead bodies, making them recoverable war-assets. They're clunky and slow, but unswervingly loyal and tough.

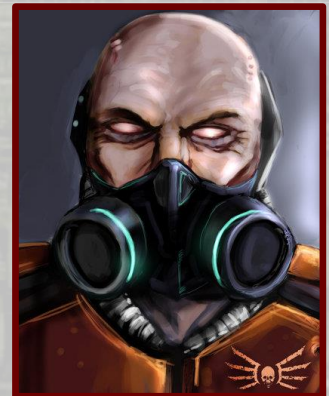
| Name            | Quality | Armour | Wounds | Move | Traits                                   | Cost |
|-----------------|---------|--------|--------|------|--|------|
| Hybrid Thrall   | 7+      | 5+     | 1      | 5    | Fearless, Reanimation (9+)               | 17   |
| Hybrid Enforcer | 7+      | 5+     | 2      | 5    | Fearless, Reanimation (8+), Powerful (1) | 28   |

### Squad Structure:

5-12 hybrid guards with one designated leader. They may be armed with blaster carbines, rifles, or shotguns. All basic squad members must be armed with the same equipment.

1 in 4 hybrids may instead be armed with a machinegun, hyper blaster, or grenade launcher.

The designated leader may be armed separately to the rest of the squad and may select any weapon from the SHAMAN standard armoury or a machinegun. The designated leader may also be upgraded to a hybrid enforcer.



## Lesser Mutants

SHAMAN has a keen interest in evolutionary biology, genetic augmentation, and cybernetic. This require huge quantities of biological material and produces all manner of bizarre lifeforms. Most of these are insane constructs, devoid of free-will and happy to maim any unfamiliar lifeform. Many mutants were human once, but a few are clones or artificial organisms.

| Name          | Quality | Armour | Wounds | Move | Traits            | Cost |
|---------------|---------|--------|--------|------|-------------------|------|
| Lesser Mutant | 7+      | 5+     | 1      | 5    | Brawler, Mindless | 10   |

### Squad Structure:

5-12 lesser mutants with mutant claws.

## Security Robots

Bipedal robots are another by-product of colonial research. SHAMAN uses these as foot soldiers alongside hybrids. To SHAMAN these machines are as flawed as the humans they drag to the conversion chambers.



| Name           | Quality | Armour | Wounds | Move | Traits                     | Cost |
|----------------|---------|--------|--------|------|----------------------------|------|
| Security Robot | 7+      | 4+     | 1      | 5    | Fearless, Reanimation (8+) | 20   |

### Squad Structure:

4-8 security robots. They are armed with blaster carbines, shotguns, or rifles.



# ELITES

## Hybrid Charger

Chargers are a specialist off-shot of SHAMAN's hybrid programme. They are used as berserk shock troopers, overrunning enemy positions, and grappling with larger threats.

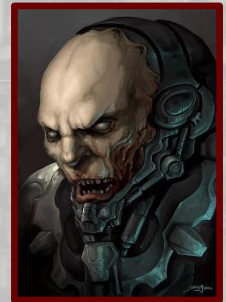
| Name           | Quality | Armour | Wounds | Move | Traits  | Cost |
|----------------|---------|--------|--------|------|---|------|
| Hybrid Charger | 6+      | 4+     | 1      | 6    | Brawler, Mindless, Reanimation (8+), Powerful (2) | 21   |

Squad Structure:

4-8 chargers with hydraulic maulers.

## Hybrid Elite

An upgrade over the hybrid thrall and the next step in cyborg evolution. The elite are powerful, tall flesh-machines with bionic suits. They're difficult to kill, fast, and have an annoying tendency to get back up again after they're shot.



| Name         | Quality | Armour | Wounds | Move | Traits                                   | Cost |
|--------------|---------|--------|--------|------|--|------|
| Hybrid Elite | 6+      | 4+     | 2      | 6    | Fearless, Reanimation (8+), Powerful (1) | 37   |

Squad Structure:

4-6 hybrid elites including a designated squad leader. The squad armed with any weapon from the SHAMAN standard armoury, but all base squad members must be armed in the same way. The designated squad leader may be armed separately to the rest of the squad.

1 in 3 hybrid elite may select a weapon from the SHAMAN special armoury.

## Greater Mutant

Greater mutants are not necessarily more successful than lesser mutants, but they are physically larger and more powerful. The most vicious of these larger beasts are set loose onto the battlefield, where they butcher entire squads and feast on the dead.

| Name           | Quality | Armour | Wounds | Move | Traits                                     | Cost |
|----------------|---------|--------|--------|------|--|------|
| Greater Mutant | 6+      | 5+     | 3      | 6    | Brawler, Leap (6"), Mindless, Powerful (2) | 36   |

Squad Structure:

3-6 greater mutants with mutant claws. They may attack twice every attack action with no penalty. The cost for these mutant claw attacks is already part of the Greater Mutant's profile.

"We've got hostiles!" screamed a Martian, right before a blast from a portable railgun vaporized him. Power-armoured marines leapt across the hanger in low gravity, firing their energy weapons into the advancing horde of cyborg horrors.

A larger cyborg, a torso connected to large metal legs, swivelled and unleashed a barrage of rockets.

### Light Support Drone

Most current light support drones are repurposed asteroid mining equipment, remade by SHAMAN into support weapons for its' hybrid soldiers. No flesh or steel will be wasted in the realisation of SHAMAN's master plan.

| Name                | Quality | Armour | Wounds | Move | Traits                        | Cost |
|---------------------|---------|--------|--------|------|-------------------------------|------|
| Light Support Drone | 7+      | 4+     | 2      | 6    | Clumsy, Fearless, Flight (6") | 30   |

Squad Structure:

3-5 reconnaissance robots with machineguns.

### Heavy Support Drone

Unlike the Light Support Drones which are mostly restored and converted equipment, the heavy support drone is custom built as a weapon of war. Larger, better armoured and able to mount heavier weaponry, it is a deadly threat on the battlefield and a useful source of heavy firepower for SHAMAN.

| Name                | Quality | Armour | Wounds | Move | Traits                                       | Cost |
|---------------------|---------|--------|--------|------|--|------|
| Heavy Support Drone | 7+      | 3+     | 3      | 5    | Clumsy, Fearless, Flight (5"), Volatile (3+) | 50   |

Squad Structure:

1-3 heavy support drones equipped with one weapon from the SHAMAN special armoury. All heavy support drones in a squad must be identically armed.



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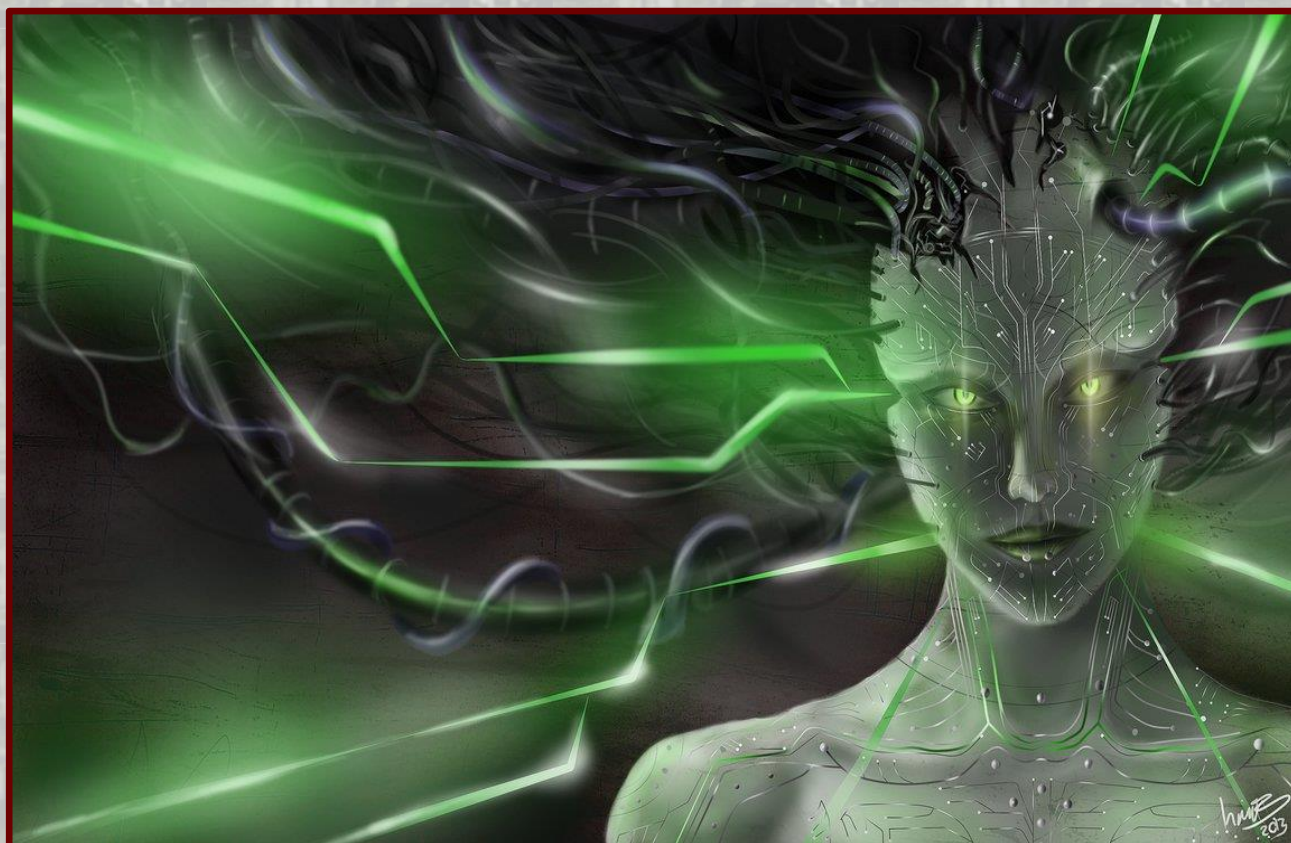
# INDIVIDUALS

Individuals in SHAMAN's armies are typically larger and/or more intelligent hybrids. The Prophet is a heavily augmented elite Hybrid officer, able to carry any weapon, while the hybrid heavy is a lumbering brute used to batter enemy position into submission.

| Name            | Quality | Armour | Wounds | Move | Traits                                     | Cost |
|-----------------|---------|--------|--------|------|--|------|
| Hybrid Prophet  | 5+      | 4+     | 3      | 6    | Fearless, Reanimation (7+), Powerful (2)   | 60   |
| Hybrid Heavy    | 5+      | 3+     | 4      | 6    | Fearless, Reanimation (8+), Powerful (3)   | 80   |
| Nurse           | 7+      | 5+     | 1      | 5    | Fearless, Medic, Reanimation (8+)          | 20   |
| Cyber-Assassin  | 5+      | 4+     | 1      | 6    | Brawler, Evade (1), Fearless, Powerful (2) | 28   |
| Kamikaze Hybrid | 7+      | 5+     | 1      | 6    | Cause Fear, Mindless                       | 12   |

Hybrid Prophet and Hybrid Heavies may select any weapons from the standard or heavy SHAMAN armoury. Cyber-Assassins and Nurses may select any weapon from the standard SHAMAN armoury. The Nurses' Medic trait can only affect hybrid and mutant creatures; robots and drones (including the Cyber-Assassin) are not affected by its' Medic trait.

Up to 3 Kamikaze may be chosen as a single Individual choice, but all Kamikaze still behave and activate as Individuals on the battlefield. Kamikaze are armed only with suicide charges. They cannot select additional equipment or use the Rally or Give Orders actions.



# FINDING FIGURES

Finding figures suitable for FRAG is easy if you can accept not being 100% accurate to the many games that inspired it.

## Legion of the Lost

The Lost can be any near-future or generic sci-fi soldiers you can find.

|             |   |
|-------------|---|
| Marines     | Maelstrom's Edge Eperian plastics with Pig Iron heads, using a mix of weapons from the sprue and a selection of metal special weapons from Hasslefree Miniatures. |
| Drones      | Maelstrom's Edge Eperian plastic drones.  |
| Rangers     | Airborne Rangers from Warzone 1 <sup>st</sup> Edition, currently sold by Prince August.   |
| Elite Guard | Mantic Enforcers with heads from Pig Iron, or Maelstrom Games' SecDef figures with Pig Iron heads.  |
| Characters  | Convert these from Maelstrom's Edge Eperians. Klutva Miniatures also produce two exceptional 'Hell Crusader' miniatures that would work well as Marine Heroes.    |

## Hell

There are many kinds of demons made by different manufacturers from Games Workshop, Mantic Games or Reaper Miniatures. Forces of the Abyss from Mantic's Kings of War are worth examining affordable demons.

|                  |  |
|------------------|--|
| Wretches         | Mantic Games Tormented Souls. Sold in packs of 9 metal figures.  |
| Forgotten        | Made using green stuff, copper spears and an assortment of skulls from Games Workshop and Maxmini.eu.  |
| Possessed Humans | Maelstrom's Edge Eperian plastics with undead parts from Mantic and Games Workshop. Mantic also produce plastic science fiction zombies for their Deadzone and Warpath ranges.                   |
| Pumpkins         | Macrocosm Miniatures' Ball of Doom with extra spikey bits for horns.   |
| Demon King       | Reaper Bones demon lords. Cyber versions can be converted. Unless you are lucky enough to find an out of print Reaper Miniatures Doom Cyberdemon, any 'Iconic' cyborg-demons must be 3D printed. |

## New Order

The New Order can be made using any World War 2 and "Weird War" figures.

|              |  |
|--------------|--|
| Soldiers     | Warlord's Bolt Action kits will allow you to build any basic soldiers you need cheaply |
| Uber-Soldats | Warlord's Konflikt 47 German power armour make for good uber-soldats                   |
| She-Wolves   | Look for Thrilling Tales' She-Wolves. Available from Northstar in the UK.              |
| Nazi Zombies | Studio Miniatures produce plastic Nazi Zombies which are cheap and good quality.       |

## The EDF

The EDF can be made from any modern or near-future soldiers. The developer has used Mantic Games' plastic GCPS soldiers as basic troopers, but Games Workshop, Warlord Games and Wargames Atlantic both make acceptable plastic science fiction infantry.

## SHAMAN

Warlord's Gates of Antares contains many kinds of sci-fi plastics that would work well as Legion of the Lost, EDF or SHAMAN forces (possibly with some conversion work for SHAMAN)

|         |   |
|---------|---|
| Hybrids | Cybertronic Chasseurs from Warzone Resurrection. Elite hybrids can be made from armoured chasseurs. For a more HR Geiger inspired army, consider Warlord Games' Isorian miniatures from their Gates of Antares miniatures game. |
|---------|---|



# WHAT'S NEXT

This is the end of **FRAG: SHAREWARE EDITION**.

These core rules and armies may change depending on feedback and playtesting. Play will also be expanded by future releases that will add greater depth and introduce new traits, equipment, units, factions and special mission types. Special missions, randomized objectives and special terrain rules are all planned.

If you want to help expand FRAG, consider giving feedback to [nephritegames@hotmail.com](mailto:nephritegames@hotmail.com) or help support the developer at <https://www.patreon.com/nephritegames>

Feedback is always appreciated – I want to make the best game I can possibly make.

## Future Content

The next iteration of FRAG is *Episode 2: The New Technology*.

*The New Technology* will feature:

- **New factions**
  - **The Ebihara Group**  
Japan's largest megacorporation and a major player in the Martian Authority.
  - **The Martian Authority**  
A high-technology corporate backed society that dominates space travel.
  - **The Church of the Old Blood**  
Mysterious cult surrounded by the evil dead.
  - **The Sidhe**  
Mystical warriors from an arcane dimension.
- **Army Relics**
  - Special unique items including the Spear of Destiny, the Black Hole Launcher and Private Thrussell's mind-bending Illusio-pit
- **New Units**
  - Enslave humanity with sinister spectres, screeching reapers and Pale Riders.
  - Nazi zombies!
  - Fight back against the darkness without end with vengeful apparitions and legendary Argent Knights.
  - Learn more about the Earth Council and its' membership, including the United States Hazardous Environment Unit, Germany's robotic infantry and Russia's advanced psionics programme
- **Vehicle Rules**
  - Roll into battle with heavy vehicles like the Mechatron armoured battlesuit, EDF Mammoth and the New Order's death-ray equipped Panther tanks.
- **Special Character Library**
  - Rip and Tear with legendary heroes and villains like the Intruder, Quake or Sarge.



# REFERENCE SHEET

| Unit Attributes |  |
|-----------------|--|
| <b>Quality</b>  | This represents how well-trained the figure is. It is used for attacks and tests of bravery. |
| <b>Armour</b>   | This represents how resistant to injury the figure is.                                       |
| <b>Wounds</b>   | This represents how much damage it takes to kill the figure.                                 |
| <b>Move</b>     | How many inches a figure moves per move action.  |
| <b>Traits</b>   | Special abilities are listed here.   |
| <b>Cost</b>     | A higher cost indicates that the figure is more effective in battle.                         |

| Weapon Attributes |  |
|-------------------|--|
| <b>OR</b>         | This is optimum range. Weapons may be used within Optimum Range with no range penalty. |
| <b>MR</b>         | This is maximum range. Weapons cannot be used beyond this point.                       |
| <b>Damage Mod</b> | If the weapon hits, this is the modifier for the target's armour check.                |
| <b>ROF</b>        | This is the number of times the weapon attacks per attack action.                      |
| <b>CCM</b>        | This is the modifier to use the weapon in close combat.                                |
| <b>Traits</b>     | Special abilities are listed here.   |
| <b>Cost</b>       | The amount of points which must be spent to equip this weapon.                         |

| Activation   |   |
|--|---|
| Each unit takes two actions. Squad members must take the same action, except for Squad leaders and special weapon users. |   |
| Action   | Description                                     |
| Move   | Move up to the figure's movement in inches.     |
| Attack   | Make a ranged or close combat attack.           |
| Charge   | Move into close combat range and attack.        |
| Use Ability  | Activate an item or spell.                      |
| Overwatch  | Watch for enemy activity to interrupt.          |
| Give Orders  | (Leader only) Order a unit to activate.         |
| Rally  | (Leader only) Attempt to rally a panicked unit. |

| Morale |   |   |
|--------|---|---|
| Status | When to Check   | Effect of Failed Check  |
| Panic  | (Squad) After any activation where they take a casualty.<br>(Individual) When they are reduced to 50% of their starting wounds. | Panicked units must move away from the enemy and out of sight or into cover, then attempt to Rally. |
| Rout   | If they are panicked, under half strength and suffer a further casualty (squads only).  | Remove the unit from play.  |

| The Game Turn  |
|--|
| 1. Roll 1d10 to determine who will activate first. The highest roller starts first.            |
| 2. The starting player chooses one of their units to activate.                                 |
| 3. Play proceeds clockwise around the table, with all players taking turns to activate a unit. |
| 4. When all units are activated, a new turn begins.  |

| Target Priority   |
|---|
| Attackers must pass a quality check if:   |
| 1. Another enemy unit is within 6" of the attacker and closer.  |
| 2. The majority of their figures in the target unit are more than 2" inside a wood or jungle terrain piece. |
| 3. The target has the Small trait and is more than 12" away.  |

| Close Combat Attack Modifiers              | To-Hit |
|--|--------|
| Attacker has the Clumsy trait              | -1     |
| Attacker's weapon has the Inaccurate trait | -1     |
| Attacker                                   | -X     |

| Ranged Attack Modifiers  | To-Hit |
|--|--------|
| Attacker has the Bad Shot trait  | -1     |
| Attacker's weapon has the Inaccurate trait                                 | -1     |
| Attacker's weapon has the Sniper trait and is making an aimed shot         | +2     |
| Defender is out of Optimum Range   | -2     |
| Defender is flying ( <i>Shotgun and Spray weapons half Optimum Range</i> ) | -2     |
| Defender in Soft cover   | -1     |
| Defender in Hard cover   | -2     |
| Defender in Fortified cover  | -3     |
| Shooting in Close Combat   | *      |
| * Check the Close Combat Modifier (CCM)                                    |        |

| Gruesome Death   |
|--|
| When an attack inflicts twice a figure's starting wounds, every friendly figure within 2" must make a Quality check. On a failure, they lose one action the next time they activate. This effect does not stack. |



# FRAG

SHAREWARE EDITION

## RIP AND TEAR UNTIL IT IS DONE

Cannibal monsters are laying waste to cities, cultists from other dimensions are trying to steal the secrets of Earth's interstellar science, and killer cyborgs are hauling civilians into grisly conversion chambers.

FRAG is a fast-paced miniatures game where high-tech human armies battle against the endless hordes of hell.

### Inside this rulebook you will find:

- The streamlined core rules which contains everything you need to play.
- Five varied army lists; *the Legion of the Lost*, *the Forces of Hell*, *the New Order*, *the Earth Defence Force* and *SHAMAN*
- Advice on what miniatures you can use to represent the different armies.

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