

Taken from the Urban Mammoth Forums:

<http://www.i-kore.com/forums/index.php?act=ST&f=10&t=71>

These are somewhat under review as all will be looked at closely in the upcoming system clean up, but for the time being here are the latest official versions of the special skills list

If you have any questions about the way any of these rules work then please start another thread in this section to query the skill in question

### **Berserk Charge**

A Berserk unit charges into the enemy at full force, screaming and howling war cries. When charged by such a unit, you may not counter charge. In addition, when a Berserk unit has the chance to counter charge, they do so automatically, no command check is taken.

### **Camouflage**

Models with this special rule usually have a combination of training and camo gear, some of which can be incredibly high tech. Models with this special rule are always considered to be out of LOS beyond medium range of troops wishing to fire on them, and always receive a +1 bonus to cover saves on account of how difficult they are to target. Only units in which all members have this skill can enjoy the benefits it confers, unless the only members without Camouflage special rule instead have the Stealth special rule. In this case all members of the unit benefit from the Camouflage skill, but if the model with Stealth makes an aggressive move then the entire unit's cover is blown.

### **Combine Fire**

Figures with the Combine Fire ability are capable of using two weapons in conjunction to produce a more powerful effect. When a figure with this skill uses two light flame throwers and has the Multiple Shot ability they may sacrifice two shots to produce one normal flame thrower attack.

### **Dodge**

Models with this skill are preternaturally aware or quick, even to the extent of avoiding bullets. Each time they suffer damage, for whatever reason, they can make a test using the model's/units' highest CD stat (please note however that this is not an actual command check), if successful they don't take any damage. For each successive point of damage suffered after the first successful dodge a cumulative -1 is applied to the Dodge roll for each and every attempt to dodge in any given game turn (a roll of "10" is always successful). Models with the dodge special rule can also dodge damage caused by indirect fire template weapons, but count as having evaded for the purposes of unit activation.

### **Drop Trooper**

Units with this ability are not deployed in the normal way. Instead the unit may be deployed at any time during one of the owning players subsequent turns. The unit can be deployed within 6 inches of any table edge, but not within 12 inches of any enemy models. Once the unit has been deployed it counts as being on hold for the rest of the

current game turn.

### **Enforced Rally**

A model or squad with this skill are equipped with Neural Spikes and can be affected by the Neural Spike Activation Ability.

### **Fast**

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule are able to move up to half again their MV stat, rounding fractions up, when charging, closing or rushing. So for example a model with MV 4 could add 2 inches on a charge move, or indeed in any of the other cases listed here.

### **Fearless**

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule. If a unit with the Fearless special rule is joined by an individual who does not have it, or if an individual with this special rule joins a unit that does not have it, then the entire unit benefits from the special rule.

### **Find Weakness**

Models with this skill can find chinks in heavy armour systems, either because of their experience, awareness or intuition. The weapons of models with this skill gain an armour piercing ability equal to the user's find weakness level. This is in addition to any armour piercing ability it may already have.

### **Fly**

Models with this ability are able to soar across the battlefield ignoring terrain that would hinder ground-based units. To represent this all models with the Fly ability can ignore terrain up to 9" in height when moving, so obstacles such as difficult ground would not bother them.

### **Guard**

Some troops are trained to stand by particular things, places or people and if necessary lay down their own lives to ensure the protection of whatever it is they're guarding. The guards and whatever they're guarding effectively become a single unit. The following rules apply.

- Guards may not voluntarily move out of cohesion with whatever they are guarding (obviously if this is a particular area of the tabletop the guards may not voluntarily leave it during battle)

- Whilst guarding and in cohesion the unit is Immune to Panic.

If the thing being guarded is a portable object or a person, then the guards may move with it. In addition to the rules above the following rules also apply:

- Guard models with special movement rules such as Rough Terrain Specialist or Jump Trooper, or simply a higher movement rate than the thing they're guarding, can each pick up an object or person and move with them as normal, provided that object or person

does not have a greater SZ stat than the guard model carrying it.

- Guards will throw themselves in the way of incoming fire if necessary, in order to protect the thing they're guarding. As long as there are any guards left, all damage, including templates, is assigned to guards before being assigned to models or objects under their protection.

### **Heavy Armour**

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies;

- Heavy Armour Save: If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

### **High Morale**

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Sergeant has High Morale (+2), you would use the +2 modifier when making a morale check. The High Morale special rule is not used when taking other CD based checks such as rally checks or Tactical Awareness checks.

### **Immobile**

Models with this special rule are incapable of moving either due to their immense size or lack of transport. Once placed on the board it must stay there for the remainder of the game and cannot turn to face any other direction.

### **Immune to Panic**

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed, including Last Man Standing tests, and are immune to the effects of suppressive fire. If a unit with the Immune to Panic special rule is joined by an individual who does not have it, or if an individual with this special rule joins a unit that does not have it, then the entire unit benefits from the special rule.

### **Impetuous**

Impetuous troops are hard to control, and have a tendency to run amok rushing into the fray when more experienced commanders would rather they hold back.

A unit that includes impetuous troops and does not include a model which overrides this

must pass a CD check at the beginning of their turn if they do not want to move towards the nearest enemy in LOS. If there is no enemy within LOS the unit does not have to take this test

In the assault phase an impetuous unit MUST assault the enemy if at all possible.

### **Infiltrate**

A unit skilled in infiltration knows how to use natural terrain to their best advantage, sneaking up close to enemy lines without being detected.

Infiltrators may deploy anywhere on the board that is out of LOS and more than 12 inches away from the enemy. An army that includes a unit with the Infiltration special ability which has deployed either within a piece of terrain, or behind an obstacle (i.e. the obstacle is between them and their opponents) may automatically win the Initiative in the first turn of the game, providing the first unit activated is an infiltrating unit. If both sides have Infiltrators, roll for Initiative as normal.

### **Inspiring**

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of Inspiring models can re-roll failed morale checks or rally checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

### **Jump Trooper**

Some models, particularly VASA's special forces, are equipped with sophisticated devices such as grav-wings or graviton pulse packs, which enable them to make great, controlled leaps over intervening obstacles. When such troops wish to move or assault they may make a jump, although not when rushing, using the following rules:

- Jump Troopers carrying out assault orders may use their jump ability to charge, but not to close.
- Enemy models charged by units making a jump may not counter charge.
- When making a jump, models may ignore obstacles up to 5" in height.

Jumps do not always go exactly to plan, as the equipment involved is difficult to handle and subject to environmental influences such as weather, enemy fire and so on. Before the unit makes its move or assault orders make one CD check for the entire unit. If the CD check is passed the unit may move up to 10" and then continue with its turn as usual. If the command test is failed the leap was mistimed, or a stray gust of wind has upset the jump troopers' tight formation. The unit may still move up to 10" but the following rules apply:

- If the CD check was failed before carrying out a move order, the unit suffers an additional -1 'to hit' modifier to any shooting in it's current turn
- If the CD check was failed before carrying out an assault order, the unit loses all charge bonuses (including bonuses for special rules like shock trooper), and can be counter charged.

### **Lethal Strike**

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and

power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

### **Marksman**

Some models are expert at pinpointing and hitting vulnerable points on a target. When these models successfully hit a target with a ranged weapon roll one extra dam dice for every 2 clear points that the shooting test was passed by. For example a Marksman armed with a Sniper Rifle fires at a short-range target. They need 6+ to hit and get a modifier of +2 for the weapon; there are no other modifiers. The dice roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).

### **Mounted Weapon Team**

Some weapons are too large and complicated to be handled by a single model. Such weapons are either mounted on vehicles, or are carried into battle by crews of trained operators. The following rules apply to units that carry such weapons into battle:

- The weapon cannot be moved and fired on the same turn.
  - During the shooting phase, the weapon can be turned up to 90 degrees before shooting.
- For purposes of determining LOS, measure for the weapon itself rather than from the members of the crew.
- To fire the weapon there must be at least one crewmember in base contact with it
- The weapon itself cannot be targeted or harmed, but crewmembers can be attacked as usual. For each crew member lost the unit loses 1 from MV and suffers a -1 to hit modifier. When all the crew have been killed remove the weapon from play.

Mounted Weapon Team crew can use their side arms, if any, but only if the main gun does not fire that turn. The Main gun can't fire if crew engaged in close combat when the team activate.

### **Multiple Attacks**

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

### **Multiple Shots**

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target. In the case of a model with this special rule being equipped with more than one 1 handed weapon or a vehicle in which several models are armed with ranged weapons, this skill represents each weapon being fired once. It does not allow for each weapon to be fired

multiple times.

### **Neural Spike Activation**

Figures with this skill are responsible for maintaining control with the convict squads of the Junker armies. They carry a remote control that allows them to activate the neural spikes of convict legionaries.

Instead of shooting a model with this skill may automatically rally any panicked squad that has the Enforced Rally skill, as long as they are within range and LOS by executing one member of the squad. Remove one figure from the squad as well as the panic marker. Instead of rallying a unit you may choose to detonate one suicide bomber or bike within range.

The range depends on the level of Neural Spike Activation that they have. Each level is worth 6" so a Lictor with Neural Spike Activation 1 has a range of 6" where as a Censor with Neural Spike Activation 2 has a range of 12".

### **Prone**

Some troop types such as Commandos benefit from the ability to remain unseen, or at least to present as little of themselves to the enemy as possible. As such they have long perfected the technique of positioning themselves to minimise their own silhouette whilst at the same time improving their accuracy with ballistic weapons.

A unit with the Prone special rule can declare when they are activated that they are going Prone. They can do nothing else for that turn's movement phase and count as having moved for purposes of shooting for that turn, but as long as they then stay Prone in subsequent turns they gain a +1 to hit modifier for all their shooting and their size is also reduced to 1. Whilst Prone the unit may not move and, if they are assaulted whilst Prone, they cannot counter-charge or fight back in any way.

If they wish to adopt a standing position again they need to spend a turn's movement phase getting up and count as having moved for shooting that turn.

### **Rampage**

Sometimes large animals are pressed into military service, and although modern techniques can subdue their natural urges, they cannot eliminate them. If a unit with the Rampage rules fails a panic test, it does not panic, but it rampages. Place a counter next to it to indicate this. On subsequent activations, if it fails to rally, move it in a random direction (roll direction dice) at top speed. If it encounters obstacles it will go around them, if it comes into contact with a unit, friend or foe, it will attack in close assault.

Whilst rampaging the unit cannot shoot, because crew can do nothing but hang on and hope the beast will calm down, and if it leaves the tabletop it is out of the game.

### **Rough Terrain Specialist**

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed after the Rough Terrain Specialist entry on their profiles. For example if a unit has Rough Terrain Specialist: Jungle/Forest it is able to move across any Jungle or Forest terrain without penalty.

### **Shield Wall**

The Praetorian Guard are dedicated warriors and spend most of their time running complex drills and training to operate as a cohesive force.

This training allows them to act as one on the battlefield by locking their shields together to provide superior protection for both themselves and their comrades.

When a Praetorian Guard unit wishes to adopt the Shield Wall formation move all non-support models into base-to-base contact and then place all support models within 2" of the wall. All models must have sufficient movement to adopt the formation.

Whilst the shield wall is in formation the unit is considered to have heavy armour 3 from all attacks in their front arc and no attacks can be allocated to figures behind the Shield Wall until all members of the wall have been eliminated. Attacks from behind the front facing other than the front are subject to the normal hit allocation rules.

The unit may advance when in formation but must maintain base-to-base coherency, including a rush move.

If engaged in close combat the Shield Wall formation is lost.

### **Shock Trooper**

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

### **Sniper**

Some models are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If a model with the Sniper special rule, and the unit of which it is a part, doesn't move then it can make a CD test to ignore the normal target priority rules. If the test is passed then they can shoot at ANY model within range and LOS. . If it is failed then the sniper must fire at the closest enemy model within range and LOS. Turning to face the target does NOT count as moving.

### **S.P.O.M.M.**

Units with this special rule are artificial intelligences equipped with Synapsized Prime-Obsidian Matrix Minds (SPOMMs). SPOMMs are AI brains that are pre-programmed to perform certain functions. The common battlefield versions have sensors that allow them to accurately identify potential threats within a fairly limited scanning radius all around them and react to those threats in the manner in which they are programmed. At distances longer than this they can still sense the enemy (like unidentified blips on a radar screen), but do not get enough information from their sensors to allow them to decide on appropriate action. Military level SPOMM is available in three common grades. The higher the grade the more powerful the model's sensors and the longer its scanning radius. Units may not target enemy units beyond their scanning radius for obvious reasons. The three grades and their scanning ranges are shown below.

- Grade I SPOMMs have a scanning radius equal to the short range
- Grade II SPOMMs have a scanning radius equal to the medium range

- Grade III SPOMMs have a scanning radius equal to the long range

When a unit with this special rule is activated first check to see whether there are any enemy units, regardless of whether they are in LOS or not, within the scanning radius of the highest grade SPOMM in the unit. Please note that whilst a SPOMM unit is led by an individual with no SPOMM Grade then the unit behaves as if it has infinite SPOMM range. Which actions the unit may make depends on whether there are enemy units within range and which type of SPOMM the unit has. There are currently two types of standard military SPOMM, "Tactical Advance" and "Fire Support".

Depending on which is allocated to the unit defines its combat role. When any unit with SPOMM is taken in an army, you must decide whether the unit will be an offensive or defensive SPOMM unit.

Offensive SPOMM units are designated "Tactical Advance" and defensive SPOMM units are designated "Fire Support".

Units designated "Tactical Advance" will always attempt to close with the enemy as the following rules apply:

- If there are no enemy units within scanning range then the unit must make a full normal or rush move towards the closest enemy unit, regardless of LOS, by the quickest route possible. You may utilise cover during this advance and the unit will avoid impassable and hazardous terrain. If its move brings it within scanning range of an enemy unit it can complete its turn, carrying out any available remaining orders as normal. If not then at the moves completion its turn is ended.
- If there are any enemy units within scanning range you may make the unit carry out any orders you wish, just like any normal unit, however if there is an enemy unit within LOS and charge range (move + assault) at the beginning of the units turn then must make a full normal move towards the enemy unit and charge in the assault phase. Likewise, if the unit's move brings an enemy unit into LOS and charge range (assault) then the unit must assault in the assault phase.

Units designated "fire support" will hold back to cover the advance of their fellow units and the following rules apply:

- If there are no enemy units within scanning range then the unit remains stationary and is placed on hold.
- If there are any enemy units within scanning range then the unit may carry out any orders you wish, just like a normal unit, however if there is any enemy unit within LOS, scanning range and weapon range at the beginning of the turn the unit can not rush and MUST fire on them during the shooting phase. moreover if performing a rush move brings the unit within LOS, spomm range and weapon range of an enemy unit before it has moved it' full normal MV then it must stop as if it had just moved and must shoot in the shooting phase

### **Spotter**

A model with this skill is able to co-ordinate ordinance strikes to any part of the battlefield that it has a line of sight to. All indirect fire weapons shooting at a target that the Spotter has a LOS to gain an additional +1 to hit modifier. This is a cumulative so if 2

Spotters have LOS to a target all units would gain +2 to hit, this is due to the fact that the telemetry would be cross matched and a more accurate firing solution would be available.

### **Stealth**

Models with Stealth are even better at avoiding being seen than models with Camouflage. In addition to the normal +1 cover save enjoyed by camouflaged models, models with stealth are considered as being out of LOS for enemy models beyond short range. If the model makes an aggressive action (charging or shooting at an enemy model) it gives its position away and can be targeted as usual until the next marker phase. Only units in which all members have this skill can enjoy the benefits it confers.

### **Stomp Attack**

A model with the ability to Stomp Attack can attack as though it has as a melee weapon, To Hit +0, Dam ST+0.

### **Strategy**

Models with Strategy have a good grasp of battlefield conditions, likely movements of enemy units and threat assessment. Whenever the model, or any model in the unit it is with, has to make a command check, add the strategy value to the dice roll. If more than model in the unit has the Strategy special rule then always use the highest value in the unit.

### **Strike First**

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack. The speed at which models with this special rule strike is so fast that it supersedes the normal charging bonus of attacking first (for further details see the Close Combat section in this book).

### **Suppressive Fire**

Models with Suppressive fire can attempt to scare or subdue an enemy rather than kill them. They are often equipped with special non-lethal ordnance such as gel rounds, shock grenades, tear gas and so on, or they may simply be trained to fire warning shots effectively. A unit with Suppressive Fire can opt to use it instead of shooting. To do so use the following rules:

- Pick a target within LOS and no further away than the weapon's longest range band or long range, whichever is the shortest, and subject to normal targeting restrictions
- Do not roll any dice to hit or to wound
- Add together the Suppressive Fire values of every model firing at the target unit
- Add together all of the target unit's remaining wounds, then add +1 to this value for every point of SZ above 2 that the largest single model in target unit has, and add +1 for each range band beyond short range that the target unit falls under
- The target unit then takes an immediate panic test modified by the total of number of wounds plus SZ and range modifiers, minus Suppressive Fire total.

If a unit shoots into a close combat using Suppressive Fire then each unit involved in the close combat must test against panic separately as if they were the target unit

### **Swarm**

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a -1 penalty to their to hit rolls, up to a maximum of -3, for every enemy model after the first that they are in base contact with. This only works in close combat.

### **Tactical Awareness**

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a sergeant for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow squad members if the owning player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

### **Target Acquisition**

Some units are designated spotters and carry sophisticated target acquisition devices, which allow shots from weapons networked to their particular frequency to home in on targets. Once a target has been painted it will show up on the target recognition systems of weapons with 'target-locking' capability (See Army List Section for details of troops that can purchase this upgrade). The following rules apply to target acquisition:

- The targeting systems used by spotters count as ranged weapons in their own right, and are included in the Armoury Section. All the normal rules for firing apply to them.
  - If a spotter scores a hit with their targeting device, place a counter next to the affected unit
  - Remove this counter either at the next counter phase, or if the targeted unit is destroyed
- Once a unit is painted in this way, models that have purchased 'target-locking' for their weapons can take advantage as follows:
- The model can fire at a painted unit as if it were in LOS and To Hit 0 regardless of size modifiers providing the target is within range of the weapon used
  - Models firing in this way still incur a -1 To Hit penalty if they move before shooting
  - Models firing in this way still need to pass a Tactical Awareness test if the target unit is not the nearest open enemy unit as per the normal targeting rules.
  - If the target takes cover after it has been painted, for example ducking into a bunker or getting under the cover of trees, appropriate cover saves apply as normal

## **Terrifying**

Some models are so fearsome or vile that enemy troops quail before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units that activate within this area must immediately make a morale check. Troops, which are terrifying, are automatically assumed to be Fearless as well.

## **Troop Carrier**

Many vehicles and their alien equivalents can transport troops across the battlefield, quickly delivering them to where they're needed and providing the protection of their (usually) better armour. The first number indicates the maximum number of models that may be in the Troop Carrier at any one time and the number in brackets indicates the maximum size of those units. When using Troop Carriers the following rules apply:

- Troop Carriers can be deployed at the start of the game with units inside them. Mark the presence of such units on the carrier's record sheet
- Troop Carriers must transport either all or none of a unit. They cannot transport partial units but may transport multiple units provided all other rules here and the transport capacity are adhered to
- Enemy models may not enter Troop Carriers
- Once aboard a Troop Carrier, passengers are effectively part of the vehicle and can be affected by results on its damage table
- Passengers may not shoot any weapons or attack in close combat whilst on board the Troop Carrier, nor may they use any special rules or abilities.

The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the Troop Carrier may board it.
- During the Troop Carrier's turn passengers can disembark at the beginning or end of any part of the Carrier's order sequence except assault. They should be placed in the rear or flank arcs of the Troop Carrier and within 4 inches of it
- Disembarking passengers may do nothing else during the current game turn and count as being on hold

Unless they are destroyed due to a result on the damage table, all passengers on a troop transport that is destroyed are placed on the table within two inches of the troop transports last position and are treated in all respects as though have disembarked that turn.