

Army Specials

Version 100

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Each army may choose a single special ability from the following list. Note these have not been play tested at all and are a new idea. The tactical Nuke may be a real bad idea but note that the victim gets a chance to move before it lands.

Teleportation

Once each turn all of the members of any one of the armies Teams or an independent Character may be teleported as if they had the teleportation special ability.

Fanatic

Once per game at the beginning of the friendly Movement Phase the army may be declared fanatic. On that turn and the immediate subsequent turn, all models in the army are fearless. Any that began the turn pinned or routed are restored to normal status.

Tactical Nuke

Once per game the army may drop a tactical Nuke. This is announced, prior to the hostile Movement Phase. At the beginning of the subsequent Stationary Combat Phase the player with the Nuke places a 1" marker any where on the table. All models friendly and hostile and any trees or bushes within 3" of the marker are destroyed.

Infiltration (Stealth?)

Units of the army may be deployed anywhere on the friendly half of the table.

Swamp World

This player may place double the permitted water features each time he places terrain if he is placing water features.

Rough Terrain

This player may place double Trees, Rocks, and Bushes when he places these types.