

# STEAMPUNKALYPSE 1909

## Special Abilities:

There are many special abilities in Ictus, and more coming all the time. Please check our website for the latest information and commentary rules and special abilities.

And remember:

No Ability can be reduced to zero, you always get to roll at least one die.

And everything stacks!

**Beam:** This ranged attack hits everything in a straight path, up to its RNG. An independent attack roll is made against each unit in the line of fire. However, each unit attacked reduces the RCB by 1. A unit with a RNG 4 and the *Beam* ability would roll 4 dice against the closest target, 3 against the second and 2 dice against the third.

**Bleed:** Marked as X Bleed Y. The *Bleed* condition is applied when a unit is damaged by a CCB attack from a unit with this special ability. At the *end* of a unit's turn it takes X *Bleed* damage unless it makes a WIL save of Y. The unit struck by *Bleed* may spend one action to apply first aid and prevent the damage.

**Bless:** Marked as Bless X. Heal a single unit within RNG X HPT.

**Briar Patch:** Ongoing Ability. Marked as X Briar Patch Y. Creates a circular *Briar Patch* is Y inches in diameter around this unit. Any unit that moves from or through the *Briar Patch* takes X damage. A unit may spend 1 action to free themselves from the *Briar Patch*. This effect lasts until the Activating unit moves or is removed from combat.

**Burn:** Marked as X Burn Y. If this unit does a RCB attack with at least 1 HIT the unit struck takes X damage at the start of the next turn unless it makes a WIL save of Y. The unit struck by *Burn* may spend one action putting out the fire and negating the damage.

**Cone:** RCB attack that hits every target up to its RNG within a 45 degree cone. A separate RCB roll is made for each target.

**Deflection:** Marked as X Deflection Y. This unit may deflect up to Y damage received each turn to a single friendly unit up to X inches away.

**Enrage:** Marked as X Enrage Y. Target unit's DEF is reduced by half (rounded up) and gain +Y CCB unless a WIL save of X is made. Friendly units may choose to fail the will save. The *Enrage* special ability lasts until the unit that used it activates again or is removed from combat.

**Entrench:** Ongoing ability. Marked as Entrenched X. Mark entrenched unit by tipping the character card clockwise. All friendly units within X inches of this unit gain +2 DEF. The terrain is considered *Rough Terrain* with X inches of the *Entrenched* unit. *Entrench* ends when the unit moves from this location. Entrenched units gain a +2 WIL against being moved.

**Explosion:** At will or upon the unit's death the unit explodes.

Marked as X Explosion Y. Upon exploding the player rolls Y dice against each unit within X inches. This destroys the unit.

**Flame Shield:** Marked as X Flame Shield Y. Every unit in CCB with this character must make a WIL X save or take Y damage at the end of every activation phase.

**Flurry:** Once per turn this unit may perform an additional CCB attack after conducting a CCB attack that has at least 1 HIT.

**Freedom:** This unit ignores all terrain movement penalties.

**Frost:** Marked as X Frost Y. A unit damaged by a RCB attack from a unit with this special ability has its MOV lowered by X. A WIL save of Y prevents this.

**Grapple:** Marked as Grapple X. If a CCB attack does damage this unit may grapple the other. A grappled unit must WIL X save to perform any actions their turn. A grapple must be reapplied each turn.

**Hunter:** Marked as Hunter X. This unit gains +X RCB and +X CCB against *animals*.

**Prayer:** Marked as Prayer X. Push unit to heal all friendly units within RNG X HPT.

**Polarize:** On a successful hit gives a +1 bonus to all *BEAM* RCB attacks against the same target this turn.

**Reach:** Marked as Reach X. Reach means a unit can engage in CCB with a unit farther away than ½ inch. Instead this unit may engage in CCB with a unit up to X inches away. The other unit may not strike back unless it is also in CCB range.

**Reload:** Marked as Reload X. Once per round this unit may add X to a RCB attack. If a unit uses this ability it may not do another RCB attack this turn.

**Rend:** A successful CCB attack lowers the defender's DEF POOL by 1, to a minimum of 1. The DEF POOL recovers normally at the start of the player's next turn. *Rend* is applied after damage has been calculated.

**Shield:** Acts as light cover for friendly units.

**Slippery:** Marked as Slippery X this unit receives +X WIL to resist *GRAPPLE*.

**Snacrafice:** Marked as Snacrafice Y. Sacrifice this unit to any *Demon* within 1" to heal the *Demon* Y HPT up to the maximum. Remove the sacrificed unit from play.

**Splash:** Marked as X Splash Y. A RCB attack from this unit can splash onto secondary targets. All additional units within Y inches must make a MOV save of X or receive *Splash* damage. *Splash* damage is rolled as RCB -2. A separate *Splash* damage roll must be made for all secondary targets.

**Stealth:** Marked as X Stealth Y. This unit enters play in *Stealth*. Invisible to units farther than X inches away. During their activation enemy units closer than X inches must make a WIL roll with Y HITS in order to notice the *Stealth* unit. A unit loses *Stealth* when discovered or when it attacks. A unit in *Stealth* gets a +2CCB and +1 RCB.

**Sweep:** CCB attacks are able hit every unit within front 180 degrees of the unit.

**Wax Wane:** Marked as X Wax Wane Y. Once per turn this unit may move any unit within RNG up to X inches in any direction. The path of movement must be straight and cannot be obstructed. Units who do not wish to be moved may resist with a successful WIL Y roll.

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## Officer Abilities:

**Blessing of Wind:** Marked as Blessing of Wind X. All *Elementals* within the range of command get +X RNG.

**Cattle Call:** Marked as Cattle Call X. All animals within the leadership range gain +X CCB.

**Death Grip:** Marked as Death Grip Y. Enemy units who fail a grapple saving roll take Y damage.

**Grit:** Units within the leadership range of this unit do not take damage from pushing.

**Infernal Feast:** Marked as Infernal Feast X. Gives a bonus to the *SNACRAFICE* ability. Heals units an additional X health.

**Kersplosion:** Marked as X Kersplosion Y. Every unit within leadership range gains X Explosion Y.

**Last Stand:** Any unit within the area of command, including self, upon reaching zero HIT points can immediately interrupt the round and perform one last action before it is removed from the game.

**Magnetize:** Marked as Magnetize X. Increases bonus of *POLARITY* by X for all units within the area of command.

**Scout:** Marked as Scout X Units within the leadership range of this unit gain +X WIL to spot *STEALTH* units.

**Swift:** Marked as Swift X. Units within the leadership range gain +X MOV.

**Tides:** All units possessing *Wax Wane* within the leadership range of this officer may extend the range of X at the cost of Y. A unit may increase its X *Wax Wane* Y on a point for point basis. I.E., A unit could use X+1 *Wax Wane* Y-1.

**Trench Fighting:** Marked as Trench Fighting X Increases the effectiveness of *Entrenched* DEF bonus by X for units under the area of command.

**Impact:** Marked as Impact X. Any unit that receives CCB damage from this unit is pushed backwards (180 degrees from where the attacked unit is facing) X distance. Activation of this ability is optional.

Remember, everything stacks. A unit close to two sources of Light Cover gets the bonus twice!