

OVER THE HORIZON

NEW RULES OF ENGAGEMENT FOR HORIZON WARS

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This image of drone aircraft and light mechs defending a small town from a mutated giant komodo dragon shows how miniatures from 15mm, 28mm and 6mm ranges can be put together in Horizon Wars.



The rules for supermechs mean that your mechs can be almost any size you like.

DESIGNER'S INTRODUCTION

When I first began writing *Horizon Wars*, it was very much my intention that the game should be complete, self-contained and final. As a wargamer, I was fed up with my favourite games forever re-inventing themselves with new editions that tweaked earlier mechanics, added new ones and binned old ones, usually in response to ever-growing ranges of miniatures and the perpetual cycle of “power creep”, in which the latest releases always seemed to be so good that victory without them (or against them) was impossible.

Horizon Wars was intended from the outset to be an antidote to that pandemic and, three years since it was put to bed, I remain convinced that the rules at the heart of *Horizon Wars* are as sound and unfractured as they ever were. But that doesn't mean that it was a perfect product. A game developed largely in isolation by a single person with a very limited play-testing circle is going to have its flaws and, for that reason, there is a need for an errata document to address and fix the author's mistakes¹.

Also, although every effort was taken to make the language in the book clear, consistent and comprehensible, there will always be those points that seem counter-intuitive or unclear. Either the author didn't notice an ambiguity or the reader, used to conventions of other games, needs confirmation when a rule seems out of step with how other products on the market do things. So, naturally enough, an FAQ (Frequently Asked Questions) document was also needed.

Neither of these amount to a requirement for a “second edition”, though. The mistakes are relatively few and easily corrected. And every analogue wargame benefits from an FAQ: it's part of the dialogue with the community, not a sign of flaws at the heart of the game.

However, from the feedback that I received on *Horizon Wars* (most of it positive), one thing did surprise me: the demand for new, official supplements.

Horizon Wars was designed to be “open source”. Obviously, every analogue game has its inner workings visible for the player – that's what a rulebook is, after all. But *Horizon Wars* was even more naked than most games, providing – as it did – full rules for customizing and building your

own elements right there in the heart of the book. No lengthy army lists for us or endless tables of exceptions. And although, if only for the purposes of balance and brevity, the options for customizing your elements had their limits, we thought that the underlying principles were obvious enough that people would be ready to take it apart and have a tinker with the machinery.

And, it has to be said, they were. It has been a delight to me to see the willingness of the community and of individuals within it to take the baton and run with it. But still, there was a steady stream of requests for rules for this or that, penned by the original author: me.

I think this demand – in the nicest possible way – stemmed from two sources: the first was from an industry-inkulated



¹ Yes, Larry, the cover thing.

idea that the design and publication of rules was somehow the privilege of a handful of special individuals who understood the mystical arts of game design and so, if you wanted new rules, you had to prostrate yourself before the game designer and beg. This, I hope obviously, is nonsense. One of the best things about our hobby is that it is – or should be – the opposite of elitist. I may be a huge fan of great designers like Gav Thorpe or Andrea Sfilgoi, but any analogue designer is only the first leg in a great relay and there are batons for all of us!

The other source, though, was – I think – the understandable idea that a game designer is responsible for a set of rules beyond their publication date in a way that the author of any other kind of written product simply isn't. Rather than releasing them into the wild and hoping for the best, there is a very reasonable expectation that we should continue to watch over and care for them. This is seen in the expectation of errata and FAQ documents, but also in the idea that we should pay attention to how our players put our rules to use: not to constrain them but to respond to them constructively.

There is an assumption that, as designers, we are blessed with the resources – principle amongst which is time – to trim and grow our brain-child through constant attention. Now, it must be said that this assumption is largely wrong. To write a new game may be the work of years (it certainly was for *Horizon Wars*), and to add a new supplement that incorporates and accommodates the game in its

entirety to the point that we can put our name to it and mark it “official” is a momentous responsibility that takes more time and effort than your typical journeyman game designer (who usually also has a day job and, by the way, also likes playing games written by other people!) simply doesn't have.

But, having said that, the core assumption is right. We do have a responsibility towards our game, post-publication, that other authors don't have.

This book is the result of that. Most of the stuff in here has been published before, in dribs and drabs. But this compendium is an opportunity to dust those individual supplements off, add a bit more colour and interest, tweak the rules in response to people's tabletop experiences with them and hopefully encourage a new and more diverse approach to gaming with the *Horizon Wars* rules.

A Note Regarding Previous Supplements

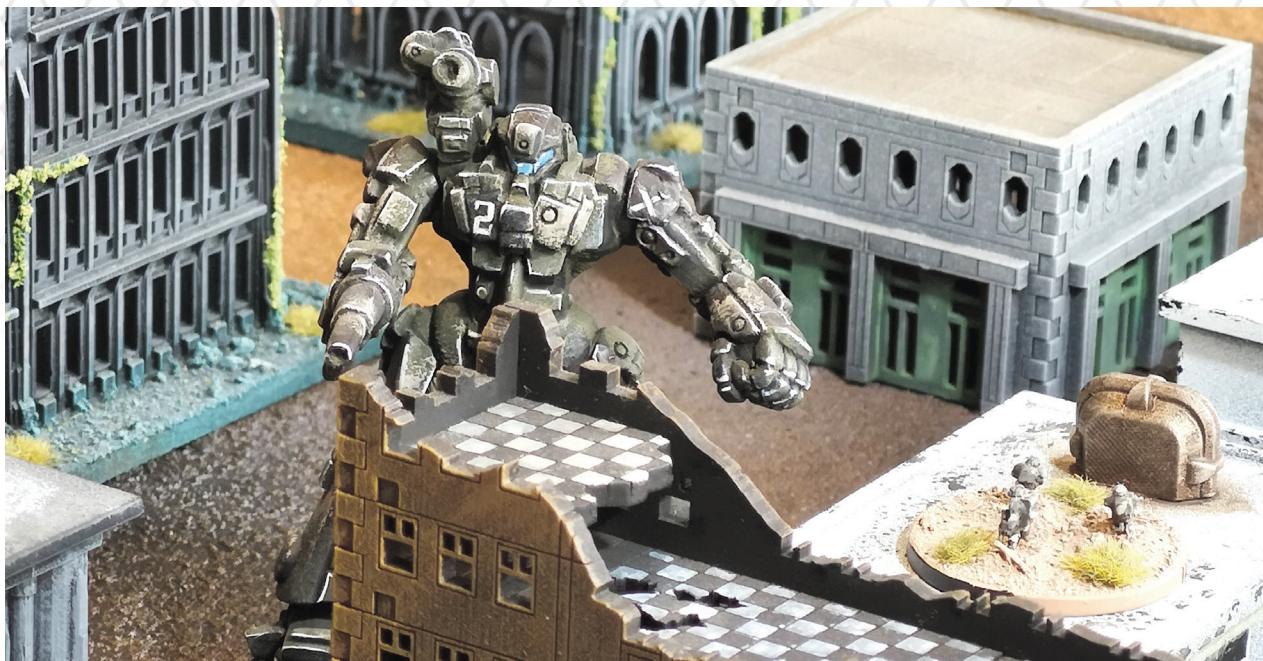
Some of the content of this book is an update to previously-published supplements. The rules here replace those entirely. However, some background material from the old supplements has not been reproduced, ensuring the originals still have some worth. Buying those supplements helped keep *Horizon Wars* growing and made it what it is today, so to those who bought them: thank you. I love you all.

NEW RULES & ELEMENTS



SUPERWEAPONS

TOTAL BATTLESPACE DOMINATION



Supermechs can mostly ignore the incoming fire from mere light infantry. Mostly...

When electing to field a superweapon, commanders should be under no illusion that doing so carries some risks. Superweapons represent an investment of resources far in excess of lesser weapon systems, but concentrate that investment in a single element in a single place. Consequently, they are a scarce resource, usually committed to areas where they can have the greatest tactical impact – and yet, their mere presence then becomes a statement to give away the strategic focus to the enemy.

When a devious commander decides to use them in a feint, a superweapon then tends to draw away much-needed logistical support from the true main effort. And, of course, because of their importance, a superweapon is a symbol to both sides – one which drains its own force's morale when they are beaten, and which bolsters the enemy's.

British military technologists certainly planned to build

a super-mech to form part of the Operation Plantagenet assault on France in 2116. But the actual military planners weren't sufficiently far gone to think it was a good idea and the prototype was mothballed well before the Battle of Calais. Following the Burning, though, several super-transports were built by the young city-states to facilitate safe movement through the irradiated wastelands. As the Earth recovered, these were re-purposed as mobile laboratories and exploratory units that could monitor the resurgence of the Burnt Earth.

When human settlers first landed on Mars and Venus, it was inevitable that similar vehicles would be made on those new worlds, not least because their lower gravity made the concepts more practical. On Mars, the Red Thunder began as a Martian version of its predecessors: a mobile research centre. But during the Colonial War, it was retrofitted as a mobile command centre and garrison, capable of transporting a whole company along with supporting materiel. On Venus, meanwhile, slow-moving,

massively-armoured crawlers were a practical solution for early settlers seeking to exploit that world's surface resources despite its ludicrously punishing atmosphere.

During the Second Colonial War, after the Fall, the Martian and Venusian missions on Earth discovered several supermechs built with no obvious practical purpose, but which the combatants were more than happy to use against their current foe.

But the great age of superweapons was, ironically, the longest sustained period of peace humanity had ever known. During the Golden Age, hundreds were built of every conceivable style and design, as art installations, as vanity projects, as physics experiments or just for the sheer joy of walking a twenty-metre tall robot across the surface of Pluto.

The rules that follow lay out three categories of superweapon:

Supermechs are the gods of the future battlefield – mighty walkers that combine the speed, armour and firepower of a tank with the flexibility and agility of infantry, but with



The V6b Superwang is less funny when it's attacking you

² It is fair to say that supermechs are to war what Spinal Tap was to heavy metal.

³ You will have worked out the pattern by now. If you feel inclined to build superheavy elements with a Presence of 9 or more, be my guest, but be sure to read the notes on "Living with the Monster".

the whole concept turned up to eleven².

Supertanks, meanwhile, are rolling, crushing monsters: the ice giants of Jotunheim to the mech-gods of Asgard. They come in every conceivable size and shape, with a diversity of abilities that baffles all but their unhinged creators.

Superflyers are looming heralds of the apocalypse: not merely powerful weapons, but immense physical objects whose flight defies both science and common sense.

SUPERMECHS

Like all mechs, supermechs receive a pool of stat points with which to populate their Mobility, Firepower, Armour/Agility, Defence and any upgrades. The pool's size depends upon the Presence of the mech:

Presence	Points
4	20
5	22
6	24
7	26
8 ³	28

However, because of the sheer mass of a supermech and because there are some fundamental limitations to what can be done with technology, there are some additional restrictions on supermechs:

Cannot be *Rapid*

Minimum Mobility	-	4
Maximum Firepower	-	10
Minimum Armour	-	3
Maximum Defence	-	6

SUPERTANKS

Supertanks – even more than supermechs – have long been the favoured death-toys of the truly deranged. Whereas conventional

heavy cavalry is expected to fulfil certain minimum standards to be considered viable – balancing speed, armour and firepower, for example – the supertank is unconstrained by such petit-bourgeois considerations as logic and good military sense⁴.



Free Swiss Guard "Mammoth" Heavy Tank

Oh! The Possibilities!

It is completely reasonable to take the concept of the supertank and subvert it with these rules to create elements that are clearly not tanks (or, indeed, particularly "super"). For example, P4 M0 F8 A6 D3 is a good statline for a fixed defensive superbunker. P5 M10 F0 A9 D0 might be a high-agility scouting unit.

For pick-up games and competitive play, it is recommended that, if organizers want to include supertanks, a minimum value of 2 be required for all stats. However, this is also a general resource for players wanting a more narrative or campaign-based play experience to do some interesting stuff that can accommodate the enormous range of unusual miniatures available on the market.

⁴ No, it's not an oxymoron. Shut up.

⁵ A dead one, that's been thrown out of a hot air balloon.

⁶ If you are playing in an era or setting that excludes the antigrav upgrade, you can't have a P7+ aircraft. They are just too massive to operate without the capability afforded by antigravity technology.

As such, they are given, like mechs, a pool of points to allocate to their stats and upgrades:

Presence	Points
4	17
5	19
6	21
7	23
8	25

By comparison with a supermech, what a supertank lacks in resources it makes up for in flexibility. So unlike mechs, there are few restrictions on how you allocate their points. However, supertanks are Vanguard, but not Rapid. Supertanks do not count as conventional elements and so may not have Command Resource points spent on them.

SUPERFLYERS

Aircraft are a rather different prospect when it comes to designing superheavy elements. Whereas one can more or less rely on the idea that a P6 mech is physically larger than a P4 mech, and a P7 supertank is obviously more imposing than a P5, the Presence of an aircraft is less closely related to its size.

An aircraft that is faster, more manoeuvrable and more heavily armed with more potent weapons is going to be substantially more dangerous than its less lethal – but physically larger – neighbour. To put it simply: an F-15 Eagle has a higher Presence than a Boeing 747.

As a result, you can, hypothetically, have P5 super-fighters that are the same size as a P1 Flying Peashooter. These rules, however, are not intended to create such devastating weapons. Rather, they are intended to give you a chance to field the true leviathans of the air. Superflyers are physically vast craft that bristle with weaponry, block out sunlight and generally manoeuvre with all the grace and finesse of a hippopotamus⁵. They may allocate points according to their Presence to their stats and upgrades as follows:

Presence	Points
4	18
5	21
6	24
7	27
8	30

- P4+ maximum F of 10.
- P4+ maximum Mv of 5.
- P5+ may not have the *rotary* upgrade.
- P5+ must have the *light transport* or *heavy transport* upgrade.
- P7+ must have the *antigrav* upgrade⁶.

SUPERWEAPON UPGRADES

Superweapons of all sorts are a highly heterogenous bunch. Historically, it has rarely been sufficient to be merely large. Rather, superweapons have been expected by their masters (almost always men – can't think why) to also wield the mightiest (or just weirdest) possible support weapons and systems. As a result, all superweapons have exclusive access to the superweapons upgrades table in Appendix 1, which shows which of those upgrades are available to which sort of superweapon.

The table is at Appendix 1.



HWK-260 Heavy Transporter

⁶ If you are playing in an era or setting that excludes the antigrav upgrade, you can't have a P7+ aircraft. They are just too massive to operate without the capability afforded by antigravity technology.

A BRIEF HISTORY OF SUPERWEAPONS

ERA 1

OPERATION PLANTAGENET & THE BURNING

Whilst it came as a shock at the time, with hindsight the British invasion of Europe was arguably the inevitable culmination of a century of isolationism, social discord, economic regression and daytime chat shows. The British social perigee met its military apogee, but even the psychopathic masters of the British war machine weren't sufficiently insane to try a superweapon. No, that honour, perhaps predictably, went to the Russians...

Mongrel (2118)

The first Russian Federation mech was built from the scavenged remains of British Cuirassier heavy mechs, but Russian military technologists struggled to work out the gyroscopic integration that permitted bipedal mechs. As a result, the TM-17 – designated "Mongrel" by the UN observer corps – was quadrupedal.

Historically, opinion is divided over whether Russia enjoys the distinction of being the first nation to field a supermech, but because they used the added stability of the quadrupedal frame to increase both the armour and firepower of the Mongrel, the balance of debate falls in their favour.

P	M	F	A	D	Special
4	5	6	4	4	Bracing Mass

Grand Leopard (2114)

Originally designed as a mobile police command unit in response to the growing scale and severity of public violence in demonstrations across central Europe, the Grand Leopard was deployed in several locations as a mobile command base for the anti-British task force during Operation Plantagenet. Whilst slow and with limited firepower, it was virtually indestructible.

P	M	F	A	D	Special
5	3	3	6	5	Gunnery Controller

Vulcan-2 (2116)

The British assault on Paris was spearheaded by a full Squadron of Vulcan-2s. A combined heavy transport and tactical bomber, the Vulcan-2 was designed to inflict a punishing bombing strike, followed immediately by an aerial assault of light mechs.

P	M	F	A	D	Special
5	2(+5)	7	2	1	Heavy transport (x2), Gunnery Controller

ERA 2

THE COLONIAL WARS

Superweapons were a distinctly limited resource at the outset of the Colonial Wars in which Mars and Venus set about each other and themselves in a mutually-assured corporate liquidation exercise. The factions' marketing departments argued from the start for the psychological impact and statement value of the presence of superweapons, but they were strongly and, for a long time, successfully opposed by the cooler minds of the operations teams. However, once the conflict made the transition from internecine war to water-cooler holovision drama for the benefit of gripped audiences on Earth, the voices of marketing began to have an impact. Early appearances of superweapons of all types showed very positive audience reception but, like all things, their over-use and increasingly improbable tactical relevance quickly left fans jaded and bored. The 60-foot-tall Mecha-Ballerina is widely cited as the point at which The Colonial Wars "jumped the shark". A peace settlement was hammered out only half way through Series Nine with the remaining storylines cancelled.

V6b SuperWang (2227)

Named, without irony, after the Vizhnu corporation founder responsible for the colonization of Venus, the V6b supertank was designed to resist the depredations of its homeworld's vile atmosphere for as much as twenty-four hours. Up-gunned and deployed to Mars, it saw little use in the preliminary conflict but was rolled out in Series Three following an intense viral marketing campaign that subsequently saw nineteen people imprisoned for crimes against humanity after their interpretation of "viral" was found to have exceeded the boundaries of metaphor.

P	M	F	A	D	Special
6	3	5	6	5	Self-repair system

Cyclops (2230)

The Cyclops was built on Mars as a support centre for exploratory units that could use its upright posture and height to see further and spot geographical threats from a great distance and angle. But as exploration turned to combat, it proved a reasonable improvised weapons platform and Command HQ, and an even better target for enemy aircraft and artillery.

At the start of the Colonial War, there were a dozen Cyclops supermechs on Mars. By the end, there were two still technically mobile. Neither was deployed to Earth during the New Colonial War and the remains on Mars were scrapped or re-purposed. The last mobile Cyclops was a popular tourist attraction for forty years before it, too, became too expensive to maintain in working condition.

P	M	F	A	D	Special
8	6	7	6	6	Landing Pad, Engineer

ERA 3

THE FALLEN EARTH

The so-called Second Colonial War, in which Mars and Venus vied for control of the ruins of Earth, following the impact of the asteroid, Ammit, and the loss of perhaps ninety percent of the total human race, saw limited use of superweapons.

Most of the conflict was of a strictly limited scale as opposing AI superminds took on the decisive role. But at the war's climax, when a better understanding of the stakes had been grasped by both sides, the intensity of the fighting grew rapidly to a new peak.

This was the era of the superflyer: mighty craft, equipped with newly-discovered antigrav upgrades, provided trans-atmospheric transport for whole companies, bringing shock and awe to battlefields with unheard-of levels of aviation firepower.

TAP-14 "Thunderbolt"

A surprisingly elegant shape wrapped a craft as subtle (and as light) as a motorway flyover. The Thunderbolt was designed and built rapidly in the Venusian high-atmosphere astrofactories, with as many as two hundred heavy infantry locked into a skeletal frame driven by little more than two massive nuclear engines and a bridge only just large enough for the two-person crew. Once at their destination, the Thunderbolts disconnected from the mothership, dropped through Earth's atmosphere and set about making an almighty nuisance of themselves.

Designed to be tough above all things, hundreds were abandoned on Earth at the end of the conflict and became a staple of short-range transport for decades afterwards.

P	M	F	A	D	Special
9	5(+5)	6	6	5	Antigrav, heavy transport x4



The tanks built by Terran Survivors looked primitive, but their firepower were not to be under-rated

ERA 4

THE GOLDEN AGE

The problem with post-scarcity, it has been said, is that people then go out of their way to try to find the scarcity they have worked so hard to shake off. Entertainment, narcotics, religion, art... The people of the Solar Hegemony lived complex – and essentially endless – lives in pursuit of the irreproducible. Without the tantalizing imminence of death, war became little more than a frivolous pastime, but its enthusiasts embraced the moments of shocking destruction as precious glimpses into the infinite. They were all insufferable, but killing them only seemed to make them even more enthusiastic so the “gun nuts”, as their supposedly-more-rational fellows called them, were mostly left to get on with it.

Empress (2434)

Technically, the Empress megawalker was a mobile art installation. Its designer - who titled it Grandiloquent Selfindulgence III- The Symmetry of Love and Violence- sold it to a private collector who took it on a tour of the Gangrel Sector before it vanished. Most believe that it self-destructed during a firepower display, but reports continue to circulate of sightings- unconfirmed, despite the megawalker's size.

P	M	F	A	D
10	6	10	6	5
Special				
Apocalypse weapon, landing pad, bracing mass				



LIVING WITH THE MONSTER



The new Archbishop of London had what some might call a "muscular" approach to evangelism...

Running superheavies in your games of Horizon Wars should not be done lightly. If traditional mechs are the gods of the battlefield, then these are megagods. As a result, they represent a significant investment of tactical resources on the part of their commander. They are a scarce commodity, and are going to be put into the field only where their presence is likely to both win the battle at hand and cause a major shift in the overall strategic environment.

As a result, superheavy elements in your army change not only the tactical picture, but the narrative one, too. A superheavy element is a major objective in its own right. To destroy or, better still, to capture an enemy superheavy is an opportunity so significant that it might outweigh the immediate tactical objectives entirely. Similarly, to suffer

the loss or even damage of a superheavy element can blunt or even eradicate the advantage gained from an otherwise successful mission.

To reflect the strategic gravity of a superheavy, therefore, the following rules apply:

This changes everything!

The presence of a superheavy in the opposing force means a change in your orders. Whilst you must still attempt to achieve your objective, you must also dedicate resources to destroying the superheavy. In a set-piece battle, assume that an achieved objective is worth 1 point for the purposes of working out who has won at the end of the battle. Destroying an enemy superheavy becomes a new objective. So if an opponent takes more than one

superheavy, each one destroyed is worth another 1 point towards your victory. In an adventure, losing a friendly superheavy confers an additional -2 momentum penalty on top of the reduction in momentum that losing a high-P element is going to confer.

Fearful presence

Superheavy elements are naturally intimidating. An element within a range up to the P of a superheavy element that performs a Shoot or Move & Shoot action must target the superheavy element. The range is counted from the point at which the element resolves its shooting, so an element may use a Move & Shoot to move out of this range.

“I’ll take the big one!”

If a Battle Group has a CHQ element then, at the start of the first turn, the CHQ special rules Guide Fire and Chain of Command transfer to a friendly superheavy element of the com-mander’s choice. This has no effect on the mustering process or the allocation of Command Resources. Under no circumstances can a superheavy element be chosen as the CHQ to benefit from the free conventional element.

CONCLUSIONS

The rules for superheavy elements have consistently – perhaps predictably – been the most popular supplemental

rules that followed publication of *Horizon Wars* and the most thoroughly play-tested. Deciding to include a superheavy element in your battlegroup isn’t a question of balance or “officialness”. They are an explicit part of the rules and are there to be enjoyed. However, using a superheavy element – especially one with a Presence of 6 or more – is going to have a significant impact on the feel and narrative of the game.

If you’re going to take one, make sure it’s compliant with your opponent’s expectations. If you’ve already agreed that you’ll both be taking battle titans, a few other superheavies aren’t going to be out of step with the flavour of the battle. If, however, you’re not using mechs because your intention is to play out a near-future conflict in the Middle East, then turning up with a P7 megatank probably isn’t contributing constructively towards that vision.

Similarly, if you’re organizing an event or tournament, you may want to take a position on superheavies. You might want to bar them entirely, or allow them only up to a certain maximum Presence, or let your participants go nuts and have a true clash of the wargods.

The point is that the *Horizon Wars* landscape has a bloody great superheavy element slap-bang in the middle of it. You can eliminate it or engage with it, but you shouldn’t ignore it.

METAFORMERS

ULTIMATE TECHNOLOGICAL FLEXIBILITY



Japanese Firejet metaformers oppose the North Korean invasion of Honshu in 2119

Design Note

Effort has been taken throughout this book to ensure that the rules here are changed as little as possible from those in earlier supplements. However, these rules have been tweaked quite a lot. The original Metaformers supplement was written in a bit of a hurry and without the thoroughness of playtesting I would prefer to see in my rules. Consequently, I built in a lot of things to make sure that metaformers were a distinctly sub-optimal choice compared to the alternatives.

How metaformers work has not really changed at all, but the cost of assembling one and including it in your battlegroup has become a good deal less onerous, so I hope more players will enjoy putting metaformers into the field with these new rules.

The concept of a mech able to reform itself into a different battlefield role is almost as old as the idea of mechs themselves. The first British designers of fully battle-capable mechs dismissed such functionality very early in the conceptual stages, partly due to the inherent structural weaknesses it would have forced into the frame structure, but mainly because it was “bloody stupid”.

However, once mech capability was established in battlefield doctrine, other nations and cultures were

less constrained by British preconceptions and willingly engaged with the necessary compromises. Far Eastern nations were only drawn into the chaos of the Burning late into the conflict, giving their national military-industrial complexes far more time to pursue their own interpretations of emerging principles. Whilst both China and South Korea pursued alternate-form mechs (North Korea claimed to have done so, although their alleged supermech apparently collapsed during testing), the



V1-F "Firejet" - Mech Mode

undisputed masters of the style were the Japanese.

Their mech designs were among the most sophisticated and flexible of the early models. They proved very poor performing in extended operations or separated from close logistical and engineering support. However, when given the right support and the luxury of near-constant maintenance, they were amongst the deadliest of the world's early mech forces.

For copyright reasons, transforming mechs were known as "metaformers". The utility of meta-formers was such that it was, to be fair, impossible to say that a metaformer was a "mech that could change into something else". They were multi-formed elements: as much tanks that turned into mechs or aircraft that turned into tanks as they were mechs that turned into something else.

METAFORM (UPGRADE)

Metaform is an upgrade available to a mech or to an aircraft. For the purposes of clarity, any mech or aircraft with the

metaform upgrade is referred to as a "metaformer". A metaformer may have a number of metaforms equal to its P, excluding the baseform (the starting form of the mech or aircraft). A P1 metaformer may have a maximum of one metaform. A P3 metaformer may have up to three

Historical Note

Any era can include mechs with metaforms, except for battles set during Operation PLANTAGENET.

metaforms.

The *metaform* upgrade costs nothing, but each metaform must be paid for as if it were an additional element. Therefore, a metaformer with a baseform and two metaforms – P3 mech, P3 heavy cavalry and P2 strike fighter – will cost a total of 8 FC. For the purposes of calculating Force Presence, a metaformer counts as the Presence of its baseform, +1 for each metaform.

A metaform may be any mech, conventional element or aircraft of the same P or lower than the baseform. A metaformer may not have a metaform that is the same type as its baseform, but may have two or more metaforms that are the same. For example, a metaformer with an aircraft as its baseform cannot metaform into another aircraft, but could metaform into two different mechs⁷.

A metaform may be any of the following elements if they are of the same P or lower than and of a different type to the baseform:

- Mech
- Aircraft
- Heavy Cavalry
- Armoured Artillery
- Light Cavalry
- Heavy Infantry
- Light Artillery
- Recon
- Mobile Infantry

Design Note

Heavy Infantry and, to an extent, mobile infantry represent a metaformer that can break up into several smaller parts that can operate in an infantry role.

⁷ Even if one of them does look irredeemably dorky.

In an army list, the metaformer must be shown with all its baseform and metaform statlines together, clearly indicated as a single element.

Metaforms never count towards the number of conventional elements in a Battle Group, and metaforms never benefit from points-cost discounts due to a conventional CHQ. However, Command Resources (CR) may be spent on upgrades to a conventional element metaform.

The metaform counts as being a separate type to any other similar conventional element for the purposes of allocating CR.

A metaformer with an aircraft baseform may not be a CHQ, regardless of the form in which it begins a battle. However, a metaformer with an aircraft baseform may be part of a reserve or advance force that normally excludes aircraft of its type, provided it begins the battle in its non-aircraft metaform.

Metaformers gain the same special rules that would normally apply to an element of their type when they are in the relevant metaform. This means that a metaformer in a heavy cavalry metaform is Vanguard and cannot perform Recover actions, but if it shifts into its mech form, it can.

Metaforming

To move from one form to another is called “metaforming” and it is a special action that can also be performed as a reaction. Simply remove an action token as normal and replace the model of one form with a model representing the new form.

The current form of a metaformer is its “active” metaform, whilst other forms are “passive”.

Metaformers and Damage

When a metaformer takes damage, it has a single damage track that applies to all its metaforms. In addition, when an active stat is reduced or increased, this is applied to the same stat for all its forms.

The normal effects of damage on active stats apply only



V1-F “Firejet” - Jet Mode

to the current form of the metaformer. However, if the A stat of a passive metaform drops to 0 or if any other active stat drops to a negative value, that metaform is no longer available to the metaformer and cannot be used until the stat is back in a positive state.

Metaformers in Adventures

A metaformer provides only as much Momentum as the Presence of its baseform.

Metaformers and Miniatures

It is possible to simply represent each form of a metaformer with a different model from your regular collection. But it is far more fun to either use models that are designed to represent the two versions of a single unit (such as the Northern Lynx from Dream Pod 9) or to take two copies of a single model and to convert one to be a different form of the other. The EM4 heavy mech is especially good for converting, but a brave or accomplished hobbyist might try to cut apart a tank or other miniature to create a mech version.

Players are encouraged to make sure that the various forms of their metaformer look like each other!

A BRIEF HISTORY OF METAFORMERS

Metaformers never made a significant impact upon world history, but did enjoy two brief periods and one longer period in which they were favoured.

ERA 1 THE BURNING PACIFIC

Civilization as we know it survived longest, during the Burning, along the western edge of the Pacific. Largely protected from the mass migrations from Europe and West Asia that overwhelmed India and Africa, the dominant nations of China, Japan, South Korea and Malaysia still suffered from the environmental impact, as well as from their own internal challenges which were made more intense by the sudden and dramatic contraction of their overseas trade markets.

Investments in defence were considered not only patriotic and necessary but highly lucrative for the entrepreneurial speculators, and technology and research companies, awash with cash, pursued all kinds of speculative development, inspired by British advances.

Sadly, it couldn't last. The choked atmosphere, rising sea levels, and economic and social upheaval took its toll and, barely twenty-five years after Operation Plantagenet, the Japanese government – the last one clinging to its vestiges of national control collapsed.

Nissan "Triton" Mk3 MetaMech, Codename METATRON

Metatron was part of the first wave of metaformers deployed by Japan to Okinawa in response to Chinese naval aggression in the region. Concealed as rapid, if lumbering, tanks, the squadron proved no deterrent to an opportunistic Chinese landing on an isolated island in the archipelago. The tanks re-formed as aircraft that rapidly deployed to confront the invasion, and overwhelmed the attackers in their mech form, driving them back to their ships and then pursuing them closely in aircraft form. It looked like a categorical endorsement for metaformers, but the single squadron had consumed a vast development/manufacturing budget and subsequent Japanese metaformers were limited to light mechs and aircraft with a single metaform.

	P	M	F	A	D	Special
Mech form	3	3	3	4	5	Metaform (2)
Tank form	3	4	5	5	1	Rapid, Vanguard, Vehicle
Aircraft form	3	3(+5)	6	3	2	Vertical thrusters

ERA 2 THE MAUL

Metaformers played no significant role in either the Colonial Wars or, a century later, the Martian and Venusian missions on Earth. However, the concept was re-discovered during the burst of interest in the Maul⁸, the mech-focussed sport of the later 23rd Century, in which spectacle and innovation were as much a draw to the audience as results.

⁸ See the Precinct Omega website where you can download free rules.

Combinatronics "Bluestreak" MultiMech

The Bluestreak system was originally conceptualized in the brief window between Operation Plantagenet and the fall of the US federal government and was designed to allow a five-person heavy infantry fire team to link their hardsuits into a nimble and fast-moving mech. The squad leader was mounted as the torso and acted as pilot, whilst the other team members were locked into their suits. The programme was re-discovered when the mech-on-mech sports event known as The Maul became the Next Big Thing in the wake of the peace settlement of the Colonial Wars reality TV show. The Bluestreak was ruled legal in the professional game by the Maul Governing Body and briefly proved an asset to its champions, the New Delhi Demons.

	P	M	F	A	D	Special
Mech form	2	7	2	2	1	Metaform (1), Drop Harness
Hvy Inf form	2	3	4	3	3	Dig In, Infantry



New Delhi Demons star players, Ramon and Karim Arastu, Chadurapal Singh, Nasir Balachandran and Indira Nerhu (all in blue)

ERA 4**THE GOLDEN AGE**

The century that followed the end of the Second Colonial War and the resettlement of Earth was typified by synthesis. The lines grew ever more blurred in every conceivable sphere of life as gestalt intelligences blended with true AIs, and humans blended with cybernetics and even reality blurred almost seamlessly with virtuality. Warfare was no exception, as conflict blurred with recreation in a way that made the 23rd Century's popular sport, the Maul, pale in comparison. And as warfare was synthesized so too were the weapons of war, making the Golden Age the very pinnacle of development for metaformers.

Rainbow 5 – "Swooper"

Rainbow Team was a popular entertainment brand for young entities for at least three months at the end of 2459. The attraction of actual giant robots fighting actual monsters, genetically bred for the show, was a ratings hit in the gestalt web that looked set to run to four months until Rainbow 5 had a psychotic break and murdered the other four. By the time Rainbows 1 to 4 had been reconstituted, 5 had disappeared along with his metaforming mech, Swooper.

	P	M	F	A	D	Special
Mech form	3	4	5	4	3	
Gun-beast form	3	4	5	5	1	Gun-beast ⁹ , Vanguard, Vehicle

⁹ See BioWar on pages 30-38

DATAWAR

THE ELECTRONIC BATTLESPACE



Red Stripe mercenary hackers have heavy support to close with a vulnerable rebel heavy robot team

The pace of development in warfare, up until the start of Operation Plantagenet, was inexorably in the direction of eliminating the human element entirely. Drones that began as aerial reconnaissance developed into active kill units, as well as evolving in multiple directions from fixed wing and rotary airborne units to tracked and walking drones.

By the time of the British invasion of France in 2116, drones had taken over most frontline roles as infantry fighters, engineers and pioneers. Only command, special forces and cavalry regiments remained human-led, although automation reduced the numbers of hot bodies to a fraction of their levels a century earlier.

However, the British invasion proved conclusively that drone development had failed to deliver on its promise of better, more efficient and more media-friendly soldiers. The British use of predominantly human assault forces overwhelmed the numerically superior French

drones. With each drone platoon of up to thirty being managed by a single, remote human operator, they couldn't respond quickly enough or intuitively enough to the unconventional threat of the British tactics, which favoured independence, autonomy and an element of traditional English eccentricity.

In the Burning that followed Plantagenet, and across the centuries that followed, the use of drone troops drifted in and out of favour but never entirely went away. They were most efficient when used on a one-to-one drone/operator ratio, but the lack of immediacy presented by actual, life-or-death combat ensured that even the best drones were rarely as militarily effective as an equivalent human soldier.

During the Second Colonial War, Venus led the way in the use of fully autonomous synthetics: true robot soldiers without an operator. What began as relatively simple units were used with high effectiveness as support elements

alongside human units and the Martian forces soon began to adopt similar strategies. Although their initial designs were cruder, they soon surpassed the Venusian forces in terms of their robots' flexibility and logical processing - something which led the Martians to create robot heavy cavalry and even some experimental robot mechs.

The Venusians' use of robots had stalled, however, because they were pouring resources into a new approach to synthetic forces: true artificial intelligence. They revolutionized electronic warfare by creating a cloud-based AI that inhabited the secure data network. In the first instance, it was a highly aggressive defence against Martian hackers; omnipresent and equipped with the intimate understanding of the electronic battlefield that only a native can appreciate. But their AI quickly evolved beyond a virtual existence and began uploading fragments of its core identity into robots and hijacking drones to take part directly in combat operations.

The unexpected bloodthirstiness of their creation caught the Venusians on the back foot, forcing them to spend precious resources and time installing what they thought were essential limitations on their AI's freedom of action. But again, the Martians, whilst initially slower than their enemy to the punch, displayed their customary ability to improvise and adapt more rapidly than the Venusians. Their own AI was developed and installed with explicit freedom to intervene physically in battles.

But the Martians, for all their inventiveness, were still too slow. The advantages offered to the Venusian forces by their native AI were a significant contributor to their final victory on the Fallen Earth. When they escaped with the



Industrial robots were easily modified to battle use

secrets of the SLAP drive in their possession, they fled, leaving a synthetic army of AI fragments behind them to delay attempts to interfere with their Grand Unified Solution.

In due course, the Martians were able to make peace with the abandoned fragments. In the wake of the Great Surrender, with Venus abandoned, AIs soon attained full citizen status and, as the boundaries between memory, intelligence and individuality were gradually eroded over the following centuries, the lines between human and AI became increasingly blurred and indistinct.

By the time the Solar Hegemony set out on its great expedition into the Dark, the electronic battlefield was as natural and real a combat zone to its citizens as the physical one.

UPGRADES

To upgrade an element requires the expenditure of Command Resources or - if the upgrade may be given to a mech - stat points. These upgrades follow the usual rules for CR, so if one element of the type is upgraded, all elements of the same type must also have the same upgrade.

DRONES

A drone element is artificial, with a remote human operator. But there are a variety of different drones, which confer different advantages and disadvantages. Any infantry element can be upgraded to be drones. Except where indicated, they retain their normal stats and rules.

Mark 1 Drone (0 CR)

The Mk 1 drone is part of a team of similar drones, all controlled by a single operator. Mk 1 drones are Rapid but may not perform Dig In actions. However, Mk1 drones create their own pool of action tokens: one per element. These may then be allocated up to a maximum of two action tokens per element. If one drone element is given two action tokens, this means that another will have none at all.

If playing an adventure, each Mk 1 Drone element counts as P1 for the purposes of calculating momentum, only.

Mark 2 Drone (1 CR)

Mk 2 drones have a human operator for each drone.

They are Rapid but may not perform Dig In actions. They contribute action tokens to the Battle Group's pool (or generate momentum) as normal for an element of their type, but they may never be activated by a CHQ's chain of command rule.

Historical Note

In the Horizon Wars setting, battles set during Operation Plantagenet or the Burning (Era 1) should feature only Mk 1 and Mk 2 drones. Any Mark of drone may be included in settings from Era 2 onwards.

Mark 3 Drones (1 CR)

Except for being synthetic, Mk 3 drones operate indistinguishably from their normal element type. However, thanks to a superior defence and repair platform, they may treat the first critical hit they suffer as a normal hit.

ROBOTS

Robots, unlike drones, have no human operator. Rather, they are given a set of operating parameters- colloquially known as a "program" although, in fact, they are a complex collection of thousands of interdependent programs.

Any conventional or mech element may be given the *robot* upgrade. The upgrade costs 1 CR or stat points, but robot elements must be given a program before the first turn that will dictate their battlefield role. Robot elements may not perform reactions. They may also not perform Dig In actions unless they have the Hold program. In addition, they may only perform Recover actions if they are ineffective. Their choice of program imposes different limitations and enhancements.

Historical Note

The *robot* upgrade can be used only in battles set in Era III (the New Colonial War) or later. Using robots in Maul battles was widely considered to be against the spirit of the game.

Destroy

Robots with a destroy program are tasked with eliminating as many enemy elements as possible, and as a result their program includes state-of-the-art targeting sub-routines that help them to seek out enemy weak spots.

Limitations: They may only perform Move & Shoot actions unless an enemy element is within a range

equal to or less than the element's Firepower, at which point it may only perform Shoot actions unless an enemy element is within range of a patrol move, at which point it must charge.

Enhancements: Any hit scored by a robot with a destroy program will be a critical hit if it includes a 12 or an 11. This element counts as +1 P (to a maximum of 3) when resolving a charge.

Disrupt

Robots with a disrupt program are tasked with interfering with enemy telecommunications and digital support.

Limitations: They may only perform Move & Shoot actions.

Enhancements: If they score a critical hit on an element, instead of applying damage, remove an action token from the target (other hits cause damage as normal). If the target has no action tokens, treat the hit as a normal critical hit.

Hold

Robots with a hold program are designed to stop or slow down enemy line breakers. To assist them, their program boosts and enhances their self-repair function.

Limitations: As long as there is an enemy in their LOF, they may only perform Shoot actions. If there is no enemy in their LOF, they may only perform Move & Shoot actions.

Enhancements: They gain the Dig In and Deep Deployment special rules, but may only perform Deep Deployment within 6" of their table edge. If a robot element with a hold program is reduced to A0, do not remove it from the battlefield. It becomes ineffective and receives only one action token per turn. That action token must be used to perform a Recover action. If the Recover test is passed, restore at least one point of A. The element may subsequently act as normal.

NB: If a robot element with the hold program has suffered more than 12 damage it can, of course, no longer pass a Recover action so may be removed from the battlefield.

A.I. COMMAND

Artificial intelligence (AI) of some form was in use in a

Historical Note

You can include an AIC in any Era from the *Horizon Wars* setting, but in battles based in Era I, they represent the direct intervention of a Meld- a gestalt mind- rather than a true AI.

military capacity from the early 21st Century, but it was only during the New Colonial War that AIs really came into their own as true – albeit limited – self-actualized intelligences.

You may elect to take an AI Command (AIC) in lieu of a CHQ. If you do so, you get Command Resources as normal, but no element, so no *chain of command*, or *guide fire*. However, the AIC automatically gets the Strategic Net upgrade. In addition, each turn the AI may possess one robot or drone element, giving the element +1 M, F and D for the duration of the turn. Place a suitable marker next to the element to indicate the AI's host for the turn. In addition, the host element always receives two action tokens (if playing an Adventure, you must always give two action tokens to the host element before allocating any other action tokens), may perform reactions and, if it is a robot, no longer suffers from the limitations of its program (although it still has the usual enhancements).

Although the AI isn't a physical presence on the battlefield, it can still feel fear. An AI starts a battle with A4. If the host element suffers a critical hit, in addition to any other effect, reduce the AI's A by-1. If the AI is reduced to A0 or a host is reduced to A0, the AI is burned, flees back to the datastream and cannot occupy another host this battle.

ELECTRONIC WARFARE

Whilst the hardware and software of the combat datastream continued to evolve, so did the human response. An increasingly complex datastream meant increasingly complex vulnerabilities that could be exploited by a gifted human with the right training and equipment. Such people were recognized as tactical assets long before Operation Plantagenet, but in its wake and as humanity began to stretch for the stars, electronic warfare operators increasingly became tactical assets, too: deployed with forward units and equipped with the most aggressive wireless hardware and bespoke offensive software. EWO platoons became a routine component of organized military force in every theatre of operations,

their effectiveness only increasing as the influence of artificial intelligences began to make itself felt.

The following upgrades can be given to any of the listed element types for 1 stat point (mechs) or 1 Command Resource (conventional forces) each:

COMBAT HACKER

Eligible Elements: Mech, Lt Cav, Lt Inf, Mob Inf, Hvy Inf, AB Inf, SF, Recon. Elements with the robot upgrade may not have the Combat Hacker upgrade.

Combat Hackers - officially known as electronic warfare operators, or EWOps - are specialists at interrupting the datastream of the opposition. Typically embedded in forward operating elements, they are an elite within an elite. An element with a combat hacker may perform any of the following special actions:

Assault Hack When an element with a combat hacker performs a Shoot (not Move & Shoot) action, before dice are rolled, the commander may declare that the attack is an assault hack. If at least one hit is scored, it causes damage as normal but, instead of reducing an active stat, the attack removes an action token from the target. If a critical hit is scored, two action tokens may be removed. Any surplus hits are wasted.

Interference Performed like an assault hack, but the target must have the robot upgrade. If a successful hit is scored, the attacking commander may change the robot element's program. If a critical hit is scored, the target has been suborned: it suffers a critical hit and then switches sides.

This sort of hacking attack may be performed against a friendly robot element: the shooting roll must still be made, but the friendly target does not make a defence roll against it. Critical hits in this case immediately cause the target to recover a point to any damaged active stat, just as if it had passed a Recover roll.

Viral Overload Performed like an assault hack, but the target must be a host to an AIC. The target is affected as if by an assault hack. In addition, a normal hit will reduce the AIC's A by-1, and a critical hit will reduce it by-2.

White Noise The hacker broadcasts random cross-spectrum trash that interferes with electronic targeting

and tracking devices attempting to target the element. This action can only be spent as a second action (so elements that have reacted already this turn cannot use this action). Until the end of the turn, any enemy elements targeting this element cannot roll more than 4 dice for a Shoot action or 2 dice for a Move & Shoot action.

Duel The hacker challenges another combat hacker element to an electronic war of wills. The target must be within 12". Each side rolls a number of dice equal to the element's P and discards all but the highest dice.

The active element adds +1 to the result. Whichever sides rolls lower loses the Combat Hacker upgrade. If the winning side rolls a natural 12, the target element also suffers a critical hit. If the result is a draw, there is no further effect.

If the target of a hacking attack also has the Combat Hacker upgrade, add +1 to the target's D for the Defence roll against any hacking attack.

DISRUPTION NODE

Eligible Elements: Mech, Mob Inf, AB Inf, SF, Lt Cav, Recon



Armoured combat hackers are the AIC's greatest threat

A disruption node is a simple, brutish weapon in electronic terms. With a rudimentary AI, it scans through the electromagnetic frequencies, attacking the free-flow of enemy communications. It steals nothing, but makes it harder for enemy elements in its vicinity to coordinate and plan orders.

An enemy element within 6" of a disruption node at the start of a turn may not have more than 1 action token allocated to it. In an Adventure, unallocated actions will add to momentum damage.

REBRO NODE

Eligible Elements: Mech, Mob Inf, Hvy Inf, Lt Cav, Hvy Cav

A rebroadcast or "rebro" node is essentially a signal booster for friendly communications, but it also acts as a collator and disseminator of up-to-the-second battlefield intelligence, ensuring that even elements in the thick of the battle know what's going on around them.

If there is an element with a rebro node on the table, a CHQ element may use its *chain of command* special rule for its second action token as well as its first. The second action token must be spent on a different element from the first. The rebro node may not be given to the CHQ (or, therefore, a conventional element of the same type as the CHQ).

STRATEGIC NET

Eligible Elements: CHQ; this upgrade is automatic for an AIC.

A CHQ may be lucky enough to have access to the strategic net, which connects the battlefield datanet with a huge range of other networks. For an AIC, such access is simply part of their existence.

A CHQ may be given access to the strategic net for 1 CR or 1 stat point (for mechs). This is an exception to the normal rules about having to spend CR on all elements of the same type in a battlegroup. An element with a strategic net may spend one action per turn on any of the following special actions:

Lockdown The element performs a Shoot (not Move & Shoot) action targeting a single intact building or other terrain item with the properties of an intact building. If at least one hit is scored, the building is locked down and elements may not move in or out of the building. Elements inside may not leave but are

otherwise unaffected. If a critical hit is scored then friendly elements may move in and out freely, but enemy elements may not.

Lockpicker Performed exactly like Lockdown, but Lockpicker undoes the effects of Lockdown. At least one normal hit renders the building normally accessible. A critical hit locks in/out the enemy only.

Flood The strategic net momentarily floods the enemy datanet with garbage data. This action requires no test. The enemy commander's next activation may

only spend a single action. Remaining actions are not lost and can be reserved to use in reaction later, but cannot be spent in the next activation.

Historical Note

You can include an AIC in any Era from the Horizon Wars setting, but in battles based in Era I, they represent the direct intervention of a Meld- a gestalt mind- rather than a true AI.

BIOWAR

RAGE AGAINST THE MACHINE



"I think you've come to the wrong neighbourhood, buddy."

Although *Horizon Wars* sets out to be a hard(ish) science fiction game, it has always had one eye fixed carefully on the pulpier sub-genres of sci-fi. And few sub-genres are pulpier – or more perennially popular – than ones that involves humanity's technology crashing up against the cliffs of another species's innate biological superiority.

From Robert A. Heinlein's *Starship Troopers* and the war with the Bugs, to James Cameron's *Aliens*, and the murderously efficient xenomorphs, it is a theme repeated again and again in literature and popular culture. Even H.P. Lovecraft's Elder Things, Yith, Mi-Go and Shoggoths could fall comfortably into this category, and Lovecraft tapped into the heart of what repels and attracts us about such entities by creating vast biological monstrosities, of which Cthulhu was one of the smallest.

Horizon Wars is poorly equipped to take on the possibilities offered by such leviathans as Ammutseba, Devourer of Stars. But when it comes to the more modest biological

nightmares of pulp fiction, popular cinema and deep space, we're on safer ground.

ALL THINGS BRIGHT AND BEAUTIFUL

Including biological elements in your army doesn't need to fall back on special rules and options. The elements described in the core *Horizon Wars* rulebook can as easily represent giant "tank bugs" as heavy cavalry, or swarms of sneaky "eyeballers" as recon elements. But when you're comfortable with the core rules, though, and want to get more of a flavour of true biological monstrosities, these rules offer an alternative.

ALL CREATURES GREAT AND SMALL

There are several layers of modification that can be

applied to monstrous armies to give different flavours of threat. You can take them one at a time, or combine them. Different combinations are suited to different sorts of alien or monstrous threat and you can tailor the rules to suit your personal take on whatever monsters you want to put on the field.

The battered Land Rover slowed to a halt with a crunch of grit and a splash.

‘Why have we stopped?’ demanded the man on the back seat, stirring his considerable bulk into a motion that betrayed the strength concealed beneath the fat.

‘You’ll like this, my Lord,’ smiled the doctor as he turned in the front seat. ‘I think the view is about to become very... interesting.’

‘What the devil d’you mean?’ growled Tesbury, lurching out of the door held open for him by one of the doctor’s minions. But instead of answering, Doctor Kwame simply turned and pointed down into the valley that spread beneath them from the rocky vantage point where they had stopped.

Tesbury looked, his experienced hunter’s eye unimpressed by the valley’s incredible lush growth and vibrancy, but movement caught his attention and, despite himself, he caught his breath. From above the dense canopy, something like a serpent rose smoothly an instant before it was joined by half a dozen more. In response to something Tesbury couldn’t see, they moved, breaking the edge of the forest with great, ponderous, calm steps.

‘My god,’ breathed Tesbury.

‘Wait, my Lord,’ said Kwame. ‘It gets better.’

The reason the creatures had spooked made itself clear as it, too, broke the edge of the forest some three hundred metres north of the brachiosaurs.

‘You have a T. Rex?’ he gasped, his smile stretching even wider. ‘Can we put guns on it?’

GUN-BEASTS & GRIBBLIES

Gun-beasts are alien creatures, tech-enhanced biologicals and genetically-modified horrors. Either they have their own gross protuberances that act like ranged weapons, or they have had technology bolted – more or less crudely – onto their scaly hides.

Gun-beasts can replace any conventional element. Their stats and special rules remain the same except for the following:

- Gun-beasts are never *rapid* or *vanguard*. Elements with these rules lose them.
- Gun-beasts count as being +1 P in CQB up to a maximum of 4.



This is going to take more than a rolled-up magazine...

Gribblies are the terrifying horrors that lurk in the darkness or swarm across the battlefield... Or, in isolation, they are vulnerable, innocent animals that can be gunned down from a distance by any idiot with a rifle.

Gribblies can replace any P1 option. Their stats and special rules remain the same, except for the following:

- Gribblies cannot shoot. They don’t even understand the concept of ranged combat. But when they charge (not when they are charged), instead of using their P, use their F to determine how many dice you roll.
- Gribblies are always *rapid* and *vanguard*.
- Gribblies cannot be a CHQ.
- Gribblies may have the *tunneller* upgrade for 1 CR or stat point (see page 67).

Miniatures

Suitable examples of gun-beasts can be found in Brigade Models' Cimexian Bugs range, or in the form of Dino-riders from Microworld Games. The classic Epic Tyranid range from Games Workshop also includes many suitable gun-beasts.

The mini-bugs from Ground Zero Games, Skyth from Dark Realms or Khurasan Miniatures' 6mm space demons all make great gribbles, but you can also find suitable miniatures in other scales - swarms of insects become swarms of giant insects, very easily. The most important rule of thumb is to avoid anything that looks like it has guns, and aim for an impression of quantity!

There's no shortage of possible sources for kaiju, from boxes of cheap plastic dinosaurs, to the Monsterpocalypse range from Privateer Press. Speaking of Privateer Press, their 30mm Skorne range for the Hordes game is full of models that could double comfortably as monstrous kaiju at smaller scales.

- Gribbles may also take normal conventional forces upgrades available to their element type¹⁰.

KAIJU!!!

There's something truly magnificent about watching these vast creatures at play. Unless they're playing in your street.

Kaiju are built using the same basic rules as mechs, except for the following rules:

- Kaiju cannot Shoot. They use their F instead of their P when they charge or are charged, to determine how many dice you roll.
- Kaiju have the type Mech.
- By default, kaiju aren't *rapid* but are *vanguard*.

Instead of Upgrades, kaiju have Mutations. The Mutations table can be found at Appendix 2.8 Superheavy Kaiju

The rules for superheavy elements from pages 8 to 17 can easily be used to make kaiju with a Presence of 4 or

¹⁰ Yes, this means that a Gribbly element that cannot normally Shoot may take the Strike upgrade to be able to perform a Move & Shoot action with their full F once per battle. How? Use your imagination.

"We are now three days' journey from HQ by my reckoning. Our guides abandoned us last night, but the Colonel refuses to consider turning back and we press further into the forest at every step. I never thought the accounts of the natives more than fairy tales, but now I have seen the spoor: the impressions of their feet, the dung heaps, the striations in the treetops. And now, from afar, we hear their bellows and roars.

"The Colonel grows more excited by the day, but I fear for my life. Our mechanical frames weren't built for the density of the jungle, or to endure this relentless humidity without support. I become ever more certain that we were wrong to mount the plateau, wrong to begin this adventure and – God forgive me – we were wrong ever to follow Colonel Crowe on his dream of power."

Digital record of Lieutenant Angus Harper (deceased), 2121

more, but players are still limited to the Mutations table to customize all of your kaiju of any size unless you take the mechakaiju mutation. Kaiju with P4+ are *cumbersome*. Kaiju with P6+ are *lumbering*.

Cumbersome elements may not perform Move & Shoot actions.

Lumbering elements may only perform one Move action per turn.

IT CAN FLY? OH, LORD, IT CAN FLY!!

Whether through a trick of evolution or misguided technological intervention, some of these gargantuan monsters can fly. And, unlike aircraft, they are as terrifying on the ground as they are in the air.

Flying Monsters must be kaiju. They may take the Flying upgrade for 1 stat point per Presence. So a P1 kaiju may be a flying kaiju for 1 stat point, but a P3 must pay 3 stat points.

Flying kaiju move and fight normally on the ground.

Miniatures

For those who want to recreate an Age of Fire-style tanks-versus-dragons game, any modestly-scaled dragon miniature could make a terrifying winged kaiju to take on an enemy army of tanks and mechs, alongside its draconic minions.

However, they can spend one action to rise to altitude 1, at which point, they move like aircraft with the rotary upgrade. However, their Mb value is 0. Flying kaiju cannot stall.

A hovering kaiju may drop to altitude 0 as a charge and counts as moving more than 4" to do so.

A flying kaiju with the Biogun upgrade may perform engage actions when at altitude 1 or higher, but may not perform strike actions.

ALL THINGS WISE AND WONDERFUL

Even swarms of monstrous creatures need some sort of leadership if they are to be a credible threat to an enemy force.

If your force, whilst monstrous, is of the more conventional and military sort and contains normal elements as well as elements using rules from this document, you can take a normal CHQ. It's assumed that the biological elements of your force are subject to some sort of control device, training or programming that makes them reliable enough to operate alongside conventional forces, so elements of all sorts will behave normally.

Reports of monstrous creatures attacking our shoreline communities are fanciful, ridiculous and, as a wilful assault on the morale and good order of our new nation, illegal. The 4th and 9th Companies of Cuirassiers will deploy to Zone Pavilion in order to make contemporary and reliable recordings to demonstrate the safety and security of Lord Tesbury's sovereign domain. Spreading such despicable lies any further will be punishable by death.

- Leaflet drop, The Kingdom of New Sussex, 2149

However, if your force comprises only gun-beasts, gribblies and/or kaiju, then you must choose either an alpha or a hivemind.

Alphas

An alpha is either a kaiju or a gun-beast. It enjoys all of the normal advantages of a CHQ – command resources, guide fire, *chain of command* etc – and has the normal effects on the costs of different types of conventional element, if relevant. However, an alpha must dominate its brood and rules through power and blood.

If an alpha becomes ineffective or leaves the battle for any reason (but not if the alpha is in reserve having yet to enter the battle), it permanently loses its *chain of command* and *guide fire* abilities, even if it recovers back above ineffectiveness. In addition, elements outside a radius of inches from the alpha equal to the alpha's F will revert to instinctive behaviour.

Instinctive Behaviour

Gribblies and kaiju are subject to *instinctive behaviour* if their alpha is killed or generally loses its ability to dominate them into obedience. An element's *instinctive behaviour* will depend upon whichever of its current stats is highest (if two or more stats are equal highest, the commander may choose which one applies this turn).

Movement - The element must move by the shortest possible route towards either the nearest table edge or the nearest enemy element, whichever is closer. If it reaches the table edge, it will leave the table and is counted as destroyed. If it reaches an enemy element, it will count as charging, even if it performed a rapid move.

Fight - The element must move by the shortest possible route towards the nearest enemy element. If it reaches an enemy element, it will count as charging, even if it performed a rapid move.

Armour - The element performs a Dig In action, even if it cannot normally perform this action. It will perform a Recover action if it is able, otherwise any remaining actions are lost. If it has the *tunneller* upgrade then, as soon as the element has two actions it will tunnel away and not return, counting as destroyed.



Yes, we have a T. Rex

Defence - The element acts just as if it had A as its highest stat, but once it has dug in it will perform Recover actions, even if it cannot normally perform this action, until a different stat is highest. If the element's damage is 12 or more, remove it from the battlefield and treat it as killed.

Hiveminds

Some biological forces are led not by a single, dominant monster but by an overarching hive mind. A hivemind has no physical presence on the battlefield. Rather, it will tend to reside most strongly in some elements more than others, depending upon the ecology of the species in the force. The force gains none of the normal CHQ benefits or restrictions. At the start of each turn, the force's commander must declare which of the three states the hivemind is occupying:

Distributed intellect – The hivemind occupies every element equally, conferring no special advantages or disadvantages.

Dominant species – The hivemind invests itself predominantly in a single, tactically-important species. The commander picks one of these element types: mechs, hvy cav, lt cav, hvy inf, lt inf. All elements with

that type – gribblies, gun-beasts or kaijus – gain the *guide fire* rule, and +1 M and +1 F for the duration of the turn. However, if one of these elements is destroyed in the turn, the bonus is lost, and the bio-force becomes subject to *instinctive behaviour* for the rest of the turn.

Monstrosity Manifest! - The hivemind takes total control of a single element. The element gains +2 M, +2 F and the *guide fire* and *chain of command* rules. However, if this element is destroyed during the turn, the bio-force becomes subject to *instinctive behaviour* for the rest of the battle.

THE LORD GOD MADE THEM ALL...

...or possibly – and thankfully – they are only the horrific products of your own fevered imaginations. However, whilst you can play conventional set-piece battles and adventures with bio-forces, this doesn't always make a lot of sense. So if you want to have a proper monster-mash, you can attempt this challenging mission briefing:

THE MONSTER MASH

This set-piece battle can be played either as a bio-force versus a conventional battlegroup, or as two bio-forces against each other.



Her Majesty would like you to stop running and be eaten

Monsters hate cities. No one knows why, but it seems to be a consistent factor in any encounter between humans and monstrous enemies that at some point buildings will get smashed and hordes of panicking civilians will be sent running for their lives.

Setting up the Battlefield

You will need a table at least 4'x4' to play this set-piece battle.

The battlefield should be divided in half orthogonally, with one half designated to each commander. Bio-force commanders may deploy their advance force in the area between the table edge fully in their half of the battlefield and a line across the table, 6" from the table edge. Conventional force commanders may deploy their advance force in the area between a line 12" from the opposite table edge and the halfway line. Neither force may begin the battle with elements in an occupied building.

The area between a conventional force's commander's table edge and a line drawn across the table, 6" from the table edge is designated the safe zone. Bio-force commanders' elements may not enter a safe zone.

In addition, there must be eight occupied buildings on

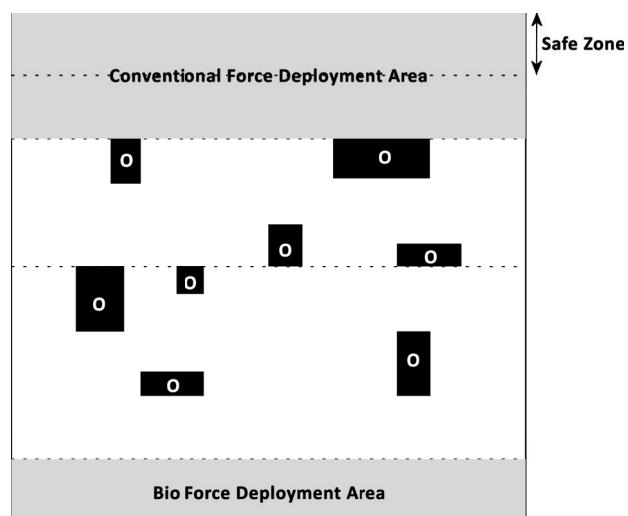
the battlefield. Other buildings may also be put on the battlefield, but a number must be specifically marked as occupied. Commanders should take it in turns to place occupied buildings first before placing any other terrain.

Commanders should each place two occupied buildings 12" from their own table edge, at least 8" from any other table edge and exactly 18" apart. They should also each place two occupied buildings touching the centre line but completely in their half of the battlefield. These should be at least 6" from any table edge and at least 4" from any other building. Commanders may place these buildings in any order. If it is impossible to place a building legally within these rules, it may be placed anywhere exactly 4" from any other building.

Design note: These placement rules mean that buildings should be no larger than 6" square, or there won't be enough space to place them all legally! I recommend buildings no larger than 3" square, on average, for this scenario.

Once the occupied buildings are placed, put a civilians element on each building. Civilians element bases should be at least 25mm wide at their narrowest point.

Finally, commanders take turns to place any more terrain until each is happy with the layout of the battlefield. See the diagram below for a summary of the final layout:



The rules for destroying buildings, found in the *Horizon Wars* main rulebook, are in effect. Buildings can also be charged by kaiju elements and by other bio-force elements with P3+. In a charge, buildings are P1 and are treated as vehicles with M0.

Elements with the *engineer* upgrade may perform Recover actions to repair damaged buildings.

Civilians

Civilians receive one action per turn. Once commanders have activated all of their own elements they may select a civilian element to activate. Civilians have the following profile:

P	M	F	A	D
1	2	0	1	1

Civilians may perform Do Nothing, Move or Recover actions. They are not *rapid*. Civilians cannot move so that they end their move closer to a bio-force element than they started unless they are with an escort. Civilians that leave the battlefield via any table edge are lost.

If a civilian element is in contact with a conventional Infantry element, they lose their action. The conventional element becomes an escort.

If a civilian element enters a safe zone they are removed from the battlefield.

Escorts

A conventional Infantry element in contact with a civilian element is an escort. Escorts may not make Move &

Shoot actions or rapid Move actions. When escorts move, the civilian element automatically moves with them, remaining in contact. At the end of the move, the controlling commander may place the civilian element in contact with any part of the escort's base.

If an enemy element attacks an escort or the civilian element it is escorting, the escort element only fights.

Critical hits from shooting are always applied to escorts. Critical hits in a charge are always applied to civilians.

Objectives

The game ends when there are no more civilian elements on the battlefield.

The object of conventional forces commanders is to extract as many civilians from the battlefield and to secure as many buildings as possible before the bio-force overwhelms the city. For each civilian element that reaches the safe zone, the conventional forces commander gets 1 point. For each building occupied by a conventional Infantry element, the conventional forces commander gets 1 point.

The object of the bio-force commander is to smash buildings and eat squishy humans. For each civilian element destroyed in a charge by a bio-force element, the bio-force commander gets 1 point. For each destroyed building, the bio-force commander gets 2 points.

Only the occupied buildings count towards points. Other buildings are ignored (smash them if you like, though!).

STRATEGIC ASSETS

REACH OUT AND TOUCH SOMEONE



Field Hospitals thrive in disused industrial sites with their own power supplies

For the commanders on the ground, their immediate tactical assets are uppermost in the mind: these are the faces of men and women they know, and the tools and equipment with which they are most familiar.

But familiarity is no guarantee of success, and intelligent commanders – the ones who win not just battles, but wars – will performe have an intimate knowledge of their strategic assets: the ability of not merely their own force but that of which they are but a small part to project force across dozens or even hundreds of battlefields at once.

In *Horizon Wars* strategic assets generally – but with some exceptions – represent forces that simply don't appear on the battlefield. Physically, they are too far from the action to need their own miniatures. Instead, they offer commanders a selection of minigames that can be played before or during a normal *Horizon Wars* battle to represent the influence of strategic assets that are significant, but not decisive: for final victory will ultimately – as ever –

devolve to the courage and fortitude of the men, women and synthetic soldiers on the ground...

THE AIR WAR

Horizon Wars, of course, already includes rules for aircraft which are the most familiar of the strategic assets available to commanders. But few commanders would be prepared to commit their tactical assets to a battlefield where the enemy forces had air superiority unless they had no alternative.

At the start of a battle, each commander should reveal whether he or she has included any aircraft – excluding aircraft with the rotary upgrade – in their force, but without revealing at that point how many or what Presence the included aircraft possess. If only one has included aircraft, then air superiority has already been established. If both have included aircraft, then either may choose to challenge the opposing commander to an

Losses

If playing a mission in which either side must suffer losses before the start of the battle, losses suffered in an air war can be counted against those.

air war.

To fight an air war, add up the total Presence of all the aircraft in your force. Each commander then rolls that number of d12s. Whoever rolls the highest total amount has established air superiority for the first turn of the battle and the other commander may not deploy any aircraft from reserve.

However, for each natural 12 rolled on either player's air war roll, the opposing player must reduce their total aircraft contingent by 1 point of Presence. If they cannot reduce the contingent by exactly the amount, they must remove enough aircraft so they have reduced the contingent by at least that amount.

At the end of turn one, if both players still have aircraft, they must fight the air war again with the same effects: whichever wins has air superiority and the other may not deploy aircraft from reserve in that turn.

Example:

Tom has three aircraft with P1, P2 and P3 in his force. Leia has two aircraft, each P3. So they both have a total Presence of 6. With three aircraft in his force, Tom likes his chances and challenges Leia to an air war.

Rolling their 6 d12s each, Tom rolls 2, 7, 7, 9, 10 and 12. Leia rolls 1, 3, 4, 4 12 and 12.

Tom's total is 47, and he has rolled one 12.

Leia's total is 36, but she has rolled two 12s.

Tom has won air superiority for the first turn. Meanwhile, because Leia has two P3 aircraft, and she has suffered the loss of at least 1 Presence, she must remove one of the P3 aircraft as destroyed in the air war. Her remaining aircraft may not enter play from reserve in the first turn.

Tom still lost 2 Presence. Tom has a choice of three aircraft to lose. If he loses his P1, that isn't enough so he would also have to lose either his P2 or his P3 as well. If he loses his P2, he retains both his P3 and his P1. So Tom decides that the P2 was downed in the air war, but he still has two aircraft, both of which are now available to him from the start of turn one.



Blue Chevron Strategic Solutions prepares to engage with alien infiltration elements

Note that, if you are fighting a mission in which aircraft are normally not able to enter play from reserve in a given turn, but you win air superiority for that turn, you may ignore the scenario rules and aircraft may enter the battle in that turn.

SPECIAL OPS

The normal *Horizon Wars* rules, of course, include Special Forces (SF) as an element choice for conventional forces. But these represent SF being used in their tactical, close support role and, if you wanted to be pedantic, it would be fair to say that this represents things like Forward Observation Teams, Force Recon, Pathfinders and other conventional military assets that, whilst unquestionably elite, don't necessarily qualify as "Special Forces" in the truest sense.

Units like the SAS, Delta Force and their ilk don't run alongside a conventional fighting company or even battalion. They fall under the strategic theatre command and, as such, are busy doing other, sneakier, dirtier jobs: hunting down enemy strategic assets, booby-trapping important logistical routes and assassinating senior leaders.

If a force includes any Special Forces elements then, before the first turn, the controlling commander may declare that one of them is, instead, performing a special operation. Pick an operation from the table on the right and roll three d12s (because SF elements are P3!).

If any dice rolled is a 12, the operation is a success and the effect described takes place, otherwise the mission is a failure. If any dice rolled is a 1, the team has been killed. On any other result the element doesn't take any further part in the battle, but doesn't count as destroyed. If using the *New Adventures* rules from this book, then if the SF team is killed, it may be counted against any losses the Battle Group must suffer at the start of the battle.

STRATEGIC BALLISTICS

Even the mighty supermechs don't carry the very biggest guns. Nuclear weapons remain the ultimate battlefield threat. Utilized with abandon during the terror of the Burning, they were anathema in its wake but nevertheless always ready at hand. For the purposes of *Horizon Wars*, nuclear weapons remain more a political than a strategic

Hunting party	The target commander must disclose all strategic assets, aircraft elements and artillery elements. The SF commander may pick any one strategic asset or element. That asset or element is immediately destroyed or lost. Naval Support counts as a single asset, regardless of Presence.
Deep recon	<i>This operation is only relevant if playing an Adventure using the New Adventures rules in this book.</i> If the SF commander's force had a disposition of <i>poor</i> or worse, the force's disposition becomes <i>good</i> . If the SF commander's force had a disposition of <i>good</i> or better, then the force's disposition becomes <i>excellent</i> .
Assassination	The target commander's CHQ loses the <i>chain of command</i> and <i>guide fire</i> special rules. If the target commander had a <i>good</i> disposition, it becomes <i>poor</i> . If it was <i>excellent</i> , it becomes <i>good</i> .

asset, but other – lesser but still potent – strategic-level ballistic strikes are available, albeit in strictly limited amounts!

A commander may add a single strategic ballistic strike to his force. For the purposes of Force Cost, it is P3. For all other purposes, it is P0.

If it is in the force, then at any point during a battle, an element with the *guide fire* rule may make a strategic ballistic strike. Nominate one enemy element to which the active element can draw LOS and roll three d12s. If any of them is a 12, simply remove the nominated element: it has been destroyed. Any elements within 1" of the nominated element immediately lose -1 A. If the nominated element was in a building, that, too, is destroyed and any other elements in the same building are also destroyed.

However, if any of the d12s rolls a 1, the strike is cancelled. If none of the dice is a 1 or a 12, or if there is at least one 12 and also at least one 1, the strike is cancelled (the

action is wasted) and may be called in again, but not in the same turn. If there is a 1 but no 12, the asset has been allocated elsewhere and cannot be called for again.

If you make a successful strategic ballistic strike, you may not call it in again.

Additional Data

For each element – other than the active one – with *guide fire*, which can also draw LOS to the target in the action in which the strategic ballistic strike is declared, one d12 that isn't a 1 may be re-rolled.

Command Favours

If the active element's CHQ is on the battlefield, a single result of 1 may be re-rolled.

NAVAL SUPPORT

A commander may commit up to 3 points of Force Presence to Naval Support. This counts as a single asset of the relevant Presence. Each point of Presence allows the commander to select one of the following force abilities:

Aircraft Carrier

Aircraft in the battle group come from a nearby aircraft carrier, providing them with the ability to carry a heavier load of munitions thanks to the immediate logistical support. Aircraft with a Presence of 3 or less in the battle group do not reduce their F by-1 after they perform their first Strike action. Further Strike actions reduce their F as normal.

Marines

Lt Inf elements in the battle group are marines: harder and more determined than the average infantry.

If a Lt Inf element is reduced to A0 it is not

Design Note

Almost from the day *Horizon Wars* was released, people have been asking for rules for naval combat. My considered opinion is that to do ultra-modern or science fiction maritime combat full justice would be both too complex and too dull for a tabletop game. However, long-ranged fire from naval assets – both conventional ballistics and guided missiles – is likely to remain a major strategic factor.

Some of that is wrapped up in strategic ballistics, above, so what's left is covered here.

removed from the battlefield until the end of the turn and may still act and react normally for the rest of the turn, including performing Recover actions.

If it is reduced to less than A0, it is removed immediately.

Gunnery Priority

If the battle group includes a Strategic Ballistics asset, then the first "1" rolled may be ignored. After this, there is no further effect.

FIELD HOSPITAL

Smart commanders don't leave men or women behind, and the presence of an effective field hospital, projecting



Everyone's favourite place they never want to visit

intimate close support to ensure that the wounded receive treatment as rapidly as possible, isn't just an asset to save lives but one that strengthens morale. Medical staff are often exemplars of courage under fire, leading by example as they rush into the teeth of the enemy to save their comrades.

Field hospitals in practice are hugely variable, depending upon the proximity of the enemy, attrition of scarce resources and the available expertise in the medical staff. When mustering a force with a CHQ, you may elect to spend any or all its CR on the field hospital. For each point of CR spent, at the start of the battle and before the first turn, roll that many d12s and add up the result.

Over the course of the battle, the commander with the field hospital may re-roll that many Defence dice used to make a Defence test against a F attack, or to make a Recover action. Each dice may be re-rolled only once per test.

Example

Robey starts a battle with 5 CR and spends 3 CR on a Field Hospital. At the start of the battle, he rolls three d12s, rolling 3, 7 and 10 for a total of 20. In the course of the battle, he may re-roll up to 20 Defence dice.

WEIRD HORIZONS

LIKE HISTORICAL GAMES, BUT FUN¹¹



With the appearance of the German aethyrschips, things began to look hairy for Major Stompington-Smasch

Beyond the horizon, war may well be strange, but we sometimes forget to look behind us at the horizon of the past. Of course, we may say with some confidence what did and what did not happen. But it's harder to say what could not have happened. Our modern world is the consequence of uncountable billions of petty coincidences that could so easily have gone a different way.

Authors love to explore the paths not traveled in what's sometimes called "alternate history". The more fanciful and speculative thinkers veer into "slipstream" stories where history and alternate history meets science fiction and fantasy in an appealing mélange.

Such stories hearken back to an era that, whilst no less innocent or gentle than our own, nevertheless appears to us through a haze of "might have been". And it is in this haze that we find the Weird Horizons: weapons that were never invented; armies that never mustered; warriors that

‘I say, Jeeves! It looks like old Plummy is thumbing his nose at me!’

‘I believe His Highness Lord Farquaharson-Smythe is well-reputed for his physical gestures of antagonism, sir.’

‘Is that so? Well, dash it all, Jeeves, I'll not stand for it. Set the dogs on the blighter, would you?’

‘I shall dispatch the skinwalker platoon directly to personally express their profound discontent at your offence to His Highness, sir.’

¹¹Kidding! ;)

never drew breath.

This supplement, then, brings to the *Horizon Wars* battle options to further customize your elements or adapt yet more miniatures to the rules. Whilst they are written with the genres of steampunk (Victorian SF) and dieselpunk (early-20th Century SF) most closely in mind, there's no reason you can't adapt these rules to your own particular setting or vision of a dystopian past, present or future.

However, it is all very weird. Try, therefore, not to think too hard about whether or even why what follows is possible, sensible, rational or even intelligent.

WEIRD WARRIORS

Weird Command

A Weird Horizons force doesn't need to follow the strict codes of military rank and hierarchy that apply to conventional near future armies. As a result, it has a selection of alternative special rules from which it can choose. If one of these is chosen it must replace one of the Command Resources, chain of command or guide fire special rules that a Command HQ usually enjoys. Therefore, a Weird Horizons conventional CHQ can have up to three weird command upgrades and a mech CHQ can have up to two. An AI Command (see *DataWar*), Alpha or Hivemind (see *BioWar*) may not take weird command upgrades. The weird command upgrades table is on page 77.



Dig for Victory!

Weird Upgrades

The upgrades in Appendix 3b – Weird Warriors – may be taken by any element eligible to take upgrades from the core *Horizon Wars* rulebook. The cost of the upgrade must be paid out of Command Resources as normal, if available; taken free as a result of taking a Mad Scientist (see above) or equipped to a mech or aircraft with expenditure of stat points. Unlike normal CR upgrades, however, a weird upgrade does not have to be applied to all the elements in the army of the same type. It is, however, sporting to make sure that the elements equipped with weird upgrades are clearly distinguishable from other elements of the same type in that army.

WEIRD ELEMENTS

Fortunately, the variety of elements already offered by *Horizon Wars*, in the form of mechs, aircraft, tanks and

Mister Tesla's lightning gun test was in almost every respect an astonishing success. The weapon's first shot blew one of the new French Mark 3 "Testudo" land-dreadnoughts apart with a single hit at close range and its second swatted a Prussian dirigible from the sky, eliciting spontaneous applause from every member of the gathered dignitaries with the notable exception of His Excellency, Count Manfred von Pfiffelpaffel. That sunny day on the immaculate lawns of Hyde Park was a delightful day out for the whole family that even brought common working men from their factories to stare through the park's railings, awestruck at the power now made available to Her Majesty's artillery and naval vessels. Indeed, it seems churlish in the extreme to mention it, but it has to be admitted that the final demonstration of the weapon in which Mister Tesla was tragically exploded was something of an anti-climax. One of Mister Tesla's digits was subsequently recovered from Lady Fotheringaye-Cholmondeley's décolletage – not for the first time, it is said, but most certainly for the last!



The Class 4 Steam-mech included servants' quarters

Designer's Notes

The Horizon Wars rulebook was written with the principle in mind that, whilst it had one foot sufficiently far into the realm of the improbable to accommodate big, stompy robots, it still had the other firmly planted in real-life military technology and tactics.

But while this satisfied my yearning for a game that gave a realistic sense of what futuristic warfare might actually be like, it deliberately left alone whole regions of science fiction much deeper into the realm of the fantastical. Then I published the Superheavy supplement, which went cheerfully dancing in that direction and it seemed popular enough that it was no longer convincing to pretend I wasn't interested in such things. The truth, of course, is that a wacky end of science fiction has a huge appeal. Lightning guns, brass goggles and airships! Nazi Moonbases, sonic cannons and werewolf shocktroopers! Short-range teleporters! Tunneling tanks! Corsets! Spats! NURSE!

various forms of infantry already accommodate the broad sweep of what one typically finds in thrilling tales of derring-do and current ranges of miniatures. The one principle exception was rules that adequately captured the ponderous majesty of a fully-armed, up-armoured military strike airship!

AIRSHIPS

Historically, airships' role in warfare has been predominantly in a support capacity. Their fragile hydrogen gas envelopes, low speed and sheer size made them more of a liability than an asset when the bullets started flying. But if helium had been available in greater quantity and had the Hindenburg disaster never occurred to forever tarnish the concept of airship flight with a hideous spectre of flaming death, who knows how those magnificent behemoths of the sky may have evolved?

These rules not only accommodate the traditional cigar-shaped airships of history and popular imagination but also any slow-moving, floating weapons platform.

Airship Movement

Airships are treated as aircraft with an Mb of +0, and can perform hover actions. Airships can only perform bank or veer manoeuvres.

If an airship disengages, it may not return.

Airship Shooting

Airships have copious ammunition storage and provide an exceptionally steady shooting platform. As a result, they can perform strike attacks without reducing their F. Airships may not perform lock on actions.

Airships are *alert* and always have a 360° arc of fire.

When an airship is reduced to M0 it doesn't crash. Instead, it loses -1 altitude per action until it lands, at which point it is treated as destroyed. Airships don't require hard standing to land and may land on buildings.

NEW WAYS TO PLAY



TOURNAMENT RULES

Horizon Wars wasn't originally written to accommodate competitive play, but as the community of fans grows, there will be those keen to test themselves and their armies against others in as objective a measure of expertise as can be provided. As an experienced player and organizer of tournaments, the author has tried to accommodate not only the needs of the players in what follows, but also the needs of the poor heroes who give up their time to run events for fellow hobbyists.

BASIC PRINCIPLES

These rules are designed to allow a club or wargames venue to set up and organize a *Horizon Wars* tournament with a clear competitive intent: that is, players are expected to do everything allowed within the rules to win. They set out how competitors (commanders) should plan and present their armies, so organizers can check they are correct. They set out how each round is to be conducted and how commanders' scores are calculated each round, and how you determine the winners of the tournament.

They do not explain how to conduct yourself like a decent human being. It is assumed that anyone with the taste and intelligence to purchase *Horizon Wars* is already the acme of human quality.

TABLES & TERRAIN

The tournament organizers will need to have a number of tables at least equal to half their planned attendees. Tables should be either 4'x4' or 4'x6' and commanders should be told in advance what size of table to expect. Tables should not be of mixed sizes.

Each table should have at least 14 items of terrain allocated to it. An "item" of terrain is fairly loosely defined and could comprise several small pieces or a single medium-sized piece or even a section of some sort of larger, modular building as the organizers' discretion. Players also have some discretion about how they agree to organize the terrain at the outset, but the tournament organizers have the final word in the event of any disagreement.

Terrain may be defined by players as any type within Category 1 or Category 2. Category 3 terrain should not be used in tournament play.

Players will take terrain from the available items based on their Situation and disposition. Once players have taken the correct amount of terrain, any surplus must be

removed from the table, so organizers may wish to leave a suitable box for safe storage between rounds.

MINIATURES

Miniatures may be of any manufacturer, but organizers should establish the proper scale for the tournament and enforce the use of miniatures that comply with the intended scale. Miniatures should be painted and based appropriately. Elements of the same type should be clearly marked so that their specific entry in the force lists can be easily identified.

Elements can vary in size between players, but players' own elements must be internally consistent so that, for example, a P3 heavy cavalry element should be different from (and larger than) a P2 light cavalry element. Similarly, P3 mechs should be clearly different from and larger than P2 mechs, which should be different from and larger than P1 mechs.

TIMING

Each round consists of one battle, including the preparatory time before the battle and the scoring after the battle. The number of rounds in a tournament will depend upon the time and space available to the organizers. However, there should not be fewer than three rounds.

Design Note: Size & Presence

In principle, there is no reason in the rules why a P3 mech could not be smaller than a P1 mech – merely being larger does not automatically make a mech more effective or potent! However, for the purposes of tournament play, it is important that players be able to clearly tell not only one element from another, but the significance of threat presented by one element versus another. Hence, it is expected that players represent Presence, especially of mechs, by a clear distinction in size.

Each round's battle consists of a maximum of five turns. Tournament organizers should set a time limit to each round appropriate to the Force Cost for the tournament. Although the length of a round is at the discretion of the organizers, a good rule of thumb is to allow for a round-length equal to four times the tournament's Force Cost, rounded up to the next five minutes. Therefore, if the FC is 16, a round should be about 65 minutes long. This includes time for assembling battlegroups, placing terrain, calculating momentum and final sorting. It is a good idea to allow for at least ten minutes between rounds to announce the round's pairings and allow commanders to find their opponents and move to their tables.

If a table has not completed five turns by a point equal to ten minutes before the end of the round, the table must complete its current turn and then stop playing. Results are based on the position at the end of that turn as if it were the fifth turn.

MATCHING

The opponent matching is based on a modified Swiss system. In the first round, opponent matching is randomly assigned by the tournament organizers. In the subsequent rounds, the players are ordered by whoever has the most victory points so far in the tournament. The first-place player is then matched against the second-place player etc. In the event that two players have been previously matched, the higher-placed player is first matched to the next highest player he or she has not yet played then the next highest player is matched. If players have equal scores, the tie-break points are used to determine placement in the order. If players are still tied, then they are ordered alpha-betically for opponent matching.



B4T Mech Lifter

TASK FORCES & BATTLEGROUPS

The tournament organizers must announce in advance the Force Cost for the tournament. This is the FC that commanders are given to spend on assembling their Battlegroup (BG) each round. Before the tournament starts, commanders must submit a Task Force (TF) list to the organizers. The Task Force list may have a total Force Presence not greater than twice the FC for the tournament.

The TF list includes allocating the stats and upgrades for all mechs and airframes, but does not include the allocation of Command Resources or the selection of the CHQ.

At the start of each round, players create their BG using only the elements in their TF up to a value equal to the FC for the tournament. In each tournament round, players may choose a new CHQ and allocate any CR generated differently to other rounds if they wish.

CASUALTIES OF WAR

Any element that is destroyed in a round must be “benched”: that is, it is removed from the TF and may not be selected in subsequent rounds. Damage is not otherwise carried forward and elements begin subsequent rounds with zero damage and full stats.

Design Note: Slow Play

Because of the way *Horizon Wars* armies are assembled, forces of equal presence can easily contain significantly different numbers of elements, which can mean one player having more “play time” than his or her opponent. Good manners alone dictate that players should execute their turn in a swift and decisive fashion, but because of the rules for timing, players may be tempted to slow down play if it will mean ending the game at a point advantageous to themselves.

This is simply not on.

Organizers are encouraged to devise their own methods for identifying and penalizing tactical slow play.



Blue Chevron Corporation's "Employee of the Month" June 2123

MISSIONS

At the start of each round, the players in the tournament are divided into Red Forces and Blue Forces, with one of each per table. Players may switch between Red and Blue during the tournament - the division is purely administrative and doesn't represent any sort of on-going campaign. However, participants may find it fun to track who plays for which side in each tournament round and which side wins the most victory points at the end of the tournament.

The tournament organizer randomly generates a Mission - Action and Purpose- for all of the Blue Force players and then one for all of the Red Force players. Each player then has a short window in which to compose their battlegroup (BG) for the mission from their TF.

Once the players have finalized their BGs, these are disclosed to their opponent who verifies them. Any queries are settled by the organizers.

When the mission is confirmed for each side and the BGs have been verified, the tournament organizer then randomly generates a Situation for the Red Force and then one for the Blue Force. The players must then apply their losses, calculate their starting Momentum, apply any momentum damage and distribute the forces between the Advance and Reserves.

DEPLOYMENT

The players on each table alternate selecting terrain from the available pieces up to the amount specified by their Situation, starting with whichever has the higher number, or whoever rolls higher on a d12 if each player has the same number. Once each player has taken the right amount of terrain, the players then alternate placing the terrain pieces on the tabletop until all the pieces have been placed, again starting with whichever player has the largest number of terrain pieces, or rolling a dice if both have the same amount.

Once the terrain has been placed, players with the higher Momentum on each table (again, rolling off for a tie) choose a table edge on which to deploy and then deploy their entire Advance Force. The other players then deploy their Advance Forces. Once both players on any table have deployed their Advance Forces, the battle begins.

GAME LENGTH

Each battle lasts five rounds or until, at the start of a turn, at least one player has 0 or less Momentum, whichever comes first.

VICTORY POINTS & TIE-BREAK POINTS

Players' Momentum at the end of a battle is their victory points. If neither player was reduced to 0 Momentum after five turns, work out how much Momentum each player would have had at the start of turn 6. This is the value of the players' victory points which should be reported to the tournament organizer.

Players must also make a note of the Presence of all the enemy elements they destroyed in the course of each battle and report this to the tournament organizer. This value will be used as a tie-breaker in the event that two players have an equal number of victory points after three

rounds.

Ineffective, hidden, reserve and disengaged elements do not count as having been destroyed.

EJECT! EJECT! EJECT!

Tournaments use the following rules for ejecting pilots:

An aircraft that has stalled may, instead of performing a repair roll (or if, having stalled due to its Mv reaching 0, it has no chance to repair), eject its pilot.

Replace the aircraft model with a marker or counter to represent the location of the ejected pilot. Whichever force moves an element into contact with this counter first has captured or rescued (depending on your point of view) the pilot. Capturing (or killing) an enemy pilot will reduce a commander's opponent's Momentum by -1; rescuing an ejected friendly pilot will increase a commander's Momentum by +1.

In addition, a destroyed aircraft is worth -1 P for the purposes of victory points if the pilot was rescued.

WINNERS

The tournament's participants are, after the end of the final round, ordered by Victory Points and then by Tie-break Points. If, after these are compared, any players are still drawn, their Task Force lists are compared and whichever has the highest points value remaining in

Campaign Tournament Format

If you have at least six participants in your tournament, it is possible to run a campaign tournament in which players are allocated to a side at the start of the tournament and remain in that side throughout. Player matching is done by matching players in each round against an opponent with the closest similar number of victory points in the opposing force. At the end of a campaign tournament, there will therefore be a first-place player in each side, plus a first-place player overall, and a winning side.

their Task Force (i.e. that were not destroyed during the tournament) is placed ahead of those with fewer. If this value, too, is equal then that place in the rankings is drawn.

SETTLING RULES DISPUTES

Players are expected to first settle any disputes between themselves, either by reference to the core rule book, to the FAQ, or to the relevant supplement. The FAQ takes precedence over the core rule book.

If the players cannot settle a dispute quickly, then a tournament organizer may be asked to make a ruling. The tournament organizer's ruling is absolute for the purposes of the tournament.



Tournaments are a great excuse for distinctive paint schemes

NEW ADVENTURES

HORIZON WARS: KILLING YOUR SOLDIERS BEFORE YOU DEPLOY THEM SINCE 2016

The Adventures tables in the *Horizon Wars* rulebook are fine. They work, barring a few minor corrections. But they do have their flaws. Some missions, for example, are much easier than others. And some match-ups lead to very short, decisive games. Also, some missions naturally favour or penalize certain styles of army.

To an extent, this is as it should be. Let's be clear: Adventures will never be "balanced" in the sense that each side will have a statistically equal chance of success regardless of their army design choices. But as *Horizon Wars* matures as a game and its players develop a consensus on how they like to play, I hope to respond in kind by giving them a shared way of playing that meets more players' needs and expectations.

These rules don't replace the ones in the core rules- like I say, technically, they are fine. But this one is shaped more to the expectations of the game's community.

With that in mind, then, a version of these rules will be available on the Precinct Omega website for as long as possible and will be a "living" document: one I update as needed, based on player feedback and suggestions.

WHAT ARE ADVENTURES?

The term is, from the perspective of a soldier, darkly humorous. When a routine mission encounters the enemy in a form more numerous or more powerful than it was expecting, and the plan goes out of the window, it's "an adventure". Since classical times, generals have known that, in order to secure victory with certainty, a commander must enjoy numerical, tactical and strategic advantage. That is, he (because it has, so far, always been "he", although we look forward to the change in that pronoun that the future will bring) needs to have more soldiers in greater force, in a better position and with better support than his enemy- not merely by a slim margin but by a factor of at least 200%.

In game terms, though, such "realistic" encounters are likely to be quite dull. Set-piece battles do their best to capture this asymmetry by introducing complications that make victory harder for the numerically-superior side, but fighting against a force with three times one's own strength is never going to be very entertaining for the outnumbered commander, if only because they have fewer miniatures to push around the table!

Hence, adventures. These pit roughly-equal-sized forces against each other under circumstances in which neither side was really expecting to encounter resistance or opposition, so they aren't ready or prepared for the

conflict that suddenly befalls them.

BEFORE YOU START

To begin with, it's a good idea to know whether an Adventure is what you're after. *Horizon Wars* isn't a complicated game to play, but it does like to front-load its complexity into things that happen before battles, and Adventures are a good example. There is a certain amount of book-keeping to be done between turns, too. So if you're looking for a more straightforward encounter, perhaps a set-piece battle would be more appropriate.

Adventures, however, are an excellent test of commanders' ability to manage scarce resources and think tactically about how to allocate and use them towards a goal in the face of stiff competition.

Having decided that you definitely want to go on an Adventure, then, before starting the battle, commanders should agree on the size of the battle they want to play, using the guidelines in the *Horizon Wars* main rulebook, and the size of the table they want to play on.

MOMENTUM & VICTORY

Adventures use the rules for Momentum described in the main *Horizon Wars* rulebook, including momentum damage.

If, at the start of any turn, one commander has zero (or less) momentum, and the other has at least one momentum, the commander who still has momentum left has won the battle. The margin of victory is determined by the amount of momentum the winning commander has left as a proportion of his or her starting momentum.

Momentum Left	Margin of Victory
≤10%	Pyrrhic
10-25%	Marginal
25-50%	Decisive
≥50%	Utter

If commanders end a turn with both battlegroups on 0 Momentum, the battle is a stalemate, and each will carefully disengage back to safer territory.

MUSTERING

Having decided to go on an Adventure, the commanders should then muster their forces, before knowing what their Situation and Mission will be. Each force should be built to an agreed force cost (FC), and each commander should also take note of the final force presence (FP) of their battlegroup, as this will affect the next step: intelligence.

INTELLIGENCE

A battlegroup's intelligence rating (IR) is based on the difference between their FC and their FP (before applying any losses that arise later from the Situation). To get a battlegroup's IR, divide its FP by its FC, subtract the result from 1 and multiply by 10, rounding to the nearest whole number, or

$$10 \times (1 - (FP / FC))$$

Example: Stefan designs a battlegroup with FC 15, and FP 24. $10 \times (1 - (24/15)) = -6$, so the battlegroup's IR is -6. John designs a battlegroup to face Stefan with FC 15 and FP 11. $10 \times (1 - (11/15)) = 2.67$, rounding up to 3, so the battlegroup's IR is 3.

Rating	Quality	Effect
-6 or less	<i>Very poor</i>	Your opponent places half your terrain (rounding up) and places your deployment space(s). You are poorly-disposed.
-5		
-4	<i>Poor</i>	You are poorly-disposed.
-3		
-2	<i>Good</i>	
-1		You play as normal.
0	<i>Very Good</i>	
1		You are well-disposed.
2 or more	<i>Excellent</i>	You are well-disposed. You get an additional deployment space.

Intelligence in linked battles

Intelligence can also be used in leagues or campaigns in which it will be good for the results of one battle to influence the conduct of the next. Winners may gain bonuses to their IR from securing certain objectives. You can also use intelligence as a handicap system. New players start with a natural advantage such as +3, which reduces with time and victories towards a "scratch" handicap of 0.

Design Note

A feature of *Horizon Wars* and the Adventures system in particular is that forces that may be equal in FC are nevertheless far from being equal in FP. For example, I've been able to design battlegroups, each costing 15 points, that end mustering with FP as widely spaced as 11 and 24. High FP battlegroups have already been penalized by momentum damage, but as low FP battlegroups suffer from less momentum – when they are already usually pretty slow – there's not been any good reason to take such low FP battlegroups before. But now IR gives commanders a good reason to consider them, as having very good or excellent intelligence gives commanders a substantial advantage in the early game.

SITUATION

A battlegroup's Situation is the bigger strategic picture in which the battlegroup sits. The Situation tells you how your battlegroup is feeling, how supported the commanders are by their immediate superiors, how large the advance force is, what reserves the commanders have at their disposal and how familiar they are with the terrain around them.

Loss

This column shows the reduction in Force Presence (FP) commanders take in this Situation. Remember: a battlegroup's starting Momentum is equal to its FP, minus the P of any losses suffered.

Disp(osition)

This shows whether the battlegroup is well or poorly disposed. This isn't an indicator of how amenable they are feeling to a cup of tea and a biscuit, but a question of how well-prepared they are for the coming battle. Well-disposed forces have anticipated the possibility of conflict and taken precautions to ensure that they have reserves at hand, intimate logistical support and a strong ORBAT (order of battle). Poorly disposed forces are in the opposite Situation.

The effects of disposition are shown below:

Well disposed	Available from Turn...
Air reserves	1
Deep deployment reserves	2
Other reserves	2
Indirect fire from reserves	1
Poorly disposed	
Air reserves	3
Deep deployment reserves	4
Other reserves	3
Indirect fire from reserves	2

The effects of Intelligence take priority over the Situation result.

Adv(ance Force)

This shows the maximum proportion of the battlegroup's FP that may deploy at the start of the battle. Multiply your force's FP by the decimal, rounding to the nearest

whole point.

Res(erve Force)

This shows the maximum proportion of the battlegroup's FP that may begin the battle in reserve. Calculate as for the Advance Force.

Terrain

This shows the number of terrain pieces you may deploy from your collection. Each commander takes it in turns to place and define terrain until each has placed items equal to the value in this column. Either commander may place fewer terrain items if they wish. If both wish to place more, then when both have placed and defined the items up to the amount given in this column, they may start



Extra-dimensional entities will ruin anyone's day

"Listen up, dirt-maggots! I won't lie to you. We're in it up to our necks. We are outnumbered and surrounded, we're low on ammo and I don't think one of us has slept in seventy-two hours. But we're the children of Venus Apophis. Allah doesn't want us and Shaitan's too scared to take us, so let's do them both a favour and not die out there. Got it?"

-Acting Predator Leandra Portillo

Roll	Situation	Loss	Disp	Adv	Res	Terrain
1	All's quiet... This was supposed to be another boring day. The enemy was supposed to be miles away and no trouble expected. So what the heck...?	0	P	0.50	0.75	6
2	Storm in a teacup The higher-ups are flexing their muscles to look good and, as usual, you're the one who gets to stand in the crosshairs.	0	P	0.75	0.50	5
3	Opening salvos Hard times are a-coming, but right now it's just scouting missions, testing the water. Isn't it?	0	P	0.40	0.85	4
4	Open warfare This game has kicked off, but it's too early to say which way the cards are going to fall. One way or another, you plan to win.	-1	W	0.55	0.70	3
5	High intensity The conflict is on a knife edge and everything could hang on your success or failure. No pressure, then.	-2	W	0.40	0.85	2
6	Winning! Reports from the front are positive and it seems that the enemy is falling back in disarray before your might, so what's this?	0	W	0.50	0.075	2
7	Losing Things are not going your way and your whole side is on the back foot. Is this a chance to restore the balance?	-1	W	0.75	0.50	3
8	Tactical Withdrawal You've been forced to abandon your position and move back to an alternative location.	-1	P	0.85	0.40	4
9	Full Retreat All around you, your allies and comrades are abandoning the conflict for whatever safety they can find. Don't you owe it to your soldiers to follow suit?	-2	P	0.90	0.35	5
10	Beaten Your side has been decisively crushed and the enemy is now mopping up. Your force is intact but dispirited. Is there any coming back from this?	-3	P	1.00	0.25	6
11	Insurgency The war is over, but you won't give up. At every turn you will fight the invader, and this looks like a perfect opportunity!	-2	W	0.25	1.00	7
12	Everything's under control! You know exactly what's going on around here. Pick one of the contexts above.	-	-	-	-	n/a

Roll	Action	Effect (from the start of turn 2)	Deployment
1-3	Advance Press forward rapidly and let nothing stand in your way.	Measure the distance between your table edge and your effective element furthest from it. For every full 8", reduce your opponent's momentum by-1 to a maximum of -4.	6" x 6"
4-6	Hold Stand firm and let none pass.	For every two effective elements you have on the battlefield, reduce your opponent's momentum by-1 to a maximum of -4.	6" x 18"
7-9	Patrol Assert your presence in the area by moving widely.	At the end of each turn, measure the distance between your two effective elements that are the furthest apart. For every full 12", reduce your opponent's momentum by-1 to a maximum of -4.	6" x 12"
10-12	Withdraw Move back in orderly fashion to prepared locations.	At the end of each turn, measure the distance between your table edge and your element nearest to it. For every full 8", reduce your opponent's momentum by-1, to a maximum of -4.	12" x 12"

Roll	Purpose	Effect
1-3	Destroy Enemy forces in the area must be killed or captured.	For each enemy element reduced to A0, increase your momentum by +2.
4-6	Protect Interfere with enemy forces' ability to fight.	For each enemy element destroyed or reduced to F0, increase your momentum by +1.
7-9	Fix Prevent enemy forces from being able to manoeuvre.	For each enemy element destroyed or reduced to M0, increase your momentum by +1.
10-12	Disrupt Force the enemy to deplete their logistical resources.	For each enemy element that suffers 4 or more damage in that turn, increase your momentum by +1.

alternating placing terrain again up to the same amount.

MISSION

The mission is what the battlegroups were doing before their day was ruined by another battlegroup turning up in the middle of it. But the inconvenient appearance of a sizeable enemy force doesn't mean the mission stops. The commanders' masters expect them to press on with

Design Note

This supplement is an attempt to address some of the feedback regarding the Adventures system in the core rulebook. It is currently in beta testing. Even once beta testing is complete, it will remain a living document and will be subject to revisions and updates based on continuing player feedback.

their mission, regardless!

A Mission consists of two parts: the Action and the Purpose. The Action is what the battlegroup is doing. The Purpose is why they are doing it. Fulfilling your Action will degrade your opponent's momentum, whilst fulfilling your Purpose will sustain your own.

The Effect on Momentum

All fighting forces will eventually run out of momentum. The object of an Adventure is to reduce your opponent to zero momentum before they can do the same to you. A principle of military momentum is that erosion is inevitable. The actions and decisions of a commander can slow the effect, but cannot entirely prevent it.

Momentum is calculated at the start of each turn. The effects of commanders' Actions and Purposes are applied from the start of turn two. The effects of Actions are cumulative - the more turns you can sustain an Action effectively, the greater the impact it will have.

By contrast, the bonuses received from achieving one's Purpose last only for the turn in which they were achieved.

Example: At the start of turn 2, a commander with the Mission "Patrol to Destroy" has her two most distant effective elements 24" apart, so her opponent suffers -2 momentum. She has also destroyed one element, so she gains +1 momentum herself.

At the start of turn 3, her two most distant effective elements are now 36" apart, so her opponent suffers -3 momentum on top of the -2 suffered the turn before. She has also destroyed another enemy element, so she gains another +1 momentum, but gains no benefit from the element she destroyed in the previous turn.

Deployment

A battlegroup's Action also dictates its deployment space. This is a square or rectangular space orthogonally adjacent to the commander's home table edge (so it must have one edge completely touching the table edge) and the size described in the table below. Commanders have one deployment space for every 10 elements in their armies, from a minimum of 1. Battlegroups with between 1 and 19 elements will have only one deployment space; battlegroups with between 20 and 29 will have two, etc. Deployment spaces may touch, overlap and/or be separated by any distance as long as each is orthogonally adjacent to the table edge.

Reduction Modifiers

The effect of losing -1 momentum on a battlegroup with only 9 momentum to start with is much greater than the effect of losing -1 momentum from a battlegroup with a starting momentum of 35. As a result, smaller battlegroups will run out of momentum far more rapidly than larger ones. This is intentional: a small battlegroup will give you a short game; a large one will give you a longer game. But if you want smaller games to last longer, and larger games to be shorter, you can easily tweak the impacts of deductions. For longer games, reduce the maximum reduction a commander will suffer from completed Actions or increase the benefit of the Purpose. For shorter games, increase the impact of achieving Actions.

For example, if I'm playing a 9-point Adventure, but want the game to last more than three turns, my opponent and I might agree that the maximum possible deduction from a completed Action will be -2 rather than -4.

SOLITAIRE

These rules were written to celebrate the *Horizon Wars* Facebook Group reaching 1000 members. As well as being a new way to play *Horizon Wars*, they are also a sneak peek into the rules for *Horizon Wars: Zero Dark*, the 28mm skirmish game sequel to the 6mm battle game original. At the time of writing, *Zero Dark* has a planned release date of 2020.



SOLO OR TEAM

The *Horizon Wars* rules were written to accommodate two players, fighting out a mission or conflicting missions against one another.

These rules are for those occasions when you find yourself either with no opponent or with three or more of you all wanting to play at once and not enough opponents or tables to go around – or if you just fancy a more cooperative experience of wargaming. With these rules, you can play on your own or join forces to control the friendly force as it goes into battle against an enemy controlled by an AI system based on the flip of a playing card.

FRIENDLY FORCES

These rules are designed for a Battle Group of FC 12. Aircraft cannot be used in the solo game.

Activating Friendly Forces

Just like in the normal *Horizon Wars* rules, each friendly element has two action tokens. Unlike *Horizon Wars*, there are no reactions in the solo game. As a result, each element may be activated at any time during the turn, as

many times as it has action tokens. At the start of each turn, friendly elements' pool of action tokens refreshes to 2.

Damaging Friendly Forces

Damage is applied to friendly forces as described in the *Horizon Wars* rulebook. Critical hits are always applied to A.

Other rules

All other rules apply as written in the *Horizon Wars* rulebook.

ENEMY FORCES

The Enemy Forces consist of:

- 2x P3 elements
- 3x P2 elements
- 8x P1 elements

You may use any suitable miniatures to represent the enemy elements, which have no specific type. For the purposes of CQB, enemy elements are always whatever type the element is that is opposing them. They all have the following stats:

	M	F	A	D	Special
P3	4	6	3	2	
P2	5	4	2	2	
P1	6	2	1	2	Alert
Supermech	5	8	4	1	Complication

The Enemy Commander

One P3 enemy element is the Enemy Commander. The Enemy Commander is deployed first, according to the rules of the mission in hand. Then roll two d12s for each

remaining enemy element in any order. Each element will deploy a number of inches in front of and to the right of the Enemy Commander equal to the results rolled (so using d12s of different colours and deciding which is which before you roll them is a good idea!).

If the Enemy Commander is destroyed, the remaining element with the highest Presence becomes the new Enemy Commander, then immediately generate a complication. If there is more than one enemy element with the same Presence, then the one with the least damage becomes the new Enemy Commander. If there is more than one with the same Presence and Damage, pick one of your choice.

Damaging Enemy Forces

Enemy Forces don't take damage like friendly forces. Instead, each can take a number of damage points equal to twice their A value before they are destroyed. They do not suffer any reduction to their stats as a result of these damage points. Critical hits inflict an extra hit.

The Control Deck & The Enemy Forces

Rather than the core system of actions and reactions, solo play works differently, using a deck of normal playing cards – 54 cards, including two Jokers – to control the enemy forces. After each friendly action, a control deck card (or “control card”) is flipped to see what action the enemy performs in response.

- Number cards (any card with a number between 2 and 10) activate a P1 element.
- Face cards (any card with a Jack, Queen or King) activate a P2 element.
- Aces activate a P3 element.
- Jokers activate a complication.

The enemy element that activates is always the one of the relevant type closest to the friendly element that activated last. However, if there are no elements remaining of the type described, the card flipped is promoted. Therefore, if a number card is flipped and there are no P1 elements, activate a P2 element. If there are no P2 elements, activate a P3 element. If there are no P3 elements, activate a complication.

The action an activated enemy element will perform will depend upon the suit of the control card.

- ♣ Clubs are assault actions and represent an enemy element that wants to close with and kill its opponent. The enemy element will perform a Move & Shoot action, moving towards the nearest friendly element and shooting at the nearest friendly element in LOS (with half F as normal). If, by moving towards the nearest friendly element, the enemy element would be unable to draw LOS to a friendly element, then it will perform a Shoot & Move action instead.
- ♦ Diamonds are technical actions, representing electronic warfare, a feinting move or some other subtle action that disrupts opponents' plans and wastes time. The friendly element closest to the enemy element with at least one action token loses that token. The enemy element then performs a normal move towards the same friendly element.
- ♥ Hearts are support actions that represent the enemy taking time to recover themselves or to permit or assist comrades to do the same. The enemy element will immediately repair one point of damage. If it is not damaged, then the enemy element nearest to it that is damaged will immediately repair one point of damage. If no enemy elements are damaged, treat as an assault action instead.
- ♠ Spades are attack actions. The enemy element will immediately perform a Shoot action at the nearest friendly element to which it can draw LOS. If it cannot draw LOS to a friendly element, it instead performs a rapid move towards the nearest friendly element. If this brings it into CQB, count it as a charge.

Moving Enemy Elements

Enemy elements move in a straight line directly towards their target until they run up against terrain, at which point they will follow the shortest line around the terrain possible until they can, once again, move in a straight line towards their target. They always move the maximum possible distance.

CQB

If any movement by an enemy element brings it into contact with a friendly element, it is considered to be a charge. Enemy elements always count as being the same

Roll	Complication
1	<p>I'm not dead yet! Deploy the last enemy element destroyed (if it was the Enemy Commander, it is no longer the Enemy Commander). It requires only one point of damage to destroy it. If no enemy elements have been destroyed, deploy a new P3 element. This element also requires only one point of damage to destroy it.</p>
2	<p>A New Challenger Appears! Deploy a new P3 enemy element. This element then becomes the new Enemy Commander.</p>
3	<p>Heavy Reinforcements Deploy 2 new P2 enemy elements.</p>
4	<p>Light Reinforcements Deploy 4 new P1 enemy elements</p>
5	<p>Smart Mines A smart mine has hit a key friendly unit. Identify your element with the highest P or, if two or more elements have the highest P, the one with the most Damage or, of two or more elements with the highest P and most Damage, one of your choice. Roll four d12s then have that element make a Defence test against the result. Each d12 not cancelled by the Defence roll inflicts +1 Damage. Each result of a 12 not cancelled is a critical hit.</p>
6	<p>E/M Gun The friendly element nearest to the Enemy Commander that has at least one action token loses all its action tokens.</p>
7	<p>Feinting Manoeuvre Remove the three enemy elements closest to the Enemy Commander (if there are fewer than three, remove as many as you can). Then re-deploy these elements. If there were fewer than three, deploy P1 elements until you have deployed three elements in total.</p>
8	<p>Air Strike Draw a line between the Enemy Commander and the friendly element closest to the friendly table edge. Allocate seven d12s against each friendly element under the line, allocating one d12 at a time, starting with the element furthest from the Enemy Commander and then starting again from that element when each has the same number of d12s allocated until all seven have been allocated. Then roll these d12s against each element. Any dice not cancelled by the element's Defence roll causes one damage. Any result of a 12 not cancelled is a critical hit.</p>
9	<p>Ambush The friendly element of the highest P that is not currently on the table but not destroyed is now destroyed. If more than one has the highest P, pick any one of these. If there are no friendly elements currently not on the table but not destroyed, remove one action token from the friendly element closest to the friendly table edge that has at least one action token.</p>
10	<p>Enemy Initiative Immediately flip and resolve another control card.</p>
11	<p>Enemy Genius Immediately flip and resolve another control card. Once it is resolved, flip and resolve another control card.</p>
12	<p>Bring out the Beast! Deploy the super-mech.</p>

type as whichever element they charged.

Complications

Whenever a complication is activated, roll a d12 and consult the table on the previous page.

Deploying New Enemy Elements

As at the start of the game, whenever a new enemy element deploys, roll two d12s. The new element deploys that far to the right and ahead of the Enemy Commander. If this deployment would bring the new element(s) in on top of an existing element, move the new element back along the line towards the Enemy Commander until it can be placed at least 1" away from an element already on the battlefield.

Solo Mission: Hot Exfiltration

You have taken a skirmishing force behind enemy lines to attack and destroy their logistical assets. Your attack has been successful, and you are returning to rendezvous with your supporting forces when you find yourself cut off by an enemy force, hunting for you.

After placing whatever terrain you want on the battlefield, designate each table edge as ♣, ♦, ♥ and ♠ and flip a control card. The table edge with the suit matching the result on the card is "North"; the opposite table edge is "South" and the other two are East and West going clockwise from North. If the card is a Joker, generate a complication (apply it after enemy forces have deployed), then flip again.

This scenario is designed to be played upon a 4x4' table. At least half the total FP of the friendly forces must be P2 or less.

The enemy forces deploy first. The Enemy Commander is deployed on the centre line, 18" from the East table edge. Deploy other enemy forces as described above.

The friendly forces deploy in two tranches: infantry elements and other elements of P2 or less (the skirmishers) deploy in an area up to 6" from the South table edge. All

other friendly forces (the reserve) deploy on a line 12" from the North table edge.

Exfiltration

A friendly element that leaves the battlefield across the North table edge has successfully exfiltrated. It does not count as destroyed but may not return to the battle. A friendly element that leaves the battlefield across any other table edge is destroyed.

Objective

The objective is to earn as many points as possible before the control deck runs out. The mission ends when either the final control deck card is flipped, or all friendly elements have been removed from the battlefield.

Points are earned as follows:

Event	Points
Friendly elements destroyed or still on the battlefield when the final control deck card is flipped.	-2 per element
Cards left in the control deck when the last friendly element leaves the battlefield	+1 per card
Destroy enemy element	+1 per point of Presence
Destroy Enemy Commander	+2 points
Complication generated	+1 points
Destroy Supermech	+5 points

Performance Assessment

Obviously, the best way to play this mission would be to record your performance and compare it with friends to see who can score the highest possible result.

HORIZON WARS ERRATA

& FAQ



ERRATA

No author likes to admit there are mistakes in his or her work, but... well, there are a few. Most are relatively minor, but I have to admit the whole "cover" thing was a bit embarrassing. By way of apology, then, here are the full rules for cover that should have been in the original rulebook, plus some other points of correction and

A target is in cover if it is obscured from the shooting element by a piece of terrain with which it is in contact. If less than half of the target is obscured, the effective range is increased by +1. If half or more of the target is obscured, the effective range is increased by +3. A target that is not in contact with an obscuring piece of terrain is not in cover if any part of it is in the shooting element's LOF.

A target occupying an intact building receives the +3 cover advantage.

A target that has performed the Dig In action (p67) adds +3 to the effective range in addition to any cover advantage.

Aircraft targets may only have cover if they are at altitude 0 (landed).

CHARGE SPECIAL RULES

[Replace "Mech/Vehicle elements cannot counter-charge" with:]

- Vehicle elements cannot counter-charge.

Mechs definitely can counter-charge.

CHQ ELEMENT TYPE TABLE

The entry for Mob Inf in the table on p58 is incorrect and should read:

		CHQ Element Type							
Conventional Element Type	P	Lt Inf	Mob Inf	Hvy Inf	AB Inf	SF	Lt Cav	Hvy Cav	
Mob Inf	1	-	-	-	-	-	-	-	

clarification.

All page references that follow refer to the page number in the *Horizon Wars* rulebook.

COVER

(should appear after "Line of Fire" on p27)

MECH UPGRADES

Agile Frame (p62)

[Replace "Reduce the F of any mech shooting at a mech with an agile frame by 1" with:] An element shooting at a mech with an agile frame treats its F as 1 less than usual when working out how many dice it rolls to perform a

Shoot or Move & Shoot action.

Stealth Suite (p62)

[Replace “opposing mechs” with:] opposing elements.

CONVENTIONAL FORCES UPGRADES

Antigrav

[To the list of Eligible Elements for this upgrade, add:] Lt Cav

EFFECTIVENESS (p75)

[Add after “An element that has at least 1 in all active stats is effective.”] Aircraft never count as effective elements.

EFFECT (p92)

[Add after “This describes what the BG must do in order to erode the opponent’s momentum.”] The effect is cumulative from turn to turn. So a BG that reduced its opponent’s momentum by -2 in turn 1 will retain that reduction and add it to whatever reduction it achieves in turn 2.

APPENDIX 3: ARMY ROSTER

Please note that the columns for Firepower (F) and Movement (M) have been switched around from their order in the Mustering section of the rulebook. Do make sure you get your stats the right way around if using the army roster in the book!

FAQ

Mistakes aside, there have been some parts of the Horizon Wars rules that have created uncertainty or confusion. The following are some of the most commonly asked questions or issues that have resulted in the most discussion.

ACTIONS & REACTIONS

Moving

Q. Can elements Deep Deploy directly into a building?

A. Yes.

Shooting

Q. Can an infantry element shoot the building it is occupying?

A. Yes. *The range is considered to be 0.*

Q. Can an element whose F has been reduced to 0 shoot using Guide Fire?

A. Yes, but it still counts as being ineffective.

Charges

Q. Can you perform a charge in the same activation in which you perform a Rapid move?

A. Yes.

Q. What sort of movement is a charge?

A. A charge is an action in its own right. It does not count as a Move or Move & Shoot. It must be performed in a straight line and may be no longer than twice the element’s current M value.

Q. Is the charge bonus based on the movement in that activation or the movement in the charge action?

A. The charge action.

Q. What happens when the two elements in a charge have a drawn result?

A. Each takes half the dice value as damage, as normal. The active element is moved 1” as if it had lost.

Q. Can a vehicle charge a building?

A. No.

Q. Can infantry charge a building?

A. No, but they can charge another infantry element inside a building.

Q. Can a mech or kaiju charge a building?

A. Yes. Buildings are treated as P2 vehicles for the purposes of charging and have A8, so will be turned into ruins if they take a total of 8 or more damage. Mechs cannot target an infantry element occupying a building with a charge.

Q. When resolving a charge inside a building and the loser isn’t destroyed, does the loser leave the building?

A. Only infantry can occupy buildings, so a charge inside a building can only be resolved between two infantry elements. The loser is always destroyed.

Reactions

Q. Can every enemy element with LOS to the active element react to it?

A. Yes.

Q. If an element has reacted to an enemy action earlier in the turn and then uses its remaining action token to activate, does this count as a first action (in which case the enemy can react to it) or a second (in which case they can't)?

A. It counts as the element's first action. A reaction does not count as an action.

DAMAGE

Q. Can you explain how damage is recorded?

A. Damage is a running total on each element. You may repair the effect of hits on the active stats (M, F and A) by make recover tests in which you are trying to roll more than your total damage. Successful tests allow you to repair the effect on the stat, but the damage total never goes down.



Unmanned Support Vehicles are perfectly suited to hazardous recon missions

AIRCRAFT

Q. Can aircraft charge or be charged?

A. Aircraft cannot charge. If an aircraft ends up in base contact with any other element, simply treat the range as 0", plus whatever altitude modifier applies. If two aircraft at the same altitude end up in base contact, they do not collide and each can proceed as normal.

The only exception is if an aircraft is at Altitude 0: see page 41.

Q. Are aircraft allowed to enter play at any altitude?

A. Yes. During deployment and when entering from reserve or after having disengaged, the commander may select any altitude from 1-5 for the aircraft. Aircraft may not, however, enter play at Altitude 0 (ground level) or at Altitude 6 (disengaged).

Q. Can aircraft with the VTOL upgrade move at less than Mv without being subject to stall tests?

A. No.

TERRAIN

Q. Do you have to be in contact with a tree that is part of an area designated as "forest" in order to benefit



from cover from the forest?

A. Yes. However, note that the terrain type defined in the rules is "forest" not "woods". This is deliberate and is intended to represent an area of wilderness or a nature reserve which permits the free movement of military forces. If you want to represent denser woods that are accessible to infantry but not to vehicles, I recommend defining them as buildings rather than as forests.

MUSTERING

Q. When I pick a conventional CHQ, it reduces the cost of some other elements, but never elements of the same type as the CHQ. Is this intentional?

A. Yes, it is. You already get a free conventional CHQ, with the Guide Fire and Chain of Command special rules, and Command Resources.

Q. Is the CHQ element included when counting conventional elements for Command Resources?

A. Yes.

Q. Can I take the Extended Range upgrade more than once with different range bands?

A. No.

Q. Under "Tactical Upgrades" for Aircraft (p68), it says "An aircraft may have a maximum number of upgrades equal to its P." Does this limit apply only to Tactical Upgrades or to all aircraft upgrades?

A. It applies to all of them.

Q. If I take, say a Hvy Cav or Lt Cav CHQ, I seem to be able to build armies that are much more potent than ones with, say, a Lt Inf CHQ. Is this right?

A. Yes. HW battlegroups are not necessarily balanced or fair. This is intentional and is an opportunity for commanders to tailor their battlegroup to the level of challenge they want from their battle. If, however, you'd like a more competitive, balanced gaming experience, try the New Adventures from this book which expands on the momentum system in the main rulebook and adds intelligence as a handicap system.

MISSIONS & SCENARIOS

Q. Are there any limits on where elements in Hidden Deployment can be placed on the battlefield?

A. In the first turn, they must deploy in the commander's deployment zone but, after that, no.

Adventures

Q. I don't understand how to apply the effects of the action and the Purpose in each turn.

A. The basic principle is fairly simple: negative effects (the action) are permanent; positive effects only affect the turn after they happen. However, it does require a little thought in practice. Let's look at an example:

Josh has the mission "Advance to Disrupt". In turn 1, Josh's furthest-deployed element is 18" onto the battlefield, so his opponent, Emily, suffers a -2 reduction to her momentum in turn 2. In addition, Emily has performed two Recover actions, so Josh gets a bonus of +2 to his momentum in turn 2.

But at the end of turn 2, Josh has been pushed back and his furthest-deployed element is only 10" onto the battlefield; and Emily has performed another Recover action. In turn 3, Emily will still suffer the -2 modifier to her momentum that Josh won in turn 1, but won't suffer any further reduction from turn 2. Josh, meanwhile, will get +1 to his momentum in turn 3 from Emily's turn 2 Recover, but doesn't get any benefit from the two Recover actions Emily performed in turn 1.

The reasoning behind this is that a force's momentum is always finite. Every force will eventually run out of momentum and grind to a halt. Tactical success provides a temporary boost to that, but all paths run to zero in the end.

However, some issues with the Adventures option have been addressed in the New Adventures rules in this book.

APPENDICES & INDICES



APPENDIX 1 - SUPERWEAPONS

Upgrade	Supermech	Supertank	Superflyer	Cost	Effect
Apocalypse Weapon The element carries a weapon of terrifying potency, and horrible risk.	✓	✓	✓	2	The element may use its Apocalypse weapon once per battle as part of any Shoot or Move & Shoot action. If it does so, add +5 to its F. Once the action is resolved and before any reaction, reduce the element's F by -1 for each 12 rolled in this shooting action. If the element's F reaches 0 as a result of using the Apocalypse Weapon, the element is destroyed.
Artificial Intelligence The element is entirely controlled by an AI. Because that couldn't possibly go wrong...		✓		2	The element has the <i>gunnery controller</i> and <i>supergun</i> upgrades and the element never suffers from overkill. However, if the element ever rolls three 1s on a Shoot action, it suffers a catastrophic error in its synthetic personality. Resolve the Shoot action against the nearest friendly element in line of sight instead of the original target, then remove this element (its failsafe kicks in, destroying itself).
Bracing Mass The mech has vast stabilizing gyroscopes and recoil absorbers.	✓			1	The mech may use its full F value for any Move & Shoot action in which it does not move faster than its cautious rate. If it does so, it does not benefit from the 360° arc of vision normally gained from a cautious move.
Crusher It rolls! It crunches! It slices! It dices! It spirализes!		✓		1	When resolving close combat, if the element with a <i>crusher</i> wins the combat, it applies the full value of its winning roll as damage instead of half the value.
Gunnery Controller The superheavy element has a crew member or AI dedicated to each weapon platform, allowing it to split fire from its main weapons at two or more targets.	✓	✓	✓	2	In a Shoot or Move & Shoot action, the element may split its F between two targets and roll to hit separately with the allocated dice. This upgrade can be taken more than once. For each time it is taken after the first, the mech can split its firepower dice against another target. So, if the upgrade is taken twice, it can split its shooting between three targets. If it is taken three times, it can split its shooting between four targets, etc.
Landing pad The element is so big, it has its own landing pad.	✓	✓		2	<p>Friendly aircraft that can hover may land on the element by moving into contact with it at Altitude 1 and spending one more action to land. Only aircraft with a P equal to or less than this element's P minus 3 may land on it. Only one aircraft can land per landing pad, but an element can have up to one landing pad for each full 4 points of Presence; so, a P8 element could have two landing pads, whilst a P12 could have three.</p> <p>Aircraft on a landing pad are not a valid target for shooting. They may take off with one action, at which point the aircraft is placed in contact with the element, hovering, at Altitude 1.</p> <p>If the element is destroyed, the aircraft is also destroyed.</p>

Upgrade	Supermech	Supertank	Superflyer	Cost	Effect
<p>Launch bays The mech is equipped with organic air support, allowing it to launch (but not recover) air assets.</p>	✓		✓	2	<p>The element can begin a battle carrying aircraft with a Force Presence equal to the element's P, minus 3. A P8 mech, therefore, could carry a total number of aircraft with FP 5: for example, five P1 aircraft; two P2s and a P1, or a P3 and P2.</p> <p>Launching is an action of the carried aircraft: place the aircraft on the table at the same Altitude as the carrier, or Altitude 1 if the carrier is on the ground, and in contact with its carrier, otherwise it is as if the aircraft entered from reserve.</p> <p>If the carrier is destroyed, any aircraft not already launched are also destroyed.</p> <p>The aircraft are paid for separately.</p>
<p>Panopticon Either because it has main weapons built into turrets, or because it has been upgraded with a superior sensor suite, the superheavy element can manage a full 360° target sweep.</p>	✓	✓		1	<p>The element is <i>alert</i>.</p>
<p>Self-repair Systems Supertanks after the Burning began to integrate self-healing technologies from mechs, giving them longer operational survival times.</p>		✓		2	<p>The element is not <i>vanguard</i> and so may make Recover actions.</p>
<p>Supergun The element is equipped with a temperamental supergun that delivers a colossal output, but which is tremendously hard to stabilize or aim.</p>	✓	✓		1	<p>When the element performs a Shoot action, it may double its F value up to a maximum of 10. However, if two or more 1s are rolled, resolve the action as normal, then destroy the element.</p> <p>This upgrade may be combined with the Apocalypse Weapon upgrade for a maximum F of 15. Good luck with that!</p>
<p>Transport Bays The element has capacity to carry smaller elements into battle.</p>	✓	✓	✓	1	<p>This upgrade may be taken more than once. The superheavy element may begin the battle with other elements from the BG on board up to a total P equal to the number of times this upgrade is taken. On-board elements count as being in reserve except that they may not use the <i>deep deployment</i> or <i>indirect fire</i> rules. When they deploy, instead of putting them on the home board edge, place them in base contact with the superheavy element.</p> <p>Aircraft with the <i>transport bays</i> upgrade can also carry further elements. A carrier could, for example, carry a P3 heavy transport that is itself carrying a P3 mech.</p>
<p>Kaiju! The element is no machine, but a monstrous, living terror!</p>	✓		✓	*	<p>The superweapon is, in fact, a kaiju monster of horrific size! See page 37 for the rules for kaiju.</p>

Upgrade	Supermech	Supertank	Superflyer	Cost	Effect
Metaform The element can shift between different forms, each with its own strengths and weaknesses.	✓		✓	*	The superweapon has the <i>metaform</i> upgrade described on page 16.
Robot The element must follow fixed programming that optimizes it for its battlefield role.	✓	✓		*	The superweapon has the <i>robot</i> upgrade described on pages 28-29.

APPENDIX 2 - KAIJU MUTATIONS

Mutation	Cost	Effect
Rapid The kaiju can move with a speed belying its immense size and bulk.	1	The kaiju is <i>rapid</i> .
Regenerate The kaiju's alien system can repair damage almost as quickly as its enemies can inflict it.	1	The kaiju is not <i>vanguard</i> .
Hard to Kill You think it's dead? It's not. And now it's angry!	2	If the kaiju is reduced to A0, don't remove it from the battlefield. Instead, it gains +1 M, +1 F and +1 A and fights on for one more turn. If it is reduced to A0 again, it is removed from the battlefield. Otherwise it is removed at the end of that turn.
Camouflage The kaiju has an unnerving ability to blend in with its surroundings, making it harder to hit than something that big has any right to be.	1	The kaiju always counts as being <i>Dug In</i> and does not lose this if it moves.
Biogun Whether lasers from its eyes, fireballs from its mouth or chunks of masonry hurled from its mighty fists, this monster knows exactly what ranged firepower means.	1	The kaiju may also use its F to perform Shoot (not Move & Shoot) actions.
Mind-searing A creature from the nightmares of the insane, this kaiju overwhelms the mind, leaving all those who approach too close forever broken.	1	At the end of any charge involving this kaiju, the enemy element is destroyed. This has no effect on robots, drones, gribbles or kaijus.
Tunneller The kaiju is at one with the earth, able to swim through rock and concrete as easily as through water... albeit more noisily.	1	The element has the <i>deep deployment</i> special rule. In addition, once per game, the element can spend two actions to go back underground. Remove the element from the battlefield and place it in reserve with the <i>deep deployment</i> rule.
Mechakaiju Someone saw this monster and thought that what it really needed was an upgrade. And possibly cup-holders.	1	The kaiju can take any upgrade available to a mech as well as those available to kaiju. However, if the mechakaiju scores a critical hit, it also suffers a normal hit itself.
Grabby Possibly the kaiju only wants to be loved. Or it just really likes the sensation of ripping things apart and throwing the bloody remains back at you. Either way, the result is equally horrible.	2	The kaiju swaps any charge bonus for a -1 penalty, but if the kaiju wins the combat, it may force the enemy element to re-roll the dice for the purposes of calculating the amount of damage inflicted on the kaiju. The second result must be accepted, even if it is higher. In addition, if, after resolving all damage, both elements are still effective and the enemy element's Presence is two or more less than the kaiju's, the kaiju may hurl the enemy element. Instead of moving the losing element 1" away from its enemy, move the grabbed element a number of inches equal to the amount of damage inflicted upon it and apply the same amount of damage to it again! The element must be hurled in any direction within the kaiju's arc of fire. If there is a building or other element at the end of the movement, that building or element also suffers that amount of damage.

Mutation	Cost	Effect
Massive teeth Massive, sharp, diamond-hard teeth. And lots of them.	1	If the kaiju wins a charge with a natural 12, the bio-force commander may dictate where two points of damage are allocated.
Bad Breath Acid? Fire? Poisonous gas? Freeze rays? Regardless, it's fair to say that mouthwash isn't going to do the job.	1	The kaiju can perform Shoot actions- or Move & Shoot if the kaiju isn't <i>cumbersome</i> - with a maximum range of Px2". Make a normal shooting roll with an unmodified target number of 5, then declare which elements within range will be affected by the attack. Each target then makes a defence roll. Once any negated dice are removed, allocate any remaining hits against whichever elements are in range.

APPENDIX 3 - WEIRD HORIZONS

WEIRD COMMAND

Upgrade	Description	Effect
Mad Scientist	Possibly a genius at the cutting edge of technological innovation. Or, perhaps, just a frothing psychopath with the self-restraint of a gibbon in a fancy-dress shop.	The CHQ element receives one free weird upgrade of the commander's choice.
Big Game Hunter	This charismatic adventurer yearns for the big kill.	Nominate one enemy element out of all those with the highest P. When the CHQ makes a Shoot action targeting this enemy element, if it hits, the attack causes two critical hits. The attack has no other effects and cannot use the properties of other upgrades or special weapons such as extended range etc.
Dark Priest	Ancient alien elder things; forgotten deities of an antediluvian epoch, or foul demons of a hellish alterdimension? Whatever this priest's "god", its reach clearly extends to the battlefield.	<p>Once per turn, an element with a dark priest may perform a special ritual action. Roll as if for a recover action. If successful, instead of recovering damage, place one of the following elements anywhere within 6" of the CHQ:</p> <ul style="list-style-type: none"> • P1 mech with M3 F4 A3 D1 • Any gribbly element (see BioWar) • Mobile infantry with the skinwalkers upgrade <p>A CHQ with a dark priest may not start the battle in reserve.</p>

WEIRD WARRIORS

Upgrade	CR	Description	Effect
Tesla Gun	1	The element is equipped with lightning-hurling weapons capable of frying opponents. Whilst fearsome, they are notoriously inaccurate	<p>When making a Shoot, Move & Shoot, Strike or Engage action with a Tesla gun, after all deductions for Defence, the target is hit only if it is within a distance equal to or less than the highest dice rolled. If the highest dice is a 12, the commander may add the next highest dice to find the range. If the next highest is also a 12, the commander may add the next etc.</p> <p>After removing all dice that provided the range, every dice remaining is one hit, regardless of its value.</p> <p>If the F roll is insufficient to hit the target, the weapon hits the nearest enemy or friendly element within range of the highest dice. All other dice then inflict a hit on that target. If there are no elements in range of the highest dice, then all dice inflict one hit each on the shooting element.</p> <p>The Tesla gun doesn't cause critical hits and cover and the Dug In state have no effect on it.</p>

Upgrade	CR	Description	Effect
Short-range teleporter	1	By scrambling an element's atomic connections with the aether and rapidly re-combining them, it can be hurled instantly to a new location. Of course, the precision isn't what it could be...	The element may make a special Teleport action. This counts as a rapid move but, instead of moving the element normally, nominate any point on the tabletop to act as the element's destination and roll a number of d12s up to the element's current M value. If any dice groups can be made that exactly match the distance in inches to the target point, the element immediately moves to the target. If an exact match cannot be made, the element moves the full value rolled on all dice in the direction indicated by the marker. If this would take the element off the battlefield or into a terrain type it could not normally enter, the element is lost and counts as destroyed.
Sonic cannon	1	By focusing waves of ultrasound, a sonic cannon can literally shake targets apart.	Make a normal shoot action to hit the target. If the target's D roll cancels any of the dice in the F roll, the attack has no effect. If the target fails to cancel any of the dice in the F roll, then the attack immediately reduces M, F and A by-1 each.
Flammenwerfer	0	"It werfs flammen!!"	A Shoot or Move & Shoot action with this weapon will automatically hit one element within a distance equal to its current F value. However, each un-canceled dice in the F roll inflicts one hit on an infantry or aircraft type target. Critical hits have the normal effect. Vehicle and mech targets suffer a total of one automatic hit if any dice remain after the D roll. However, roll a d12 for each hit this element suffers. For each result greater than the element's current A value, the element loses -1 F. If any result is a 12 the element is immediately destroyed. A flammenwerfer cannot shoot at elements at Altitude 1 or higher. Cover and the dug in state have no effect on it.
Skinwalkers	1	The worlds of science and the supernatural collide as some humans seem to be hosts to animalistic spirits that transform them into terrifying opponents when under stress.	Only Lt Inf, AB Inf and SF elements may have this upgrade. If the element is destroyed, it is not removed. Instead, it becomes P2 M5 F1 A2. The element must use all of its actions each turn to move towards the nearest enemy element and, as soon as it is able, to charge the nearest enemy element. If the element is destroyed again, remove it as normal.
Mechatentacles	1	It's a sad fact, but for some mad scientists this really is the only way they ever meet the opposite sex.	The element is equipped with grasping, grappling, grabbing devices to entangle and trap enemies. Enemies charging (but not charged by) this element reduce their P by-1 for the purposes of resolving the charge. In addition, if at the end of a charge involving this element, neither element has been destroyed, the commander who has mecha-tentacles may elect to immediately fight another charge (in which neither will count as moving) without spending an action. This may continue until one element or the other has been destroyed.

Upgrade	CR	Description	Effect
Support weapons	1	The element's main weapon is a bit, well, weird. It has therefore been equipped with more reliable alternatives.	An element with at least one weird upgrade may take this upgrade. Instead of using the rules for its other weird upgrade to shoot, it may instead perform a normal Shoot or Move & Shoot action using half its normal value, rounding up (so for a Move & Shoot, it would use half of half its F).
Burrower	1	The element is capable of digging its way from place to place with astonishing speed.	<p>The element gains the <i>deep deployment</i> special rule. In addition, it may spend one action to perform a burrow special action. Remove the element from the table and replace it with a marker indicating its current location (along with a noticeable minor earthquake and muffled rumbling).</p> <p>The element may make normal moves without prompting reactions if it remains underground. It may not react except with a Surface. It may Surface as an action or reaction at any time when burrowing. A Surface is a normal move or charge action. At the end of the action, replace the burrowing marker with the original element. The Surface action prompts reactions as normal.</p> <p>Burrowing is not without risks. Each time a burrower performs a Burrow action, it suffers one hit. For each inch moved whilst burrowing, roll a d12. For each result equal to or less than the element's current damage tally, it takes an additional hit.</p> <p>A burrower may start the game burrowing or deploy from reserve in this state but will therefore enter play with +1 damage.</p>

INDEX

HORIZON WARS

Since *Horizon Wars* was published, I've had a slow but continual request for an index for the book.

Whilst there's no re-printing the book itself, I thought *Over the Horizon* was an opportunity to right this situation and to provide a comprehensive index for the original book.

Naturally, there is also an index for *Over the Horizon*, which you'll find after this one.

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INDEX

MINIATURES & SCENERY

All of the miniatures that appear in this book are from Precinct Omega's studio collection. Some were provided free by supporters of *Horizon Wars* - sometimes by the manufacturer and sometimes just by fans who had minis they didn't have time to paint and wanted to see what I could do with them.

Page 4

In the top image, the komodo dragon is from Khurasan Miniatures and is large enough to be 28mm, although I think it's a giant komodo from their 15mm range. The drone aircraft are 28mm Concord spotter drones from Warlord Games. The light mechs are from Brigade Models.

In the bottom image, next to APCs from Brigade Models are plastic mechs from Tehnolog, a Russian company with a growing scifi range.

Page 5

This Star Wars Micromachine toy is a good example of how *Horizon Wars* can be an opportunity to use miniatures you love or stumble upon but which don't quite fit in any other game.

Page 7

The charging *T. Rex* is everyone's favourite. This miniature is a 15mm-scale item from Khurasan Miniatures, so next to 6mm scenery and miniatures becomes truly gargantuan! For a better look at her, turn to page 33. The fleeing aircraft is from Strato Minis Studio, and the infantry bravely standing in the monster's path are from Brigade Models. Scenery in this image is a mix of Blotz - who do a terrific selection of MDF city block terrain at 6mm and other scales- and Brigade Models. A few pieces appear that were produced by Iliada Game Studios, but these are no longer in production. And some details are from Gregster's Lab, whose products are most easily found at Vanguard Miniatures web-store.

Page 8

The towering supermech is from Alternative Armies's *The Ion Age* range - another 15mm miniature that gains an

imposing stature at 6mm. The infantry is more Brigade Models, whilst the scenery is from Blotz and- the gothic block in the background- Gregster's Lab.

Page 9

Wargames Emporium's *EMP Games* sci-fi range provided the giant mech standing in for the Superwang.

Page 10

Strato Minis Studio

Page 11

This is a re-painted miniature from Fantasy Flight Games's *X-Wing* range that appears again on page 36.

Page 14

These steam tanks are from the Dystopian Legions range, current available from Warcradle Studios.

Page 15

The Empress is a 15mm mech from Paulson Games's abortive Mechafront game, which can still occasionally be found for sale. She is looming over infantry and and artillery piece both from Brigade Models, with scenery from Gregster's Lab and Iliada Game Studios.

Page 16

This megatank is another piece from the Dystopian Wars line. This range is strictly 2mm in scale, but the vehicles are huge enough that they fit confidently onto a 6mm battlefield.

Page 18

The iconic VH-1 Valkyrie, from the Robotech universe, was produced as part of the disastrous Robotech Tactics RPG Kickstarter campaign. The miniatures can still be found for sale on eBay and elsewhere. It is arguable whether they are worth the trouble. You can get a closer look at the miniatures shown here on Pages 19 and 20. The light mechs taking on the VH-1 are from Brigade Models and most of the scenery is from Iliada Game Studios, with elements from Gregster's Lab and Blotz.

Pages 19 & 20- see Page 18.

Page 22

The mechs fighting in The Maul are all from Strato Mini Studios, whose range is amongst the most poseable on the market for dynamic-looking sports mechs. The ball is from Precinct Omega's own *Ballmonsters!* range.

Page 23

The tanks here are from Strato Minis Studio and at least one can be seen in more detail on page 27. The robots confronting them are out-of-production items from Iliada Game Studios, and can be better seen on page 24. The scenery is, again, mostly Blotz and Iliada.

Page 24 - See Page 23.

Page 27 - See Page 23.

Page 29

More Stratos Minis are taking on a force of space demons from Ground Zero Games. In the background is a 15mm alien miniature - also from Ground Zero Games - that, at 6mm, makes an intimidating alien queen. You can see here in more detail on page 34

Page 30

These bugs are also from Ground Zero Games and have a great "swarming insect" look to them, popular with fans of the work of Robert A. Heinlein.

Page 34 - See page 29.

Page 36

We saw the transport aircraft on page 11, but the APCs are from Brigade Models and the buildings mostly from Iliada Game Studios.

Page 37

The aircraft that fled from the T. Rex on page 7 is seen here a little more clearly, dogfighting with alien bioships from Ground Zero Games, which you can see from another

angle on page 51. The twin skyscraper in the background is made out of the leftovers of the authors staircase.

Page 41

The aethyric airships pictured are slightly converted frigates from Warlord Games's Cruel Seas range. The mech, meanwhile, is an out-of-production 15mm Konflikt 47 miniature from Clockwork Goblin, now available in 28mm, also from Warlord Games. The tanks at the bottom of the image are the same ones we saw on page 14.

Page 42

The tunneling machine is a re-painted Hot Wheels toy of a design from *The Incredibles*.

Page 44

The mech transporter is another re-painted Hot Wheels toy, this time from the Dark Night range. You can see it more closely on page 46. The broken mech beneath it is a conversion a plastic mech from EM4 Miniatures, and you can just see some scenery from Gregster's Lab in the background.

Page 51 - see Page 37

Page 55

Strato Minis Studio

Page 59

Strato Minis Studio

Page 61

Strato Minis Studio

Page 63

The giant supermech is another 15mm mech from the Mechafront range from Paulson Games. The rest of the miniatures are from Brigade Models. The missile launcher is converted from a plastic EM4 Miniatures mech. The hangar is from Blotz and the Command Centre is from Gregster's Lab.

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Despite these – their support, help, suggestions and inspiration – any errors in this book are mine.