

# Ignition:core

Freeguild Units

# Updates

- 22 June 2021 created 'Freeguild Heroes' Datacards. Freeguild Heroes can be used to fill the Hero Slot in any Freelance Armored Fireteam unless otherwise specified by the faction. Adjusted **Burst Roll Chart** for **Grendel 20mm Smart Launcher**. Removed **Subjugation** hacking ability from **Ouroboros Tactical Hacking Terminal**.
- 5 October 2022 added prototype rules for **Hacker Synth** that reclassify the unit as **Infantry** and remove the **Hero** keyword
- 5 October 2022 added prototype rules for **Witch Rosie**

## MECHANIC

**HEAD**  
4 HP  
[OHP]:Destroyed

**TORSO**  
8 HP  
[OHP]:Destroyed

**Movement: 6**  
**Actions: 3**

**Hit Roll Chart**  
8: Head  
6-7: Torso  
1-5: Miss



**Mechanic Support:** **(Action)** A model within (3) Squares regains (3) Ammo on a weapon and (3) HP on a single HIT location.

**Hero:** This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry**.

*Like Angels on the field of battle, the skilled mechanics of Isalia, are often trained combat medics too. One such mechanic, Rosie, was also known to stitch up tavern brawlers after drunken bar fights.*

**Keywords:** Hero, Infantry

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## WEAPON

**Heavy Wrench**

**Range: 2**  
**Rate of fire: 1**  
**Damage: 4**  
**Ammo: Unlimited**

**Special rule:** *"If you can dodge a wrench..."* This weapon gains (+1) on its (D8) hit-location roll if the target model is -infantry- or -pilot-

**Burst Roll**

0: 0

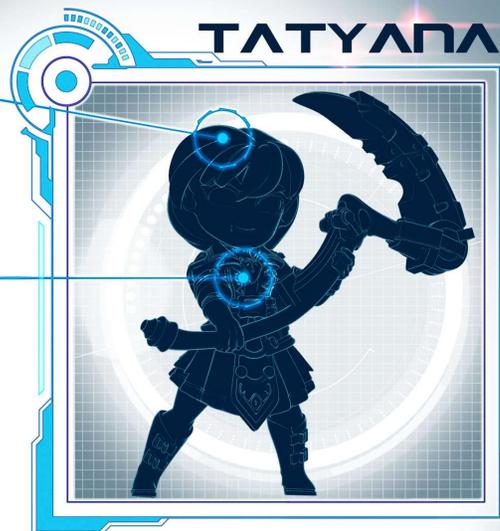
1-6: 1D8 + Push3

7-8: 2D8 + Push4

9: 2D8 + Crit + push5

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**Hero:** This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry**.



**HEAD**  
3 HP  
[OHP]:Destroyed

**TORSO**  
4 HP  
[OHP]:Destroyed

**Movement:** 6  
**Actions:** 1

**Hit Roll Chart**  
8: Head  
6-7: Torso  
1-5: Miss

# TATYANA

## Nightmare Scythe

**Burst Roll**  
0: 0  
1: 1D8  
2-5: 1D8 + Push1  
6-8: 2D8 + Push2  
9: 3D8 + Crit + Push3

**Range:** 2  
**Rate of fire:** 1  
**Damage:** 1  
**Ammo:** Unlimited

**Special rule: Anti-Personnel:** This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

**Scythe-Slash:** This weapon may target up to (2) **Hostile** models within range. (Roll one set of Burst/HIT rolls and apply the result to both targets)

**Evasion:** **(Reaction)** If this model is attacked roll 3D10 before the attacker rolls any dice. For each result of 8 or 9 this model may move (1) square. If this takes this model out of range or LoS, the attack fails. (Full/Partial LoS is determined after Evasion is resolved).

**Nano-Infused Regeneration:** **(Ability)** This model regains 1HP to each HIT location each time it inflicts any amount of DMG on an enemy model. This model may exceed its maximum HP with this ability.

**Keywords:** Infantry, Multifaction (Nephilim, Paladin) Reluctant Ally (Oni)

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**Special Rules**  
**Multifaction(X):** This model can be allied with any of the listed factions.  
**Reluctant Ally(X):** This model can be allied with any of the listed factions, however doing so awards your opponent (1) Victory point at the start of the game.

**Designer's note:** This model is **Standard Infantry** and does not possess the **Hero** keyword. ]

**Designer's note:** **Nano-Infused Regeneration** gives Tatyana 1HP for each model that suffers any amount of damage as a result of her attack. For example, if two models suffer any amount of damage, Tatyana regains 2HP on each hit location, regardless of how many of the D8s cause damage to each model.

## HACKER SYNTH

### HEAD

3 HP

[OHP]:Destroyed

### TORSO

4 HP

[OHP]:Destroyed

Movement: 6

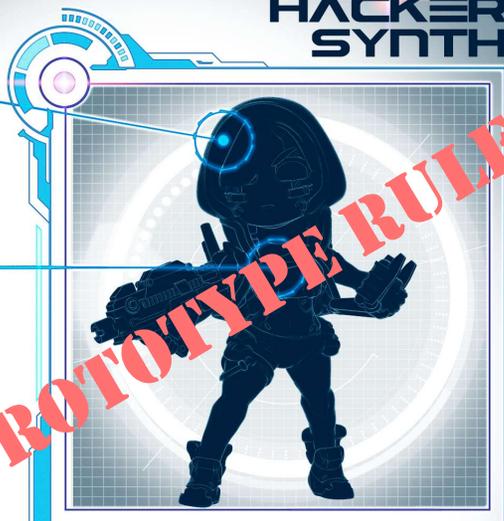
Actions: 1

### Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss



### Grendel 20mm Smart Launcher

#### Burst Roll

0: 0

1-6: 1D8 + Animus

7-8: 1D8 + Animus2

9: 1D8 + Animus3

Range: 16

Rate of fire: 1-3

Damage: 1

Ammo: 6

#### Special rule: Animus

For each **Animus** result rolled, add an **Animus** token to the target **Mech**.

If this model is destroyed, all **Animus** tokens generated by this model are removed from **Hostile** models.

**Reload:** (Action) This model regains (2) Ammo on **Grendel 20mm Smart Launcher**

**Tactical\_Hacker:** (Ability) When this model claims an **Objective**, or moves onto an **Objective** already in friendly control, that objective becomes **HACKED**. When a **Hostile** model would normally claim a **HACKED** objective, they must instead spend (1) **Action Point** to claim that objective.

**Combat\_Hacker:** (Ability) When a model with **Animus** tokens activates, roll D10s equal to the number of **Animus** Tokens on that model then add up the result and consult the **Ouroboros Tactical Hacking Terminal** chart.

**Chiron Nano-Heal System :** (Ability) During the reinforcement phase, a model with this ability recovers 2hp to a single hit location.

Keywords: Infantry

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### Ouroboros Tactical Hacking Terminal

**0: Negative Feedback Loop:** All **Animus** tokens are removed from this model

**1-8: Caltrops:** This model suffers **Push2** then (-1)**Animus** token.

**9-26: Hang-Fire:** This model suffers (-3 **Ammo**) on one weapon (attacker's choice) then (-2)**Animus** token.

**27-44: Nano Degradar:** This model suffers (2)**DMG** to all hit locations then (-3)**Animus** token.

**45-62: Exploding Caltrops:** This model suffers **1DMG** to all hit locations and **Push2** then (-3)**Animus** token.

**63-71: Partial System Shutdown:** target suffers (-1)**Action** then (-4)**Animus** token.

**72-89: Judas Core:** This model attacks nearest friendly model (if possible) then (-5)**Animus** token.

**90+: Complete System Shutdown:** This model skips this activation then loses all **Animus** Tokens.

**Designer's note:** This model is in **prototype draft** status and will get permanent rules once sufficient playtest data has accrued.

**Designer's note:** This model is **Standard Infantry** and does not possess the **Hero** keyword.

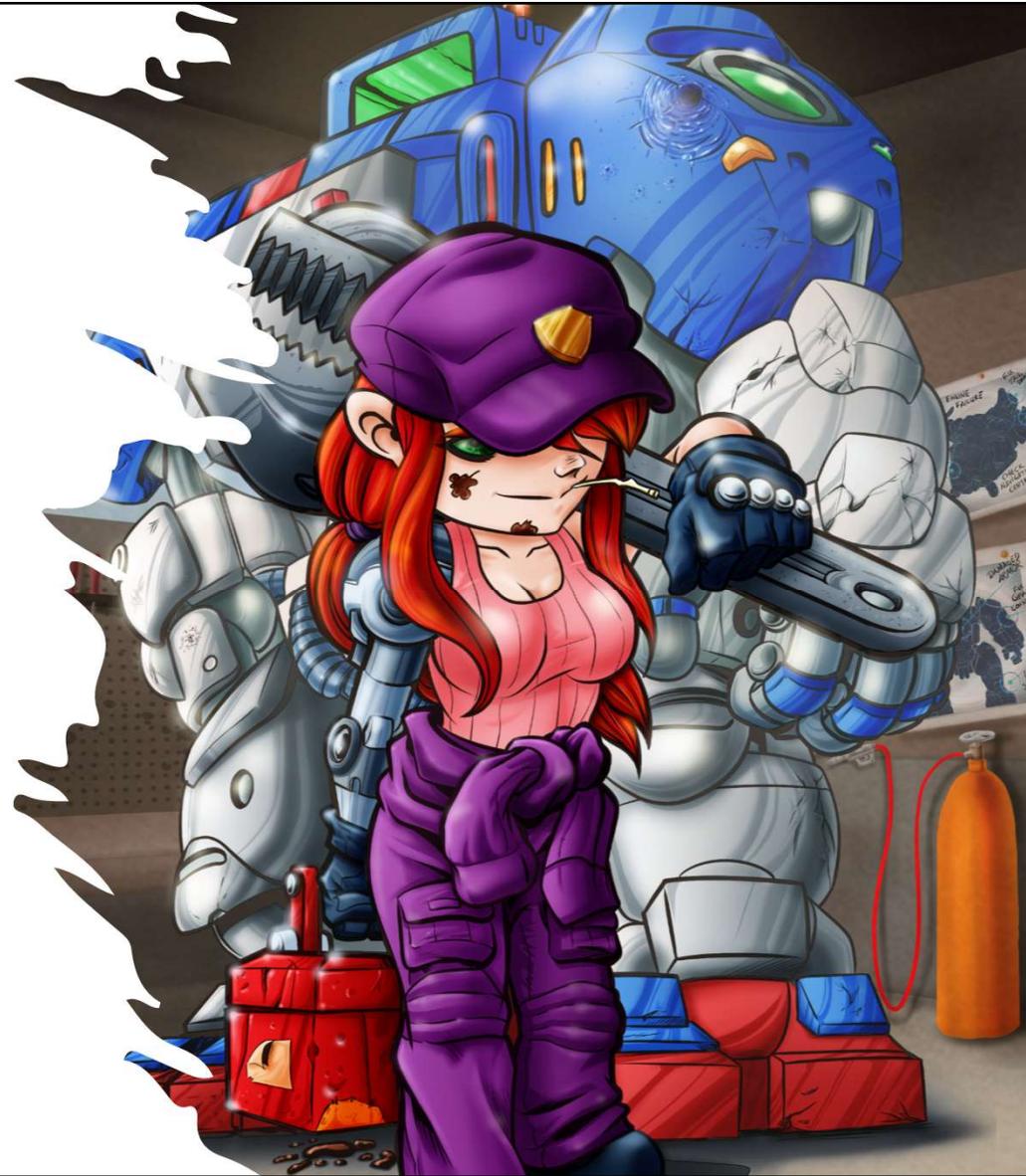
**Designer's note:** It is recommended that you mark **Hacked** objectives in a unique way in order to remember this special rule.

**Designer's note:** Remember, in ignition:core the D10 range is 0-9 (0 does not count as 10)

**Designer's note:** On the **Ouroboros Tactical Hacking Terminal** "This model" refers to the model marked with **Animus** tokens.

# Damage/Ammo Tracker Cards

Designer's Note: the following cards are intended for sleeving or laminating for use with dry erase markers in order to streamline gameplay. Commonly used charts and rules have been included, though some information was removed in order to save space (e.g. what happens to a unit when a hit location reaches 0HP) For this reason it is recommended to have access to the previous cards in a folder or PDF document for reference.



## MECHANIC

HEAD

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TORSO

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**Heavy Wrench**  
**Burst Roll**  
**Range:** 2  
**Rate of fire:** 1  
**Damage:** 4  
**Ammo:** Unlimited

**Burst Roll**  
**0:** 0  
**1-6:** 1D8 + Push3  
**7-8:** 2D8 + Push4  
**9:** 2D8 + Crit + push5  
**Special Rule:** "If you can dodge a wrench..." This weapon gains (+1) on its (D8) hit-location roll if the target model is -infantry- or-pilot-

*Like Angels on the field of battle, the skilled mechanics of Isalia, are often trained combat medics too. One such mechanic, Rosie, was also known to stitch up tavern brawlers after drunken bar fights.*

**Hero:** This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry**.

**Multifaction(X):** This model can be allied with any of the listed factions.

**Mechanic Support:** Action A model within (3) Squares regains (3) Ammo on a weapon and (3) HP on a single HIT location.

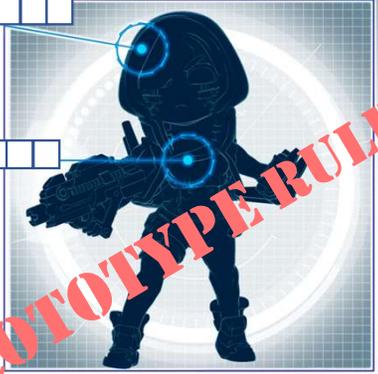
**Hit Roll Chart**  
 8: Head  
 6-7: Torso  
 1-5: Miss

**Movement:** 6  
**Actions:** 3

**Keywords:** Hero, Infantry, Multifaction (ANY)

## HACKER

HEAD



TORSO

AMMO: Grendel 20mm Smart Launcher

**Tactical\_Hacker:** (Ability) When this model claims an **Objective**, or moves onto an **Objective** already in friendly control, that objective becomes **HACKED**. When a **Hostile** model would normally claim a **HACKED** objective, they must instead spend (1) **Action Point** to claim that objective.

**Combat\_Hacker:** (Ability) When a model with **Animus** tokens activates, roll D10s equal to the number of **Animus** Tokens on that model then add up the result and consult the **Ouroboros Tactical Hacking Terminal** chart.

**Chiron Nano-Heal System :** (Ability) During the reinforcement phase, a model with this ability recovers 2hp to a single hit location.

**Reload:** (Action) This model regains (2) Ammo on **Grendel 20mm Smart Launcher**

**Hit Roll Chart**

8: Head

6-7: Torso

1-5: Miss

**Movement:** 6

**Actions:** 1

**Keywords:** Infantry, Synth, Multifaction (ANY)

### Grendel 20mm Smart Launcher

**Burst Roll**

0: 0

1-6: 1D8 + Animus

7-8: 1D8 + Animus2

9: 1D8 + Animus3

**Range:** 16

**Rate of fire:** 1-3

**Damage:** 1

**Ammo:** 6

**Special rule: Animus**

For each **Animus** result rolled, add an **Animus** token to the target **Mech**.

If this model is destroyed, all **Animus** tokens generated by this model are removed from **Hostile** models.

**Ouroboros Tactical Hacking Terminal**

0: **Negative Feedback Loop:** All **Animus** tokens are removed from this model

1-8: **Caltrops:** This model suffers **Push2** then (-1)**Animus** token.

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27-44: **Nano Degradar:** This model suffers (2)**DMG** to all hit locations then (-3)**Animus** token.

45-62: **Exploding Caltrops:** This model suffers **1DMG** to all hit locations and **Push2** then (-3)**Animus** token.

63-71: **Partial System Shutdown:** target suffers (-1)**Action** then (-4)**Animus** token.

72-89: **Judas Core:** This model attacks nearest friendly model (if possible) then (-5)**Animus** token.

90+: **Complete System Shutdown:** This model skips this activation then loses all **Animus** Tokens.

**Multifaction(X):** This model can be allied with any of the listed factions.

## HACKER

HEAD

TORSO

AMMO: Grendel 20mm Smart Launcher

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**Combat\_Hacker:** Ability When a model with **Animus** tokens activates, roll D10s equal to the number of Animus Tokens on that model then add up the result and consult the **Ouroboros Tactical Hacking Terminal** chart.

**Chiron Nano-Heal System :** Ability During the reinforcement phase, a model with this ability recovers 2hp to a single hit location.

**Reload:** Action This model regains (2) Ammo on **Grendel 20mm Smart Launcher**

**Hit Roll Chart**  
8: Head  
6-7: Torso  
1-5: Miss

**Movement:** 6  
**Actions:** 1

**Keywords:** Infantry, Synth, Multifaction (ANY)

### Grendel 20mm Smart Launcher

**Burst Roll**  
0: 0  
1-6: 1D8 + Animus  
7-8: 1D8 + Animus2  
9: 1D8 + Animus3

**Range:** 16  
**Rate of fire:** 1-3  
**Damage:** 1  
**Ammo:** 6

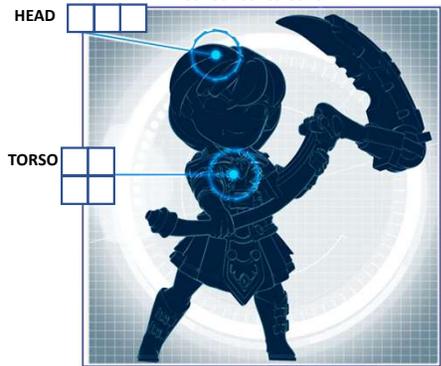
**Special rule: Animus**  
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90+: **Complete System Shutdown:** This model skips this activation then loses all Animus Tokens.

**Multifaction(X):** This model can be allied with any of the listed factions.

## TATYANA



**Evasion:** **(Reaction)** If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8** or **9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

**Nano-Infused Regeneration:** **(Ability)** This model regains 1HP to each HIT location each time it inflicts any amount of **DMG** on an enemy model. This model may exceed its maximum HP with this ability.

**Hit Roll Chart**  
 8: Head  
 6-7: Torso  
 1-5: Miss

**Movement:** 6  
**Actions:** 1

**Keywords:** Infantry, Multifaction (Nephilim, Paladin)  
 Reluctant Ally (Oni)

### Nightmare Scythe

**Burst Roll**  
**0:** 0  
**1:** 1D8  
**2-5:** 1D8 + Push1  
**6-8:** 2D8 + Push2  
**9:** 3D8 + Crit + Push3

**Range:** 2  
**Rate of fire:** 1  
**Damage:** 1  
**Ammo:** Unlimited

**Special rule: Anti-Personnel:** This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

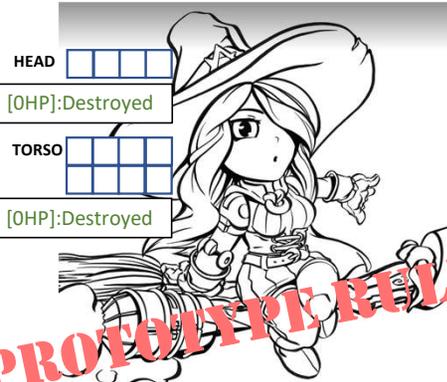
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**Multifaction(X):** This model can be allied with any of the listed factions.

**Reluctant Ally(X):** This model can be allied with any of the listed factions, however doing so awards your opponent (1) Victory point at the start of the game.

**Designer's note:** This model is **Standard Infantry** and does not possess the **Hero** keyword.

## Witch Rosie



**Repair:** (Action) A Mech or Transport model within (3) Squares regains (3) HP on a single HIT location.

**Resupply:** (Action) A model within (3) Squares regains (3) Ammo on a weapon.

**Boost:** (Action) this model gains (+3) Movement.

**Hex:Core:** (Action) A Hostile Mech or Transport model within (3) Squares regains (3) DMG on one hit location then suffers (3) DMG on another hit location. (Attacker chooses both locations. First location must have suffered at least (3) DMG.

### Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss

Keywords: Hero, Infantry, Flying, Multifaction (ANY)

Movement: 9

Actions: 3

**Hero:** This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry**.

**Multifaction(X):** This model can be allied with any of the listed factions.

**Designer's note:** This model is in **prototype draft** status and will get permanent rules once sufficient playtest data has accrued.