

Ignition:core

Demiurge Armored Phalanx  
Datacards

## Updates

- 13 September 2023: initial Demiurge Armored Fireteam datacards published.

### Demiurge Faction Keywords

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

**ChainX:** When an attack generates **ChainX**, the attacking model rolls additional **Burst D10 dice** equal to the value of X. The secondary **D10** roll does not consume ammo and cannot generate further results of **ChainX**.

**Crit/CritX:** Abbreviation for Critical Hit/Critical Hits. Anytime a Crit is generated during an attack, an additional (D8) HIT result is generated against the Defending Model, however this result is automatically an (8) result and cannot be modified. (do not roll the D8). In the case of CritX several additional (D8) HIT results are generated against the Defending Model equal to the number of X.

**Destroyed:** A model that is destroyed is removed from the board.

**Dominate:** If this attack inflicts DMG, Defender suffers Push1 and Attacker may move into the square the Defender was pushed out of.

**EDEN Link:** When this model enters play, friendly **Pilot** model can enter play in the cockpit unless the **Pilot** was already in play on the battlefield. If this model is destroyed while the **Pilot** is in the cockpit, the **Pilot** is placed on the battlefield within (3) squares of this model before it is removed from play. During activation, an embarked **Pilot** can make a **Dismount (Action)** to be placed on the board in a square adjacent to this model. A friendly pilot can make an **Embark (Action)** to enter the cockpit while adjacent to this model. **Dismount** and **Embark** actions cannot both be performed during the same activation. The **Pilot** can activate this model while disembarked, but each action costs an additional **Action Point**, and the **Pilot** must spend (2) **Movement Points** to move this model one square.

**Flying:** Models with this keyword may move over terrain as if it was not there, provided they have enough movement points to end their movement completely past the terrain feature. (IE they may not finish their movement on a square occupied by terrain.)

**Lance:** When making an attack with this weapon the attacker draws a straight line from any part of the attacking model's square out to the weapon's maximum range. Roll a Burst Roll and Hit Roll as normal, then resolve the attack against the closest model under the straight line. Once this is done, remove the highest D8 result (only remove one D8 in the case of a tie) then resolve the attack against the next closest target, removing the highest D8 result remaining. Repeat this process until there are no more targets or no remaining D8s in the HIT Roll result. This line can pass through terrain but the highest remaining D8 must be removed each time it does so. This weapon treats all targets as if it has full LoS. The attacker must have LoS to the first defending model.

**Multi-TargettingX:** This weapon may divide its **Burst Roll** evenly among a number of **Hostile** targets equal to X. These targets must be declared prior to making the **Burst Roll**.

**PushX:** When an attack generates a "Push" the player controlling the Attacking Model can move the Defending model a number of squares equal to (X) following the normal rules for movement. Multiple push results stack. (E.G. the attacking model generates a Push1 and Push2 result on an attack. The controlling player can move the defending model 3 squares in any direction.

**RestoreX:** Anytime **RestoreX** is generated during an attack, the model that made the attack regains HP equal to X. (This HP may be divided among multiple HIT locations.)

**Strike-ThroughX:** If this attack deals any Damage, the controlling player may place the Attacking Model in any square that's within X squares of the Target. This can include a square previously occupied by the Target, provided that the Target was **Destroyed** by this attack.

**Tail-Lash:** After an ATK with 'Tail-Lash' is resolved, roll a single D8. Every Hostile model adjacent to the attacker suffers PUSH1 and 1DMG at the hit location rolled on the D8.

**Tail-Smash:** After an ATK with 'Tail-Smash' is resolved, roll a single D8. A single Hostile model adjacent to the attacker suffers PUSH2 and 2DMG at the hit location rolled on the D8.

## DEMIURGE

**HEAD**


[OHP]: -1 to all rolls

**TORSO**


[OHP]: Destroyed

**(R)ARM**


[OHP]: 'Aeon' Breaker Spear is modified to Damage: 2

**(L)ARM**


[OHP]:-'Archon' Shield System is disabled

**(R)LEG**


[OHP]: -2 Movement

**(L)LEG**


[OHP]: -2 Movement

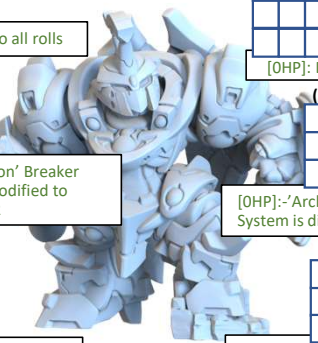
**Wings of Kadomony**

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RIGHT WING    LEFT WING

**Energy Level:**


'Archon' Shield System



**Shield Bash:** **(Ability)** If this model's (L)ARM has at least (1)HP remaining, each time a Hostile Model within (3) squares makes an ATK against ANY Friendly Model, each **HIT ROLL** that rolls a **Miss** result causes (1) **DMG** to the model making the ATK at Hit Location 6 on their Hit Roll Chart.

**Hit Roll Chart\***

8:Attacker's choice  
7:Head  
4-6:Torso  
2-3:Defender's choice  
1: Miss

\*Hits allocated to a location already at zero HP become 8s

**Keywords:** EDEN Link, Warlord Class Mech

**'Aeon' Breaker Spear**

**Range:** 4  
**Rate of fire:** 2  
**Damage:** 3  
**Ammo:** Unlimited  
**Burst Roll**  
0: 0  
1-2: 1D8  
3-4: 2D8  
5-6: 3D8  
7-8: 3D8 + Crit + Restore1  
9: 4D8 + Crit2 + Restore2  
**Special Rule:** Lance

**'Wings of Kadomony' External Eden:Link subsystem** HP: 3 per Wing  
Hit Roll Results of 'Attackers Choice' made against this model may target either of the Wings of Kadomony.  
**Model** equipped with this gear may perform one of the following per action. The Wings of Kadomony must have sufficient HP remaining to perform the respective ability listed below.

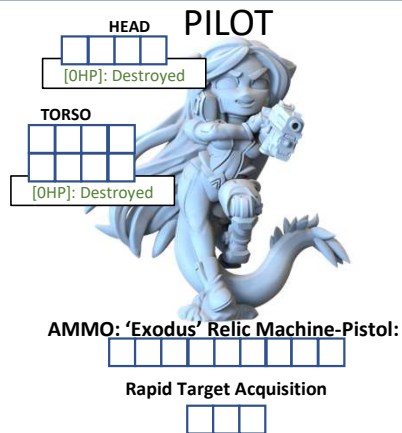
**Teleport Strike** **ATTACK ACTION:** (both wings of Kadamony suffer 1 DMG) Place this model within 3 squares of a friendly 'Exodus' Relic **Support Mech** then make an attack action against any target in range of the 'Aeon' Breaker Spear.

**Hard Light Projection System** **ATTACK ACTION:** (Right wing of Kadamony suffers 2 DMG) 'Aeon' Breaker Spear makes a single (Rate of Fire:1) attack at Range: 30.

**Eden:Link Waveform Amplifier** **ACTION** (Left wing of Kadamony suffers 2 DMG) Roll a D8 for each point of DMG the 'Archon' Shield System is currently suffering. For each result of 4+, restore 1HP to the 'Archon' Shield System

**'Archon' Shield System** HP: 10 If this equipment has 1 or more HP, the controlling player may roll a D8 each time this model suffers a point of DMG. On a roll of 4-7 the 'Archon' Shield System suffers the damage instead. On a roll of 8 the DMG is ignored. This cannot be used for CRITs.

DESIGNER'S NOTE: The controlling player cannot roll more D8s than the remaining HP of the 'Archon' Shield System. For example, if a hit roll does 3 DMG and the 'Archon' Shield System has only 2HP remaining, the controlling player can only roll 2 D8s. Then, if the 'Archon' Shield System has any remaining HP after that roll, the controlling player may roll an additional D8 to absorb that point of DMG to the 'Archon' Shield System .



**Snap Recall:** **(Tactical Ability)** If this unit is not embarked in its **Warlord Class Mech** both the **Pilot** and the **Warlord Class Mech** can be placed within (3) squares of a **Friendly 'Exodus' Relic Support Mech**.

**Dash:** **(Action)** This model gains an additional (+3) Movement.

**Hit Roll Chart**

8: Head

6-7: Torso

1-5: Miss

**Movement: 7**  
**Actions: 3**

**'Exodus' Relic Machine-Pistol**

**Range: 8**

**Rate of fire:1-3**

**Damage: 1**

**Ammo: 9**

**Burst Roll**

**0: 0**

**1-6: 2D8**

**7-8: 2D8 + Chain**

**9: 3D8 + Chain2 + Crit**

**Special rule: Anti-Personnel**

**Rapid Target Acquisition:** **Three times** per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

**'Exodus' Relic Prosthetic Leg**

**Range: 1**

**Rate of fire: 1**

**Damage: 3**

**Ammo: Unlimited**

**Special Rule: Dominate, Tail-Lash**

**Burst Roll**

**0: 0**

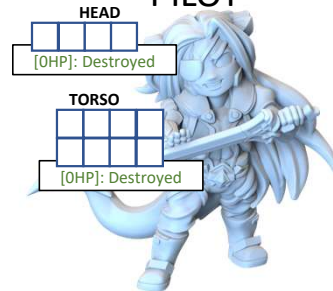
**1-2: 2D8**

**3-5: 3D8**

**6-8: 3D8 + Chain**

**9: 4D8 + Chain2 + Crit**

## PILOT



AMMO: 'Exodus' Relic Machine-Pistol:



Enhanced Rapid Target Acquisition



**Kadamony Regen Protocol:** **(Tactical Ability)** This unit may suffer (1)DMG to each hit location to restore (3)HP to one of the **Wings of Kadamony** or suffer (2)DMG to each hit location to restore (3)HP to each of the **Wings of Kadamony**.

**Dash:** **(Action)** This model gains an additional (+2) Movement.

### Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss

**Movement: 7**  
**Actions: 3**

### 'Exodus' Relic Machine-Pistol

Range: 8

Rate of fire:1-3

Damage: 1

Ammo: 9

Burst Roll

0: 0

1-6: 2D8

7-8: 2D8 + Chain

9: 3D8 + Chain2 + Crit

Special rule: **Anti-Personnel**

**Enhanced Rapid Target Acquisition:** Four times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

### 'Exodus' Relic Sword

Range: 2

Rate of fire: 2

Damage: 2

Ammo: Unlimited

**Special Rule:** **Strike-Through1, Tail-Smash**

Burst Roll

0: 0

1-2: 2D8

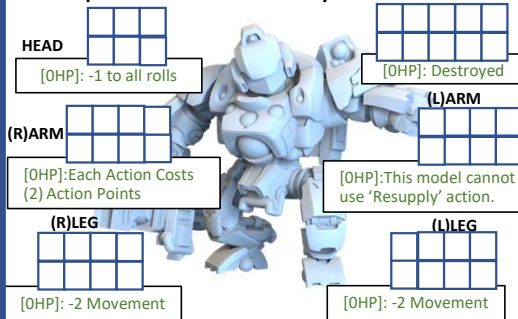
3-5: 3D8

6-8: 3D8 + Chain

9: 4D8 + Chain2 + Crit

## PROJECT EXODUS SENTRY ROBOT

With Repair and Ammo-tech Subsystems



### AMMO:

'Exodus' Relic Burst Rifle



Rapid Target Acquisition



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

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

**Targeting Data Uplink:** (Passive) Any time this model or any Friendly model within (3) squares makes an attack action; they may re-roll a single Burst D10 and a single Hit D8.

**Rapid Ammo Resupply:** (Passive) Burst Rolls of (7) or higher do not consume Ammo for this model or any Friendly model within (3) squares.

### Hit Roll Chart\*

8: Attacker's choice

7: Head

4-6: Torso

2-3: Defender's choice

1: Miss

\*Hits allocated to a location already at zero HP become 8s

**Keywords:** Support Mech, 'Exodus' Relic

**Movement:** 6

**Actions:** 2

### 'Exodus' Relic Burst Rifle

Range: 10

Rate of fire: 1-3

Damage: 1

Ammo: 10

Burst Roll

0: 0

1-3: 2D8

4-6: 3D8

7-8: 3D8 + Chain + Crit

9: 4D8 + Chain2 + Crit2

**Rapid Target Acquisition:** Three times per battle round, this weapon can make a free Rate of Fire:1 shooting attack at any time during the Activation Phase. This ability cannot be used against the same model more than once per battle round.

### Muzzle Thump

Range: 2

Rate of fire: 1

Damage: 1

Ammo: Unlimited

Burst Roll

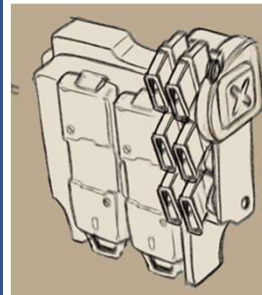
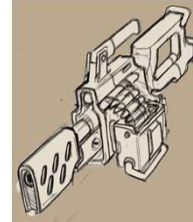
0-2: 0

3-7: 1D8 + Push1

8: 2D8 + Push2

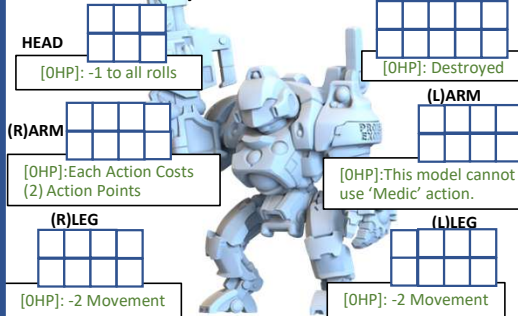
9: 2D8 + Push3 + Crit

*Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent*



## PROJECT EXODUS SENTRY ROBOT

With Medical Subsystems



AMMO:

'Exodus' Relic Burst Rifle



Rapid Target Acquisition



**Medic:** (Action) A Friendly Infantry or Pilot model within (3) Squares regains (3) HP on a single HIT location.

**Targeting Data Uplink:** (Passive) Any time this model or any Friendly model within (3) squares makes an attack action; they may re-roll a single **Burst D10** and a single **Hit D8**.

**Metabolic Accelerator Subsystem:** (Passive) When a Friendly model within (3) squares uses **Primordial Physique**, that model can add +2 to each D8 result.

### Hit Roll Chart\*

8: Attacker's choice

7: Head

4-6: Torso

2-3: Defender's choice

1: Miss

\*Hits allocated to a location already at zero HP become 8s

Keywords: Support Mech, 'Exodus' Relic

Movement: 6

Actions: 2

### 'Exodus' Relic Burst Rifle

Range: 10

Rate of fire: 1-3

Damage: 1

Ammo: 10

Burst Roll

0: 0

1-3: 2D8

4-6: 3D8

7-8: 3D8 + Chain + Crit

9: 4D8 + Chain2 + Crit2

**Rapid Target Acquisition:** Three times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

### Muzzle Thump

Range: 2

Rate of fire: 1

Damage: 1

Ammo: Unlimited

Burst Roll

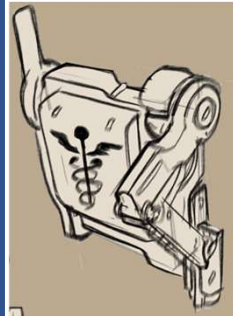
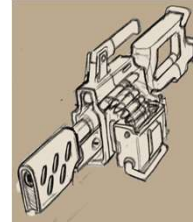
0-2: 0

3-7: 1D8 + Push1

8: 2D8 + Push2

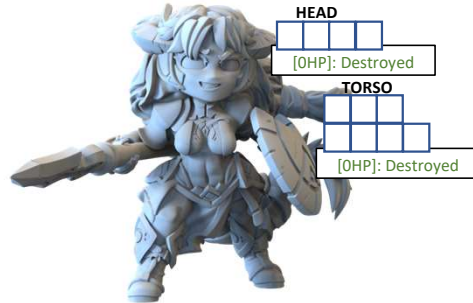
9: 2D8 + Push3 + Crit

*Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent*





## INFANTRY: HOPLITE



AMMO: Myrmidon Lance - Hard Light Projector



**Primordial Physique:** **(Tactical Ability)** Roll a D8 for each point of DMG this model is suffering. For each result of 7 or 8 this model regains (1)HP to any Hit Location.

**Decentralized Leadership:** **(Tactical Ability)** One Demikaijin Infantry model with this ability, that did not use Primordial Physique this Battle Round can use this Tactical Ability. That model may **re-roll** a single D10 and a single D8 this Battle Round. This model also gains **(+1) Action** & the 'Team Leader' keyword until the end of the Battle Round

**Shield Bash:** **(Ability)** Each time a Hostile Model within (2) squares makes an ATK against ANY Friendly Model, each HIT ROLL that rolls a Miss result causes **(1) DMG** to the model making the ATK at Hit Location 6 on their Hit Roll Chart.

**Dash:** **(Action)** This model gains an additional (+2) Movement.

Keywords: Demikaijin, Infantry

### Hit Roll Chart

8: Head  
6-7: Torso  
1-5: Miss

Movement: 7  
Actions: 1

## Myrmidon Lance

### Lance Thrust

Range: 3

Rate of fire: 2

Damage: 2

Ammo: Unlimited

**Special Rule:** Lance, Dominate, Tail-Lash

### Burst Roll

0: 0

1-2: 1D8

3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

### Hard-Light Projector

Range: 9

Rate of fire: 1

Damage: 2

Ammo: 3

**Special Rule:** Dominate, Tail-Lash

### Burst Roll

0: 0

1-2: 1D8

3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

**'Hoplite' Shield** The controlling player may roll a D8 each time this model suffers a point of DMG. On a roll of 7-8 the DMG is ignored. This CAN be used for CRITS.

## INFANTRY: HOPLITE



AMMO: Myrmidon Lance - Hard Light Projector



**Primordial Physique:** **(Tactical Ability)** Roll a D8 for each point of DMG this model is suffering. For each result of 7 or 8 this model regains (1)HP to any Hit Location.

**Decentralized Leadership:** **(Tactical Ability)** One Demikaijin Infantry model with this ability, that did not use **Primordial Physique** this **Battle Round** can use this **Tactical Ability**. That model may **re-roll** a single **D10** and a single **D8** this **Battle Round**. This model also gains **(+1) Action** & the **'Team Leader'** keyword until the end of the **Battle Round**

**Shield Bash:** **(Ability)** Each time a Hostile Model within (2) squares makes an ATK against ANY Friendly Model, each **HIT ROLL** that rolls a **Miss** result causes **(1) DMG** to the model making the ATK at Hit Location 6 on their Hit Roll Chart.

**Dash:** **(Action)** This model gains an additional (+2) Movement.

**Keywords:** Demikaijin, Infantry

### Hit Roll Chart

8: Head  
6-7: Torso  
1-5: Miss

**Movement:** 7  
**Actions:** 1

## Myrmidon Lance

### Lance Thrust

Range: 3

Rate of fire: 2

Damage: 2

Ammo: Unlimited

**Special Rule:** Lance, Dominate, Tail-Lash

### Burst Roll

0: 0

1-2: 1D8

3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

### Hard-Light Projector

Range: 9

Rate of fire: 1

Damage: 2

Ammo: 3

**Special Rule:** Dominate, Tail-Lash

### Burst Roll

0: 0

1-2: 1D8

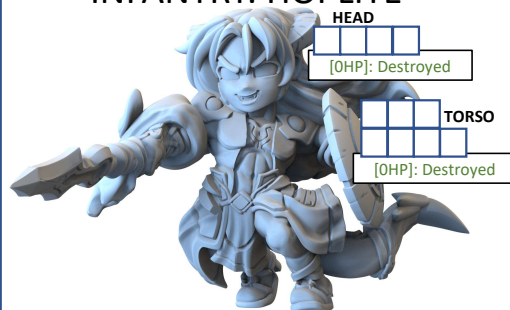
3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

**'Hoplite' Shield** The controlling player may roll a D8 each time this model suffers a point of DMG. On a roll of 7-8 the DMG is ignored. This CAN be used for CRITS.

## INFANTRY: HOPLITE



AMMO: Myrmidon Lance - Hard Light Projector



**Primordial Physique:** **(Tactical Ability)** Roll a D8 for each point of DMG this model is suffering. For each result of 7 or 8 this model regains (1)HP to any Hit Location.

**Decentralized Leadership:** **(Tactical Ability)** One Demikaijin Infantry model with this ability, that did not use Primordial Physique this Battle Round can use this Tactical Ability. That model may re-roll a single D10 and a single D8 this Battle Round. This model also gains (+1) Action & the 'Team Leader' keyword until the end of the Battle Round

**Shield Bash:** **(Ability)** Each time a Hostile Model within (2) squares makes an ATK against ANY Friendly Model, each HIT ROLL that rolls a Miss result causes (1) DMG to the model making the ATK at Hit Location 6 on their Hit Roll Chart.

**Dash:** **(Action)** This model gains an additional (+2) Movement.

**Keywords:** Demikaijin, Infantry

### Hit Roll Chart

8: Head  
6-7: Torso  
1-5: Miss

**Movement:** 7  
**Actions:** 1

## Myrmidon Lance

### Lance Thrust

Range: 3

Rate of fire: 2

Damage: 2

Ammo: Unlimited

**Special Rule:** Lance, Dominate, Tail-Smash

### Burst Roll

0: 0

1-2: 1D8

3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

### Hard-Light Projector

Range: 9

Rate of fire: 1

Damage: 2

Ammo: 3

**Special Rule:** Dominate, Tail-Smash

### Burst Roll

0: 0

1-2: 1D8

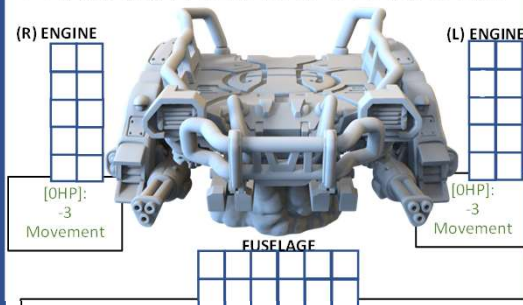
3-5: 2D8

6-8: 2D8 + Chain

9: 2D8 + Crit + Chain

**'Hoplite' Shield** The controlling player may roll a D8 each time this model suffers a point of DMG. On a roll of 7-8 the DMG is ignored. This CAN be used for CRITS.

## PHALANX ASSAULT PLATFORM



[OHP]: Place all Embarked models adjacent to this model then it is **destroyed**. Each model suffers (3) DMG to each HIT location.

### AMMO:

Twin 'Long-Spear' Autocannon    Rapid Target Acquisition



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

**Rapid Insertion/Extraction:** (Action) An Embarked model is placed in a square adjacent to this model. OR an adjacent Friendly Infantry or Pilot model becomes Embarked.

**Rapid Redeployment:** (Special Rule) During the reinforcement phase this model may be moved to the controlling player's deployment zone. Infantry models returned to play during the reinforcement phase may be embarked in this model if it is fully within the controlling player's deployment zone. This model does not regain any lost ammo and retains any DMG it has suffered when it is moved in this manner.

### Hit Roll Chart

8: Attacker's choice

6-7: Fuselage

5- (R) Engine

4- (L) Engine

1-3: Miss

\*Hits allocated to a location already at zero HP become 8s

**Movement:** 10

**Actions:** 2

**Keywords:** Open Transport, Flying, Dropship

**Open Transport:** Models embarked on a 'Transport' with this keyword can make shooting attacks while embarked. LOS is determined as if the Transport model was making the shooting attack.

An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (1) movement point. An **Embarked Infantry** or **Pilot** model can **Disembark** this model by spending (2) movement points to be placed in any square adjacent to this model.

When this model enters play (during deployment or the reinforcement phase) any **Infantry** or **Pilot** models out of play may enter play **Embarked** on this model.

### Twin 'Long-Spear' Autocannon

**Range:** 16

**Rate of fire:** 1-2

**Damage:** 1

**Ammo:** 6

### Burst Roll

**0:** 0

**1-6:** 3D8

**7-8:** 3D8+Chain1

**9:** 3D8+Chain2+Crit

### Multi-Targetting2

**Rapid Target Acquisition:** Three times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

