

URBAN WAR²

KORALON FACTION SHEET

Agents of the Apocalypse

The Koralon are perhaps the greatest threat that mankind has ever had to face. Driven by a powerful alien intellect, they wield dark and terrifying technologies that are capable of warping conquered worlds and their inhabitants into foul parodies of their former selves. Humanity is faltering under their unending onslaught.

The true Koralon are indeed a mighty and terrible foe, with mastery of alien sciences fully the equal of anything yet developed by man. However, they are also accompanied by ever swelling numbers of hybrid Koralon: mutated creatures from the worlds they have conquered.

Koralon Forces

Koralon forces rely heavily on their powerful close combat capabilities, and if they have a weakness it is in their lack of ranged firepower. This lack is more than made up for by their ability to move swiftly about the battlefield, surprising their enemies as they appear suddenly in their midst. Many assaults are preceded by waves of disposable hybrids, clearing the way for the true Koralon to do the real damage.

Strengths: A core of powerful true Koralon troops, backed up by lots of cheap, throwaway hybrids. Incredible battlefield mobility via Warp Portals - temporary wormholes that allow instantaneous travel between one point and another. Very powerful close assault capabilities.

Weaknesses: Almost complete lack of long ranged firepower.

Comments: With their impressive battlefield mobility, in the hands of a capable player the Koralon can be a real headache for pretty much any opponent. They're suited to players who like to get 'psychological' on an opponent, and preferably scare the living daylight out of them!

Starter set Strike Team composition (165 pts)

Quantity	Type	Calibre	Special rules	Points
1	Phazon	3	Commander, Camouflage, Create Warp Portal, Hybrid Control	52
1	Larvan	2	Camouflage	33
2	Brood	1	Camouflage, Fast	46
2	Brood	0	Camouflage, Fast	34

Special rules

Camouflage

Models with this special rule usually have a combination of training and camo gear, some of which can be incredibly high tech. Such models are considered to be out of LOS to enemy models beyond medium range, and because they make particularly difficult targets, shooting attacks at the model will receive a -1 to hit penalty. This penalty does not apply when using template weapons. If a model is engaged in close combat or makes an aggressive action (for example charging or shooting at an enemy model) its position will be compromised and it can be targeted as usual for the remainder of that game turn.

Fast

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule add half their normal MV stat in inches (rounded down) to the total distance moved when rushing or charging.

Hybrid Control

This rule isn't used in the starter sets.

Continued on reverse.

Special rules (continued)

Warp Portals

Phazons seem to be able to sense the presence of other Koralon in the vicinity without the use of sight, even when separated by solid rock, thick walls or other natural or manmade impediments. This awareness even seems to extend as far as allowing them a limited awareness of their fellows' surroundings, as if viewing the world through their eyes.

This power, combined with their ability to seemingly warp space itself, makes them particularly threatening on the battlefield. By using its kin as a kind of focusing point, a Phazon can create temporary warp portals that are joined by some kind of tunnel through n-space. Such portals are stable, but short-lived, and allow almost instant travel between either end. For each Phazon in your army you'll need a pair of counters to represent these portals.

Creating Warp Portals

Warp portal creation requires high levels of concentration in order to be successful, and if the Phazon is distracted or not entirely focused on the task there is a chance of failure. Panicked Phazons cannot attempt to create portals. Otherwise they can attempt to create a portal instead of making a shot action. By not moving the Phazon adds focus and concentration, making this more effective. The following rules apply.

- To open a warp portal, place a counter (to represent one of the portals) within 3 inches and LOS of the Phazon or any other 'focus' model in the Phazon's force. Then, applying the same criteria, place another counter that represents the other portal. Neither portal can be placed within 1 inch of any enemy model. Now make a command check with a penalty based on the distance between the two warp portal counters: short -1, medium -2, long -4 and extreme range -5.
- If the command check succeeds, the portals have been created and are ready for use. If it failed, something has gone wrong and the portals dissipate: remove the warp portal counters.
- If the Phazon didn't move during its action prior to opening the warp portal and neither focus model has the Hybrid special rule, add 1 inch for each point of the Phazon's CAL stat to the distance from friendly models at which the portals may be placed.
- Phazons cannot sense Hybrids to the same degree as true Koralon, and portal creation is therefore much more difficult. If either of the focus models has the Hybrid special rule, then portal creation can only be attempted if the Phazon didn't move during its action. The command check is made with a -1 penalty.
- Portals remain in place until the marker phase or until the Phazon is killed, whichever comes first.

Using Warp Portals

Portals are used by the Koralon to move swiftly from one part of the battlefield to another, often surprising their opponents as they appear in their midst. The following rules apply.

- Models from the Phazon's force can enter one portal by moving into base contact, and exit through the other. Place exiting models in contact with the edge of the counter, and measure any remaining move distance from this point.
- With the exception of making follow-up actions, a model exiting a portal can complete its turn just as it would normally, including completing any remaining movement, shooting, charging into close combat, etc.
- After a model passes through a warp portal it cannot make any more follow-up actions in that turn. It can still make follow-up actions before it passes through and in following turns though.
- A model that is intending to enter a portal can declare a charge against an enemy model that is within reach of the exit portal, as long as the target model is within LOS of the exit point.
- Portals do not block LOS and provide no obstacle to movement. Friendly models not wishing to travel through the portal, or enemy models, may pass over it or end their movement on it.
- If a model wishes to enter a portal that is obstructed by another model, simply move the model into contact with the obstructing model and consider that as the entry point. The restriction against contacting enemy models unless as a result of a charge does not apply in this case.
- If a model wishes to exit a portal that is obstructed by another model, place the exiting model in base contact with the obstructing model if it is friendly, or 1 inch away from it if it is an enemy. Then measure any remaining movement from that point.