

# Demihuman Combat Beta

## How To Win

Players will decide on a mission before the game begins. This mission will include information on how to win the game.

## Game Length

The game continues for 5 rounds unless otherwise stated.

## Picking Teams

After the mission is picked, both players will decide if they are using a “Special Coalition” (a coalition that has special requirements and abilities) simultaneously. Then both players will simultaneously pick other units. The total cost of each team must not exceed an agreed maximum. Each unit must be unique in their team, other than units that cost 5.

A civilian may not be taken unless a demihuman from their faction is also in the team.

## Coalition

Each player has a team of models at their disposal to commit violence on their behalf. Before the game begins, both players select a special coalition, which have special abilities and requirements.

Players have 100 points to build their coalition, but during gameplay you may only deploy 70 points. All required models must be on the field after deployment.

For every additional model one coalition has once they are deployed, the other player gains a pass chip.

## Deploying Teams

The mission will include information on how to deploy your drafted teams, but players will always take turns putting down models. One player will put down models until they have either more points on the board than the other player or have the same amount. Then the other player will put down models. This repeats until both players have deployed 70 points.

# Determining First Turn

Both players roll 1d6, add any relevant modifiers, and the winner decides a model to activate. Then, after that activation is complete, the loser decides a model and activates it, then after that activation is complete, the winner decides a model to activate and so on. This continues until one player has activated all of their models. The other player may then activate all of their models sequentially, and then the round ends. The player who's opponent last took an action with a unit may decide whether to go first or second in the next round.

# Activations

On your turn you select either a unit to activate, a unit to pass or a pass chip.

If a unit was selected it then takes up to two actions then, that unit is activated and cannot be activated until the next round.

If a unit was selected to pass, then that unit is activated and it may not be activated again this round.

If a pass chip is selected, that chip is removed until the next round.

# Rounds

After every unit is activated, the round ends. After 5 rounds have ended, the game ends.

# Actions

There are five basic actions that anyone can perform.

1. Moving, which moves your unit a number of inches equal to their movement characteristic. At the end of the action, the unit must be within melee range of all units whom it was originally within melee range of.
2. Attacking, which makes an attack (as detailed in "Attacks") as detailed on the character card, or a "Punch" attack.
3. Charging, which moves your unit a number of inches equal to their movement characteristic before attacking a unit within their melee range. This action may not be taken by units within melee of enemy units.
4. Helping, which decreases a condition on an ally within 1" by 1
5. Disengaging, which makes your unit move a number of inches equal to their movement characteristic and then ends your activation.

# Attacks

On every attack, there will be an indicator of its range, its type, and any special rules and whether it is ranged or melee.

You may only use an attack if a target (friend or foe) is in its range. Ranged attacks take -1 to hit and to their attack force rolls against targets that are in the melee range of friends. Ranged attacks cannot be used if an enemy is within melee range (an enemy is sufficiently close enough to attack with a melee attack). You must be able to see a character (draw a 1mm line between the two units bases without it being interrupted by a model with greater height than both models) to attack it.

“Punch” attacks are attack force 2, 0” range, physical and melee.

## Attack Force Rolls and Attack Types

On every attack is a number of AF or Attack Force.

When determining the effectiveness of an attack, you roll 1d6, and add that to the attacks AF.

Your opponent makes a ‘defense’ roll at the same time. If the attack is physical, then your opponent then rolls 1d6 and adds that to the target's durability. If the attack is mental, they add their willpower instead of durability.

If the AF roll minus the defense roll is 0 or greater, then the effect of the attack activates and the target has their HP reduced by the amount that the AF roll exceeded the defense roll. If their HP hits 0 or lower, then that unit dies and is removed from the game.

## Pips

Both players begin the game with 10 ‘pips’.

After a player rolls a die and knows the outcome of the roll, they may decide to spend any number of pips to increase the result of that roll by one for each pip up to the maximum possible value of that roll.

If both players have pips left to use in this manner, the offensive roll (the player who is targeting another model or a point in space) decides whether they would like to first. You may not decide to increase the number of pips spent after the number of pips spent has been declared.

## Focuses

Most units have 'focuses' detailed on their stat card which will typically give their player a benefit for playing in a certain way.

At the end of each round, all units have their focuses 'checked.' If the conditions of the focus are fulfilled, then the benefit is immediately earned.

## Movement

You may not move over models, and moving over terrain requires you to spend movement equal to the terrain's height to climb it, or climb down.

Instead of climbing down, models may fall. If a model falls, it takes an amount of damage equal to half the height of the terrain, rounding up.

## Victory Points and Missions

After a mission has been selected, the mission will detail ways to gain points. At the end of each round, players check their coalitions 'goals.' Goals function similarly to focuses, except each can only be scored once and they are attached to special coalitions instead of to individual units. If the condition of the goal is fulfilled, the controlling player gains the benefit of the goal.

Then, at the end of the game, the player with more points wins.

If the game is a tie, then the player with more pips wins.

If there is still a tie, then the player with more points worth of characters on the board wins.

If there is still a tie, then the player with more characters wins.

If there is still a tie, the game is a draw.

## Sequencing

Simultaneous effects are sequenced in specific ways:

### Unit Activation

Whenever effects need to be resolved simultaneously, resolve the player currently acting first. So, for example, if a player has a 'start of activation' effect, and the other player has a 'start of

enemy activation' effect, then the first player's effect triggers first, before the other one is checked.

If both effects are controlled by the same player, that player may choose the order.

If an effect is triggered, it must be fully resolved before another effect can have its trigger checked.

The phases of an activation are:

1. Start of activation (triggers even if the unit was passed)
2. Start of action (only if an action is being taken)
3. End of action (only if an action is being taken)
4. Start of action
5. End of action
6. End of activation (triggers even if the unit was passed)

## Pip Usage

When a player has an opposed roll with another player, pip usage is activated first by the player targeting. That means if a player is attacking using any kind of attack that targets a model or space, that player will use their pips first.

If the contested roll has no target (for example, a roll off for first turn) then the loser of the roll must use their pips first. In the case of a tie, the player with more pips must use them first. If the number of pips are the same, then both players roll a die, where the loser must use pips first.

## End of Round

First: Goals are checked. The goals of the player who will go next on the following round are checked first. Then the goals of the other player.

Then, the initial player checks their focuses. The order of the focus checks are determined by the checking player.

## Terrain

Terrain has tags which change how your character interacts with it. The tags are:

**Blocking:** In order to determine line of sight, no part of the arrow may be drawn through blocking terrain, unless either the target or the see-er is taller than the terrain.

**Movable:** You can move through this type of terrain without going over it.

**Covering X:** Models that have any part of their base obscured by a covering terrain piece subtract 1 from enemy damage, to a minimum of 1 when damage is dealt.

**Height X:** If a model's height stat is above x, this terrain piece can not be blocking for that model offensively and defensively. This terrain piece can be climbed by subtracting x from your movement every time you go over it.

**Difficult:** Movement through this terrain is halved.

**Patterned X:** Subtract X from hit rolls targeting models in or behind patterned terrain with ranged attacks or melee attacks.

**Unclimbable:** Cannot be climbed.

**Dangerous X, Y'':** Take X damage at the start of a model's activation if it is within Y'' of the terrain.

**Hazardous X Y, Z'':** Take X condition Y times at the start of a model's activation if it is within Z of the terrain.

**Overhang X:** Models under X Height can go under this piece of terrain.

**Up Top:** These tags only apply when on top of the terrain.

**Down Low:** These tags only apply when below the terrain.

**Vantage X:** Models on this terrain gain +X to their hit rolls with ranged attacks at models not on this terrain.

## Glossary

Most abilities and attacks have tags that describe what they do. This is a list of those tags:

**Carry (target):** After your movement is done, remove target and place them within base contact.

**Fly:** Ignore other models and terrain for the purposes of movement. This model is immune to fall damage.

**Point (X):** Select a point within line of sight within X''. The effect originates from that point instead of from this model.

**Pulled (X):** Moved X'' in a straight line in a way you decide. This may not be used to climb.

**Blind (Effect):** Effect does not require line of sight.

**Spawn (Model):** Create model as an ally within base contact. Unless otherwise stated, Spawned models do not count for your goals or for controlling objectives.

**Damageless:** This attack does not do damage.

**Tagged:** Select any allied models within base contact with this model, or enemy models hit by a melee attack during this activation, or both.

**Fading:** Effect ends the next time this model is activated.

**Quick X:** Instead of activating the effect right now, you may do so at the beginning or end of any action up to X times a round. To do this does not require an action.

**Triggered:** May be used instantly when a listed event occurs.

**Save:** This model may move into base contact with the target and become the new target of what they were targeted by, if anything.

**At Will X:** Instead of activating the effect right now, you may do so at the beginning or end of any action during this models activation up to X times a round. To do this does not require an action.

**Fortune Teller X (Y'')**: At the beginning of this character's activation, roll X dice and add it to a "Fortune Telling Pool" for this character. Whenever making a die roll for an ally within Y" of this character, you may replace that result with a die from the Fortune Pool before using pips.

**Natural:** This attack can be used in melee, even if it is a ranged attack.

**Improv:** Check this focus when its condition is fulfilled instead of at the end of the round.

**X-Block-Y:** Before the results of an enemy attack that would affect this character, roll 1d6. On a 6, the attack is negated. This rule is only used if X is true. If this is used, Y occurs.

**Y-Limit X:** If more than X Y's would exist after this action, destroy Y's until there are only X.

**Inflict X:** [Damageless] Target gains X instead of damage.

**X Make (Model):** [Spawn] (Model), then move X".

**Sometimes:** This attack can only be triggered by other attacks or triggers, and otherwise cannot be taken.

**(Characters) Family X:** If any of the Characters die, the other Characters get Enraged X.

## Conditions

Sometimes, models are afflicted with conditions that can be good or bad and are listed. Allied models within 1" can decrease a condition by 1 by using an action to help.

**Burning:** For every burning, this model takes 1 damage when activated. It may take an action to cause itself to stop burning.

**Panic:** For every point of panic, enemies must spend a pip or take the disengage action as their second action.

**Enraged:** For every point of enraged, whenever this model would do damage, it does an additional damage.

**Paralyzed:** For every point of paralyzed, decrease all AF rolls from this model by 1.

**Slow:** For every point of slow, decrease the MV characteristic of this character by 1.

## Objectives (For Advanced Players)

### Mission Pack 1: Criminals (Casual Play)

Points for this mission pack: 70

#### Vault Robbery

Before coalitions are drafted, decide who is defending and who is attacking, and place a 5" square centered on the center of the map as a Ht 2, Blocking vault. The defender deploys first and deploys all their models, rather than taking turns. They may deploy their models anywhere on the map. Then the attacker deploys their list. Each model must be 8" or more away from every enemy model, if no such space exists, they must deploy within 1" of the table edge.

Any attacking model within 1" of the vault may use an action to take money. Doing this gives their side a point.



After the game ends, the defending side and attacking side draft new lists and the defender becomes the attacker and vice versa. The player with the most points wins.

VARIANT RULE: If the players do not wish to play two games, then have the defender start with 3 victory points. The player with the most points at the end of the first game wins.

### Assassination

Before lists are drafted, decide who is defending and who is attacking. The defender must have at least one civilian. Players take turns deploying models in a triangle method. Before deploying, the defender will select one of their civilian models to be a “VIP”, who must be deployed within 8” of the center of the board.

If the VIP dies, the attacker gains a number of victory points equal to the six minus the round on which the VIP died. If the VIP survived, the defender gains a number of victory points equal to the number of wounds the VIP had left.

After the game ends, the defending side and attacking side draft new lists and the defender becomes the attacker and vice versa.

VARIANT RULE: If the players do not wish to play two games then the player with the most points at the end of the first game wins.

### Teach ‘Em A Lesson

Before lists are drafted, decide who is defending and who is attacking. Players take turns deploying models in a triangle method. Before deploying, the defender will select one of their demihuman models to be a “VIP”. The VIP must be deployed within 6” of the center of the board.

If the VIP dies, the attacker gains a number of victory points equal to the six minus the round on which the VIP died. If the VIP survived, the defender gains a number of victory points equal to the number of wounds the VIP had left.

After the game ends, the defending side and attacking side draft new lists and the defender becomes the attacker and vice versa.

VARIANT RULE: If the players do not wish to play two games then the player with the most points at the end of the first game wins.

### Gang War

Players take turns deploying models in a triangle method.

At the end of the game, both players gain a number of victory points equal to the number of allied civilians they drafted at the beginning of the game that are still alive.

### Rescue

Before lists are drafted, decide who is defending and who is attacking. The defender must have 4 civilians which are the "Rescuees". Players take turns deploying models in a triangle method, except for the defending players' rescuees, who may be deployed anywhere within 7" of the center of the board.

At the end of the game, the defender gains a victory point for every rescuee still alive, and the attacker gains a victory point for every dead rescuee.

## Mission Pack 2: Territory (Competitive)

Points for this mission pack: 70

### This Land Is My Land

Players take turns deploying models in a triangle method.

At the end of each round, track the distance in inches between the 2 furthest civilian models for player 1, and the same for player 2. That distance is the amount of 'territory' each of you earn.

For every ten territory that a player gains, they gain a victory point.

### Points of Interest

Before deployment, players take turns deploying objectives. Objectives are 1", blocking, immovable, models. Each player deploys one in their own deployment zone, one in the enemy deployment zone, and one in neither. No objectives may be within 1" of the table edge or 3" of another objective. Players take turns deploying models in a triangle method.

At the end of each round, log the number of objectives each player controls. You control an objective if you have more allied models that started the game on the board within 3". You gain victory points equal to the number of objectives you control.

### King of the Hill

Players take turns deploying models in a triangle method.

At the end of every round, for every model that began the game on the board that is within 6" of the center of the board, gain a point. The player with more points at the end of the game wins.

### Demihuman Patrolling (Most Used)

Before the game begins, select a recognized "Demihuman Patrolling" Map. Each contains several 1" objective tokens with no terrain keywords. Players take turns deploying models in a triangle method.

At the end of each round, log the number of objectives each player controls. You control an objective if you have more allied demihuman models within 3". You gain points equal to the number of objectives you control.