



# RUINSTARS

## I. INTRODUCTION

### THE GALAXY IS IN RUINS

*The stars are dying, the gods are silent, and the empires that once ruled the galaxy have crumbled into ash and echoes.*

*Across a fractured void of decaying worlds and haunted relics, scattered fireteams carry out the final orders of long-dead masters.*

*There is no hope of victory - only duty and the bitter certainty that each mission may be the last.*

*In the shadows of ancient horrors and cursed machines, elite squads wage desperate black ops in a war that has lost all meaning... but not all purpose.*

Welcome to Ruinstars - where only ruins remain, and only war endures.

### WHAT IS THIS GAME?

Ruinstars is a fast-paced, miniatures-agnostic tabletop skirmish game set during the final age of the galaxy.

Players command small, hardened squads in high-lethality black ops missions across fractured star-systems.

Fight in the shadows of dying gods, decaying empires, and forgotten horrors as the last battles rage.

## 2. CORE MECHANICS

### DICE ROLLS

Ruinstars uses 6-sided dice for all rolls. These will be indicated throughout the rules as D6.

Some rolls will require more than one die. For those, the number of dice to roll will be indicated before D6.

For example, to indicate a roll of 3 dice: 3D6. To indicate a roll of 1 die: 1D6.

### SUCCESES AND FAILURES

When rolling against a character or weapon stat, a die roll is a success if its value is equal

### ALTERNATING ACTIVATIONS

During each Turn, Squads will alternate Activating one Unit that has not yet been activated.

For example, during each Turn:

- Squad A activates its first Unit and performs Actions
- Squad B activates its first Unit and performs Actions
- Squad A activates its second Unit and performs Actions
- Squad B activates its second Unit and performs Actions
- etc.

If it is a Squad's turn to activate a Unit but all its Units have already been activated and the enemy Squad has remaining Ready Units, that Squad may select one Unit to perform 1 Free Basic or Mission Action.

to or lower than that stat.

Irrespective of any modifiers or Stats, a die roll of 6 is always a failure.

Die rolls of 1 are always Critical successes and may have special effects depending on the roll in question (see Combat).

### RE-ROLLS

Certain rules and events allow you to re-roll a die. In those cases, announce the die to be re-rolled, pick it up, and roll it again. Once a die is re-rolled, its result is final and it cannot be re-rolled again.

## 3. GAME CYCLE

A game of Ruinstars is played in the following order:

### 1. Mission Start

#### 1. Select Mission

Select a Mission to play. All players must reach consensus on the Mission to play.

#### 2. Select Squad

Select one of your Squads to take on the Mission

#### 3. Prepare Battlefield

Set up your Battlefield according to the Mission's briefing. This includes placing buildings and other terrain features, placing objectives, and any other actions defined by the selected Mission.

### 2. Turns

#### 1. Turn 1

#### 2. Turn 2

#### 3. Turn 3

#### 4. Turn 4

### 3. Mission End

At the end of Turn 4, tally the total Mission Points for each Squad. The Squad with the highest number of Mission Points is declared the winner of the battle.

## TURNS

During each Turn:

#### 1. Reset Tactical Orders to zero for both Squads (Tactical Orders do not carry over from Turn to Turn).

#### 2. Start of Turn

##### 1. Mark all Units as Ready (not Activated)

##### 2. Resolve all "Start of Turn" actions or events

##### 3. Roll-off for Initiative:

Lowest score wins Initiative and will Activate first; both sides re-roll any ties until a winner is determined

##### 4. Roll for Tactical Orders for the Turn

##### 5. The Squad with the Initiative rolls for the Mission's Events (if any) for this Turn

#### 3. Unit activations

##### 1. The Squad with the Initiative activates their first Unit, then Squads alternate activating their Units until all Units have been activated.

See also Alternate Activations.

#### 4. End Of Turn

##### 1. Resolve all "End of Turn" actions or events

##### 2. Score Mission Points according to the selected Mission

## ALTERNATE ACTIVATIONS

Ruinstars uses Alternate Activations:

During each turn, players take alternating turns to Activate their Squad's Units. So player 1 activates their first Unit, then player 2 activates their first Unit, followed by player 1 activating their second Unit etc. This ensures dynamic play and avoids having to wait long periods of time before you can actually *do* something with your Squad.

Each player takes alternating turns activating the Units in their Squad. For example, in order:

1. Player 1 activates their first Unit
2. Player 2 activates their first Unit
3. Player 1 activates their second Unit
4. Player 2 activates their second Unit
5. Player 1 activates their third Unit
6. Player 2 activates their third Unit
7. (etc)

At the start of each Turn, all Units are marked as "Ready". As each Unit completes their Activation, they are marked as "Activated".

In cases where one Squad has at least 2 more Standing Units than the other, the Squad with fewer Units may choose to delay one activation once per Turn. In that case, the Squad with more Units activates two of its Units in a row.

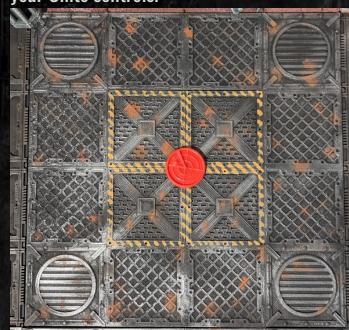
## MISSION POINTS

Mission Points (MP) determine the winner of the battle. Each Mission will define conditions under which a Squad can score Mission Points. At the end of the Mission, the Squad with the most MP wins.

Each Battlefield will have Objectives placed on it. Depending on the mission, these Objectives may need to be controlled to score Mission Points.

A Unit is said to control an Objective if it is Adjacent to that Objective and if the Unit is not Adjacent to any enemy Units.

At the end of each Turn, your Squad scores one Mission Point for each Objective that one of your Units controls.



## 4. STAT CARDS

StatCards describe your Units and their Weapons with numerical values, and any special Skills they may have. In general, the higher the stat number, the better the Unit or Weapon. Note that in the app and on the website, you can click or tap Specials to view what they mean, and Skills or Equipment to get their full description.

### I. TOLAND STRAK

ACT	3	ARM	4	HIT	6/6
WEAPONS				ATT	SKL
✗ Combat Knife (2MC)	1GP			2	4
❖ Reaper (2RC)	5GP			3	5
SQUAD SPECIALTY	Duty Before Death	SKILLS	Leader*		
Strike Trooper   13+6GP				0 XP	

### UNIT STATS

- ACT - Action Points

The maximum number of Action Points this Unit can spend on Actions during its activation.

- ARM - Armor

Indicates how well this Unit resists damage during combat.

When rolling Armor Saves, results of this stat or lower are successful.

- HIT - Hit Points

The Unit's number of Hit Points. When a Unit reaches zero HIT, it is Taken Out and removed from the battlefield (see Combat).

If a Unit has at least 1 HIT remaining, it is considered to be Standing.

- GP - Gear Points

The total cost in Gear Points (GP) for this Unit.

Note that each special (e.g. 2RC) and skill (e.g. "Duty Before Death") can be clicked or tapped to view their detailed description.

For example:

- Toland Strak is a Strike Trooper
- He can perform 3 Actions (ACT) during each of his activations.
- Each time he is the target of Combat and rolls Armor Saves, each result of 4 or less (ARM) is a successful Save.
- He starts with 6 Hit Points (HIT).
- He has the skill Duty Before Death.

### WEAPON STATS

- ❖/✗ - Weapon Type

❖ indicates a Ranged weapon, ✗ indicates a Melee weapon.

- ATT - Attacks

How many Dice are rolled each time this Weapon is used.

- SKL - Skill

Indicates the skill of this Unit when using this Weapon. Rolls that are equal to or less than this value are successful strikes.

- [SPECIAL] - Weapon Specials

Specials for this weapon are listed next to its name.

For example:

- Toland Strak's Reaper is a Ranged weapon (❖).
- Each time it is used, Toland Strak rolls 3 dice (ATT).
- Each result of 5 or less (SKL) is a success.

### SKILLS

Some Units will have Skills listed on their StatCard. These are unique properties of that Unit that may allow them to perform a specific unique Action, or gain a bonus (or debuff) for certain game mechanics.

- Skills that have a ACT cost can be performed using the Unit's ACT Stat or a Tactical Order, or a combination of both.
- Skills that have a TO cost cannot be performed using the Unit's ACT Stat; they must be performed by spending Tactical Orders.
- Skills and Equipment that do not have an ACT or TO cost are passive skills that do not require spending an Action Point or Tactical Order.

## 5. ACTIONS

During its activation, a Unit can perform a number of Actions up to its **ACT** stat (see *StatCards*).

Each Action costs a number of Action Points or **ACT**.

Actions with an **ACT** cost can be performed by spending the Unit's **ACT** Action Points or the Squad's Tactical Orders, or any combination of the two (for example, if a Unit's skill costs 2 **ACT**, you can spend 1 **ACT** + 1 **TO** to perform that action).

Actions with a **TO** cost can only be performed by spending the Squad's Tactical Orders.

Each action costs its listed number of **ACT** the first time it is performed in a Unit's Activation. Each time that same action is repeated in the same Activation, it costs one additional **ACT**.

For example, a Unit with 3 **ACT** may perform 2 Moves in its Activation. The first Move costs 1 **ACT**, and the second one costs 2 **ACT**.

### BASIC ACTIONS

All Units can perform the following Actions during their Activation:

Action	ACT	Description
Move	1	The Unit moves up to 6".
Dash	1	The Unit moves up to 2", following the same rules as a Move.
Ranged Combat	1	The Unit makes a Ranged attack against a valid target. See Ranged Combat.
Melee Combat	1	The Unit makes a Melee attack against an Adjacent target. See Melee Combat.
Pick Up	1	The Unit picks up a marker or token that is Adjacent.
Drop	1	The Unit drops a marker or token in an Adjacent space.
Give	1	The Unit passes a marker or token to an Adjacent Squadmate. Neither Unit can be Adjacent to any enemy Units.
Open/Close Door	1	The Unit opens or closes an Adjacent door.
Mission Action	-	A special action defined by the current the Mission Briefing.

### TACTICAL ORDERS

At the start of each turn, each player rolls **3D6** and adds 1 die for each of the Squad's Units' **LDRx** Special Rule. For example, if your Leader is still in play and has the **LDR2** Special Rule, you would roll **5D6** for Tactical Orders (3 base dice for Tactical Orders plus 2 dice provided by your Leader).

If you do not have a Unit with the **LDRx** Special Rule on the Battlefield, you do not get their Tactical Order bonus and just roll **3D6**.

For each die result of **1-3**, you will have one Tactical Order. Tactical Orders allow Units to perform more Actions than their **ACT** Action limit.

At the end of each Turn, any unused Tactical Orders are lost; they do not carry over to the following Turn.

Note that rolling for Tactical Orders cannot be modified by using Tactical Orders.

### USING TACTICAL ORDERS

During a Unit's activation, you may spend any number of Tactical Orders you obtained for that Turn on more actions for that Unit.

Tactical Orders may be spent to:

- Perform a Unit's **TO** Skill. Unless otherwise indicated, **TO** skills cannot be performed more than once per Turn.
- Perform an Additional Basic Action (Move, Dash, Shoot, Melee, etc.) during a Unit's Activation.
- Re-roll any one die for any of your rolls (including during one of your opponent's Units' Activations, for example during Melee combat).
- Change the result of one of your rolled dice by +/- 1. Note that this is stackable; you can spend 2 **TO** to reduce the result of a die by 2, or spend multiple **TO** on multiple dice in a given roll. Modifying a die roll in this way does not trigger roll-specific effects (e.g. reducing an Attack die roll of **2** to **1** does not mean it is a Critical success).

### MISSION ACTIONS

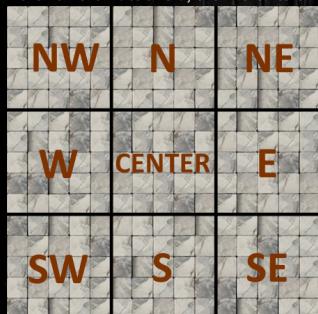
Certain Missions will define special Actions that can be performed by Units. Read the Mission Briefing to determine if the Mission defines any such Actions.

## 6. MOVEMENT

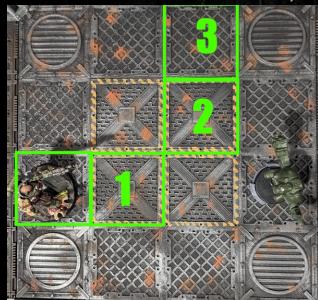
### BATTLEFIELD

The Battlefield is an area of 2'x2' (24"x24") or larger, divided into 9 equal tiles.

Some missions may describe their setup in terms of a Tile's position (e.g. "Western Tile", "Center Tile", "Southeast Tile"). Before the mission, both players should agree which way is North on the Battlefield, then refer to this diagram to find the right Tile.



When a Unit moves on the Battlefield, the maximum distance it can travel is 6".



### DISTANCES

All movement and distance measurements are measured in Inches.

### ADJACENT

Two Units are considered to be **Adjacent** if they are within 1" of each other. When selecting a valid target for Melee combat, the attacker and its target must be Adjacent. Units that are on different elevations are not considered to be Adjacent.

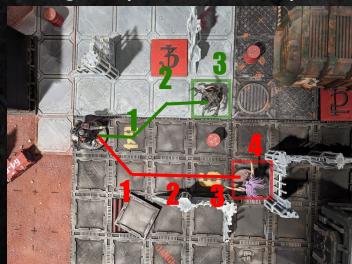
If a wall that is 2" or taller is between two Units, those two Units are not considered to be Adjacent.

### DISTANCES AND RANGE

To measure the distance between two Units or Items (for example, to check if a target is within the Range of a given Ranged Weapon), only measure on the Horizontal plane; ignore vertical distance.

The target is considered to be in range of that weapon if the distance is equal to or lower than the weapon's range.

If a Ranged weapon does not have a specified Range ( $RNG_x$ ), its range is infinite.



*Remus' pistol has a range of 3 ( $RNG3$ ). He can target the green unit in ranged combat, but not the red unit.*

### MOVING THROUGH UNITS

Two Units cannot have their bases overlap.

A Unit cannot move past an enemy Unit within 1". A Unit may move past a Squadmate within 1", but cannot end its move overlapping that Squadmate's base. A Unit may end their movement Adjacent to an enemy Unit (to prepare for Melee Combat).

### VERTICAL MOVEMENT

Units may climb over obstacles that are less than 2" tall without penalty. Climbing over a short wall that is 2" tall costs 2" of movement.

When climbing up vertical terrain simply measure the vertical and horizontal distance and add them up.

Note that for a Unit to climb a wall, that wall must be mutually agreed by all players to be Climbable at the start of the battle. Generally these walls will be easily identifiable with a ladder or other visual marker indicating it is climbable.

Climbing down a wall follows the same rules as climbing up, but vertical movement includes 2" of free movement.



## 7. COMBAT

### RANGED COMBAT SEQUENCE

#### 1. Select Target

1. The Attacker selects one of their Ranged weapons to use
2. The Attacker selects a valid Target. The Target must:
  - Not be Adjacent to the Attacker or the Attacker's Squadsmates
  - Be within the Weapon's range ( $RNG_x$ )
  - Be in the Attacker's Line Of Sight

A Unit may not perform this action if it is Adjacent to any enemy Units.

#### 2. Roll Attacks

1. Roll a number of dice equal to the weapon's **ATT** (Attacks).
2. Each die result equal to or less than the weapon's **SKL** (Skill) is a successful strike and inflicts 1 point of Damage on the Target.
  - A roll of **1** is a **Critical Strike** and inflicts 2 points of Damage
  - A roll of **6** is always a failure

#### 3. Roll Armor Saves

1. The Target rolls one die per point of Damage inflicted.
2. Each result equal to or less than the Target's **ARM** (Armor) is a successful Save.
  - A roll of **1** is a **Critical Save** and counts as 2 Saves
  - A roll of **6** is always a failure
3. Each unsaved point of Damage causes the Target to lose 1 **HIT**
4. If a Unit reaches zero **HIT**, it is Taken Out and removed from the battlefield.

### MODIFIERS

Condition	Description
<b>Cover</b>	If the Target is in cover, the Target gets one automatic Armor Save (without having to roll it)

<b>High Ground</b>	If the Attacker is at least 4" above the Target, the Target does not benefit from Cover
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### LINE OF SIGHT

A Target is in an Attacker's Line of Sight if two uninterrupted lines can be drawn from one point of the Attacker's base to two opposite points of the Target's base.

A Unit cannot shoot through other Units.



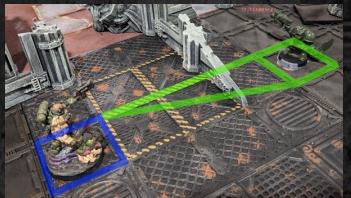
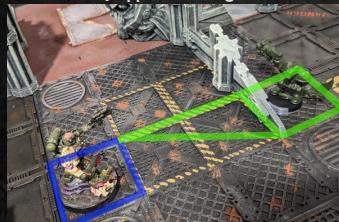
### COVER

A Target is in Cover if:

- A terrain element is Adjacent to the Target, and the Attacker can see no more than two of the following parts of the Target:
  - Target's Legs
  - Target's Torso
  - Target's Head

If none of these are visible in full, the Target cannot be targeted. If all three are visible, the target does not benefit from Cover.

Cover only applies to Ranged attacks; there is no Cover benefit for Melee attacks.



The targeted enemy is not in Cover because the blocking terrain element is not Adjacent to it.

### MELEE COMBAT

#### SEQUENCE

##### 1. Select Target

1. The Attacker selects one of their Ranged weapons to use
2. The Target must be Adjacent to the Attacker

##### 2. Roll Attacks

1. Roll a number of dice equal to the weapon's **ATT** (Attacks).
2. Each die result equal to or less than the weapon's **SKL** (Skill) is a successful strike and inflicts 1 point of Damage on the Target.
  - A roll of **1** is a **Critical Strike** and inflicts 2 points of Damage
  - A roll of **6** is always a failure

##### 3. Roll Armor Saves

1. The Target rolls one die per point of Damage inflicted.
2. Each result equal to or less than the Target's **ARM** (Armor) is a successful Save.
  - A roll of **1** is a **Critical Save**:
  - It blocks 1 point of Damage, and
  - Inflicts 1 point of Melee Damage on the Attacker. The Attacker then rolls their own Armor Saves for that returned Damage.
  - This effect can chain: if the Attacker then rolls a Critical Save, they return damage to the Target, and so on.
  - A roll of **6** is always a failure
3. Each unsaved point of Damage causes the Target to lose 1 **HIT**
4. If a Unit reaches zero **HIT**, it is Taken Out and removed from the battlefield.

### MODIFIERS

#### Condition Description

<b>Support</b>	For each of the Attacker's Squadsmates Adjacent to the Target, the Attacker may re-roll one Attack die.
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## 8. YOUR SQUAD

Select the Faction that best fits the way you want to play and build your squad using the App. Squads are typically built with a maximum value of 100 total GP (including all unit and gear costs).

Your Squad can only include one Leader (with the LDRx Special), and it cannot include more than 1 of each Unique (UNQ) Unit.

When selecting Gear for your Squad (Weapons, Equipment, etc), any item whose name ends with an asterisk (\*) is Unique and cannot be added more than once to your squad.

### FACtIONS

	<b>INTERDICTORS</b> Interdictors are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Interdictors are larger, stronger, and faster than regular humans. They undergo...		<b>THE SWARM</b> A hive-mind of insectoid abominations bred only to feed, the Swarm descends on worlds in an endless tide, stripping them of all life and biomass. Mindless yet coordinated, disposable yet...
	<b>STONEKIN</b> Hailing from heavily industrialized and mineral-rich worlds, the Stonekin are a technologically adept and resilient people. They possess a society focused on mining, engineering, and crafting....		<b>ANKH REVENANTS</b> The Ankh Revenants are a race of ancient, undying robotic warriors who once ruled the galaxy with an iron fist. Millennia ago, they were an organic species known as the Philacterites, whose...
<b>NPC</b> NPC Mode provides rules and instructions to play against an automated enemy Squad. This allows you to play solo against the automated enemy, or join forces with another player against that...			

## 9. MISSIONS

Each Primary mission is a single battle pitting your Squad against its enemies. Select (or randomly pick) a Mission from the list of standard missions below:

### PRIMARY MISSIONS

#### PRIMARY: 1 - ERADICATE

"No mercy. No survivors."

The battlefield is a crucible of war, where only the strongest will remain standing. Smoke rises from shattered ruins, and the air is thick with the acrid scent of plasma burns. No objectives. No negotiations. Only death. Each squad knows that by the end of this conflict, only one will be left standing, while the other will be nothing but a memory.

##### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone.

##### DEPLOYMENT

During Turn 1, when it is a Unit's turn to activate, deploy it on your Battlefield edge.

##### VICTORY

At the end of Turn 4, if a Squad Took Out all enemy units, that Squad scores 6 MP. In all other cases, the Mission is a Draw.

#### PRIMARY: 2 - CONTROL

"Seize the ground. Own the fight."

Key strategic locations are up for grabs, and both squads are determined to claim them. These positions may be artillery nests, communication hubs, or tactical vantage points - whoever controls them controls the battlefield. Explosions send shockwaves through the war-torn streets as both sides fight tooth and nail, knowing that every inch gained is another step toward ultimate victory.

##### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone.

Place 3 Objective markers in the center of the West, Central, and East tiles.

##### DEPLOYMENT

Both Squads deploy their Units on their selected Battlefield edge before Turn 1.

##### VICTORY

At the end of each Turn, Squads score 1 MP for each Objective they control.

The Squad with the most MP by the end of Turn 4 wins the Mission.

#### PRIMARY: 3 - BUG BOUNTY

"The hive stirs. Kill them before they overwhelm us."

Something is stirring beneath the battlefield - something ancient, hungry, and unstoppable. A horde of alien creatures has erupted from below, their chitinous bodies swarming over the land, attacking anything that moves. Both squads find themselves trapped in a desperate fight for survival. The mission? Kill as many of these creatures as possible before they are overrun. The battlefield is a feeding ground, and every shot fired is a battle against extinction.

##### SETUP

Deploy 3 Spawn Points, one in the center of the West, Center, and East Tiles.

At the start of each Turn, each player rolls 1D3 for each Spawn Point and spawns that number of Bugs at that Spawn Point.

##### DEPLOYMENT

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone. Both Squads deploy from their Battlefield edge before Turn 1.

##### VICTORY

Each time a Squad Takes Out a Spawn Point, that Squad scores 3 MP.

At the end of Turn 4, the Squad with the most MP wins the Mission.

##### SPECIAL

Unit	ACT	ARM	HIT
Bug	2	3	1
Weapon		ATT	SKL
(M) Bite	3	5	

Bug Units are activated after each player Unit activation, alternating player control.

Item	ACT	ARM	HIT
Spawn Point	-	4	2

Spawn Points are treated as items. If a Spawn Point is targeted in combat and is not Taken Out as a result of that combat, it regains all of its HIT. Each time a Spawn Point is targeted in combat and is not Taken out as a result, for each saved successful strike, spawn one Bug Adjacent to that Spawn Point.

#### PRIMARY: 4 - RETRIEVE INTEL

"Secrets win wars. Get in, get out."

Somewhere in the heart of the battlefield lies a critical piece of intelligence - data that could shift the balance of power. One squad races to retrieve it, while the other fights to keep it from falling into enemy hands. The clock is ticking. One wrong move could mean the difference between victory and disaster. In the chaos of battle, can the attackers escape with the prize, or will the defenders crush their ambitions before they reach safety?

##### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone. Place an Intel marker in the center of the central tile.

Select or randomly pick one Squad to be the Attacker, and the other to be the Defender.

##### DEPLOYMENT

During Turn 1, when it is a Unit's turn to activate, deploy it on your Battlefield edge.

##### VICTORY

The Attacker Squad score 6 MP when a Unit carrying the Intel marker walks off the edge of the Battlefield opposite the Attacker's deployment edge by the end of Turn 4.

The Defender Squad wins the mission in all other cases.

## PRIMARY: 5 - INTERCEPT

"No one escapes."

A lone operative carries intelligence that could change the course of the war. If they reach their destination, the enemy will gain a decisive advantage. But their pursuers are relentless, striking from the shadows and closing in with ruthless efficiency. The chase is on, across shattered landscapes and under the constant threat of ambush. The defenders must reach safety. The attackers must ensure they never do.

### SETUP

Select or randomly pick one Squad to be the Attacker. The other Squad is the Defender. Defender secretly selects one of its Units to carry the Intel. This Intel may be dropped by any Unit carrying it. Any Unit may pick up the dropped Intel. If a Unit carrying Intel is Taken Out, place the Intel marker in its previously-occupied spot.

### DEPLOYMENT

Before Turn 1, Attacker deploys all units anywhere in the Northeast, East, or Southeast Tiles.

During Turn 1, when it is a Defender Unit's turn to activate, deploy it on the outer edge of the Western tile.

### VICTORY

If a Defender Unit carrying the Intel walks off the outer edge of the Eastern tile, the Defender Squad scores 6 MP.

In all other cases, the Attacker Squad scores 6 MP.

## PRIMARY: 6 - ASSASSINATE

"Cut off the head, and the body dies."

Every army has a leader, a figure who commands, inspires, and ensures victory. Without them, morale crumbles and cohesion shatters. One squad has been given a singular, deadly mission: eliminate the enemy commander at all costs. But this will not be easy - the target is well-guarded, and their forces will fight to the last breath to protect them. Strike fast, strike true, and end this war with a single, decisive kill.

### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone.

### DEPLOYMENT

During Turn 1, when it is a Unit's turn to activate, deploy it on your Battlefield edge.

### VICTORY

The first Squad to Take Out the enemy Leader scores 6 MP if it happens before the end of Turn 4.

## PRIMARY: 7 - SABOTAGE

"Cut them off at the source."

Deep behind enemy lines, a squad is tasked with crippling vital infrastructure. Fuel lines, power grids, and command centers must be neutralized before reinforcements arrive. Every step is fraught with danger - enemy patrols scour the area, drones sweep the perimeter, and time is running out. Stealth and precision will ensure success, but failure means a swift and brutal counterattack.

### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone. Place 3 Sabotage markers in the center of three random tiles.

Select or randomly pick one Squad to be the Attacker, and the other to be the Defender.

### DEPLOYMENT

During Turn 1, when it is a Unit's turn to activate, deploy it on your Battlefield edge.

### VICTORY

The Attacker Squad scores 2 MP for each marker that has been sabotaged by the end of Turn 4.

The Defender Squad scores 2 MP for each marker that was not sabotaged by the end of Turn 4.

### SPECIAL

**Sabotage (2 ACT):** A Unit may Sabotage an Adjacent Sabotage marker if there are not Adjacent enemy Units. When a marker is sabotaged, remove it from the battlefield.

## PRIMARY: 8 - RIVALS

"This ends here."

Some battles are personal. Amidst the larger war, two warriors - each sworn to end the other - step onto the battlefield for their final confrontation. They have crossed paths before, leaving behind scars and grudges that cannot be ignored. Their squads fight around them, but the true battle is between these two rivals. Only one will walk away.

### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone.

Each Squad selects one enemy Unit (excluding the Leader) to be Rivals.

### DEPLOYMENT

Both Squads deploy their Units on their selected Battlefield edge before Turn 1.

### VICTORY

Squads score 6 MP when their Rival Unit is Taken Out.

Rivals cannot be the primary target of combat except if the attacker is the other Squad's Rival.

## PRIMARY: 9 - SCAVENGE

*"Every resource counts in a war of attrition."*

Scattered across the battlefield are vital supplies - ammunition, rations, medical kits. In the chaos of war, every bit of gear can mean the difference between survival and death. But retrieving these supplies is no simple task. The enemy is just as desperate, and they will fight tooth and nail to claim the resources first. The race is on. Who will scavenge the most before the battlefield turns into a graveyard?

### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone. Place 3 Supply markers in the center of the West, Center, and East tiles.

### DEPLOYMENT

Both Squads deploy from their selected Battlefield edge before Turn 1.

### VICTORY

Each time a Unit Scavenges a Supply marker, its Squad scores 1 MP. That Supply cannot be scavenged again during this Turn.

At the end of Turn 4, the Squad with the most MPs wins the Mission.

### SPECIAL

**Scavenge (1 ACT):** The Unit Scavenges an Adjacent Supply marker. The Unit's Squad scores MPs equal to the Turn number (so 1 MP on Turn 1, 2 MP on Turn 2, etc). A Unit may not perform this action if it is Adjacent to an enemy Unit.

## PRIMARY: 10 - DEFEND

*"Hold the line until help arrives - or die trying."*

A beleaguered squad finds itself cornered, their backs against the wall as enemy forces close in from all sides. Their only hope: surviving long enough for extraction. The air crackles with tension as enemy shadows move through the ruins, searching for weaknesses in the defenses. Every second counts. Every bullet fired could be the last. If they falter, they will be wiped out. If they endure, they will live to fight another day.

### SETUP

Set up terrain so that the central tile is at least half enclosed. This is the Defense area.

Select or randomly pick one Squad to be the Attacker, and the other to be the Defender.

### DEPLOYMENT

Defender deploys all their Units before Turn 1 in the center tile.

Attacker deploys all their Units before Turn 1 on any Battlefield edge.

### VICTORY

At the end of Turn 4, each Squad adds up the GP of Standing Units on the central tile. The Squad with the highest total score 6 MP. In case of a tie, the Defender scores 6 MP.

## PRIMARY: 11 - INFILTRATE

*"Silent. Deadly. Unstoppable."*

Under the cover of darkness, a squad moves through enemy territory, their goal clear - breach the defenses and secure a foothold within the enemy's base. Their foes are unaware, but not for long. The first shot fired will set off a chain reaction of chaos and violence. Can the attackers slip through and establish their presence, or will the defenders crush the intrusion before it begins?

### SETUP

Each Squad selects one of two opposing Battlefield edges to be their Deployment zone. Select one Squad to be the Attacker and the other to be the Defender.

### DEPLOYMENT

Before Turn 1, Defender deploys their Units anywhere on their Battlefield Edge.

During Turn 1, when it is an Attacker Unit's turn to activate, deploy it on its Battlefield edge. \r\nAttacker has initiative in the first Turn.

### VICTORY

At the end of Turn 4, if the Attacker has 2 or more Units on the Defender's Battlefield edge that are not Adjacent to any enemy Units, the Attacker score 6 MP. Defender score 6 MP in all other cases.

## SECONDARY MISSIONS

Secondary missions are optional secret missions that can be selected to add variety to your game. Each Squad selects or randomly picks a secondary mission before the game begins, and only reveals it to the opponent once the Mission ends. Each secondary mission has its own unique objective and can break a tie or steal victory from the jaws of defeat.

### SECONDARY: 1 - DOMINATION

#### VICTORY

At the end of the Primary Mission, if your more than half of your opponent's Units have been Taken Out, score 2 MP.

### SECONDARY: 2 - HIGH GROUND

#### VICTORY

At the end of the Primary Mission, score 1 MP for each of your Units that are on terrain that is at least 4" above the Battlefield ground.

### SECONDARY: 3 - VIP

#### VICTORY

At the start of the Primary Mission, select one of your Units to be your VIP and reveal it to your opponent. At the end of the Primary Mission, if your VIP is still Standing, score 2 MP.

### SECONDARY: 4 - SURVIVAL

#### VICTORY

At the end of the Primary Mission, if more than half the Units in your Squad are still Standing, score 2 MP.

### SECONDARY: 5 - RECRUIT

#### VICTORY

During the Mission, your Units may attempt to recruit an enemy Unit. Once per Mission, when your Units perform the Melee Combat action against an enemy Unit, if you have at least one successful strike, you may choose to inflict no damage on that enemy Unit. Instead, that enemy Unit is now Recruited. At the end of the Primary Mission, if that Recruited Unit is still Standing, score 2 MP.

## **NPC MODE**

NPC Mode provides rules and instructions to play against an automated enemy Squad. This allows you to play solo against the automated enemy, or join forces with another player against that enemy.

For each player Squad on the mission, field one NPC Squad of the same GP value.

## **NPC BEHAVIOR**

Each Unit type has its own defined NPC Behavior. This behavior dictates how an AI-controlled Unit behaves.

## **ACTIVATING NPC UNITS**

After each player activation, that same player activates the next NPC Unit and follows its NPC Behavior.

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## 10. BATTLEFIELDS

The various battlefields your Squad operates in all have their own dangers.

After selecting a Mission, pick or randomly select one of the following battlefields. The Mission will be played on that Battlefield.

The Galaxy is a dangerous and deadly place; each Battlefield has **Effects** that affect your Units.

### 1 - THE RUINED CITY

#### SETUP

Dense terrain, ruined buildings and corners

#### EFFECTS

**Collapse:** At the start of each Turn after the first, select one random tile that has not collapsed. For each terrain element on that tile and for each Square of height of that terrain element, deal 1 Damage to each Unit within that terrain element's footprint or Adjacent to that terrain element, then remove it from the battlefield.

*Once a bustling metropolis, the city now lies in ruins, its skyline broken by jagged silhouettes of collapsed towers and scorched facades. Streets that once thrived with life are choked with debris, the remnants of homes, businesses, and dreams reduced to ash and rubble. Shadows of destruction linger in the form of burnt-out vehicles and craters that scar the land, while the acrid smell of smoke and decay hangs in the air.*

### 2 - THE FACILITY

#### SETUP

Corridors, tight quarters, small chambers.

#### EFFECTS

**Darkness:** At the start of each Turn after the first, select one random Tile. Until the end of the Turn, Units on that Tile cannot be targeted for Ranged combat if the Attacker is more than 3 Squares away.

*The industrial facility stands as a monument to neglect, its once-thrumming machinery now silent and encased in layers of rust. Massive gears and conveyor belts hang motionless, their surfaces corroded and flecked with peeling paint, hinting at decades of disuse. Cracked windows let in shafts of pale light that illuminate the grime-covered floors littered with broken tools and tangled wires.*

### 3 - THE JUNGLE

#### SETUP

Dense foliage, little to no elevated terrain.

#### EFFECTS

**Stinging Cloud:** At the start of each Turn after the first, select one random Standing Unit. That Unit moves 3 Squares in random directions (roll three times). If that Unit cannot make a valid move because of wall or other obstacle, it takes 1 Melee Damage.

*The alien jungle pulses with a life both mesmerizing and menacing, its dense canopy blotting out the sky and casting the undergrowth in an eternal twilight. Massive, twisted trees with glowing veins of bioluminescent sap tower above, their roots forming treacherous mazes through the thick, spongy ground. Vines slither like serpents, some twitching with sentience, while predatory plants snap at anything that brushes their razor-edged leaves.*

### 4 - THE ALIEN HIVE

#### SETUP

Caverns, tight quarters, no elevated terrain

#### EFFECTS

**Noxious Gas:** At the start of each Turn after the first, select one random Tile. All Units on that Tile take 1 Damage.

*The alien hive looms like a grotesque monolith, its surface an undulating mass of organic textures that pulse faintly with a sickly bioluminescent glow. Towering spires of chitin and resin twist skyward, connected by sinewy bridges that shimmer with an oily sheen. The air is thick and humid, carrying a metallic tang that clings to the throat with every breath. Inside, winding tunnels spiral downward into a labyrinth of chambers, their walls coated in sticky, fibrous webs that pulse rhythmically, as if alive.*

### 5 - THE CURSED TEMPLE

#### SETUP

Dense terrain, ruined buildings and corners.

#### EFFECTS

**Cursed Spirits:** At the start of each Turn after the first, select one random Unit. That Unit is overtaken by the temple's restless spirits and immediately attacks the closest Unit in Combat, SquadMate or enemy.

*The cursed temple rises from the earth like a jagged scar, its crumbling stone walls etched with the maddening sigils of ancient, terrible gods. A perpetual gloom surrounds the structure, as if sunlight dares not touch its malevolent facade. Its towering spires are wrapped in withered vines, and its gateways yawn like the gaping mouths of forgotten horrors. Inside, the air is suffocating and thick with the scent of damp stone and decayed offerings. Faint whispers echo through the dark corridors, carrying fragmented words in a language long lost to time.*

## II. CAMPAIGNS

### CAMPAIGN STRUCTURE

A Campaign is composed of three Operations, and each Operation is composed of three Missions.

At the end of each Operation, your Squad returns to Homebase to heal injuries, resupply, and recruit new Units into the Squad.

To build a Campaign, randomly select the nine missions from the list of Standard Missions.

### OPERATIONS

Each Operation sees your Squad sent to a location to execute three Missions. While on an Operation, your Squad is in the field and cannot change its Units or Gear selections. Once the third Mission of an Operation is done, your Squad returns to Homebase to heal Injuries, make new Gear selections, and recruit new Units.

### HOMEBASE

At the end of each Operation, your Squad returns to homebase.

During Missions, your Squad will earn XP and GP. These cannot be spent on any Gear or Units until your Squad returns to Homebase.

- Remove all Deceased Units from your Squad
- Add 2 GP to your Squad's Max GP
- Add 2 GP for each Victory in the previous Operation
- Remove all Injuries (except Deceased) from all Units
- Make changes to your Squad's selected Gear
- Add Spoils Of War to eligible Units
- Recruit new Units into the Squad

### SPOILS OF WAR

For each increment of 5 XP earned, a Unit may take another Spoil Of War.

For example, a Unit with 13 XP can take 2 Spoils of War.

Consult your Squad's Faction's page to review available Spoils of War.

Make sure to enable "Narrative Gear" in your Settings to view Spoils of War and Injuries.

- **ACCURATE 1**  
This Unit may re-roll up to 1 of its Ranged Combat attack dice. This is cumulative with other Accurate specials (e.g. on this Unit's weapons).
- **BRUTAL 1**  
This Unit may re-roll up to 1 of its Melee Combat attack dice. This is cumulative with other Brutal specials (e.g. on this Unit's weapons).
- **COUNTER**  
Each time this Unit is the target of a Melee Attack, if this Unit is not Taken Out at the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
- **DODGE 1**  
Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.
- **HARDENED**  
Each time this Unit rolls Armor Saves, results of 1 and 2 count as Critical Saves.
- **MELEE ATT +1**  
This Unit's Melee weapons gain +1 ATT.
- **RANGED ATT +1**  
This Unit's Ranged weapons gain +1 ATT.
- **TECHNICIAN**  
During each of its Activations, this Unit may perform one Mission action for 1 less ACT.
- **TOUGH 1**  
Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.
- **TREASURE TROVE**  
The Squad can spend an additional 5GP on Units and Gear. Increase the Squad's MaxGP by 5.

### INJURIES

At the end of each Mission, each of your Units that were Taken Out during the mission may have a persistent injury. Randomly select a lasting effect this injury has on that Unit.

Note that when playing a campaign, all Injuries (except Deceased) are removed from your Units when they return to Homebase.

Consult your Squad's Faction's page to review available Injuries.

Make sure to enable "Narrative Gear" in your Settings to view Spoils of War and Injuries.

- **1 - HEALED**  
Remove one Injury from this Unit.
- **2 - BODILY INJURY**  
The Unit gets -1 SKL to its Melee weapons (minimum 1).
- **3 - HEAD INJURY**  
The Unit gets -1 SKL to its Ranged weapons (minimum 1).
- **4 - IMPAIRED MOVEMENT**  
Each time the Unit performs the Move action, it moves 2" less.
- **5 - DAMAGED ARMOR**  
The Unit gets -1 ARM (minimum 1).
- **6 - DAMAGED BLADE**  
This Unit's Melee Weapons get -1 ATT.
- **7 - DAMAGED GUN**  
This Unit's Ranged Weapons get -1 ATT.
- **8 - DECEASED**  
The Unit has perished. Remove it from your Squad. It cannot be replaced until it returns to Homebase.

## MEDALS

As your Squad completes missions and achieves objectives, it grows in skill and available resources.

After each Mission, your Squad's Units gain XP from medals as described below. Medals can only be claimed once per Unit.

- **ASSASSIN - 2 XP**

This Unit took out an enemy Leader in a Mission.

- **AVENGER - 2 XP**

This Unit took out an enemy Unit after that enemy Unit took their Leader out.

- **BLOODTHIRSTY 1 - 2 XP**

This Unit took out two enemy Units in the same Turn.

- **DEADLY FIGHTER - 2 XP**

This Unit Took Out an enemy Unit as a result of a Critical Save in Melee combat.

- **FIRST BLOOD 1 - 1 XP**

This Unit was the first one to take an enemy out in a Mission in Operation 1.

- **FIRST BLOOD 2 - 1 XP**

This Unit was the first one to take an enemy out in a Mission in Operation 2.

- **FIRST BLOOD 3 - 1 XP**

This Unit was the first one to take an enemy out in a Mission in Operation 3.

- **LAST STANDING - 2 XP**

This Unit was the last Standing Unit in its Squad at the end of a Mission.

- **OPERATION CLEAR - 1 XP**

This Unit's Squad scored at least 2 victories in a single Operation.

- **OVERKILL - 1 XP**

This Unit Took Out an enemy Unit in Combat by inflicting 3 more unsaved successful strikes than that Unit's remaining HIT.

- **OVERWHELMING FORCE - 2 XP**

This Unit's Squad Took Out all enemy Units in a Mission without any of this Squad's Units being taken out.

- **RESOURCEFUL - 1 XP**

This Unit took out an enemy Unit using an Item (e.g. Barrel, Turret).

- **SCAVENGER - 1 XP**

This Unit opened a Crate in a Mission.

- **STALWART - 1 XP**

This Unit was not Taken Out in any Mission for a single Operation (e.g. it was still standing at the end of all Missions in Operation 2).

- **UNDERDOG - 1 XP**

This Unit took out an enemy with at least 5 more XP.

- **UNTOUCHABLE - 2 XP**

This Unit was still Standing at the end of a Mission and had all its HIT remaining.

- **VETERAN 1 - 1 XP**

This Unit was still Standing at the end of a Mission in Operation 1.

- **VETERAN 2 - 1 XP**

This Unit was still Standing at the end of a Mission in Operation 2.

- **VETERAN 3 - 1 XP**

This Unit was still Standing at the end of a Mission in Operation 3.

- **VICTOR 1 - 1 XP**

This Unit's Squad won one Mission in Operation 1.

- **VICTOR 2 - 1 XP**

This Unit's Squad won one Mission in Operation 2.

- **VICTOR 3 - 1 XP**

This Unit's Squad won one Mission in Operation 3.

## 12. ITEMS

You may choose to add items to the battlefield that have special purposes and behaviors, and some missions may require the placement of items.

### CRATES

If you choose to play with Crates, place 4 Crates in random spots on the battlefield. To open a crate, a Unit must be Adjacent to the crate and spend 1 ACT to open it. This counts as a Mission action. When opened, roll 1D6 to determine the contents of that Crate:

1. **MP**: The Unit's Squad immediately gains 1 MP.
2. **TO**: The Unit's Squad immediately gains 1 TO.
3. **Free Action**: The Unit may immediately perform a free Basic or Mission Action.
4. **MedPack**: The Unit gains a MedPack. This MedPack can be used for 1 ACT during this Unit's activation. When used, the Unit or an Adjacent Squadmate regain 1D3 lost HIT. Once used, remove the MedPack from the Unit.
5. **Nothing**: The Crate is empty, nothing happens.
6. **Booby Trap**: The crate explodes, dealing 2 Ranged Damage to all Units within 2" of its position, then it is removed from the battlefield.

### BARRELS

Barrels are explosive containers that can be attacked, causing an explosion.

If you choose to play with Barrels, randomly place 5 Barrels on the battlefield:



Barrels may be attacked in Ranged or Melee combat. The Barrel is a Unit that cannot roll Armor Saves; if it is attacked in combat and at least one strike is successful, it explodes. When a Barrel explodes, it causes an explosion dealing 2 Ranged Damage to all Units within 2" of its position, then it is removed from the Battlefield.

## FACTIONS

Select the Faction that best fits the way you want to play and build your squad using the App. Squads are typically built with a maximum value of 100 total GP (including all unit and gear costs).

Your Squad can only include one Leader (with the LDRx Special), and it cannot include more than 1 of each Unique Unit (marked with an asterisk \*).

When selecting Gear for your Squad (Weapons, Equipment, etc), any item whose name ends with an asterisk (\*) is Unique and cannot be added more than once to your squad.



### INTERDICTORS

Interdictors are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Interdictors are larger, stronger, and faster than regular humans. They undergo rigorous training and are equipped with the finest weaponry and armor available, making them the ultimate fighting force against the myriad threats facing humanity.



### THE SWARM

A hivemind of insectoid abominations bred only to feed, the Swarm descends on worlds in an endless tide, stripping them of all life and biomass. Mindless yet coordinated, disposable yet adaptive, they are evolution weaponized - a galactic extinction event with claws, teeth, and hunger eternal.



### STONEKIN

Hailing from heavily industrialized and mineral-rich worlds, the StoneKin are a technologically adept and resilient people. They possess a society focused on mining, engineering, and crafting, with a deep reverence for their ancestors and the intricate machinery they built. Their civilization thrives in the depths of the asteroid belt and massive underground cities on their homeworlds.



### ANKH REVENANTS

The Ankh Revenants are a race of ancient, undying robotic warriors who once ruled the galaxy with an iron fist. Millennia ago, they were an organic species known as the Philacterites, whose frail bodies and short lifespans drove them to seek immortality. In their quest for eternal life, they made a pact with the malevolent star gods, sacrificing their flesh and souls to become immortal machines.

### NPC

NPC Mode provides rules and instructions to play against an automated enemy Squad. This allows you to play solo against the automated enemy, or join forces with another player against that enemy. For each player Squad on the mission, field one NPC Squad of the same GP value. \*\*NPC Behavior\*\*: Each Unit type has its own defined NPC Behavior. This behavior dictates how an AI-controlled Unit behaves. \*\*Activating NPC Units\*\*: After each player activation, that same play...



# INTERDICTORS

Interdictors are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Interdictors are larger, stronger, and faster than regular humans. They undergo rigorous training and are equipped with the finest weaponry and armor available, making them the ultimate fighting force against the myriad threats facing humanity.

## STRIKE TROOPER

ACT	3	ARM	4	HIT	5	13GP
WEAPONS		ATT		SKL		
✗ Fists (2MC)		1		3		
✗ Combat Knife (2MC) <sup>1GP</sup>		2		3		
❖ Reaper (2RC) <sup>5GP</sup>		3		4		
❖ Custom Reaper* (2RC RND1) <sup>5GP</sup>		3		4		
❖ Sniper Rifle (ACC1 RND1 HVY) <sup>6GP</sup>		4		4		
❖ Destroyer HMG* (SPR HVY) <sup>5GP</sup>		5		4		
❖ Rocket Launcher (BLS HVY) <sup>3GP</sup>		2		4		

### SQUAD SPECIALTY

Duty Before Death

### SKILLS

Grenade\* (1 ACT)

Medpack\* (1 ACT)<sup>1GP</sup>

Smoke Bomb\* (1 ACT)<sup>1GP</sup>

Grav Belt<sup>2GP</sup>

Leader\*

Technician\*

Relay Order\* (1 ACT)<sup>1GP</sup>

Brutal<sup>2GP</sup>

## ASSAULT TROOPER

ACT	3	ARM	4	HIT	5	13GP
WEAPONS		ATT		SKL		
✗ Fists (2MC)		1		4		
✗ Combat Knife (2MC) <sup>1GP</sup>		2		4		
✗ Gladius (2MC) <sup>2GP</sup>		3		4		
✗ Chainblade (RLT 2MC) <sup>4GP</sup>		4		4		
✗ Vorpal Sword (2MC) <sup>3GP</sup>		4		4		
✗ Scythe (CHR1) <sup>5GP</sup>		4		4		
❖ Aggressor (RNG6" 2RC) <sup>2GP</sup>		3		3		
❖ Ignitor (RNG6" BLS) <sup>3GP</sup>		2		3		

### SQUAD SPECIALTY

Duty Before Death

### SKILLS

Grenade\* (1 ACT)

Medpack\* (1 ACT)<sup>1GP</sup>

Smoke Bomb\* (1 ACT)<sup>1GP</sup>

Grav Belt<sup>2GP</sup>

## SKILLS

### Duty Before Death

When this Unit reaches 0 HIT, it may perform one free basic or mission action before being removed from the battlefield.

### Leader\*

This Unit gains +1 HIT, +1 Ranged and Melee SKL, and Leader 2: While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.

### Brutal

This Unit's Melee weapons gain Brutal 1 (BRU1).

### Relay Order\*

This unit may spend 1 ACT to issue an order to a SquadMate in its Line of Sight. That SquadMate immediately performs a Free Action, then this unit's activation is resumed. This Unit cannot perform this action if this Unit is Adjacent to any enemy Units.

### Grenade\*

Select a location on the battlefield visible to and within 6" of this Unit. Inflict 2 Damage to all Units within 2" visible to that location.

This Unit may only perform this Action once per mission. This Unit cannot perform this Action while Adjacent to enemy Units.

### Medpack\*

Select either this Unit or an Adjacent Squadmate. That selected Unit recovers 1D3 lost HIT. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units.

### Grav Belt

This Unit's Heavy weapons don't limit its movement and it can move normally.

### Technician\*

During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

### Smoke Bomb\*

This Unit carries a Smoke Grenade. Once per mission, this Unit may throw its Smoke Grenade by placing a Smoke token up to 6" away from it and within its Line Of Sight. Until the end of the Turn, a cylinder of Smoke occupies that location with a radius of 2". The Smoke cylinder blocks Line Of Sight and Units that are within the Smoke cylinder cannot perform Ranged Attacks against any other Units. This Unit may not perform this action while Adjacent to any enemy Units.



## THE SWARM

A hivemind of insectoid abominations bred only to feed, the Swarm descends on worlds in an endless tide, stripping them of all life and biomass. Mindless yet coordinated, disposable yet adaptive, they are evolution weaponized - a galactic extinction event with claws, teeth, and hunger eternal.

### BROOD MOTHER\*

ACT 3	ARM 4	HIT 6	16GP
WEAPONS		ATT SKL	
✗ Claws(BRU2)		3 5	
❖ Acid Spew(RNG6" BLS)		2 4	
❖ Barbed Tailwhip(RNG4" RLT)		4 4	
SQUAD SPECIALTY	Hive Mind		
SKILLS	Leader 3		
Infest	Neural Command		
Overrun (1 TO)			

### SPAWN

ACT 2	ARM 2	HIT 1	0GP
WEAPONS		ATT SKL	
✗ Claws(BRU2)		3 4	
SQUAD SPECIALTY	Hive Mind		
SKILLS	Expendable		
Spawn			

### SKILLS

- Leader 3

While this Unit is Standing, you may roll an additional 3 dice to determine Tactical Orders every turn.

- Hive Mind

This Squad gets its leader's Leader effect even if the leader is Taken Out.

- Overrun

All other Units in this Squad (excluding this Unit) may immediately perform a Move action followed by a Melee attack. This can only be done once per mission.

- Neural Command

During each of its Activations, this Unit may choose to take no actions. If it does, it may choose 2 Squads to perform 1 Free Action each, or 1 Squadmate to perform 2 different Free Actions.

- Infest

After this Unit Takes Out an enemy in Melee Combat, place a Swarm Spawn Unit in the position that enemy Unit occupied.

### RUNNER

ACT 2	ARM 3	HIT 4	12GP
WEAPONS		ATT SKL	
✗ Double Claws(BRU1 RND1 2MC)		3 4	
❖ Acid Spit(RNG8")		2 3	
SQUAD SPECIALTY	Hive Mind		
SKILLS	Climber		
Expendable	Swift		

- Expendable

Squadmates may target an enemy Unit that is adjacent to this Unit in Ranged combat.

- Swift

Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

- Climber

Each time this Unit climbs up, the vertical distance it moves counts for 2" less. Each time it climbs down, the vertical distance it moves counts for 4" less.

- Spawn

This Unit cannot be added to your Squad before a Mission. Instead, it is added during Missions if the Brood Mother uses its Infest ability. At the end of each Mission, remove all Spawn Units from your Squad.



## STONEKIN

Hailing from heavily industrialized and mineral-rich worlds, the StoneKin are a technologically adept and resilient people. They possess a society focused on mining, engineering, and crafting, with a deep reverence for their ancestors and the intricate machinery they built. Their civilization thrives in the depths of the asteroid belt and massive underground cities on their homeworlds.

LEITHTOG*			9GP
ACT 3	ARM 4	HIT 5	
WEAPONS	ATT	SKL	
✗ Ancestral Blade <sup>3GP</sup>	4	4	
✗ Concussor( <i>STN</i> ) <sup>2GP</sup>	2	4	
✗ Fists	1	4	
✗ Knife <sup>1GP</sup>	2	4	
✗ Knucks*( <i>RLT</i> ) <sup>4GP</sup>	4	4	
❖ Blaster( <i>AUTI</i> ) <sup>3GP</sup>	2	4	
❖ Ion Rifle( <i>RLT</i> ) <sup>4GP</sup>	3	4	
❖ Pistol( <i>RNG6</i> " <i>RLT</i> ) <sup>2GP</sup>	2	4	
❖ Repeater( <i>RLT</i> ) <sup>3GP</sup>	2	4	
❖ Revolver( <i>RNG6</i> ") <sup>1GP</sup>	2	4	
SQUAD SPECIALTY	Vengeful		
SKILLS	Leader 2		
Accelerator Membrane* <sup>2GP</sup>	Bladesmith*		
Call of the Ancestors (1 TO)	Grenade* (1 ACT) <sup>2GP</sup>		
Jump Pack (2 ACT) <sup>1GP</sup>	Take 'Em Down (1 TO)		
Technician*			

SLAGSMAL*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
✗ Fists	1	4	
✗ Knife <sup>1GP</sup>	2	4	
✗ Knucks*( <i>RLT</i> ) <sup>4GP</sup>	4	4	
❖ Ion Rifle( <i>RLT</i> ) <sup>4GP</sup>	3	3	
❖ Pistol( <i>RNG6</i> " <i>RLT</i> ) <sup>2GP</sup>	2	3	
❖ Revolver( <i>RNG6</i> ") <sup>1GP</sup>	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS	Accelerator Membrane* <sup>2GP</sup>		
Bladesmith*	Grenade* (1 ACT) <sup>2GP</sup>		
Imposing	Jump Pack (2 ACT) <sup>1GP</sup>		
Push (1 ACT)	Technician*		

MATHUR*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
✗ Fists	1	3	
✗ Knife <sup>1GP</sup>	2	3	
✗ Knucks*( <i>RLT</i> ) <sup>4GP</sup>	4	3	
❖ Hi-Beam Ion Rifle( <i>RLT</i> ) <sup>5GP</sup>	4	4	
❖ Ion Rifle( <i>RLT</i> ) <sup>4GP</sup>	3	4	
❖ Missile Launcher( <i>BLS HVV</i> ) <sup>3GP</sup>	2	4	
❖ Pistol( <i>RNG6</i> " <i>RLT</i> ) <sup>2GP</sup>	2	4	
❖ Revolver( <i>RNG6</i> ") <sup>1GP</sup>	2	4	
SQUAD SPECIALTY	Vengeful		
SKILLS	Accelerator Membrane* <sup>2GP</sup>		
Bladesmith*	Grenade* (1 ACT) <sup>2GP</sup>		
Jump Pack (2 ACT) <sup>1GP</sup>	Relay Order (1 ACT)		
Technician*	Scanner (1 ACT)		

TAEKNIMATHUR*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
✗ Fists	1	3	
✗ Knife <sup>1GP</sup>	2	3	
✗ Knucks*( <i>RLT</i> ) <sup>4GP</sup>	4	3	
❖ Ion Rifle( <i>RLT</i> ) <sup>4GP</sup>	3	3	
❖ Pistol( <i>RNG6</i> " <i>RLT</i> ) <sup>2GP</sup>	2	3	
❖ Revolver( <i>RNG6</i> ") <sup>1GP</sup>	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS	Accelerator Membrane* <sup>2GP</sup>		
Bladesmith*	Grenade* (1 ACT) <sup>2GP</sup>		
Jump Pack (2 ACT) <sup>1GP</sup>	Relay Order (1 ACT)		
Scanner (1 ACT)	Strategist (1 ACT)		
Technician*			

LAEKNIR*			8GP	STEINNFRAEN			5GP
ACT 2	ARM 4	HIT 4		ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL		WEAPONS	ATT	SKL	
✗ Fists	1	3		✗ Fists	1	3	
✗ Knife <sup>1GP</sup>	2	3		✗ Knife <sup>1GP</sup>	2	3	
✗ Knucks*(RLT) <sup>4GP</sup>	4	3		✗ Knucks*(RLT) <sup>4GP</sup>	4	3	
✗ Reductor(STN)	4	3		❖ Ion Rifle(RLT) <sup>4GP</sup>	3	3	
❖ Ion Rifle(RLT) <sup>4GP</sup>	3	3		❖ Pistol(RNG6" RLT) <sup>2GP</sup>	2	3	
❖ Pistol(RNG6" RLT) <sup>2GP</sup>	2	3		❖ Revolver(RNG6") <sup>1GP</sup>	2	3	
❖ Revolver(RNG6") <sup>1GP</sup>	2	3					
<b>SQUAD SPECIALTY</b>	<b>Vengeful</b>			<b>SQUAD SPECIALTY</b>	<b>Vengeful</b>		
<b>SKILLS</b>				<b>SKILLS</b>			
Bladesmith*	Accelerator Membrane <sup>*2GP</sup>			Grenade*(1 ACT) <sup>2GP</sup>	Accelerator Membrane <sup>*2GP</sup>		
Jump Pack (2 ACT) <sup>1GP</sup>	Grenade*(1 ACT) <sup>2GP</sup>			Medpack (1 ACT)	Grenade*(1 ACT) <sup>2GP</sup>		
Protect The Kin	Technician*			Technician*	Technician*		

## SKILLS

- Leader 2

While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.

- Vengeful

Each time this Unit performs a Combat action, it may reroll a number of attack dice equal to the number of Squadmates that have been Taken Out (max 3).

- Take 'Em Down

Target one Enemy. This Unit and all its SquadMates immediately perform a Free Ranged or Melee attack against that Enemy if it is a valid target. This can only be done once per mission.

- Call of the Ancestors

Until the end of the Turn, all Units in this Squad gain +1 STR on their Melee weapons. This can only be done once per mission.

- Grenade\*

Select a location on the battlefield visible to and within 6" of this Unit. Inflict 2 Damage to all Units within 2" visible to that location.

This Unit may only perform this Action once per mission. This Unit cannot perform this Action while Adjacent to enemy Units.

- Accelerator Membrane\*

This Unit gains +1 ACT (maximum 3).

- Bladesmith\*

This Unit's Melee weapon gains +1 STR.

- Technician\*

During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

- Jump Pack

Once per Mission, this unit may spend 2 ACT to move up to 10" in a straight line (orthogonal or diagonal), ignoring vertical movement and difficult terrain.

- Imposing

Each time this Unit is the target of a Melee Attack, the Attacker does not get any support modifiers from its Adjacent Squadmates.

- Push

Target an adjacent enemy. Inflict 2 Damage on that enemy, then move that enemy up to 4" in any direction. If this causes the enemy to fall off terrain, it takes Damage equal to vertical distance it fell divided by 2.

- Relay Order

This unit may spend 1 ACT to issue an order to a SquadMate in its Line of Sight. That SquadMate immediately performs a Free Action, then this unit's activation is resumed. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units.

- Scanner

Until the end of the Turn, enemy Units do not benefit from Cover.

- Strategist

This Unit's Squad gains +1 TO.

- Protect The Kin

One time per Turn, when a Squadmate of this Unit within 6" goes to 0 HIT, roll 1D6. On a 2 or lower, that Squadmate is not Taken Out and has 1 HIT remaining.

- Medpack

Select either this Unit or an Adjacent Squadmate. That selected Unit recovers 1D3 lost HIT. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units.



## ANKH REVENANTS

The Ankh Revenants are a race of ancient, undying robotic warriors who once ruled the galaxy with an iron fist. Millennia ago, they were an organic species known as the Philacterites, whose frail bodies and short lifespans drove them to seek immortality. In their quest for eternal life, they made a pact with the malevolent star gods, sacrificing their flesh and souls to become immortal machines.

### PRIME ANKH\*

ACT 3	ARM 4	HIT 5	16GP
WEAPONS	ATT	SKL	
✗ Darkstaff (CHR2)	4	4	
✗ Phase Blade (RLT) 2GP	2	4	
✗ Phase Blades (RLT) 3GP	4	4	
❖ Phase Cannon 4GP	4	5	
SQUAD SPECIALTY	Arise!		
SKILLS			
Ankh Imperative	Leader 3		
Dodge 1	Defensive Weave 1GP		
Protect (1 TO)	Mindstab (1 TO)		
Technician*	Proxy		

### ASSASSIN\*

ACT 2	ARM 4	HIT 4	10GP
WEAPONS	ATT	SKL	
✗ Bayonet	2	3	
✗ Phase Blade (RLT) 2GP	2	3	
✗ Phase Blades (RLT) 3GP	4	3	
❖ Disintegrator (AUT1 HVY) 4GP	5	4	
❖ Nanobot Swarm (LIM) 1GP	4	4	
SQUAD SPECIALTY	Arise!		
SKILLS			
Defensive Weave 1GP	Ankh Imperative		
Phased Edge 1GP	Dodge 1		
	Technician*		

### ARTEK SECUNDUS\*

ACT 3	ARM 4	HIT 4	10GP
WEAPONS	ATT	SKL	
✗ Bayonet	2	3	
✗ Phase Blade (RLT) 2GP	2	3	
✗ Phase Blades (RLT) 3GP	4	3	
❖ Nanobot Swarm (LIM) 1GP	4	4	
❖ Rail Gun	3	4	
SQUAD SPECIALTY	Arise!		
SKILLS			
Defensive Weave 1GP	Ankh Imperative		
Dodge 1	Dodge 1		
Phased Edge 1GP	Technician*		

### NECROTEK

ACT 2	ARM 3	HIT 3	10GP
WEAPONS	ATT	SKL	
✗ Bayonet	2	3	
✗ Phase Blade (RLT) 2GP	2	3	
✗ Phase Blades (RLT) 3GP	4	3	
❖ Blaster 4GP	4	4	
❖ Carbine (AUT1) 5GP	4	4	
❖ Nanobot Swarm (LIM) 1GP	4	4	
SQUAD SPECIALTY	Arise!		
SKILLS			
Defensive Weave 1GP	Ankh Imperative		
Dodge 1	Dodge 1		
Phased Edge 1GP	Technician*		

**SKIN TAKER**

10GP

ACT 2	ARM 4	HIT 3
WEAPONS	ATT	SKL
✗ Flensing Blades(RLT)	4	4
<b>SQUAD SPECIALTY</b>	Arise!	
<b>SKILLS</b>	Ankh Imperative	
Defensive Weave <sup>1GP</sup>	Dodge 1	
Swift	Technician*	

**SKILLS**

## • Leader 3

While this Unit is Standing, you may roll an additional 3 dice to determine Tactical Orders every turn.

## • Arise!

At the start of each Turn, this Unit recovers 1 lost HIT.

## • Defensive Weave

Each time an enemy Unit passes through or ends a move Adjacent to this Unit, inflict 1 Damage on that enemy Unit.

## • Proxy

Each time this Unit makes a Ranged attack, if a Secundus SquadMate is visible to this Unit, you can treat that Secundus as the active Unit for the purposes of determining Line Of Sight.

## • Technician\*

During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

## • Mindstab

Select an enemy Unit in this Unit's Line of Sight. Until the end of the Turn, that selected enemy Unit cannot re-roll any of its dice (for Attacks, Armor Saves, etc). This can only be done once per Mission.

## • Protect

Select a SquadMate or this Unit. Until the end of the Turn, the selected Unit is always considered to be in Cover. Each time the selected Unit would lose a HIT, roll 1D6: on a 1 or 2, that HIT is not lost. This can only be done once per Mission.

## • Ankh Imperative

This Unit may target an enemy in Ranged Combat that is Adjacent to a SquadMate that is not the Prime Ankh.

**CAT/REP\***

8GP

ACT 2	ARM 2	HIT 2
WEAPONS	ATT	SKL
✗ Ram	1	2
✗ Zap(RNG6")	1	3
<b>SKILLS</b>	No Equipment	
Ankh Imperative	Catalyse (1 ACT)	
Repair (1 ACT)	Small	
Swift		

## • Dodge 1

Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves.

## • Phased Edge

This Unit's Bayonet gains RND1 - Rending: Up to 1 Critical Success count as 3 successful strikes instead of 2.

## • Swift

Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

## • No Equipment

This Unit cannot be equipped with gear that costs Gear Points (GP), does not gain XP, never get Injuries, and cannot take any Spoils Of War.

## • Repair

A SquadMate within 6" of this Unit immediately recovers 1D3 lost HIT. This Unit may not perform this Action in the same Turn in which it performed the Catalyse Action.

## • Catalyse

A SquadMate within 6" of this Unit immediately performs one Free Action. This Unit may not perform this Action in the same Turn in which it performed the Repair Action.

## • Small

This Unit is always considered to be in Cover. This Unit may move through enemy Units.



## NPC

NPC Mode provides rules and instructions to play against an automated enemy Squad. This allows you to play solo against the automated enemy, or join forces with another player against that enemy. For each player Squad on the mission, field one NPC Squad of the same GP value. \*\*NPC Behavior\*\*: Each Unit type has its own defined NPC Behavior. This behavior dictates how an AI-controlled Unit behaves. \*\*Activating NPC Units\*\*: After each player activation, that same player activates the next NPC Unit and follows its NPC Behavior.

### MELEE ELITE

18GP

ACT	ARM	HIT
<b>3</b>	<b>4</b>	<b>4</b>

**WEAPONS**

ATT SKL

☒ Melee (RLT 2MC)

**4** **4**
**SKILLS**

NPC Behavior - Melee

### MELEE BASIC

10GP

ACT	ARM	HIT
<b>2</b>	<b>2</b>	<b>2</b>

**WEAPONS**

ATT SKL

☒ Melee (RLT 2MC)

**3** **3**
**SKILLS**

NPC Behavior - Melee

### RANGED TROOPER

16GP

ACT	ARM	HIT
<b>2</b>	<b>3</b>	<b>3</b>

**WEAPONS**

ATT SKL

☒ Melee

**2** **3**

❖ Ranged

**3** **3**
**SKILLS**

NPC Behavior - Ranged

### MELEE TROOPER

13GP

ACT	ARM	HIT
<b>2</b>	<b>3</b>	<b>3</b>

**WEAPONS**

ATT SKL

☒ Melee (RLT 2MC)

**4** **3**
**SKILLS**

NPC Behavior - Melee

### RANGED ELITE

23GP

ACT	ARM	HIT
<b>3</b>	<b>4</b>	<b>4</b>

**WEAPONS**

ATT SKL

☒ Melee

**3** **4**

❖ Ranged

**3** **4**
**SKILLS**

NPC Behavior - Ranged

### RANGED BASIC

14GP

ACT	ARM	HIT
<b>2</b>	<b>2</b>	<b>2</b>

**WEAPONS**

ATT SKL

☒ Melee

**2** **3**

❖ Ranged

**3** **3**

❖ Ranged Special\* (ACC1)

**4** **3**
**SKILLS**

NPC Behavior - Ranged

### SKILLS

- NPC Behavior - Melee

Use these rules to determine this Unit's behavior. For each ACT, start at the top of the list and move to the next item if that action is not possible.

- If there is a valid Melee target, attack that target in Melee combat. This Unit may perform this action twice.
- Move + Dash (2 actions) to be adjacent to closest enemy Unit
- Move toward closest enemy Unit, to cover if possible
- Dash toward closest enemy Unit, to cover if possible

- NPC Behavior - Ranged

Use these rules to determine this Unit's behavior. For each ACT, start at the top of the list and move to the next item if that action is not possible.

- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units.
- If there is a valid Ranged target, attack that target in Ranged combat. This Unit may perform this action twice.
- Move to cover with Line of Sight on an enemy Unit
- Move to cover with Line of Sight on an objective
- Dash to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an objective