



RUINSTARS

1. 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

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.

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.

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 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.

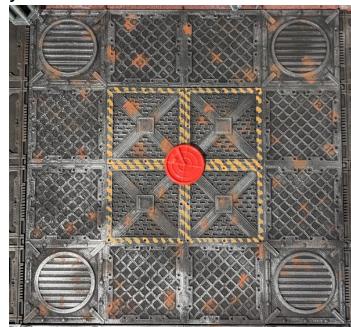
MISSION POINTS

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 occupies a Square that is touching 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.

TOLAND STRAK

ACT	ARM	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		

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 3 Squares.
Dash	1	The Unit moves up to 1 Square. This movement follows the same rules as a normal Move.
Ranged Combat	1	The Unit attacks a valid target in Ranged Combat.
Melee Combat	1	The Unit attacks a target in an Adjacent Square in Melee Combat.
Pick Up	1	The Unit picks up a marker or token in the Square it currently occupies.
Drop	1	The Unit drops a marker or token it is carrying in the Square it currently occupies.
Give	1	The Unit passes a marker or token to an Adjacent Squadmate. The Unit cannot perform this Action if it or its SquadMate are Adjacent to any enemy Units.
Open/Close Door	1	The Unit opens or closes a door that is on one of the edges of its current Square.
Mission Action	-	Mission Actions are special mission-specific Actions that can be performed according to 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

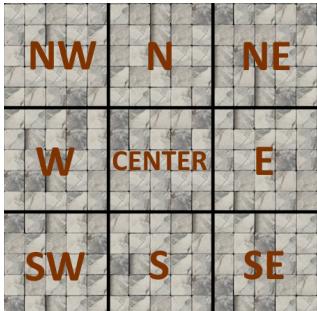
The Battlefield is a grid of 40mm or 1.5in Squares. All movement and distance/range measurements are done by counting Squares. The total size of the Battlefield is typically 15 by 15 Squares (or 60x60cm/24x24in).

Movement and Distance are measured in Squares. Each Square on the battlefield is 40mm (or 1.5"). A Battlefield is typically 12x12 Squares (or 60x60 cm / 24x24 in).

TILES

The Battlefield should be divided into 9 equal Tiles, each composed of 5x5 Squares.

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 **3** Squares. Movement can be done along any cardinal direction (North, South, East, West) or in diagonal (North-East, North-West, South-East, South-West).



SQUARES

All movement and distance measurements are measured in Squares. No need for tape measures, gauges, or rulers!

Using a grid provides simplicity of movement and measurement and to avoid imprecision in moving miniatures and checking weapon ranges. If you don't have a gridded play area, you can use a ruler and convert each Square to 2in.

ADJACENT SQUARES

All 8 Squares surrounding a given Square are considered to be **Adjacent** to that Square.

When selecting a valid target for Melee combat, the attacker and its target must be in Adjacent Squares. Two Square that are on different elevations are not considered to be Adjacent.

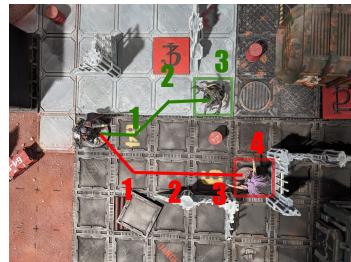
If a wall that is 1 Square or taller is between two Squares, those two Squares are not considered to be Adjacent.

DISTANCES AND RANGE

To measure the distance between two Squares (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 in Squares is equal to or lower than the weapon's range.

If a Ranged weapon does not have a specified Range (**RNGx**), 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.

OCCUPIED SQUARES

Two Units cannot share the same Square; each Square can only be occupied by a maximum of 1 Unit.

A Unit cannot pass through a Square that is occupied by an enemy Unit. A Unit may pass through a Square that is occupied by a Squadmate, but cannot end its move on that Square. A Unit may end their movement in a Square that is Adjacent to an enemy Unit (to prepare for Melee Combat).

DIFFICULT TERRAIN

Some Squares will be marked as "Difficult", indicating that they take more effort to traverse. Entering a Difficult Square only costs 1 Square (as normal), but leaving that Square to another Square costs 2 Squares.

If a Unit moves from one Difficult Square to another Difficult Square, cost remains 2 Squares.

VERTICAL MOVEMENT

If there is a wall 1 Square high between two Squares (and they are on the same level), moving across that wall costs 2 Squares.

Climbing up vertical terrain costs 1 Square per vertical Square, plus 1 Square for the horizontal direction desired.

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 costs 1 less Square.



7. COMBAT

RANGED COMBAT

SEQUENCE

1. Select Target

1. The Attacker selects one of its Ranged weapons for use in this attack
2. The Attacker selects a valid target. The target must be:
 - Not Adjacent to the Attacker or the Attacker's Squads
 - Within the Weapon's range (RNG_x)
 - In the Attacker's Line Of Sight

Note that a Unit may not perform this action if it is Adjacent to any enemy Units.

2. Roll Attacks - Determine if the Attacker's weapon reached the Target

1. Attacker rolls one Attack die for each of the selected weapon's **ATT** (Attacks).
2. Each Attack die result that is equal to or lower than the Weapon's **SKL** Skill is a successful strike. Attack rolls of **1** are Critical successes and count as two successful strikes, and die results of **6** are always failures.
3. Each successful strike inflicts 1 Damage on the Target (so two successful strikes means 2 total Damage).
3. Roll Armor Saves - Determine how much Damage the Attacker inflicted on the Target
 1. The Target rolls one die for each point of Damage inflicted by the Attacker's weapon.
 2. If an Armor Save die result is equal to or lower than the Target's **ARM**, then the Target's Armor absorbs the damage from this strike. Armor Save rolls of **1** are Critical Saves and count as two saves.
 3. If an Armor Save die result is higher than the target's **ARM**, the save is failed and the target loses 1 **HIT** for each failed save.
 4. If a Unit reaches zero **HIT**, it is Taken Out and removed from the battlefield.

MODIFIERS

Condition Description

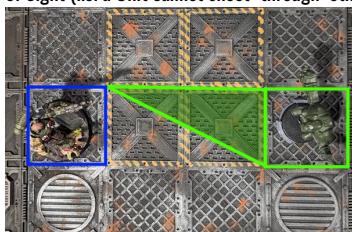
Cover	If the Target is in cover (only partially visible to the Attacker), the Target gets one automatic Armor Save (without having to roll it)
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High Ground	If the Attacker is at least 2 Squares higher than its Target, the Target does not benefit from Cover
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LINE OF SIGHT

A Target is said to be in an Attacker's **Line of Sight** if two uninterrupted lines can be drawn from one of the corners of the Square occupied by the Attacker to the two closest corners of the Square occupied by the Target.

A Unit cannot target an enemy Unit for Ranged Combat if there are other Units on that Line of Sight (i.e. a Unit cannot shoot "through" other Units).



COVER

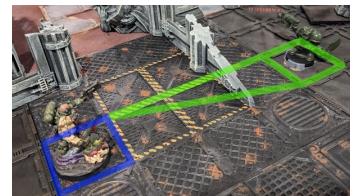
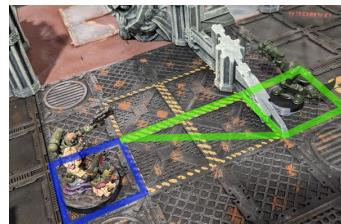
If a Target is only partially visible to the Attacker (for example, there is a short wall between the two Units), that Target is said to be in cover. Cover only applies to Ranged attacks; there is no Cover benefit for Melee attacks.

To determine whether a Target is in Cover, the following conditions must be met:

- The piece of terrain blocking the Attacker's full view of the Target occupies at least one side of the Target Square.
- The Attacker can "see" no more than 2 of the following: The Target's legs, the Target's torso, the Target's head.

If the Attacker can see none of these in full, the Attacker cannot fire its weapon at the Target.

If the Attacker can see all three of these in full, the Target does not get the benefit of cover.



The targeted enemy is not in Cover because the blocking terrain element does not occupy any of the Target Square's edges.

MELEE COMBAT

SEQUENCE

1. Select Target

1. The Attacker selects one of its Melee weapons for use in this attack
2. The Attacker selects a valid target. The target must be Adjacent to the Attacker.

2. Roll Attacks - Determine if the Attacker's weapon reached the Target

1. Attacker rolls one Attack die for each of the selected weapon's **ATT** (Attacks).
2. Each Attack die result that is equal to or lower than the Weapon's **SKL** Skill is a successful strike. Attack rolls of **1** are Critical successes and count as two successful strikes, and die results of **6** are always failures.
3. Each successful strike inflicts 1 Damage on the Target (so two successful strikes means 2 total Damage).

3. Roll Armor Saves - Determine how much Damage the Attacker inflicted on the Target

1. The Target rolls one die for each point of Damage inflicted by the Attacker's weapon.
2. If an Armor Save die result is equal to or lower than the Target's **ARM**, then the Target's Armor absorbs the damage from this strike. Armor Save rolls of **1** are Critical Saves. In Melee combat, a Critical Save counts as one save but inflicts 1 Melee Damage on the Attacker.
3. If an Armor Save die result is higher than the target's **ARM**, the save is failed and the target loses 1 **HIT** for each failed save.
4. If a Unit reaches zero **HIT**, it is Taken Out and removed from the battlefield.

MODIFIERS

Condition Description

Support	For each of the Attacker's Squads 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

 SHOCK TROOPS Shock Troops are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Shock Troops are larger, stronger, and faster than regular humans. They undergo...	 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...
 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....	 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...
 NPC A faction for solo play, representing non-player enemies with defined AI behaviors.	

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 in any Square 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 in any Square 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 Square.

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 in any Square 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 in any Square 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 in any Square 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 a marker in the same Square it occupies 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 Square 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 a Supply marker in its current Square. 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 Square along 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 in any Square 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 2 Squares higher than 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.

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. 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 on the battlefield in random Squares. To open a crate, a Unit must occupy the same Square as 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.
- Booby Trap:** The crate explodes, dealing 2 Ranged Damage to all Units in its current Square and all Adjacent Squares, 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 in its current Square and all Adjacent Squares, 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.

 SHOCK TROOPS	Shock Troops are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Shock Troops 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	A faction for solo play, representing non-player enemies with defined AI behaviors.



SHOCK TROOPS

Shock Troops are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Shock Troops 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			13GP
ACT 3	ARM 4	HIT 5	
WEAPONS	ATT	SKL	
☒ Fists(2MC)	1	3	
☒ Combat Knife(2MC) ^{1GP}	2	3	
☒ Reaper(2RC) ^{5GP}	3	4	
☒ Custom Reaper*(2RC RND1) ^{5GP}	3	4	
☒ Sniper Rifle(ACC1 RND1 HVY) ^{6GP}	4	4	
☒ Destroyer HMG*(SPR HVY) ^{5GP}	5	4	
☒ Rocket Launcher(BLS HVY) ^{3GP}	2	4	
SQUAD SPECIALTY	Duty Before Death		
SKILLS			
Grenade* (1 ACT)	Leader*		
Medpack* (1 ACT) ^{1GP}	Technician*		
Smoke Bomb* (1 ACT) ^{1GP}	Relay Order* (1 ACT) ^{1GP}		
Grav Belt ^{2GP}	Brutal ^{2GP}		

ASSAULT TROOPER			13GP
ACT 3	ARM 4	HIT 5	
WEAPONS	ATT	SKL	
☒ Fists(2MC)	1	4	
☒ Combat Knife(2MC) ^{1GP}	2	4	
☒ Gladius(2MC) ^{2GP}	3	4	
☒ Chainblade(RLT 2MC) ^{4GP}	4	4	
☒ Vorpal Sword(2MC) ^{3GP}	4	4	
☒ Scythe(CHRT) ^{5GP}	4	4	
☒ Aggressor(RNG3 2RC) ^{2GP}	3	3	
☒ Ignitor(RNG3 BLS) ^{3GP}	2	3	
SQUAD SPECIALTY	Duty Before Death		
SKILLS			
Grenade* (1 ACT)	Leader*		
Medpack* (1 ACT) ^{1GP}	Technician*		
Smoke Bomb* (1 ACT) ^{1GP}	Relay Order* (1 ACT) ^{1GP}		
Grav Belt ^{2GP}	Brutal ^{2GP}		

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 one Square visible to and within 3 Squares of this Unit. Inflict 2 Damage on that Square and all Adjacent Squares visible to that Square. 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 in a Square that is up to 4 Squares away from it and within its Line Of Sight. Until the end of the Turn, that Square and all adjacent Squares, and all Squares above those Squares are considered Smoke Squares. Smoke Squares block Line Of Sight and Units that are in a Smoke Square 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(RNG3 BLS)		2 4	
Barbed Tailwhip(RNG2 RLT)		4 4	
SQUAD SPECIALTY	Hive Mind		
SKILLS	Leader 3		
Infest	Neural Command		
Overrun (1 TO)			

RUNNER

ACT 2	ARM 3	HIT 4	12GP
WEAPONS		ATT SKL	
Double Claws(BRU1 RND1 2MC)		3 4	
Acid Spit(RNG4)		2 3	
SQUAD SPECIALTY	Hive Mind		
SKILLS	Climber		
Expendable	Swift		

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 Square that enemy Unit occupied.

- 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 1 less Square. Each time it climbs down, the vertical distance it moves counts for 2 less Squares.

- 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 3GP	4	4	
☒ Concussor (STN) 2GP	2	4	
☒ Fists	1	4	
☒ Knife 1GP	2	4	
☒ Knucks* (RLT) 4GP	4	4	
☒ Blaster (AUTI) 3GP	2	4	
☒ Ion Rifle (RLT) 4GP	3	4	
☒ Pistol (RNG3 RLT) 2GP	2	4	
☒ Repeater (RLT) 3GP	2	4	
☒ Revolver (RNG3) 1GP	2	4	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Accelerator Membrane* 2GP	Leader 2		
Call of the Ancestors (1 TO)	Bladesmith*		
Jump Pack (2 ACT) 1GP	Grenade* (1 ACT) 2GP		
Technician*	Take 'Em Down (1 TO)		

SLAGSMAL*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
☒ Fists	1	4	
☒ Knife 1GP	2	4	
☒ Knucks* (RLT) 4GP	4	4	
☒ Ion Rifle (RLT) 4GP	3	3	
☒ Pistol (RNG3 RLT) 2GP	2	3	
☒ Revolver (RNG3) 1GP	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Bladesmith*	Accelerator Membrane* 2GP		
Imposing	Grenade* (1 ACT) 2GP		
Push (1 ACT)	Jump Pack (2 ACT) 1GP		
	Technician*		

MATHUR*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
☒ Fists	1	3	
☒ Knife 1GP	2	3	
☒ Knucks* (RLT) 4GP	4	3	
☒ Hi-Beam Ion Rifle (RLT) 5GP	4	4	
☒ Ion Rifle (RLT) 4GP	3	4	
☒ Missile Launcher (BLS HVV) 3GP	2	4	
☒ Pistol (RNG3 RLT) 2GP	2	4	
☒ Revolver (RNG3) 1GP	2	4	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Bladesmith*	Accelerator Membrane* 2GP		
Jump Pack (2 ACT) 1GP	Grenade* (1 ACT) 2GP		
Technician*	Scanner (1 ACT)		

TAEKNIMATHUR*			8GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
☒ Fists	1	3	
☒ Knife 1GP	2	3	
☒ Knucks* (RLT) 4GP	4	3	
☒ Ion Rifle (RLT) 4GP	3	3	
☒ Pistol (RNG3 RLT) 2GP	2	3	
☒ Revolver (RNG3) 1GP	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Bladesmith*	Accelerator Membrane* 2GP		
Jump Pack (2 ACT) 1GP	Grenade* (1 ACT) 2GP		
Relay Order (1 ACT)	Scanner (1 ACT)		
Strategist (1 ACT)	Technician*		

LAENIR*			8GP
ACT 2	ARM 4	HIT 4	
WEAPONS	ATT	SKL	
Fists	1	3	
Knife 1GP	2	3	
Knucks*(RLT)4GP	4	3	
Reductor(STN)	4	3	
Ion Rifle(RLT)4GP	3	3	
Pistol(RNG3 RLT)2GP	2	3	
Revolver(RNG3)1GP	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Bladesmith*	Accelerator Membrane*2GP		
Jump Pack (2 ACT)1GP	Grenade* (1 ACT)2GP		
Protect The Kin	Medpack (1 ACT)		
	Technician*		

STEINNFRAEN			5GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
Fists	1	3	
Knife 1GP	2	3	
Knucks*(RLT)4GP	4	3	
Ion Rifle(RLT)4GP	3	3	
Pistol(RNG3 RLT)2GP	2	3	
Revolver(RNG3)1GP	2	3	
SQUAD SPECIALTY	Vengeful		
SKILLS			
Bladesmith*	Accelerator Membrane*2GP		
Jump Pack (2 ACT)1GP	Grenade* (1 ACT)2GP		
	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 one Square visible to and within 3 Squares of this Unit. Inflict 2 Damage on that Square and all Adjacent Squares visible to that Square. 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 6 Squares 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 Squadmates in adjacent Squares.

- Push

Target an enemy in an adjacent Square. Inflict 2 Damage on that enemy, then move that enemy up to 2 Squares in any direction. If this causes the enemy to fall off terrain, it takes Damage equal to the number of vertical Squares it fell.

- 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 4 Squares 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*

16GP

ACT 3	ARM 4	HIT 5	
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			
Accelerate (1 ACT)	Leader 3		
Defensive Weave 1GP	Ankh Imperative		
Mindstab (1 ACT)	Dodge 1		
Proxy	Protect (1 ACT)		
	Technician*		

ARTEK SECUNDUS*

10GP

ACT 3	ARM 4	HIT 4	
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		
Phased Edge 1GP	Dodge 1		
	Technician*		

ASSASSIN*

10GP

ACT 2	ARM 4	HIT 4	
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*		

NECROTEK

10GP

ACT 2	ARM 3	HIT 3	
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		
Phased Edge 1GP	Dodge 1		
	Technician*		

SKIN TAKER			10GP
ACT 2	ARM 4	HIT 3	
WEAPONS	ATT	SKL	
Flensing Blades(RLT)	4	4	
SQUAD SPECIALTY	Arise!		
SKILLS	Ankh Imperative		
Defensive Weave ^{1GP}	Dodge 1		
Swift	Technician*		

CAT/REP*			8GP
ACT 2	ARM 2	HIT 2	
WEAPONS	ATT	SKL	
Ram	1	2	
Zap(RNG3)	1	3	
SKILLS	No Equipment		
Ankh Imperative	Catalyse (1 ACT)		
Repair (1 ACT)	Small		
Swift			

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 in an Adjacent Square 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).

- 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.

- Accelerate

Select a SquadMate or this Unit. Until the end of the Turn, the selected Unit may move 2 additional Squares when it performs a Move action.

- Ankh Imperative

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

- 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 4 Squares 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 4 Squares 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.



A faction for solo play, representing non-player enemies with defined AI behaviors.

MELEE ELITE			18GP
ACT	ARM	HIT	
WEAPONS	ATT	SKL	
Melee(RLT)	4	4	
SKILLS			NPC Behavior - Melee

MELEE TROOPER			13GP
ACT	ARM	HIT	
WEAPONS	ATT	SKL	
Melee(RLT)	4	3	
SKILLS			NPC Behavior - Melee

MELEE BASIC			10GP
ACT	ARM	HIT	
WEAPONS	ATT	SKL	
Melee(RLT)	3	3	
SKILLS			NPC Behavior - Melee

RANGED ELITE			23GP
ACT	ARM	HIT	
WEAPONS	ATT	SKL	
Melee	3	4	
Ranged	3	4	
SKILLS			NPC Behavior - Ranged

RANGED TROOPER			16GP
ACT	ARM	HIT	
WEAPONS	ATT	SKL	
Melee	2	3	
Ranged	3	3	
SKILLS			NPC Behavior - Ranged

RANGED BASIC			14GP
ACT	ARM	HIT	
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