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RAPTURE - Rulebook

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„Be happy that your civilization is used to fighting.“

Yssantis

RULEBOOK

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FOREWORD

0. FOREWORD

WELCOME TO RAPTURE!

With Rapture our intent was to create a game that is different from other miniature wargames. In addition to the game itself, Rapture provides a vast universe as well as a vivid, ongoing story.
In Rapture, fate can change anytime – the seemingly trailing player can still win. You are not only watching your opponent's turns, but can use your Units to react and counter their moves and attacks. Rapture is easily accessible, fast, and exciting until the end.

WHAT IS A MINIATURE WARGAME?

A **miniature wargame** is a strategic miniature game, playable without a classic game board. Creative minds love to paint their miniatures and build terrain pieces reflecting their own fantasies. Before the game starts, each one of you assembles your battlegroup that is going to face the opponent. There is a huge selection of individual Units of different factions to choose from. With those chosen Units you will try to complete individual missions on the battlefield while trying to take out the units of your opponent and keeping them from accomplishing their missions.

DISCLAIMER

This game was created by people of different nations, orientations and genders. The story is fictional and similarities with living individuals or institutions are purely accidental.

RAPTURE STARTER BOX

The **starter box** contains

- Models with Profile Cards for a Battlegroup worth 100 points This provides you with a full battle group.
- different Mission Cards and Status Markers. There are different scenarios requiring different strategies and tactics.

You will also need

- a 90 x 90 cm playing surface. For each game you create a playing area by placing terrain pieces and buildings on that surface. If you do not possess any specific pieces you could use colored paper, books or shoe boxes. There is no limit to creativity.
- some six-sided dice (D6).
- a metric measuring tape.

- card sleeves and a water-soluble marker..

The Game Cards are 6.3 x 8.9 cm (Standard Trading Card Size). Game Card is the generic term for all cards in the game (Hero, Squad, Mission, etc.). We recommend card sleeves not only to protect your cards, but additionally to enable marking them with dry-erase markers. In this way you are always provided with a complete overview of all current stats.

We wish you a lot of fun and thrill during the game, as well as good luck with the dice!



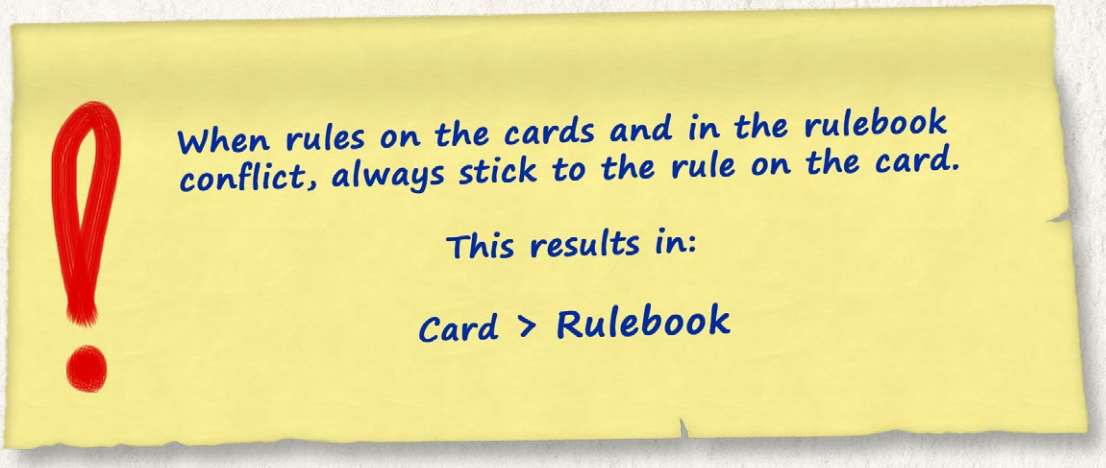
Pic 1: Setup example



BASICS

I. BASICS

Your game objective is to gain **Victory Points (VP)** over a period of 6 rounds to win the game. You gain victory points by completing missions and disabling enemy units.



YOUR BATTLEGROUP

In Rapture there are different **types of units**. Some units are composed of more than one Model. Each Model is attached to 1 base. When 2 bases are in contact, it is called **"Base to Base" (B2B)**. 2 Objects are **in contact** if they touch each other (e.g. the base of a Model and a terrain part).

A base is a small platform on which Models are attached. The diameter of a regular size is 30 mm. But it can also have a 40 mm diameter or it can have a different form, depending on the Model. The base size for each model is indicated on the back of the profile card.

Notice: There is a difference between a **Model** and a **Unit**. A Model is always a **figure** on a base while a unit can be composed of **multiple Models**. E.g. A Band that consists of 1 Leader and 2 Apprentices is a unit comprising 3 Models.

A **Hero** is a **single Model** on a base and is considered a **Unit**, whose points and stats you can find on the respective Profile Card.

A **Band** consists of **1 Leader Model**, and **1 or more Apprentice Models**. The complete Band represents a **Unit**.



The Leader and Apprentices have their respective Profile Cards and points. The Profile Card of each leader specifies which Apprentices can be taken along. A Leader is referred to as a **Hero** when not taking any Apprentices along. On the other hand, **Apprentices** cannot be played without a Leader commanding them. When a Leader is removed from the battlefield as a **Casualty** the entire **Band** is removed (including **Apprentices**).

All Models of a **Band** are activated **simultaneously**. With exception to their Movement Action, all Models may take Actions with regards to their own round limit. Movement Actions are initiated by the **Leader** and correspond to the entire **Unit**.



A **Squad** is composed of **multiple fixed Models** building a **Unit**.

Each Squad has a Profile Card defining the exact composition, as well as the stats of each Model. **Points** and **Initiative (INI)** apply for the **entire Squad** as a whole. All other stats apply for each individual Model of the **Squad**.

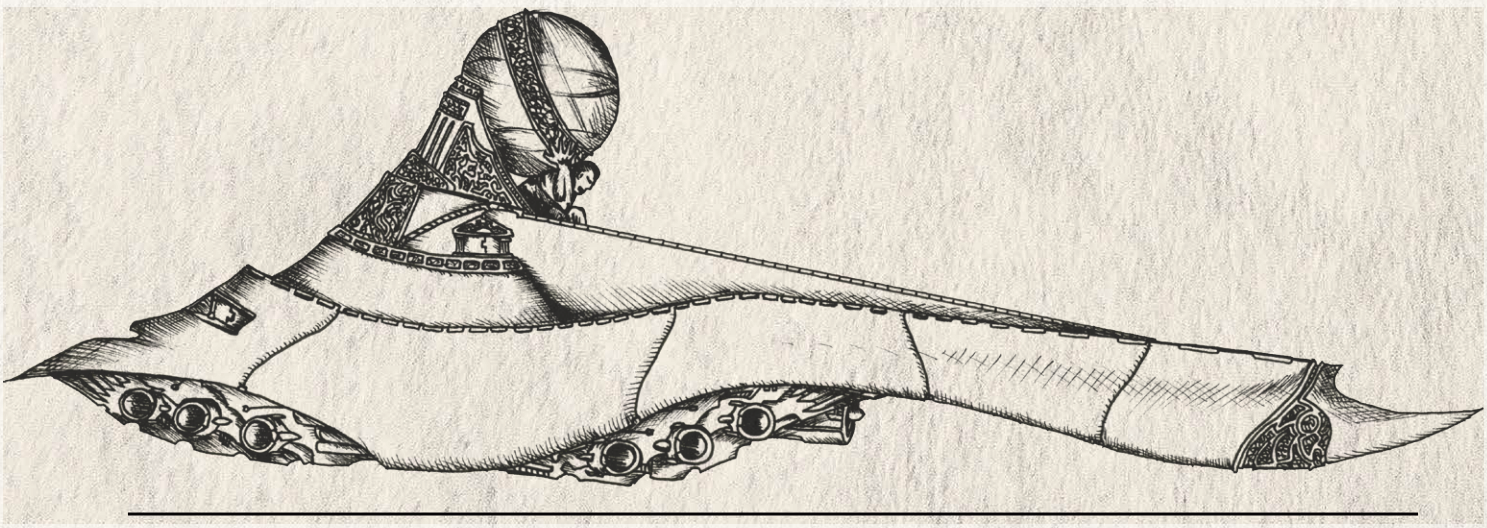
All Models of a Squad are activated **simultaneously**. A Squad acts as a whole and Models do not take individual Actions. Each Action is performed by **all of the Models**.

Each Model of a **Squad** may be assigned to an individual Health Bar on the Profile Card being visible to each player. Use the white boxes in front of each Health Bar to connect each Health Bar to a respective Model by using numbers or hints. E.g. the number "3" in a box could refer to the base with the 3 stones, or a painted "3" on the base. Before starting the game make sure each player can see exactly which Health Bar belongs to which Model.

You can choose **Squad Upgrades** for your **Squad**. Upgrades are additional Models that can join a Squad or substitute a Model in a Squad. Squad Upgrades have their own Profile Card containing points and additional Abilities. You can also refer to the Profile Card to see which **Squad** it can be added to. Once chosen, **Squad Upgrades** cannot be added to any other **Squads** and remain part of the chosen **Squad**.

A **Vehicle** is composed of one Model. Each **Vehicle** is a **Unit**. A **Vehicle** has an individual Profile Card defining points and other stats.

Units or **Models** with **"Ø"** points **cannot** be chosen for a Battlegroup. They can only enter the game by other effects or Abilities. Players do not receive Victory Points for disabling those units.



PROFILE CARDS

You can find all stats, Abilities, and individual rules of your Battlegroup on the respective Profile Cards. They serve as a foundation for your strategic decisions. In addition, you can note changes to keep an eye on current stats. While having a low number for **Close Combat Skill (CCS)** and **Marksman Skill (MMS)** is very good, you are striving to have high values in all other stats. So, improving your Close Combat Skill and your Marksman Skill leads to lower values, while improving all other stats results in higher values. **No stat can drop below 0**.

Rate of Fire (ROF) and **Attacks (ATT)** represent the number of **dice** you have available for an attack action.

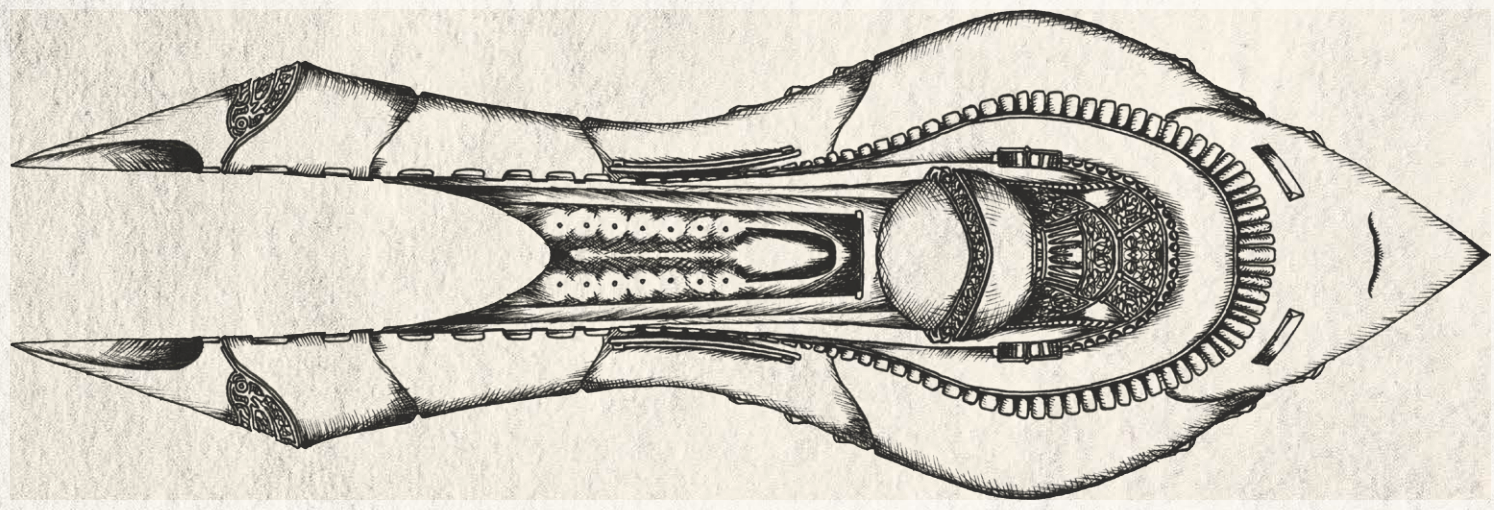
You use **Technique (TEC)** for **interacting** with terrain as well as for reacting in **Close Combat**.

Defense (DEF) represents the number of **dice** you have available for a **Block Roll**.

You use the **Initiative (INI)** of a Unit to determine which player has the **first Activation** in a round.

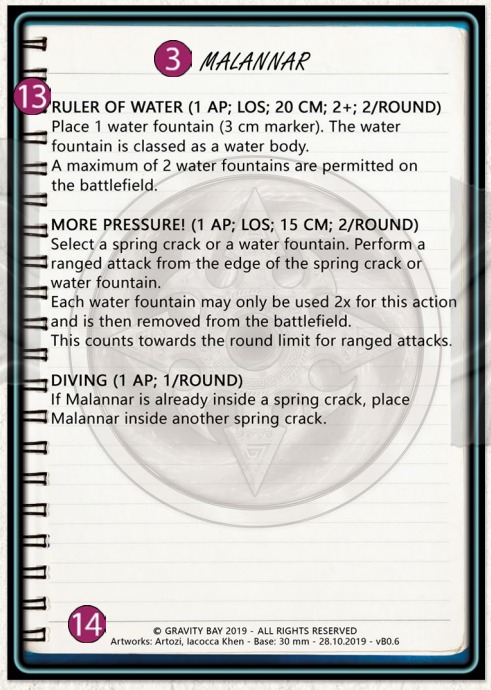
Each Unit has an individual value for **Movement (MOV)** in centimeter determining **how far** it can move per Movement Action.

The **Combat Value** is the sum of the **INI** of all **Operational Units**. **Operational Units** are all units of your own Battlegroup that are on the battlefield and do not have an **Escape Marker** (see "Escape", page 51).



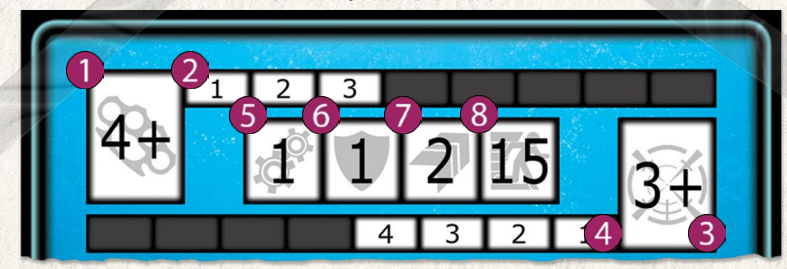
Profile card of a Hero





1. Profile stats
2. Type
3. Name and title
4. Points
5. Health Points
6. Morale Points
7. Visualisation
8. Ranged Weapon and Abilities
9. Action Points
10. Reaction Points
11. Story background or quote
12. Factional affiliation with symbol
13. Abilities with descriptions
14. Version number, base size, credits

Profile stats:

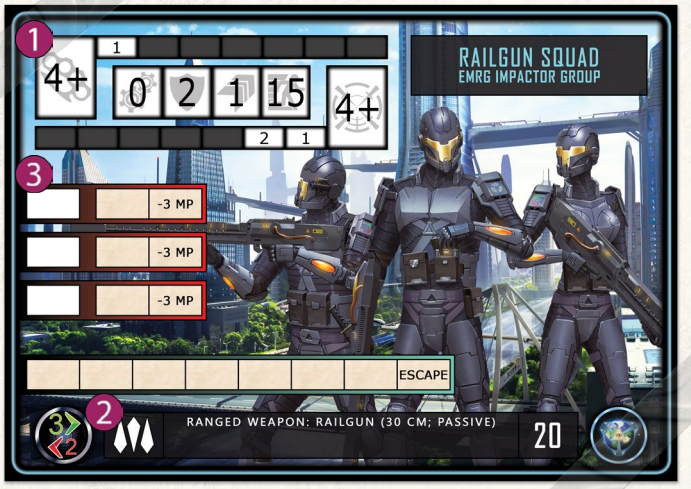


1. Close Combat Skill (CCS)
2. Attacks (ATT)
3. Marksman Skill (MMS)
4. Rate of Fire (ROF)
5. Technique (TEC)
6. Defense (DEF)
7. Initiative (INI)
8. Movement (MOV)

Profile cards of Bands and Squads







1. Profile stats
2. Type
3. Marking of the respective Squad model

Types of units and their symbols:

- Hero
- Leader of a Band
- Apprentice of a Band
- Squad

Health Points/Morale Points

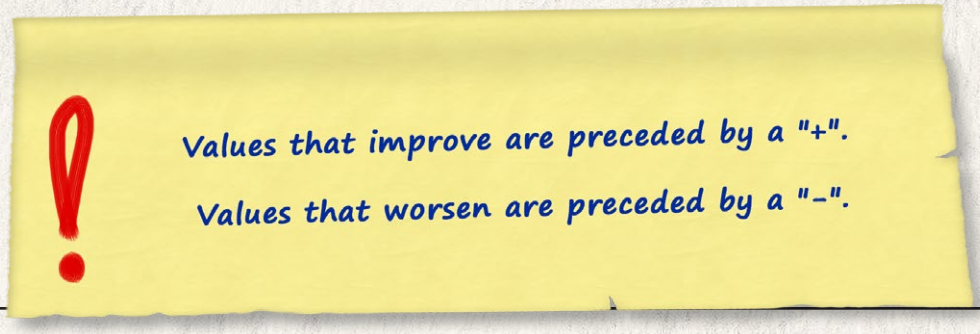
Each Unit has **Health Points (HP, red bar)** representing its **health status**. Abilities and Actions can cause **Wounds** and result in a **loss of Health Points**. When a Unit receives Wounds, mark the respective amount of Health Points on the Health Bar. Mark the small boxes top down or from left to right with Squads, respectively.

Loss of Health Points can cause **Bonuses/Penalties**. After a box triggering an effect is marked, the effect takes hold immediately. Effects add up. When the last box of a Health Bar is marked, the Model is **disabled** and removed as a Casualty from the battlefield. You may not increase Health Points above the maximum shown on the Profile Card.



Many Units have **Morale Points (MP, green bar)** reflecting their discipline on the battlefield. Some Abilities can cause loss of Morale Points. Mark the respective amount of Morale Points on the green Morale Bar top down.

Loss of Morale Points can cause **Bonuses/Penalties**. After a box triggering an effect is marked, the effect takes hold immediately. Effects add up. When the box triggering "**Escape**" is marked, the Unit is escaping and receives an **Escape Marker** (see "Escape and Rescue", page 51). You may not increase Morale Points above the maximum shown on the Profile Card.

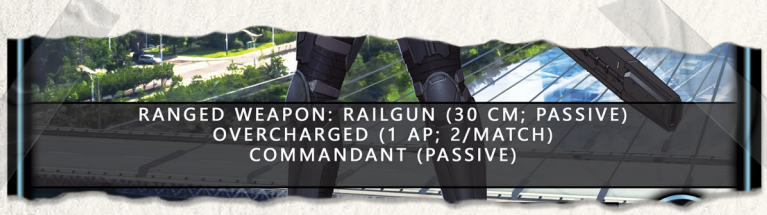


Abilities

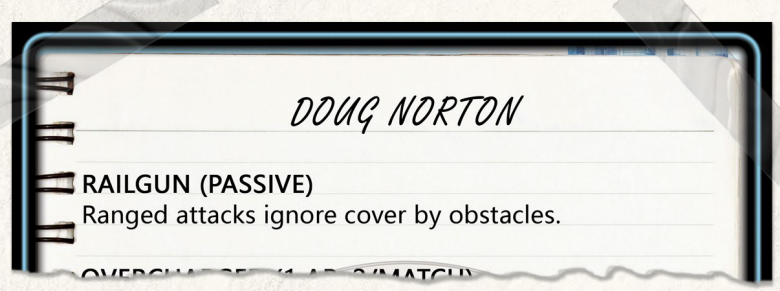
Each Unit has **individual Abilities** for which you can find specific rules on the back of the Profile Cards. The name and costs of each Ability are additionally shown on the front of each Profile Card as a reminder.

Ranged Weapons

When a **Unit** possesses a **Ranged Weapon**, it is noted on the front side of its Profile Cards, right above the list of **Abilities**. The actual **range** of the weapon is shown in brackets after the name. When the weapon has an additional **Ability**, the brackets also contain "**passive**". The Ability is explained on the back of the Profile Card.

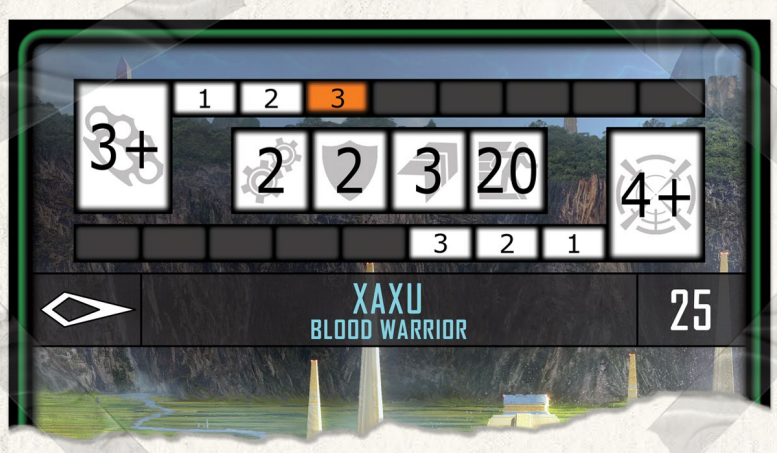


Example:
Railgun (30 cm, passive)



Orange Profile Fields

Some Units have stats that can be affected by **Abilities** or certain events. These fields are highlighted in **orange**. They only apply, when all requirements are fulfilled.



MISSION CARDS

By completing your mission you will gain **Victory Points**, which is essential for winning a game of Rapture. There is a great variety in the countless ways missions can be composed. Some require completing a certain task; others winning a battle. Each one of you pursues their own mission on the battlefield.

On the **Mission Card** you will find the setup and the goal of the mission. At the beginning of the game you place needed **Mission Objectives** on the battlefield (see "Choose your missions", page 34). Each mission has its own rules for dealing with **Mission Objectives and their characteristics on the battlefield**. **Apprentices** may not interact with **Mission Objectives** or receive **Mission Abilities**. **Mission Objectives** never block the **Line of Sight** and never grant **Cover**.

Stationary: This **Mission Objective cannot be moved** and remains at its position for the entire game. Your Models can move through stationary objectives, but cannot end their Movement on top of them.

Area: This **Mission Objective** refers to a terrain piece or a certain part or pitched area of the battlefield. Your Models can move through areas and can end their Movement on top of them.

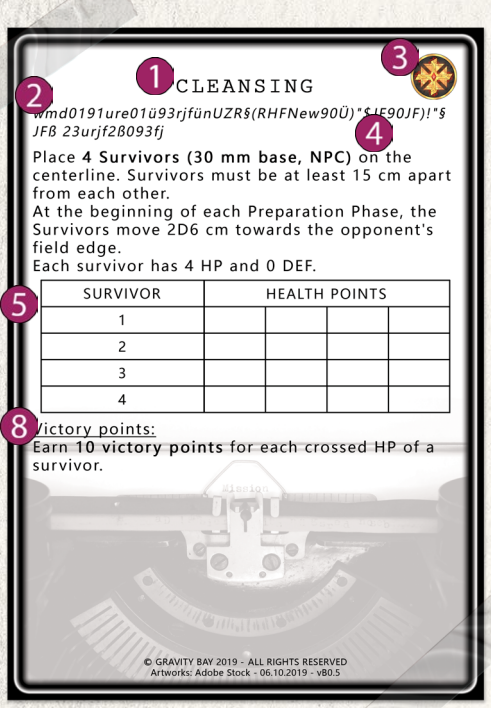
Object: This **Mission Objective** may be picked up by **Units**, if the Unit stands B2B next to the object. The object is then placed on or next to the Profile Card of the Unit carrying it. Some objects will be generated by your Units during the game. When a Unit carrying an object is removed from the battlefield as a Casualty, all objects carried by that Unit will be placed on the battlefield exactly where the last Model of that Unit was disabled. **Allied Units** can pick up those objects. Picking up a dropped object does **not** cost Action Points. Your Models can move through objects, but cannot end their Movement on top of them.

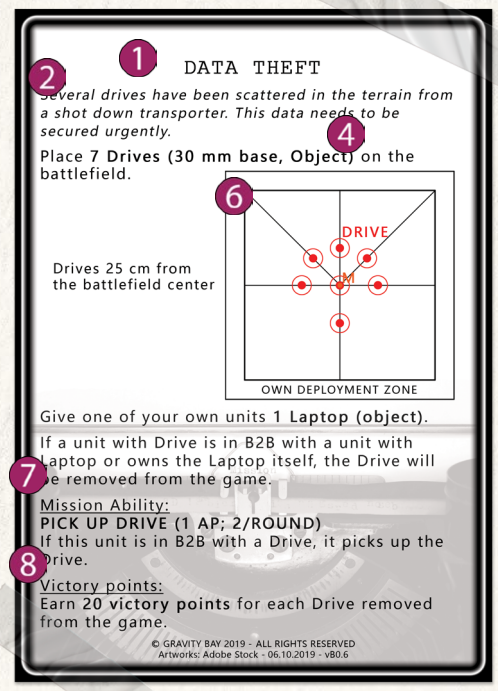
NPC (Non-Player Character): This **Mission Objective** is a character. Rules concerning this character are described on the **Mission Card**. The NPC may have **Health Points** or may challenge you in one way or another. Your Models may move through NPCs, but cannot end their Movement on top of them.

The section "**Mission Abilities**" may contain additional Abilities which all of your Units will have during the game (see "Action: Mission Ability", page 80). The section "**Victory Points**" contains requirements for earning Victory Points (see "End of the Game and Counting Victory Points", page 82).

Some Mission Cards contain **faction logos**. You may only choose these, if they contain the logo belonging to the battlegroup you command.

Mission Cards





1. Name
2. Story or description
3. Faction restriction, when applicable
4. Type of Mission Objective (Stationary/Area/Object/NPC)
5. Health points of NPCs
6. Setup of the mission on the battlefield
7. Mission Ability with description
8. Earning Victory Points



DICE

In Rapture, many situations will be decided by rolling six-sided dice (D6). The number of needed dice is noted as XD6 where X = the number of dice. **1D6** is a **single** six-sided die, **2D6** are **two** six-sided dice, **3D6** are **three** six-sided dice, etc.
The difficulty is indicated with **X+** (**X** being a **number between 1 and 6**). A die roll indicated with **1D6 with 4+** means that **a single** six-sided die needs to be rolled and a result of **4 or higher** is a **successful** roll, respectively a success.

In the case that a three-sided **(D3)** die roll is required, results of a D6 count as follows:

1 and 2 = 1
3 and 4 = 2
5 and 6 = 3

Attacks and **Actions** will always be rolled by the **Attacker**. **Defense** and **Reactions** will always be rolled by the **Defender**. All other rolls will be performed by the **Affected Player**.





Pic 2: Game material





GAME SETUP

II. GAME SETUP

Follow this given order to set up the game:

1. Assembly your **Battlegroups**
2. Measure the battlefield and mark your Models
3. Set up the terrain
4. Choose your missions
5. Deploy your **Battlegroups** on the battlefield

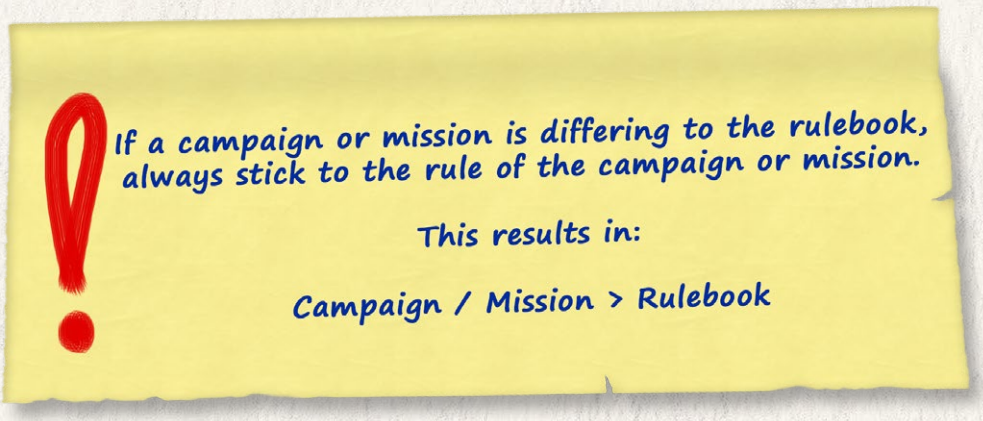
ASSEMBLE YOUR BATTLEGROUPS

To start off, each of you assemble your individual **Battlegroup**. Choose a balanced **Battlegroup**, since most of the time you do not know beforehand what challenge awaits you. Be prepared for everything!

A **Battlegroup** contains every **Unit** you need for a game. For a **standard game** you may assemble a **Battlegroup** worth **100 points**. Your **Battlegroup** may only contain **Units** from a single faction.

Some factions have **Faction Cards** that grant special rules and/or Abilities. Those cards affect only the **Units** of the determined faction in your **Battlegroup**. Place the **Faction Card** face up next to the battlefield, so it will be visible to everyone for the entire game.

Missions and campaigns sometimes change rules on how to assemble a **Battlegroup**. In this case rules described by missions and campaigns have a higher priority than rules written in this rulebook.



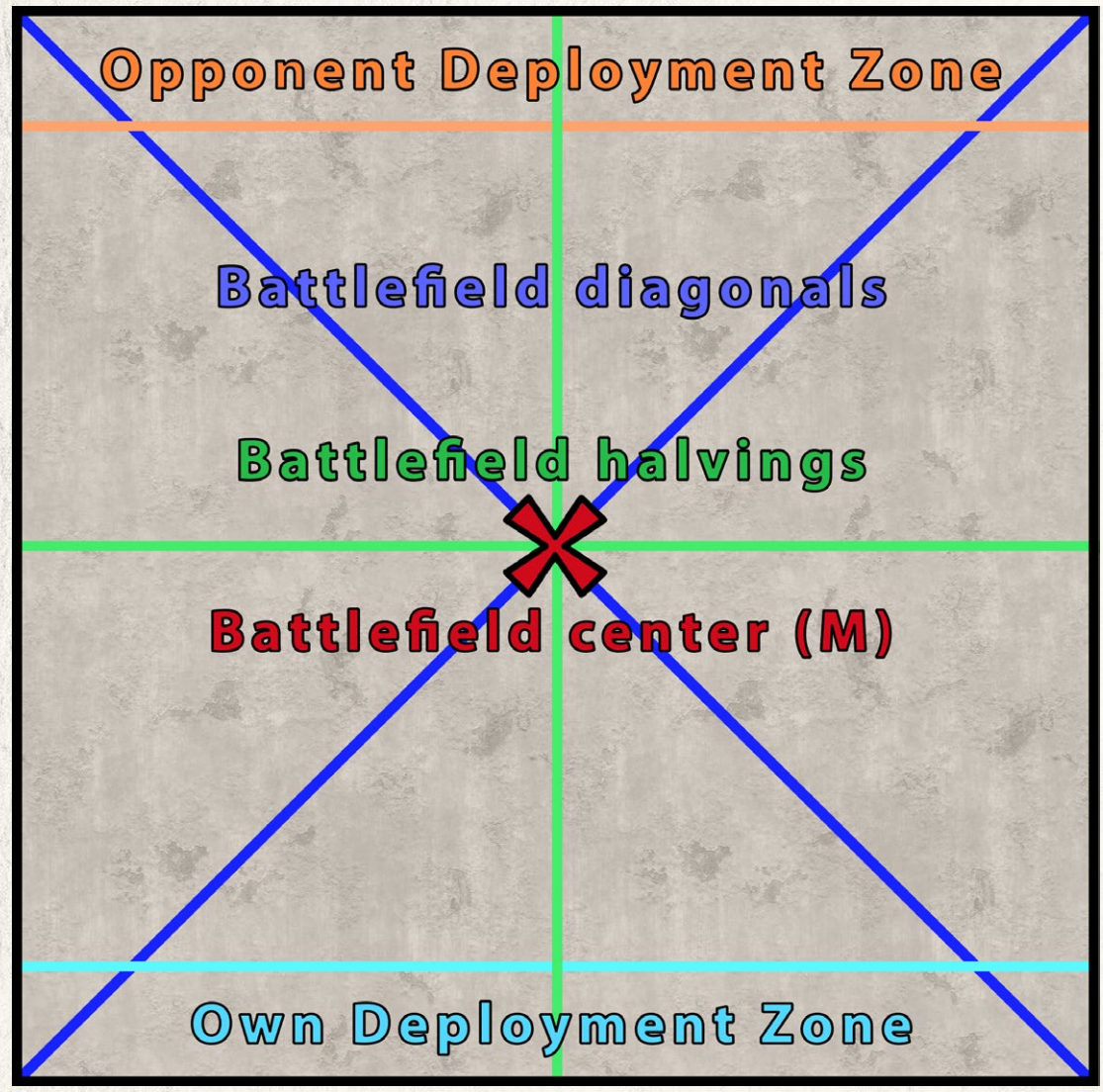
You may not use the same **Squad more than twice** in a **Battlegroup**. All other **Units** may not be used **more than once**.

Units from other factions, having the Ability "**Mercenary**", may be used in your **Battlegroup**. **Mercenaries** from other factions may not make up more than 50% of the points in your battlegroup.

MEASURE THE BATTLEFIELD AND MARK YOUR MODELS

The size of the battlefield is equal to 90 x 90 cm. All distances will be specified in centimeters (cm). Each of you choose an edge of the battlefield. From the edge up to 10 cm into the battlefield will serve as your **Deployment Zone**. In a two-player-game Deployment Zones have to be on opposite sides of the battlefield.

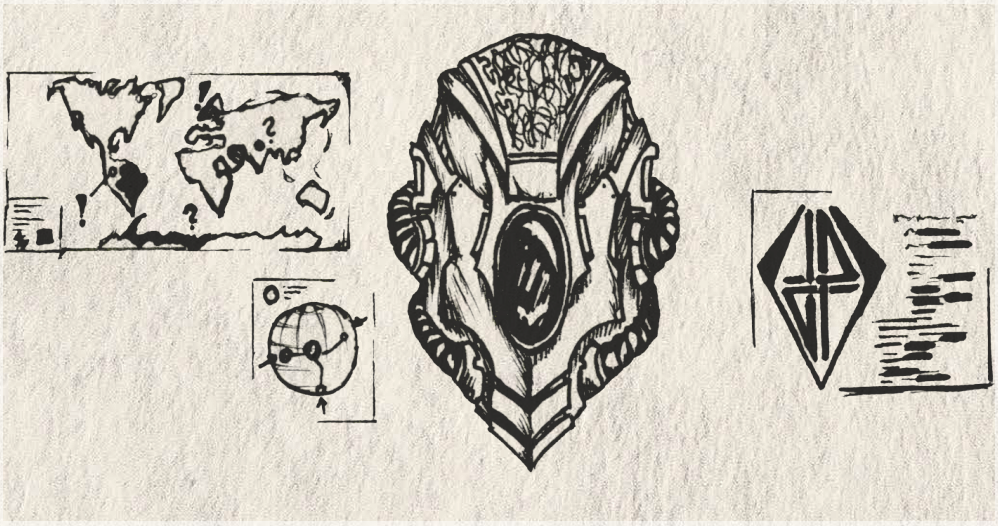
Schematic view of a battlefield:



In case you have chosen the same Units and they are unpainted, make sure you can **tell one from the other**. **Health Bars** on Profile Cards of **Squads** need to always be traceable from the respective Models for everyone. Talk about it before starting the game.



Pic 3: Markings of a Squad on Models and Profile Card



SET UP THE TERRAIN

Talk about which terrain pieces you and your opponent(s) want to use during the game. Decide together, what category each piece belongs to and define levels. For a description of the different categories with their respective effects on Movement, Line of Sight and Cover see "Terrain", starting on page 86.
We recommend **3 to 4 buildings** and **5 to 6 small obstacles** for a **standard game**. However, feel free to experiment with different amounts of terrain pieces..

After choosing all terrain pieces that will come into play, each of you roll 1D6. The player with the highest roll takes a terrain piece and places it on the battlefield. In case of a tie, involved players roll again. Terrain pieces may not be placed in a Deployment Zone. Buildings may not be placed **within 10 cm of each other**. Continue clockwise until all terrain pieces are placed. To provide a fair game, we recommend placing terrain pieces equally spread throughout the battlefield.



CHOOSE YOUR MISSIONS

For every game each player receives his own mission. To define who receives which mission, each of you first **choose 3 Mission Cards**. If a Mission Card contains faction logos, you may only choose it, if it contains the faction logo of your **Battlegroup**. Then, each of you shuffle your own Mission Cards face down and **draw one** of them. This way each of you will receive an individual mission valid until the end of the game.

If you have to place **Mission Objectives**, the player with the lowest **Combat Value** starts, followed by the player with the second highest and so on until all of you have placed your **Mission Objectives**. If placing a **Mission Objective** at a certain spot is not possible, try to place it at the nearest possible location.

Place the **Mission Cards** face up next to the battlefield, so that everyone can see what mission you are playing.



Pic 4: Examples of Mission Objectives

Ⓐ Area, upside-down playing card

Ⓑ Stationary/NPC, 30mm mission marker

Ⓒ Object, 14mm mission marker

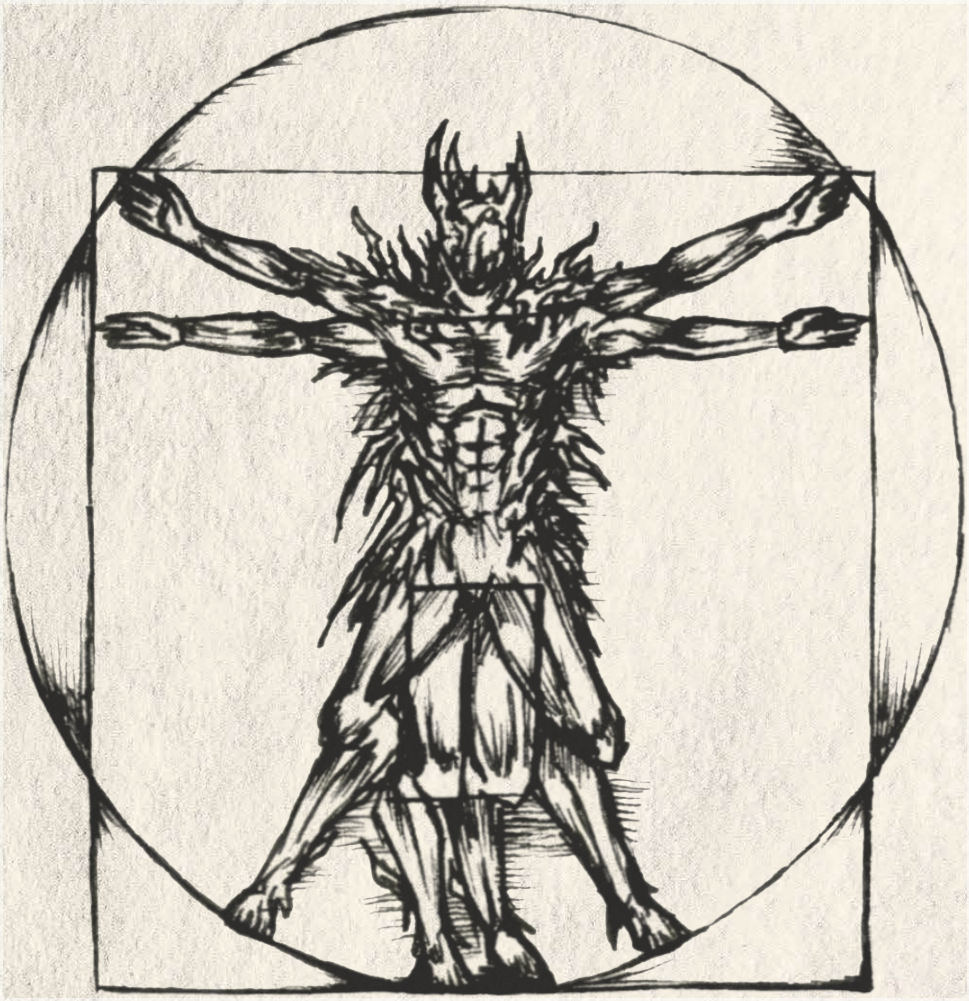
DEPLOY YOUR BATTLEGROUPS ON THE BATTLEFIELD

Starting with the player possessing the most Units, in turn each of you place **1 Unit** in your respective **Deployment Zone**. Proceed with the player possessing the second most Units and so on. When all of you have placed 1 Unit, proceed with the first player until all Units were placed on the battlefield. In case of a tie roll 1D6. The player with the highest roll goes first.

Place all **Profile Cards** face up next to the battlefield visible to all players.

If Units, items, etc. need to be placed on the battlefield later during/between rounds, do it in the same manner.

If two or more players play together, they are considered as a **Team**. A **Team** consists of multiple battlegroups of different players that are playing together against one or more enemies.



GAMEPLAY

III. GAMEPLAY

THE PRINCIPLES OF RAPTURE

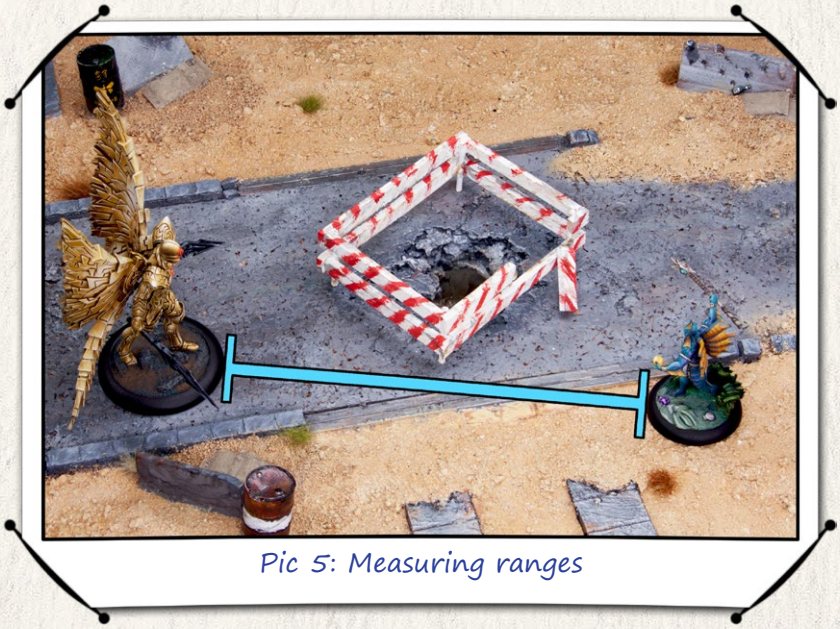
A game consists of 6 rounds. Every round consists of a Preparation Phase, an Activation Phase and a Cleanup Phase.
Your success in this game will strongly depend on your strategy and smart Reactions to Actions of other players. Range and Line of Sight will play an important role in your plans as well.

Rapture aims to get your full attention while playing, so rely on your ability to observe and using your tactical skill. While carefully observing your opponent's moves, you will gain important information about range issues which you can use for your own moves.

Because in Rapture…

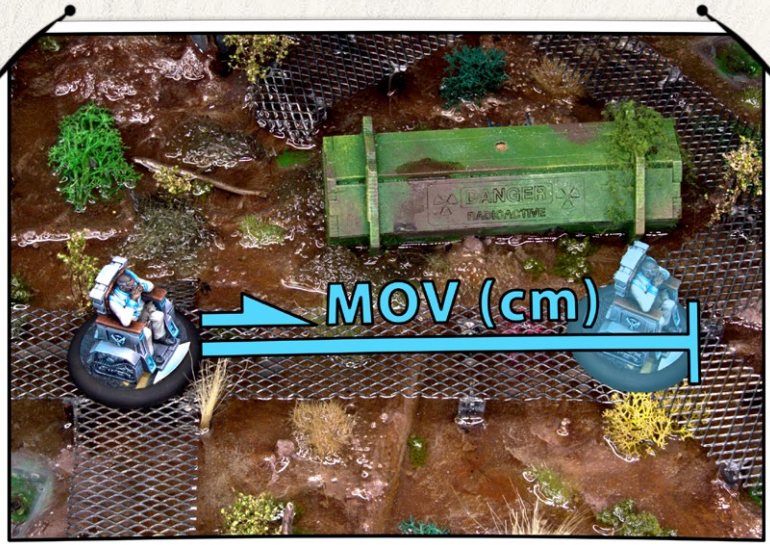
… tactical measuring is prohibited!

You are allowed to measure only **after** you have decided for an Action and called it. In case you are planning follow-up Actions, you are **not** allowed to measure beforehand likewise. E.g. when you are planning on a Movement Action followed by a Ranged Attack, you will have to call the Movement Action first, measure the distance you can maximally move and then move your Unit. After finishing your Movement Action you can then proceed calling your Ranged Attack, after which you measure, if your target is in range. Therefore, you may **never** measure both Actions together. Since nobody is allowed to measure all Actions in advance the game remains quick, exciting and tactically challenging.
Measure all distances from the base of your activated Model to the base of the target Model, Marker or other target. This also applies, if the starting point and target point are located on different levels.



Pic 5: Measuring ranges

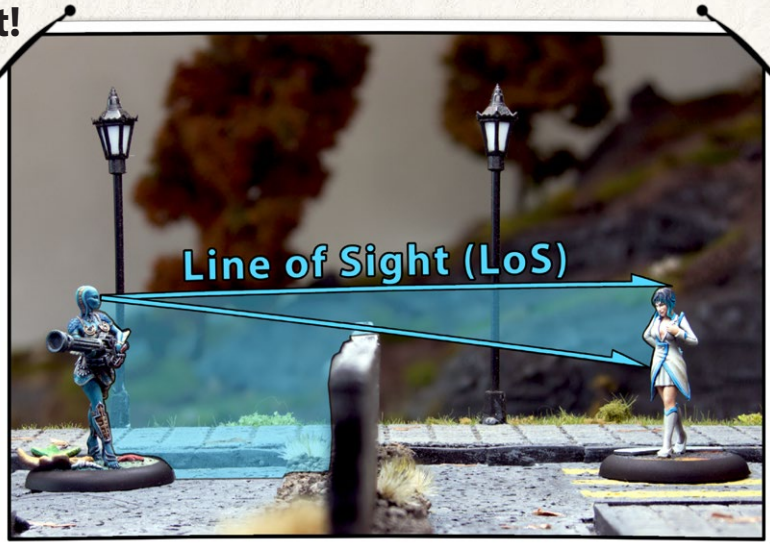
Always measure from the edge of the base of the activated Model to the edge of the base of the target Model. During a Movement Action the size of the base of the activated Model counts to the travelled distance.



Pic 6: Measuring the Movement Range

… determine Line of Sight!

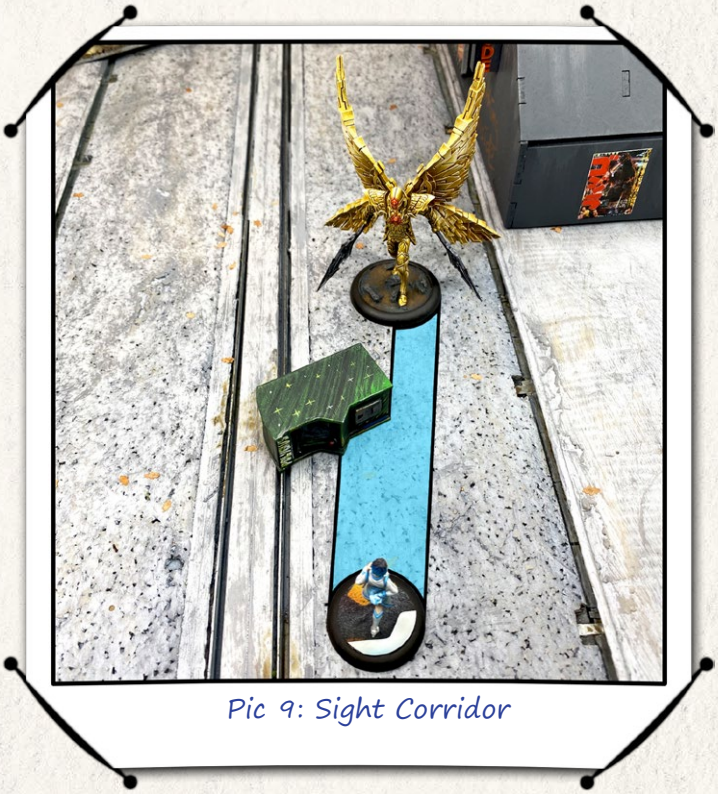
A Models **Line of Sight** is abbreviated "**LoS**" in tabletop gaming. To decide the perspective LoS of a Model get down to the Model's eye level and determine what is visible. The LoS may also be measured from the level of the bases forming a **Sight Corridor**. All Models have a **360° panoramic view**, which means they are always looking in all directions. The alignment of a Model is not relevant when determining the LoS.



Pic 7: Determine Line of Sight

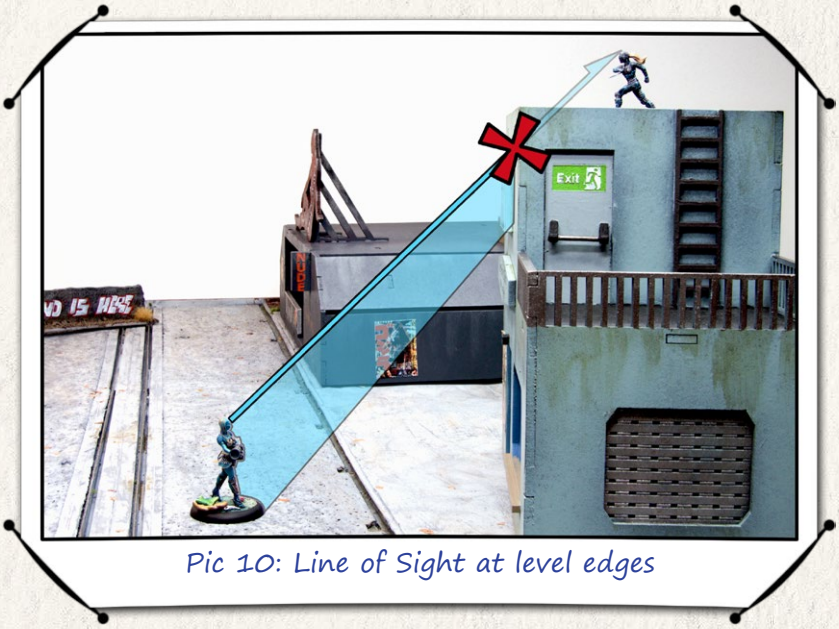


Pic 8: Determine Line of Sight



Pic 9: Sight Corridor

The LoS can be **interrupted** by buildings, shrubbery, other terrain pieces or Units. In this case the LoS is limited or even completely blocked. Transparent terrain pieces, e.g. acrylic panes, do **not** impair the LoS. A LoS cannot be drawn through **Close Combats** on the same level, as they block it. **Mission Objectives** do never block the LoS.



Pic 10: Line of Sight at level edges

The LoS is determined via 2 criteria:

1. Create a Sight Corridor and determine, whether the enemy base in LoS is not hidden or is located on a different level.

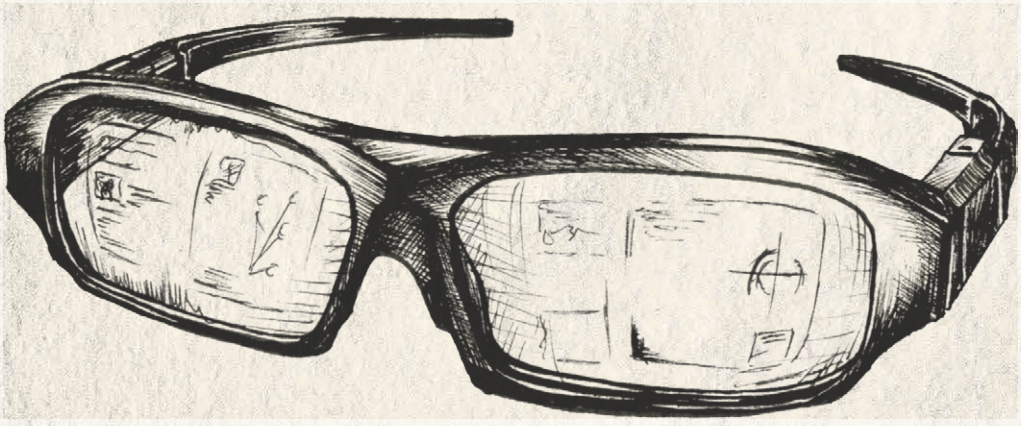
2. In case the Sight Corridor is blocked or the base of the target is on a different level, move to the eye level of your Unit and determine whether you can see parts of the target Model within the cylinder.

It is not always easy to determine whether a Model is located in your LoS. In general, all body parts can be targeted. If a Model has body parts or weapons sticking out beyond the edge of the base, imagine there was an imaginary **cylinder** extending **up from the base** to the **top edge of the head**. All parts of a Model located in that cylinder can serve as a target for Ranged Attacks or Abilities. Parts of Models that stick out beyond the cylinder will not be considered when determining the LoS.



Pic 11: LoS cylinder on a model

Notice: When there are obscurities concerning LoS, come to an agreement with the other players. Gaming should be fun and not cause quarrels. Talk to each other and try to resolve disagreements. E.g. you could agree upon movement of a Unit if it is able to see a certain Enemy Unit.



… round down!

Sometimes you are asked to halve a value or dice roll. If the result is not a whole number, **round down** to the next lower whole number. Movement ranges are not rounded down.



PREPARATION PHASE

The following order needs to be kept during Preparation Phase:

1. Determine Victory Points
2. Maintaining Formation
3. Fill up Action Points (AP) and Reaction Points (RP)
4. Perform Escape Movements
5. Roll Ascension
6. Determine order of Activation

1. Determine Victory Points

Victory Points gained in the Preparation Phase will be determined and noted.

2. Maintaining Formation

Check, if your Squads and Bands are in the correct Formation. If that's not the case, put Models back in formation (see "Formation", page 49).

3. Fill up Action Points (AP) and Reaction Points (RP)

At the beginning of each round all of your Units start with their full amount of Action Points (AP) and Reaction Points (RP) as indicated on their Profile Cards.

4. Perform Escape Movements

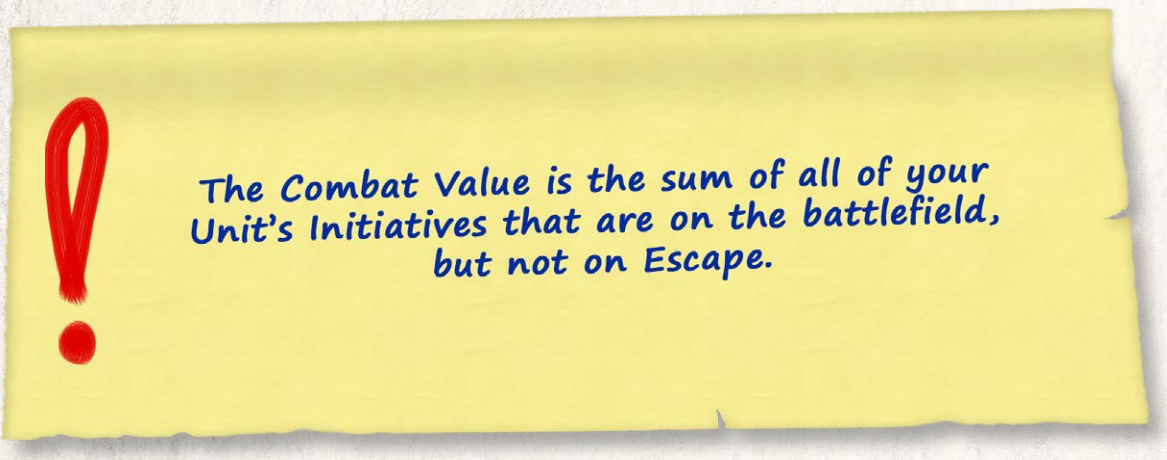
If you have Units with an Escape Marker on them, perform their Escape Movement now (see "Escape", page 51).

5. Roll Ascension

If you have to roll an Ascension, do it now (see "Ascension", page 103).

6. Determine order of Activation

In the Preparation Phase your Combat Value will determine the Activation Order during the entire Activation Phase. The player with the **highest** Combat Value **starts**. The player with the second highest goes next.



If several of you have the **same Combat Value**, roll **1D6**. The Person with the higher roll gets to activate their Units first. In case of further ties, roll again. The determined order does not change during the following Phases of this round.

If one of your **Battlegroups** starts the game with **less than 100 points**, the person commanding that **Battlegroup** gets to determine who gets to do the **first Activation**. For all following Activation Phases, the order is determined by the **Combat Value**.

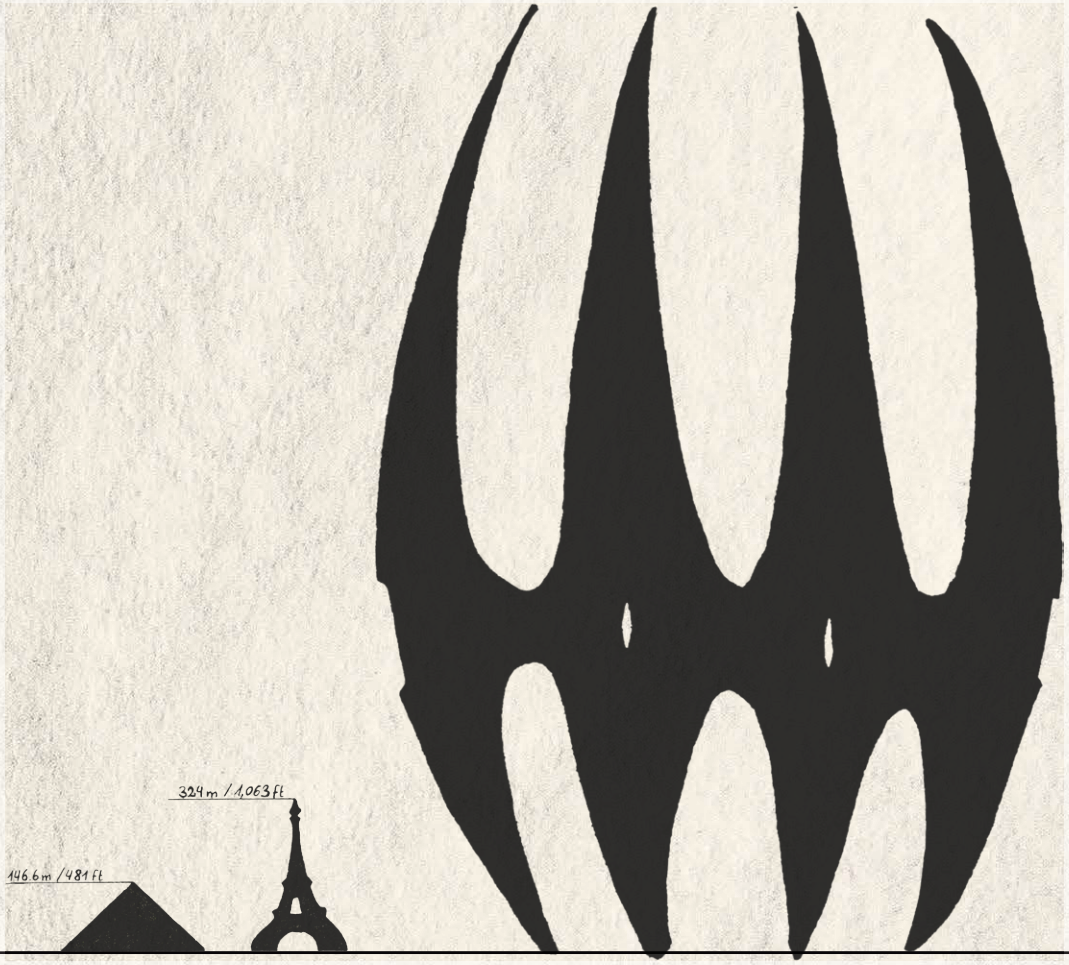


ACTIVATION PHASE

Follow the **Activation Order** determined during the Preparation Phase. Your individual units are **activated** in **alternate order**. On your turn, activate **1 Unit of your choice** that has not yet been activated during this Phase. Each Unit is only activated **once** per Activation Phase. **Units** containing an **Escape Marker cannot** be activated.
To perform Actions, you can spend **Action Points (AP)** and **Reaction Points (RP)** for an Active Unit in any order. Performing an ability does also count as an Action. You can also choose to perform fewer Actions than Action- or Reaction-Points available or to perform no Action at all.
After activating all of your Units you may not perform an Activation until the end of the round. On the other hand, you **have to perform an Activation** as long as there is at least one **Unit** that has not been activated this round.

The **Activation Phase** ends when all Units on the Battlefield have been activated.

Other than when activating your Units yourself, you can react to Actions of Enemy Units by using Reactions. Also, you may perform Abilities with the feature "**anytime**" **during an enemy's Activation**. In both cases your Unit does not count as activated. Even already activated Units may perform Reactions and "anytime" Abilities.



Actions and Reactions

During a Unit's Activation, it can **perform Actions**. Every Action has specific costs that a Unit must spend in order to carry out. Actions **may not be repeated indefinitely** within a round. They have a specific **round limit** showing you how often you can use them per round. Once reaching the round limit this Action may not be performed before the start of the next Activation Phase.
There are **3 types** of Actions (Movement Action in B2B, Close Combat Attack, Ranged Attack) that affected Enemy Units can react to. Each Reaction generates costs, that the reacting Unit has to pay. For each of your Actions the affected Enemy Unit may only choose **1 Reaction**. If multiple opponent players are affected, they perform Reactions in descending order of their Combat Value. You may not perform a Reaction to a Reaction.

You have to **finish** an Action including a possibly called Reaction before calling a new Action. As an example, it is not possible to measure and perform 2 Movement Actions simultaneously.

Your Action consists of the following steps:

1. **Call** an action.
2. **Measure the range**, if necessary. If your Abilities or a Ranged Attack has a range constraint and the **target Unit** is not in range, you can decide for a different **Action**, without paying costs for the initial Ability or Ranged Attack.
3. **Call** of **Reactions** of others to your **Action**.
4. **Performing Actions** and **Reactions** corresponding to the correct order. Once having called an **Action**, you have to perform it, if possible (see step 2.).

Now your **Action** is **finished**.

You have to finish each individual Action, including potential Reactions, before a new Action can be called. As an example, it is not possible to measure and perform 2 Movement Actions simultaneously.



Movement

There is a **Movement Value (MOV)** for all Models of a Unit showing how far in **centimeter** the respective Models can move per **Movement Action**.
Models can only move on surfaces that are at least as wide as their base. In addition, other Units, terrain pieces or other objects may sometimes limit their movement ability.

The following table shows in what ways that is the case:

Your Model may...	**... move through.**	**... end its Movement.**
Modell	No	No
Mission Objective: Stationary	Yes	No
Mission Objective: Area	Yes	Yes
Mission Objective: Object	Yes	No
Mission Objective: NPC	Yes	No
Edge of the board	No Yes, if Unit is escaping.	Stop at the edge. Casualty, if Escape Movement ends beyond.
Regular Terrain*	Yes	Yes
Bodies of Water*	Yes. A Model may proceed its Movement swimming, but the remainder of its Movement is halved. In addition, roll 1D6. Rolling a "1" will result in the Model receiving 1 Wound. If your Model is still in contact with a Body of Water upon its following Action, you have to roll again. In addition, you need to use the halved MOV on further Movement Actions.	Yes. As soon as 50% or more of your Model's base is standing in the Body of Water, you may not perform Ranged Attacks.
Difficult Terrain*	Yes. Roll 1D6 with 5+ for your Unit. Your roll is improved through the Unit's TEC. If your Unit does not pass the test, its MOV is reduced by the doubled distance through the difficult terrain.	Yes

*You can find details and additional information about specific terrain under "Terrain", starting on page 86.

Placing

Some units or items can be placed on the battlefield. Place a Unit, template or different object within a given range without requiring a LoS or level restrictions.

Formation

You **have to keep** all Models of a **Band** or **Squad in Formation at all times**, if possible. Both unit types move in different Formations.

Band

With Bands you have to position all Apprentices of that Unit in B2B with their Leader at all times, if possible. If the Formation is broken up, e.g. by enemy activity, you will have to bring all Apprentices back into Formation in the following Cleanup Phase.
During the Activation of a Band, you may orientate the Apprentices on their Leader as desired.



Pic 12: Formation of a Band



Pic 13: Formation of a Squad

Squad

With Squads, you have to position all Models of that Unit at a maximum of 2 cm apart at all times, if possible. If the Formation is broken up, e.g. by enemy activity, you will have to bring all Apprentices back into Formation in the following Cleanup Phase.

Moving into Close Combat

As soon as the base of your Model touches a base of an enemy Model, your Movement Action ends. Both Units are in **Close Combat** with each other. Units tied in Close Combat cannot perform Movement Actions, Ranged Attacks or Interactions with Buildings.

Depending on the type of the Unit there are a few things to take note of:

Unit type	Characteristics when moving into Close Combat
Band	When planning to move into Close Combat with a Band, first, move your Leader into Close Combat. Next position all Apprentices of that Unit in B2B with their Leader. By doing this you may also position them in B2B with enemy Models, as long as they are still B2B with their Leader. If an enemy Model comes in B2B contact with one of your Apprentice Models, **immediately engage** your Leader to B2B, if not already tied in Close Combat. Other Apprentices do **not** have to move, but stay in B2B with your Leader.
Squad	When planning to move into Close Combat with a Squad, you must measure for each Model **separately**, if the enemy Unit is in range. If at least 1 Model of your Squad is in range with at least one Model of the enemy Unit, you have to engage all other Squad models B2B with Models of the enemy Unit, if possible.

Engaging

Engaging describes the act of **placing Models B2B** during a Close Combat that has been broken up due to removing Casualties or not all Models being able to connect B2B when moving into Close Combat (e.g. blocking terrain).

Engaging can be done:

- at the beginning of activating a Unit
- while moving into Close Combat with an Enemy Unit
- during the Cleanup Phase

Engaging is **not** an Action, does **not** count to your round limit and has **no** costs..

Escape and Rescue

Escape

As soon as the Penalty "**Escape**" is marked in the Morale Bar, your Unit receives an **Escape Marker**. Units with an Escape Marker may not receive Shelter Markers. Potential Shelter Markers already belonging to that Unit are removed, as soon as it receives an Escape Marker.

As soon as a Unit receives an Escape Marker, it will **immediately** perform an **Escape Movement**. The Escape Movement is performed with the Unit's unmodified Movement Value (MOV) and does not depend on the remaining AP. The Unit will move directly towards their own edge of the battlefield. All carried objects of that Unit are dropped on the spot, where the Escape Movement was started. Even a Unit tied into Close Combat will perform an Escape Movement upon receiving an Escape Marker.

If the **Escape Movement** is interrupted by a level edge, the **Jump down action** is executed for free (see "Action: Jump down", page 76). The remaining movement range of the Escape Movement is lost.

This Movement does **not** count towards the round limit of Movements, always costs **1 AP** (if available) and will be repeated in every Preparation Phase as long as the Unit still has an Escape Marker. A Unit having an Escape Marker **cannot** be activated. When the escaping Unit has passed the edge of the battlefield, it counts as a Casualty and is removed. At the end of the game each Unit that has an Escape Marker counts as a Casualty as well. The Escape Marker is removed as soon as the Unit regains at least **1 MP**. If you have not activated this Unit this round, it still needs to be activated.

Rescue

An Allied Unit may **rescue** an escaping Unit, by ending a Movement Action B2B with the escaping Unit. For the Rescue itself **no** additional Action is needed. The escaping Unit Immediately regains **1 MP** and the **Escape Marker is removed**. If you have not activated the rescued Unit this round, it still needs to be activated.



Battle and Handling Hits

Units count as "**in Close Combat**", as soon as they are B2B with an Enemy Unit. Units in Close Combat cannot perform a Movement, Ranged or Building Action.

In order to perform **Ranged Attacks**, Ranged Weapons are needed. Only Units not being tied in Close Combat can be targeted during a Ranged Attack.

A **Target Unit** is a unit that has been or must be selected as a target for an Action or Ability.

Conducting a Battle

In general, battles are conducted with Attacking Actions referring to the scheme under »Actions and Reactions« on page 46. dargestellten Abfolge aus. During an Attack the scheme is extended by the following rules:

1. You call an Attack and a Target.
2. You measure necessary ranges. You can decide for a different Action without paying costs for the initial Attack, only if the target is out of range (on a Ranged Attack).
3. Others may react to Close Combat Attacks or Ranged Attacks with a Reaction. A Reaction can be a Counterattack (performed as explained under 4) against an Attacking Unit or can complicate an upcoming Attack.
4. You will conduct the Attack. Once an Attack is called, it has to be performed, if possible (as explained under 2).
    a. Perform your **Hit Roll**. Pay attention to potential modifications e.g. through Abilities or the Reaction of the Defending Unit..
    b. Every **successful roll** represents a **Hit**.
    c. Defending Models try to block Hits. The number of Hits is reduced by the number of successful **Block Rolls** determining the total **Damage** a Model receives. During a Ranged Attack Cover can improve blocking.
    d. The Defending player pays attention to potential **modifications** for receiving Damage.
    e. The result is the number of **Wounds** a Model receives. The Defending Player marks the respective number of boxes in the Heath Bar of the Model.

Now your **Action** is **finished**.

Blocking is mandatory!

Your Units are trying to block all hits, no matter where they come from. In the end, they want to survive!

Hits

Hits can be the result of an Attack or a different source of damage. The affected Model has to try to block them with a Block Roll.
During an Attack, hits are **successful** rolls (hit roll) XD6 for a **CCS** or **MMS** of your Unit, while X corresponds to ATT or ROF. The number of successful rolls equals the number of Hits the Defending Model receives.

Blocking Hits

When one of your Models receives hits, you have to try to reduce them with a **Block Roll**. In order to **block**, you roll XD6 with **5+**. X represents the value of DEF of the blocking Model. Please pay attention to potential modifications to the DEF, i.e. through cover. Every successful roll reduces the amount of hits by 1.

Successful Block Roll:

5+

Subtract the number of successful defense rolls from the successful hit rolls giving you the total **Damage** received. Some Abilities modify received damage, by increasing or reducing it. After regarding all modifications, you get the number of **Wounds** that your Model receives and that you have to mark on the Health Bar of your Model.



Casualties

As soon as you mark the last Health Point of a Model or it escaped, it is disabled and you have to remove it as a **Casualty** from the battlefield. Casualties cannot participate for the remainder of the game. The player who erased the last Health Point of an Enemy Unit receives Victory Points corresponding to the **Costs** of the disabled Unit (see "End of the Game and Counting Victory Points", page 82).

Band

If you have to remove a Leader of a Band as a Casualty, remove all Apprentices as well. However, Apprentices can also be disabled independently of the Leader.

Squad

Every member of a Squad has its own Health Bar. When you mark the last Health Point in its Health Bar, remove the Model as a Casualty from the battlefield.



Action: Movement Action

Round Limit: 2 **Costs: 1 AP** 

During a Movement Action you **move** Models of an activated Unit on the battlefield **within** their respective **Movement Value (MOV)** in **cm**. If you are planning on moving into Close Combat with an Enemy Unit with your Movement, you have to call it beforehand, to give Units the chance to possibly perform a **Reaction** (see "Reaction: Countershot", page 56). Movement does **not** have to be performed in a straight line. You may undershoot your Movement Value, but then your Movement ends immediately and remaining MOV is lost.

Notice: As soon as the base of your Model touches the base of an enemy Model, the Movement Action ends immediately. Both Units are now tied into Close Combat and the characteristics for moving into Close Combat mentioned above apply (see "Action: Close Combat Attack", page 58).

Depending on the Unit type pay attention to the following characteristics:

Unit type	Costs	Characteristics of Movement
Hero	1 AP	-
Band	1 AP. Only the Leader spends the Costs.	You first move your Leader. Afterwards you have to bring the Apprentices in Formation. Movement Actions can only be chosen for the Leader. In general Apprentices can always be positioned anew within the Formation (here: in B2B with the Leader).
Squad	1 AP	You measure for every Model separately and move it separately. At the end of a Movement Action all Models have to be in Formation.

Reaction: Countershot

Round Limit: unlimited **Costs: 2 RP** 

As soon as an opposing player calls a Movement Action for a Unit that would move B2B with one of your Units and your Unit is in possession of a Ranged Weapon, it may perform a **Countershot**. This Reaction enables you to perform an Attack against an upcoming threat outside of your own Activation.
A Countershot will be performed just like a regular Ranged Attack and Blocked (see "Battle and Handling Hits", page 52, and "Action: Ranged Attack", page 64), while your **MMS** will be **increased by 1** for a Countershot.

If you disabled an Enemy Unit with a Countershot, it is removed as a Casualty from the battlefield without being able to start its Movement. It does not reach your Unit.

When a Unit moves B2B with more than one other Unit, the Enemy Units may perform a Countershot in any order. However the Reaction Points of all called Reactions lapse, even if the Attacking Unit is disabled through the Reaction of a Unit, before all Reactions are dealt with. If Units of different players are involved, they react in descending order of the Combat Value.

Please notice the following, when a Countershot is performed on Bands and Squads:

You perform a Countershot with:	Hero	Band	Squad
	For your Countershot you choose 1 Model of that Band or Squad as the target.	Only Models of your Band that possess RP for a Countershot may perform one. Each Model of your Band is allowed to target different Models of the Enemy Unit.	Your entire Squad may perform a Countershot. Each Model of your Squad is allowed to target different Models of the Enemy Unit.

Passive Abilities, potential Markers or Statuses on the countershooting Model will be regarded as regular.

Example:

Kyenar is planning to move B2B with Noelle. Noelle performs a Countershot as a Reaction. Noelles MMS is 3+.

Since the MMS is increased by 1 during a Countershot, Noelle countershoots with a MMS of 4+.



Action: Close Combat Attack

Round Limit: 2 Costs**: 1 AP**

When Units are B2B with an Enemy Unit, you may call and perform a **Close Combat Attack**. A Close Combat Attack of a Model can only target a single enemy Model. After calling the Attack, the Enemy Unit can potentially **react** (see "Reaction: Dodge", page 62, and "Reaction: Counterblow", page 62).

After potential Dodging of Enemy Units, perform your hit rolls. To perform a hit roll, you roll XD6 with the difficulty of your CCS of the attacking Model. X represents the value of the ATT of the attacking Model. Please keep any modifications through Reactions of the Defending Unit in mind. Every successful roll is a hit. The number of hits are reduced by the Blocking of the Defender by rolling XD6 with 5+, X being the value of DEF of the Defending Unit (see "Battle and Handling Hits", page 52). Potential Counterblows can occur after finishing the Close Combat Attack.

> ***Example:***
> ***Raziel attacks Kyenar in Close Combat. Raziel has a CCS of 3+ and 6 ATT. The player controlling Raziel rolls 6 2 1 5 3 3 which corresponds to 4 hits. Kyenar has a DEF of 1 and the player controlling Kyenar rolls a 5. This results in 1 hit being blocked and Kyenar receives 3 damage. Now, Kyenars passive ability "Scaly Skin" reduces the damage by 1. The actual amount of Wounds Kyenar receives is now 2 and the Defending Player has to mark 2 of Kyenar's HP.***

Should one or more Models of the Attacking Unit not be B2B with a Model of the opposing player, they cannot perform Close Combat Attacks.





Pic 14: Close Combat: Band vs. 2 Heroes

Example:
The Band of Danai (D) and his Tentacle (D1) is in Close Combat with two Heroes. The Band counts as one Unit, but it may perform its Close Combat Attacks per Model and split them into different Units, as each band member has its own Profile Card and actions. D may attack Eleanor (E) or Lincoln (L). D1 may only attack E.

Special characteristics of Bands and Squads in Close Combat

Depending on Unit type of the Units involved in Close Combat, pay attention to the following characteristics:

Hero
Your Close Combat Attack has to be directed entirely against 1 Model of a Band or Squad.

Band
Your Leader and Apprentices may attack different Models of a Target Unit with which they are B2B. Each Model of the Band has to spend their own costs for their Close Combat Attack and perform it separately.

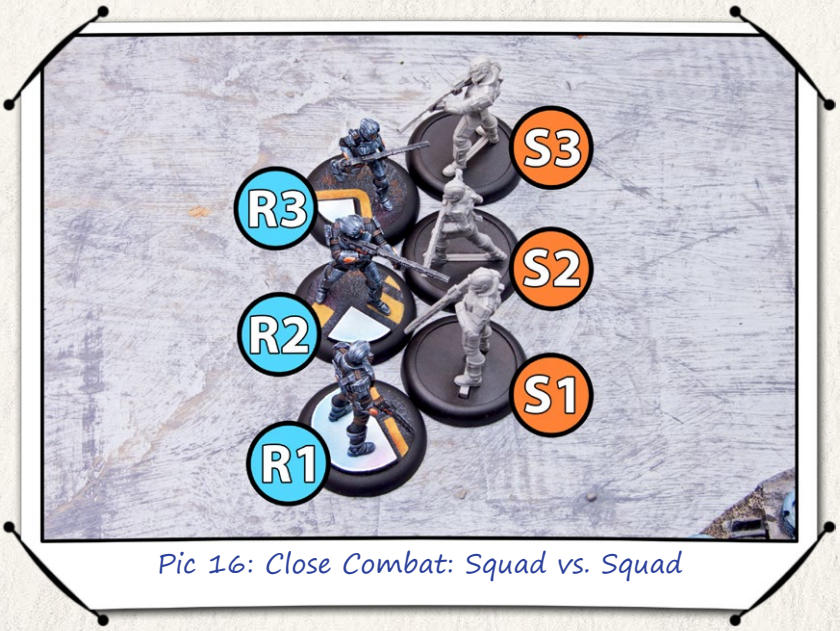
Squad
Models of your Squad may attack different Models of a target Unit with which they are B2B. During a Close Combat Attack each member of a Squad attacks with the current ATT of that Units Profile Card. Throw all hit rolls of Models having the same target Model together.



Pic 15: Close Combat: Squad vs. 2 Heroes

Example A:

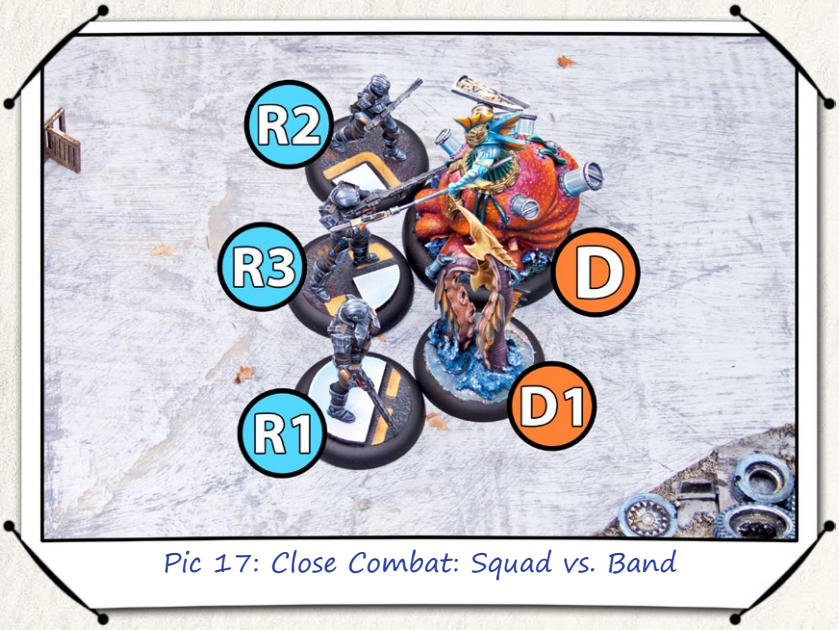
The Railgun Squad (R1 to R3) may choose to make a Close Combat Attack against the Heroes Kyenar (K) or Gionas (G). Only R1 may attack Unit K. The Attacks of R2 and R3 would expire. Only R2 and R3 may attack Unit G. R1's Attack would expire. If Unit K disables Model R1, Unit K is not removed from Close Combat. It must engage to model R2 or R3 at the beginning of its activation or in the Cleanup Phase.



Pic 16: Close Combat: Squad vs. Squad

Example B:

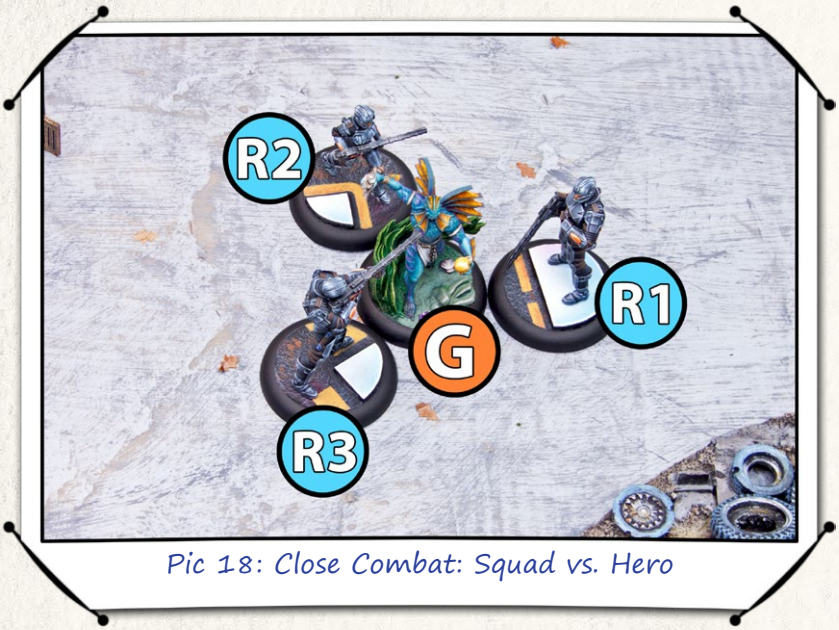
The Railgun Squad (R1 to R3) is in Close Combat with another Squad (S1 to S3). Since both Squads are considered as one Unit each, all Models may be attacked by both Squads, as long as they are B2B. R3 may attack S3 or S2. R2 may attack S1 or S2. R1 may only attack S1. All Attacks on a single target Model are combined into one roll.



Pic 17: Close Combat: Squad vs. Band

Example C:

The Railgun Squad (R1 to R3) is in Close Combat with the Band of Danai (D and D1). Since the Band counts as one Unit, both Models can be attacked, as long as they are in B2B. R2 may only attack D. R3 may attack D or D1. R1 may only attack D1.



Pic 18: Close Combat: Squad vs. Hero

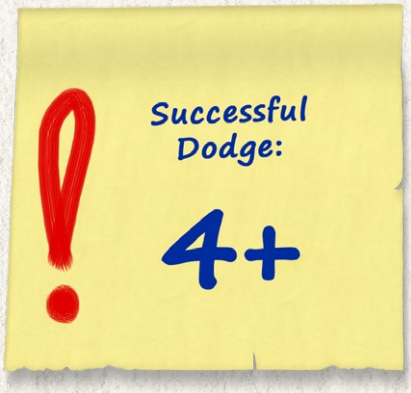
Example D:

The Railgun Squad (R1 to R3) is in Close Combat with Hero Gionas (G). All members of the Band may attack G.

Reaction: Dodge

Round Limit: unlimited **Costs: 1 RP** 

As soon as an opposing player calls a Close Combat Attack for a Unit that is B2B with one of your Units, your Unit may dodge. This Reaction enables you to weaken an upcoming Attack. Before the attack roll of the Attacking Unit, you roll XD6 with 4+ (Dodge Roll). X being the value of the TEC of your Unit. Each successful roll reduces the ATT of the Attacking Unit for this Attack by 1.

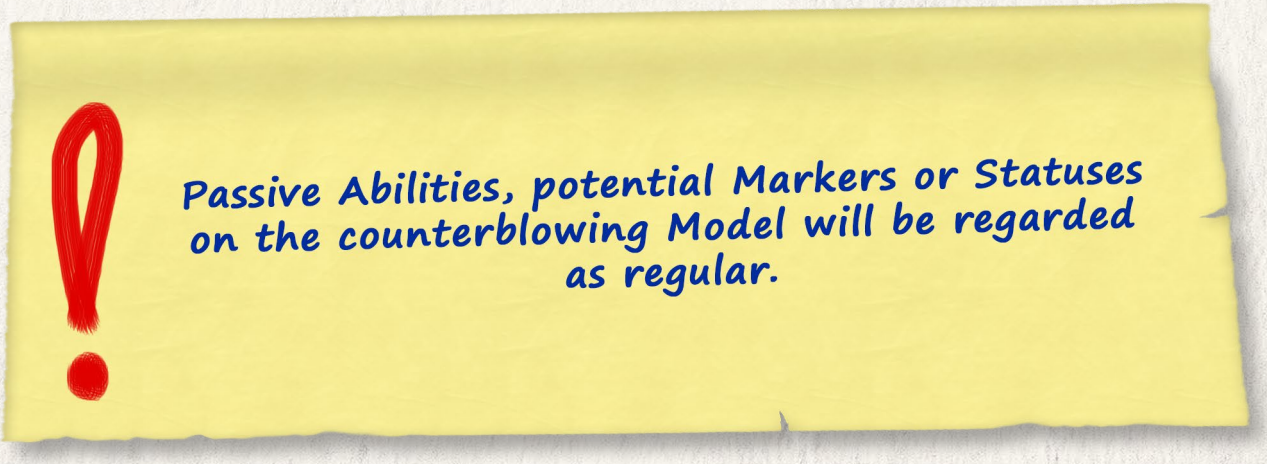


Reaction: Counterblow

Round Limit: unlimited **Costs: 2 RP** 

As soon as an opposing player calls a Close Combat Attack for a Unit that is B2B with one of your Units, you may call a **Counterblow** for your Unit. This Reaction enables you to perform an Attack outside of your own Activation. You need to pay the costs immediately, but you will not be able to perform the Counterblow until the Attack of the Attacking Unit is resolved.
A Counterblow will be performed just like a regular Close Combat Attack (and blocked), while your **CCS** will **increase by 1**. Models, that you need to remove as a Casualty after the original Attack, may not perform a Counterblow. You will also not regain the spent Costs.

In a Band, only those Models who are being attacked may perform a Counterblow. In a Squad, only those Models B2B with an attacking Model may perform a Counterblow.



Example:
Raziel's player calls a Close Combat Attack with Raziel on Hilde and spends 1 AP. Hilde's player decides to react with a Counterblow and spends 2 RP. After Hilde survived the Close Combat Attack from Raziel, Hilde may perform her Counterblow. Hilde has a CCS of 3+. Since the CCS is increased by 1 during a Counterblow, Hilde temporarily has a CCS of 4+ for the Counterblow.
Hilde's player now rolls 4 dice for her 4 ATT. The dice show 4 4 2 1, which corresponds to 2 hits. Raziel has a DEF of 3 and his player rolls 5 2 1. Consequently, 1 hit is blocked and Raziel receives 1 damage.
Raziel has no option to modify the damage and receives 1 Wound. Raziel's player has to mark 1 HP on his Health Bar.

Action: Retreat

Round Limit: unlimited **Costs: 1 RP, 3 MP** 

When your Unit is tied in Close Combat, it may **retreat**. Units without a Morale Bar may not retreat. Your Unit may Retreat, even if it has less than 3 MP. In this case it spends only the remaining MP. If the last box says "Escape", after the Retreat, your Unit receives an Escape Marker and is Escaping. Immediately, all rules for Units Escaping apply for this Unit (see "Escape and Rescue", page 51). As soon as your Unit Retreats out of a Close Combat, move it with its halved MOV (rounded down) in a straight line into a direction of your choice. After performing the Retreat Action the Activation of your Unit ends immediately. Your Unit will keep all available AP and RP up to the next Cleanup Phase.



Action: Ranged Attack

Round Limit: 2 **Costs: 1 AP** 

If your Unit possesses a **Ranged Weapon**, you may call a **Ranged Attack** on a Unit in **LoS**. The Target Unit may not be tied in Close Combat. A Ranged Attack of a Model can only have a single Model as a target.

Afterwards, you measure from the edge of the base of your Model to the edge of the base of the Target Opponent's Model that you want to shoot at, to see if they are in range. Always measure ranges in a horizontal line, even if the Units are located on different levels.

If no target Model is in range, you may choose a different Action, without having to pay costs for the initial Ranged Attack. After that, the Enemy Unit has the chance to perform a Reaction (see "Reaction: Seeking Shelter", page 74).

After a potential Reaction, you perform hit rolls for your Models. While doing so, pay attention to the "Special characteristics of Bands and Squads in Ranged Combat", page 65. In addition, check if other Models have gotten into the line of fire of your attacking Model and bear that in mind during hit rolls (see "Getting into the Line of Fire (LoF)", page 73).

You perform the hit rolls by rolling XD6 with the difficulty of the MMS of the attacking Model, while X represents the value of the ROF of your attacking Model. Each successful roll represents a hit. The amount of hits are reduced by the Blocking Action of the Defender by rolling XD6 with 5+, while X represents the value of the DEF of the Defending Unit, as explained above. While performing Block Rolls pay attention to potential modifications e.g. due to a Reaction of the Enemy Unit or Cover.



When calling a Ranged Attack against a Unit, while it is not in range, AP for this Action are not lost and you can still perform a different Action.

Example:
Leyra performs a Ranged Attack against Lincoln. He is in range of Leyra's ranged weapon. Leyra has a MMS of 3+ and 4 ROF. Leyra's player rolls 5 4 1 3 which corresponds to 3 hits. Lincoln has a DEF of 1 and his player rolls a 5. Consequently, 1 hit is blocked and Lincoln receives 2 damage. Lincoln has no option to modify the damage, so he receives 2 Wounds and his player has to mark 2 HP on his Health Bar.

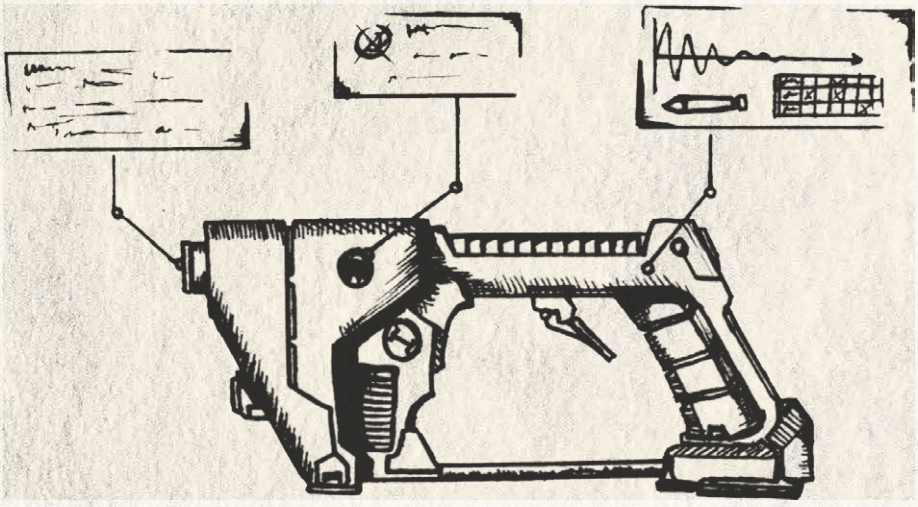
Special characteristics of Bands and Squads in Ranged Combat

Depending on the Unit type of all the Units involved in Ranged Combats, pay attention to the following characteristics:

Hero
Your Ranged Attack has to be directed entirely against 1 Model of a Band or Squad.

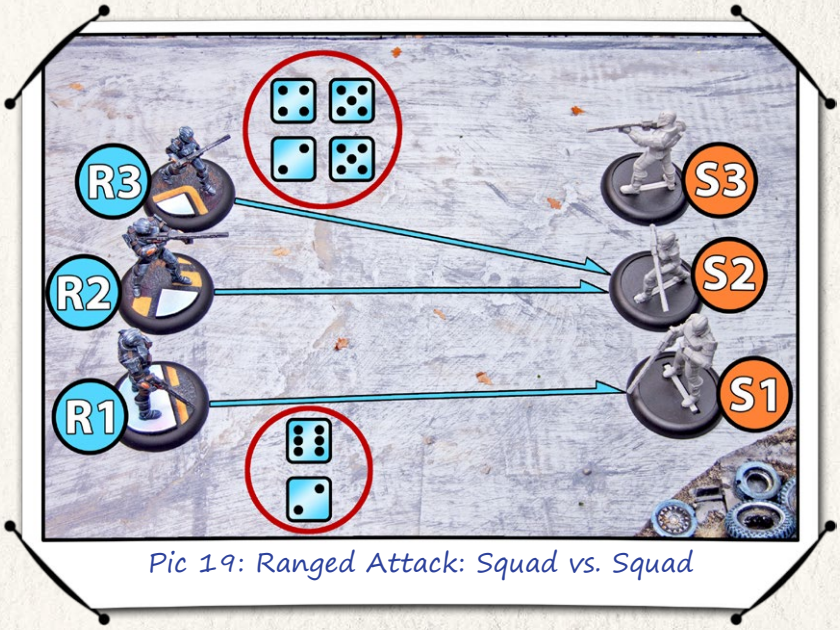
Band
Your Leader and Apprentices may attack different Models of different Target Units with a Ranged Attack. The targets of Leader and Apprentices have to be located in their respective LoS and range. Each Model of the Band has to spend their own costs for their Ranged Attack and perform it separately.

Squad
Models of your Squad may attack different Models of a target Band or Squad with a Ranged Attack. During a Ranged Attack each member of a Squad attacks with the current ROF of that Units Profile Card. The Targets have to be located in their respective LoS and range. Throw all hit rolls of Models having the same target Model together.



Example A:

The Railgun Squad (R1 to R3) attacks the opposing Squad (S1to S3) with a Ranged Attack. Since both Squads are considered to be one Unit each, both Squads may attack all Mod-els. R2 and R3 attack S2 and combine their dice into one roll. The Railgun Squad's MMS is 4+, the player rolls 2 4 5 5 for the attack of R2 and R3. This corresponds to 3 hits for the Model S2. S2's DEF is 1 and his player rolls a 5, so 1 hit is blocked and S2 takes 2 Damage. R1 attacks S1 and rolls his attack as one roll. The Railgun Squad's MMS is 4+, the player rolls 2, 6 for R1's attack. This corresponds to 1 hit. S1 has a DEF of 1 and his player rolls a 3, so no hit is blocked and S1 takes 1 damage.

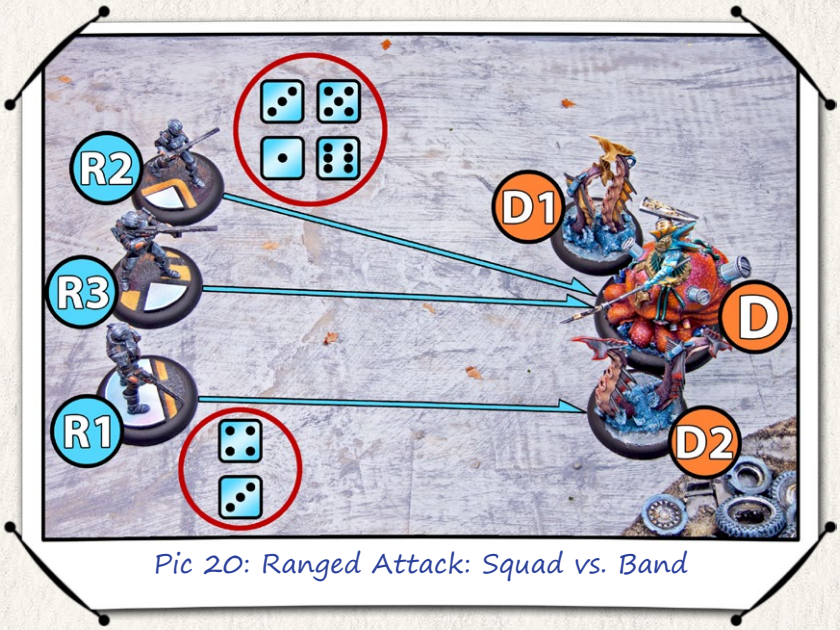


Pic 19: Ranged Attack: Squad vs. Squad

Example B:

The Railgun Squad (R1 to R3) attacks the Band of Danai (D, D1, D2) with a Ranged Attack. Since the Band counts as a Unit, all three Models may be selected as targets. R2 and R3 attack D and combine their dice into one roll. The MMS of the Railgun Squad is 4+, the player rolls 1 3 5 6 for the attack of R2 and R3. This corresponds to 2 hits.

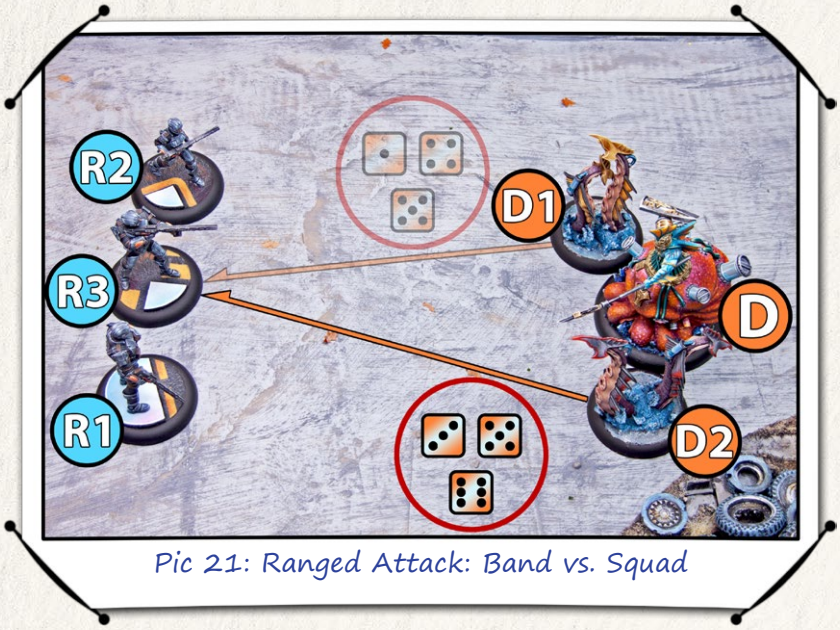
D has a DEF of 1 and his player rolls a 5, so 1 hit is blocked and D takes 1 damage. R1 at-tacks D2 and rolls his attack as one roll. The MMS of the Railgun Squad is 4+, the player rolls 3, 4 for R1's attack. This corresponds to 1 hit. D2 has a DEF of 1 and his player rolls a 1, so no hit is blocked and D2 takes 1 damage.



Pic 20: Ranged Attack: Squad vs. Band

Example C:

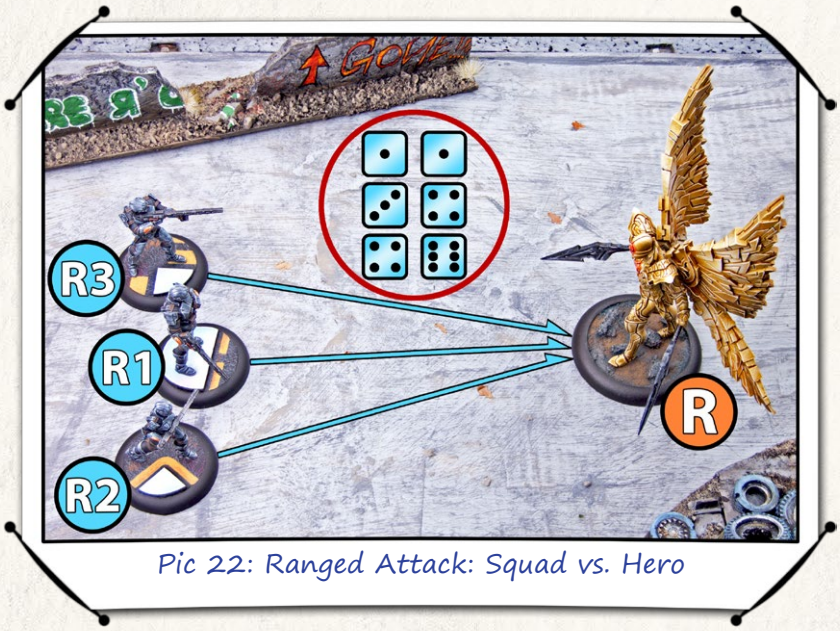
The Band of Danai (D, D1, D2) attacks the Railgun Squad (R1 to R3) with a Ranged Attack. Since models of a Band may all choose a separate target for their attacks, D2 chooses R3 as the target and rolls his attack as a single roll. D1 has a MMS of 4+, the player rolls 3 5 6 for the attack on R3. This corresponds to 2 hits. R3 has a DEF of 1 and his player rolls a 6, so 1 hit is blocked and R3 takes 1 damage. D1 also chooses R3 as a target for its Ranged Attack and rolls its Attack also as one roll. D1 has a MMS of 4+, the player rolls 1 4 5 for the attack on R3. This corresponds to 2 hits. R3 has a DEF of 1 and his player rolls a 3, so no hit is blocked and R3 takes 2 damage.



Pic 21: Ranged Attack: Band vs. Squad

Example D:

The Railgun Squad (R1 to R3) attacks the Hero Raziel (R) with a Ranged Attack. Since Raziel counts as Hero and consists of only one Model, all attack dice of the Railgun Squad are combined into one roll. The Railgun Squad has a MMS of 4+, and the player rolls 1 1 3 4 4 6 for attacking R. This corresponds to 3 hits. R has a DEF of 3 and his player rolls 2 2 6, so 1 hit is blocked and R gets 2 damage.



Pic 22: Ranged Attack: Squad vs. Hero

Cover

Many terrain pieces and even some effects grant **Cover** to your Units against **Ranged Attacks**, by improving the Unit's **Block Roll**. There are 3 types of Cover that protect your Units differently:

1. Cover through Shelter Marker
2. Cover through High Ground
3. Cover through Obstacles

The different kinds of Cover are not cumulative. The first applicable kind will take affect:
Cover through Shelter Markers > Cover through High Ground > Cover through Obstacles.
When your Unit is located behind an obstacle and on an elevated position, only the Cover through the elevated position counts. For a Unit that possesses a Shelter Marker, the Shelter Marker counts and overwrites all other kinds of Cover.



Cover through Shelter Marker

A Unit possessing a **Shelter Marker** receives **+1** to its **DEF** against Ranged Attacks and improves its **Block Roll** against Ranged Attacks to **4+**. At the same time the DEF against Close Combat Attacks is halved (rounded down).



Cover through High Ground

When targeting a Model located on a higher level with a Ranged Attack, it counts as having **High Ground** and receives **+1** to its **DEF**.



Pic 23: Types of Cover

Example A:
If the Units Seeiah (SE) or Steve (ST) want to make a Ranged Attack on the Units Leyra (L) or Noelle (N), L and N always have Cover through High Ground since they stand higher than SE or ST.
If Unit N wants to make a Ranged Attack on Unit SE, SE benefits from Cover through Obstacles. Unit L benefits from Cover through Obstacles during a Ranged Attack by Unit N, but not from Cover through High Ground, since L and N are on the same level. Unit ST has no cover against a Ranged Attack.

Example B:
The Heroines Leyra (L) and Noelle (N) are on the same level. If Unit N attacks Unit L with a Ranged Attack, Unit L does not receive a bonus to its DEF.



Pic 24: High Ground



Pic 25: High Ground

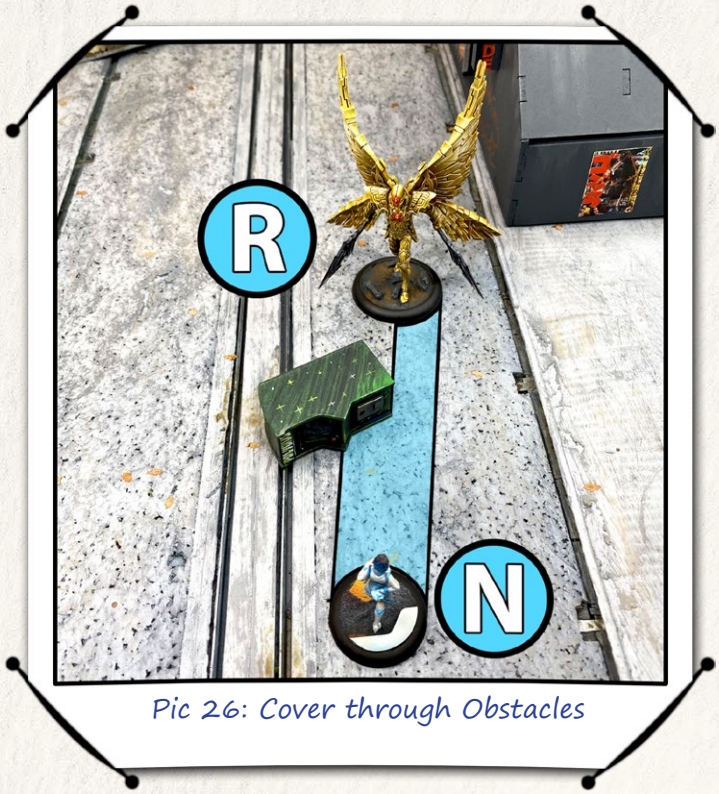
Example C:
Die Heldinnen Leyra (L) und Noelle (N) stehen auf derselben Ebene, jedoch wird Einheit L von einem Hindernis teilweise verdeckt. Wenn Einheit N einen Fernkampfangriff auf Einheit L ausführt, erhält Einheit L Deckung durch das Hindernis und bekommt einen Bonus von +2 auf WID.

Cover through Obstacles

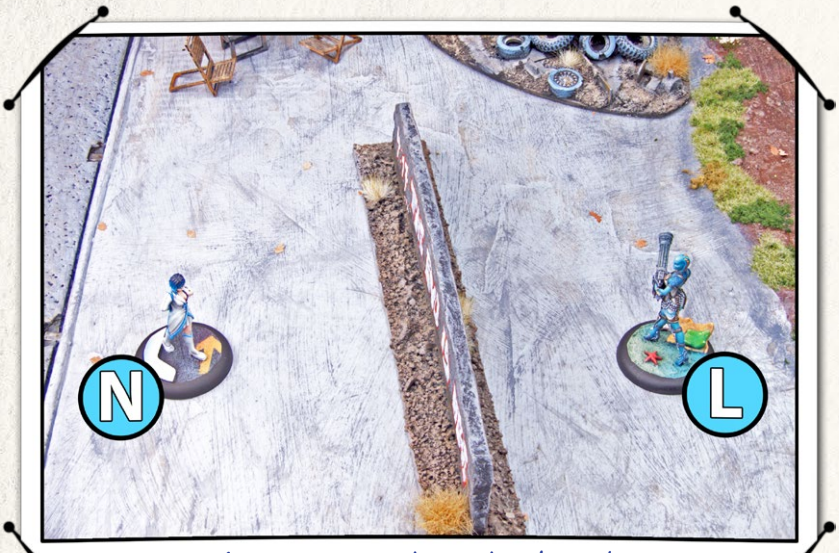
When a Model is partially covered by terrain pieces, but is still visible for the Attacking Unit, it gains **Cover through Obstacles** and receives **+2** to its **DEF** (see "Cover through High Ground", page 69). It does not receive a bonus if the attacking Model stands B2B with the obstacle within the LoS. When both Models stand B2B with the same obstacle within the LoS both of them receive +2 to their DEF.
Allied Models, partially standing in LoS of your attacking Model, do not grant Cover to the target Model.
Likewise, other Models, partially standing in LoS of an attacking Model, do not grant Cover to the target Model, but have gotten into the Line of Fire and can be hit (see "Getting into the Line of Fire (LoF)", page 73).



Example A:
The Heroine Noelle (N) wants to perform a Ranged Attack on the Hero Raziel (R). The Line of Sight of unit N is blocked by an obstacle, but not completely interrupted.
Therefore Unit R gets a bonus of +2 DEF against this Ranged Attack.



Pic 26: Cover through Obstacles



Pic 27: Cover through Obstacles

Example B:
Heroine Noelle (N) wants to perform a Ranged Attack on the Heroine Leyra (L).
Unit L gets a +2 bonus on its DEF because it is behind cover.
If Unit L makes a Ranged Attack on Unit N in the next turn, Unit N also gets a +2 bonus on its DEF.



Pic 28: Cover through Obstacles

Example C:

The Heroine Leyra (L) wants to perform a Ranged Attack on the Heroine Noelle (N). Since unit L is B2B with the terrain piece and can see unit N, unit N does not get a bonus on its DEF. When Unit N makes a Ranged Attack on Unit L, Unit L receives a +2 bonus to its DEF, as it gets cover from the terrain piece.



Pic 29: Cover through Obstacles

Example D:

The Heroine Noelle (N) wants to perform a Ranged Attack on the Heroine Leyra (L). Unit L is standing B2B at an obstacle. Since the Line of Sight of Unit N is not interrupted by the obstacle, it does not provide cover for Unit L. Unit L therefore does not receive a bonus on its DEF.



Pic 30: Cover through Obstacles

Example E:
Heroine Noelle (N) wants to perform a Ranged Attack on the Heroine Leyra (L).
Unit N is in B2B with the same cover as Unit L. Since the cover is between the two Models, Unit L gets a bonus on its DEF.
Same applies to Unit N when Unit L makes a Ranged Attack on Unit N.

Getting into the Line of Fire (LoF)

Shooting from far away is not always accurate.
When performing a **Ranged Attack**, it can happen that your Unit applies damage to an enemy Model that **it did not aim for**. This happens, when that Model is located within the Sight Corridor of the attacking Model. This never applies to Allied Models and also never applies when performing a Countershot.
While the general procedure stays the same, successful hits rolls spread between the original target and the other Model in the LoF.
Of all successful hit rolls you count **even hits** for the **original Model** and **odd hits** for the **Model located in the LoF**, closest to the Target Unit. The Model that has gotten into the LoF has no chance to perform a Reaction, but Block Rolls will be performed as usual.
Only 1 Model at a time not belonging to the Target Unit but closest to the target can get into the LoF.

Reaction: Seeking Shelter

Round Limit: unlimited **Costs: 1 RP**

As soon as an Enemy Unit calls a Ranged Attack against one of your Units and your Unit is located in range of the Enemy Unit's weapon, your Unit may **Seek Shelter**. By doing so it will receive a **Shelter Marker**. This Shelter Marker grants your Unit **+1 DEF** against Ranged Attacks and in addition, improves its **Block Roll** against Ranged Attack to **4+**. However, the DEF against Close Combat Attacks is halved (rounded down) and could thereby decrease down to 0.
The bonus of this kind of Cover is not cumulative with other kinds of Cover. A Unit possessing a Shelter Marker is only affected by this kind of Cover. All other Cover effects are ignored.
A Unit possessing a Shelter Marker may only perform the "Action: Get Up". Other kinds of Actions or Reactions are prohibited.

Action: Extinguish Fire

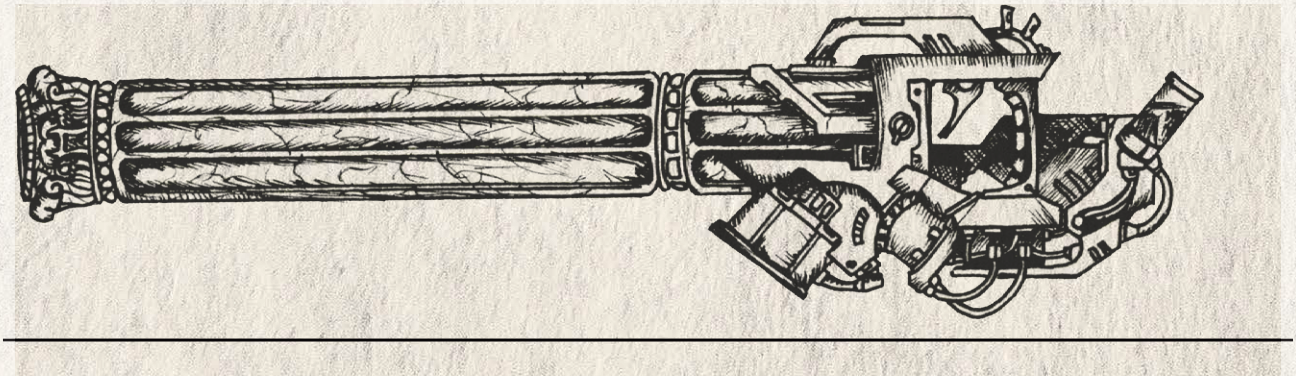
Round Limit: unlimited **Costs: 1 RP**

Only a Unit possessing a Fire Marker may perform this Action. The Unit loses the **Fire Marker** and receives a **Shelter Marker**.
A Unit possessing a Shelter Marker may only perform the "Action: Get Up". Other kinds of Actions or Reactions are prohibited.

Action: Get up

Round Limit: unlimited **Costs: 1 AP**

Only a Unit possessing a **Shelter Marker** may perform this Action. The Unit loses the Shelter Marker and is fully able to act.



Interactions with Buildings

Interactions with Buildings include all Actions that your Unit may perform with regards to a building or building part. Units tied in Close Combat cannot perform Interactions with Buildings.

Action: Use a Ladder

Round Limit: unlimited **Costs: ---**

Units may **use ladders** to reach other levels of terrain. In order to do that, the Unit has to be in **contact** with the ladder. If there is an enemy Model in contact with this ladder, you may not use the ladder.
The height of the ladder does not matter. Should the ladder surpass multiple levels, you can **choose** where to place your Model.
If there is an allied Model at the other end of the ladder, move it a little in a direction of your choice, while trying to choose the option with the shortest distance. If the two distances are the same, you can choose the direction. Then place the active Unit B2B with the allied Model and the ladder.
If there is an enemy Model at the other end of the ladder, the opposing player moves it a little. Afterwards, place your active Model B2B with the enemy model and the ladder. If, through this, Enemy Units become B2B (and herewith into Close Combat) with your Model, no Countershot as a Reaction may be performed.
"Use a ladder" can be applied for elevators as well. **However, stairs count as regular terrain**.

Action: Use a Door

Round Limit: unlimited **Costs: 1 AP** 

Only **use a door**, if the **inside of a building is not playable**. If it is playable, you may move your Unit without spending an additional Action to use the door. If the building is not accessible and has more than 1 door, Units may use doors to go through the building and exit out of a different door of that building. In order to do that, the Unit has to be in **contact** with a door. If an Enemy Unit is in contact with a door, you may not use this door.
When your Unit uses a door, place it in contact with a different door of that building. If an allied Model is located next to that door, move it a little in the direction of your choice, while trying to choose the option with the shortest distance. If the two distances are the same, you can choose the direction. Then place the active Unit B2B with the allied Model and the door. If there is an enemy Model at the exit door, the opposing player moves it a little. Afterwards, place your active Model B2B with the enemy model and the door. If, through this, Enemy Units become B2B (and herewith into Close Combat) with your Model, no Countershot as a Reaction may be performed.

Action: Jump down

Round Limit: unlimited **Costs: ---**

You may **jump** off a ledge with your Unit. In order to do that, your Unit needs to be located at the **edge of that level**. This applies to all terrain types with an edge. If there is a **railing** of some kind on the edge, you may **ignore** it.
If the drop height is less than the halved MOV (rounded down), your Unit is safe. If the drop height is greater than the halved MOV (rounded down), every Model receives **3 hits reduced by its TEC**. Remember that you perform a **Block Roll**, each time your Models receive hits (see "Blocking Hits", page 53).



Pic 31: Jump down

Beispiel:
Noelle stands on a 20 cm high building and jumps down off the edge. Since the drop height is greater than the halved MOV of Noelle (15cm / 2 = 7,5 cm), she would receive 3 hits. Noelle has a TEC of 1, so she receives 2 hits. Noelle's player performs a Block Roll with 1D6, since she has a DEF of 1. The result of the roll is 5, so the damage is reduced by 1. Noelle has no ad ditional modifications and receives 1 Wound through jumping down. Noelle's player has to mark 1 HP on her Profile Card.

Action: Jump

Round Limit: unlimited **Costs: 1 AP**

You may **jump** over an abyss or an alley with a Unit. In order to do that, the Unit needs to be located at the **edge of that level**, as well as a different edge being in range, located on the same level or a lower level. If there is a railing of some kind on the edge, you may ignore it. The abyss may be as wide as **10 cm plus the TEC** in cm of that Unit. Roll **1D6** before jumping. On a result of 1 place the Unit at the bottom of the edge you are aiming to jump on. If the drop height is less than the halved MOV (rounded down), the Unit is safe. If the drop height is higher than the halved MOV (rounded down), each Model of that Unit receives **3 hits reduced by its TEC**. Remember that you perform a **Block Roll** each time your Models receive hits (see "Blocking Hits", page 53).



Action/Reaction: Ability

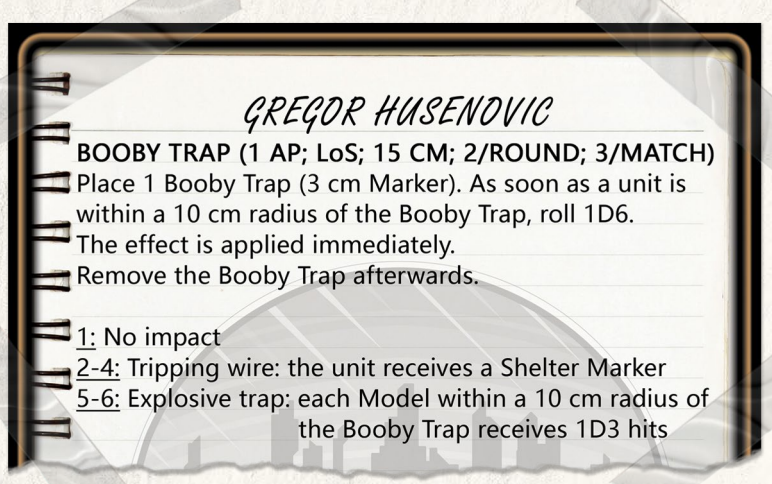
Round Limit: see Ability **Costs: see Ability**

Each Unit has individual **Abilities**, strengthening their capability or skill to fight or bringing additional options to the battlefield. A lot of those Abilities are performed like Actions or Reactions. On the contrary, Passive Abilities are always in effect and do not have to be called.
On the **back of the Profile Card** you can see what individual abilities your Unit has available. Right next to the name of the ability there are brackets, in which potential restrictions of use and requirements the Unit has to fulfill, are described, like spending costs or passing tests. If it fails a required test, you still have to spend the costs because even trying counts towards the Round Limit. Abilities that require a target Model represent an exception. If the target Model is out of range, you can decide for a different Action without paying costs for the initial Ability.
Words in the ability text printed bold are always names of other Abilities.
Allied Unit describes all Units from your team's battlegroups, including the Unit that uses that Ability.

Explanation of the Costs of Abilities:

Phrase	Category	Description
Passive		This ability is active continuously and is always in effect.
Anytime		This ability may be used at any time during the Activation of any Unit.
X AP	Requirement / Costs	Costs of this ability in Action Points.
X RP	Requirement / Costs	Costs of this ability in Reaction Points.
X HP	Requirement / Costs	Costs of this ability in Health Points.
X MP	Requirement / Costs	Costs of this ability in Morale Points.
X »Ressource«	Requirement / Costs	Costs of this ability in the stated resource (e.g. "Blood" of the Icnun faction).
MMS	Requirement / Test	To perform this ability successfully, you have to pass a test with 1D6 on the MMS of your Unit.
CCS	Requirement / Test	To perform this ability successfully, you have to pass a test with 1D6 on the CCS of your Unit.
X+	Requirement / Test	To perform this ability successfully, your Unit has to pass a test with 1D6 with a difficulty of X+.
S	Requirement / Test	This ability is active automatically, as soon as the corresponding box in the Health or Morale Bar is marked.
X/Round	Restriction	Shows how often the ability may be used per round. Failed attempts count toward the round limit.

Phrase	Category	Description
X/Match	Restriction	Shows how often the ability may be used per match. Failed attempts count toward the match limit.
X Charges	Restriction	Shows how often the ability may be used per match. Failed attempts consume a charge as well. Charges can be refilled.
X/Success	Restriction	This ability may be repeated until it has succeeded up to X times per Activation Phase.
LoS	Requirement	The Model requires a LoS towards the Target Unit or any other target.
X cm	Requirement	Range of the ability in centimeters.



Example:
The Ability „Booby Trap" costs 1 AP, may be used 2x per round, but not more than 3x per Match, unless the charges are refilled.

Action: Mission Ability

Round Limit: see Mission Ability **Costs: see Mission Ability**

Depending on the mission, your Units have to **interact** with different **Mission Objectives**. These **Mission Abilities** are only available for your Units and are described on **your Mission Card**. If not stated otherwise all of your Models may interact with Mission Objectives except Apprentices.



CLEANUP PHASE

The Cleanup Phase starts when all Units have finished their Activation this round.
During this Phase follow the following procedure:

1. Counting Victory Points
2. Treating Status Effects
3. Unused Action Points (AP) and Reaction Points (RP) are lost
4. Engaging

1. Counting Victory Points

Count all Victory Points that have been gained by a player in this round and write them down.

2. Treating Status Effects

Treat all Status Effects whose effect applies in this Phase (see "Status Effects", page 96).

3. Unused Action Points (AP) and Reaction Points (RP) are lost

All unused Action and Reaction Points of your units are now lost.

4. Engaging

Finally inspect all of your Squads and Bands tied in Close Combat. If there are Models not standing B2B with Models of the corresponding enemy Models, move them up, so they do.

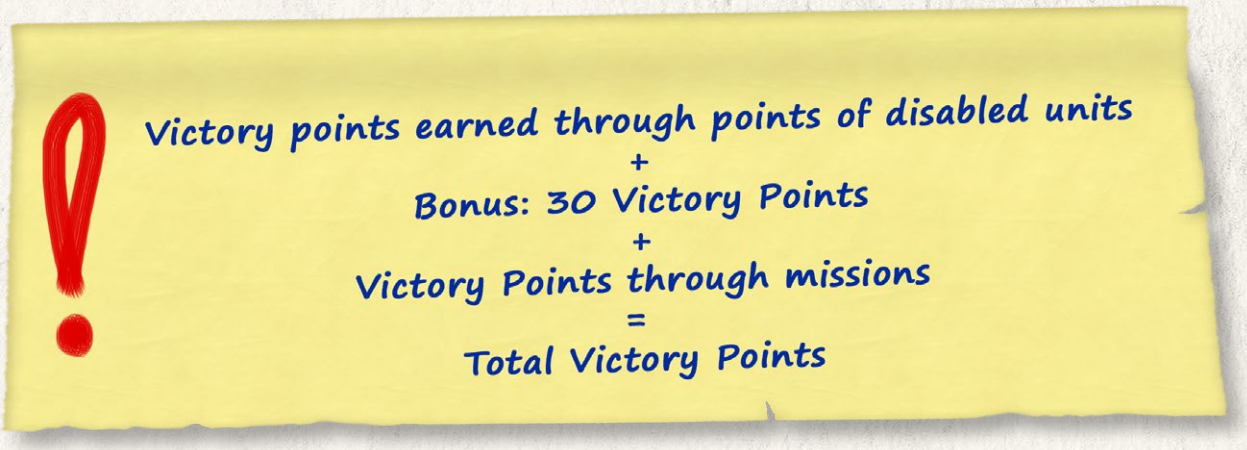
After completing all steps of the Cleanup Phase, start the Preparation Phase of the next round.



END OF THE GAME AND COUNTING VICTORY POINTS

The game ends after **6 rounds** or as soon as a player has no Operational Units left on the battlefield. When the last Unit of a player is removed as a Casualty from the battlefield immediately start the last Cleanup Phase. Afterwards the game ends, no matter how many rounds are left.
Each one of you **counts** their **Victory Points** that were gained during the course of the game. The player with the most Victory Points wins.

For every disabled Enemy Unit and individual apprentices, you gain Victory Points equal to its Points. Anyone who manages to disable Enemy Units worth 100 Points or all Units of a single player gains a one-time bonus of 30 Points.



Beispiel:
Player A has gained 50 Victory Points through completing his missions. In addition he has disabled Units worth 100 Points. He gains 100 Victory Points for the disabled Units and a 30 Victory Point bonus in addition.
Player B has gained 140 Victory Points through completing his mission and has disabled Units worth 70 Points.

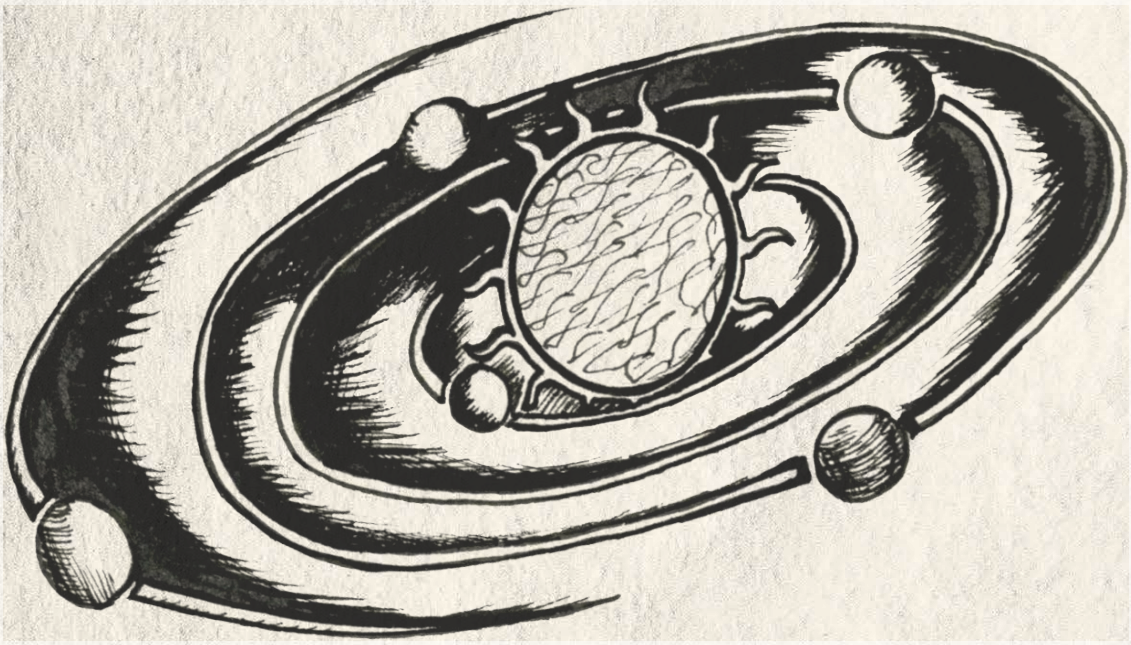
Player A has gained a total of 180 Victory Points.
Player B has gained a total of 210 Victory Points.

At the end of the game the player having gained the most Victory Points wins. In this case player B wins.

OVERVIEW OF ACTIONS AND REACTIONS

Chart of all available Actions and Reactions in the order of Chapter III. Gameplay:

Action/Reaction	Type	Round Limit	Costs
Movement Action	Action	2/Round	1 AP
Countershot	Reaction	unlimited	2 RP
Close Combat Attack	Action	2/Round	1 AP
Dodge	Reaction	unlimited	1 RP
Counterblow	Reaction	unlimited	2 RP
Retreat	Action	unlimited	1 RP, 3 MP
Ranged Attack	Action	2/Round	1 AP
Seeking Shelter	Reaction	unlimited	1 RP
Extinguish Fire	Action	unlimited	1 RP
Get up	Action	unlimited	1 AP
Use a Ladder	Action	unlimited	none
Use a Door	Action	unlimited	1 AP
Jump down	Action	unlimited	keine
Jump	Action	unlimited	none
Ability	Action/Reaction	see Ability	see Ability
Mission Ability	Action	see Mission Ability	see Mission Ability






TERRAIN

IV. TERRAIN

During setup let your imagination run free when designing the battlefield. Hills, buildings, Bodies of Water, groves, wreckage – the combinations are limitless! You decide, whether you use paper, cardboard or hand-painted terrain pieces. What's most important is that all of you are in agreement, when it comes to the characteristics of each terrain piece on the battlefield. To make sure you do, talk about, before setting up, into which category you classify each terrain piece that you want to use and how the different levels correspond to each other.

LEVELS AND HEIGHT DIFFERENCES

A **playable consistent surface** on the battlefield is considered a **level**, no matter how high above the ground it is. A surface counts as playable, if it can be reached by at least 1 Model (e.g. by using the ability "Flying") and at least 1 of these Models can stand on this surface with its **entire base**. The roof of a building counts as a level as well as hills or mountains with a steady incline. Also, Models at different positions of a set of stairs are regarded as on the same level. Clutter, little garbage bins or car roofs do not count as a separate level. A level has to be big enough to perform Actions on and has to be separated from other levels.
Different surfaces at the same height, for example floors of identically tall buildings, are also considered to be one level.
When performing a Ranged Attack on a Model located on a higher level, the target Model receives **Cover through High Ground** (see "Cover through High Ground", page 69). Different levels are e.g. different buildings floors, even roof tops and cliffs of different heights.



Pic 32: Terrain levels

Example A:
The models are all on different levels of the battlefield.

Example B:
The models are all on different levels of the battlefield.



Pic 33: Building levels

Example C:
The models are all on one level of the playing field.



Pic 34: Building levels

When your Model is located at the foot of a hill or at the bottom of a set of stairs and an enemy Model is on top of that hill or at the top of the stairs, both Models are considered on the same level. Since both Models are located on the same level, the target Model does not receive **Cover through High Ground** during a Ranged Attack.

Example D:
The models are located on one level of the playing field.



Pic 35: Hillside levels

TYPES OF TERRAIN

Regular Terrain

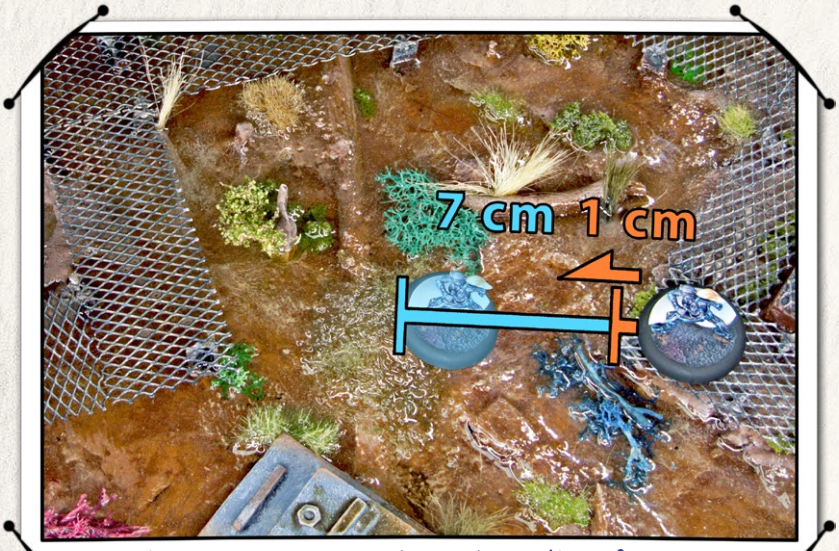
Without terrain pieces your battlefield consists of only Regular Terrain. Terrain parts over which Units can move without difficulties in your opinion are regarded as regular terrain as well. Also hills with steady but slight incline and stairs belong to this category.

Example ➦ **Impact on ⤵**	**Your Model is located at the foot of a hill or at the bottom of a set of stairs. An enemy Model is located on top of that hill or at the upper end of these stairs.**
Movement	No impact
Line of Sight	The Line of Sight of the Model is not limited. If there is a hill or stairs between both of you, these terrain pieces would operate as Sight Blockers and interrupt your sight or block it entirely.
Cover	Since both Models are located on the same level the target Model would not receive Cover through Elevated Positions during a Ranged Attack.

Bodies of Water

Bodies of Water can be small or large lakes and rivers. Of course, even a game at the ocean side is imaginable. Your Unit may swim through Bodies of Water.

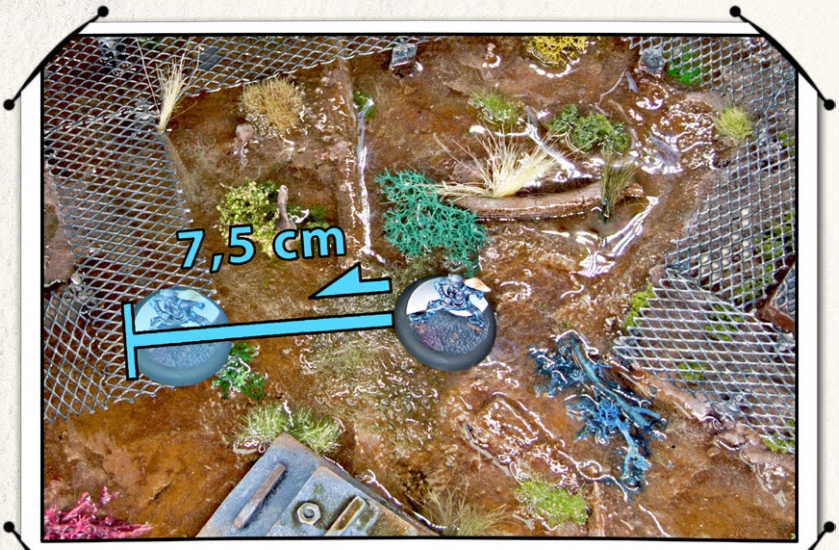
Example ➦ **Impact on ⤵**	**One of your Models comes in contact with a river**
Movement	Your Model may continue its Movement swimming. However, the remaining Movement value is halved (rounded down). In addition, roll 1D6 for that Model. On a result of 1 it receives 1 Wound. If on your next Activation your Model is still located in a Body of Water, you have to roll again. For all upcoming Movement actions in that Body of Water the halved MOV continues to apply.
Line of Sight	Bodies of Water do not block the LoS.
Cover	Bodies of Water do not grant Cover.
Other	As soon as 50% or more of your base is located in a Body of Water you may not perform Ranged Attacks.



Pic 36: Movement through Bodies of Water

Example A:

Eleanor has a Movement Range of 15 cm and performs a Movement Action. After 1 cm Eleanor reaches a Body of Water, the remaining Movement Range of Eleanor would still be 14 cm. However, since the Movement Action continues in a Body of Water, the remaining range of her movement is halved, so she can still move 7 cm. When the Movement Action is complete, 1D6 is rolled to determine if Eleanor receives 1 wound.



Pic 37: Movement through Bodies of Water

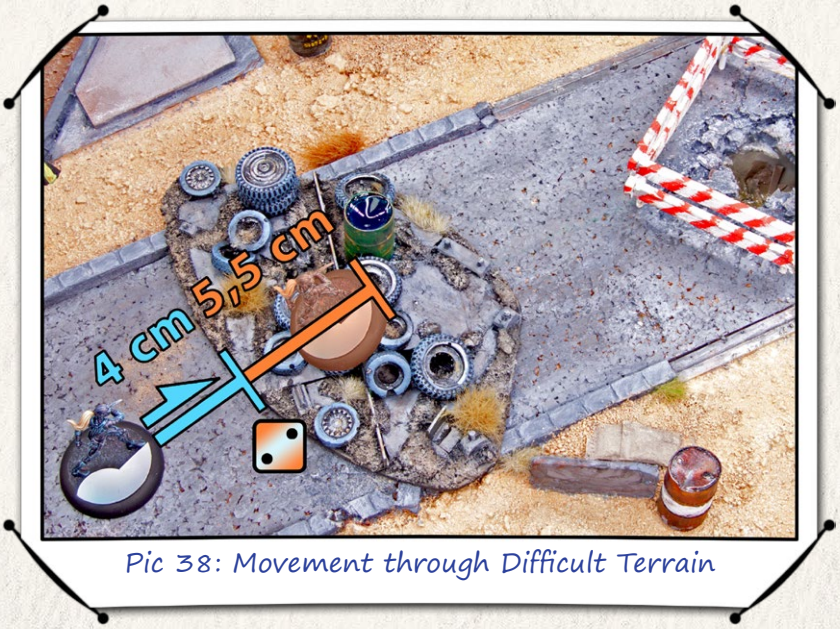
Example B:

Eleanor is in a Body of Water and performs a Movement Action. The Movement Range of Eleanor is 15 cm. However, since the movement starts in a Body of Water, the total Movement Range is halved. Thus Eleanor can only move 7.5 cm. When the Movement Action is complete, 1D6 is rolled to determine if Eleanor receives 1 Wound.

Difficult Terrain

Terrain parts that, in your opinion, would be hard to walk or drive on or that would complicate the Movement of your Units is regarded as **Difficult Terrain**. This could include gravel piles, ruins, thickets or vehicle wrecks. Again, here you have to make sure to talk about these terrain pieces beforehand to avoid misunderstandings.
Remember that you can only walk or drive on a terrain piece, if it provides space for the entire base of at least 1 of your Models.

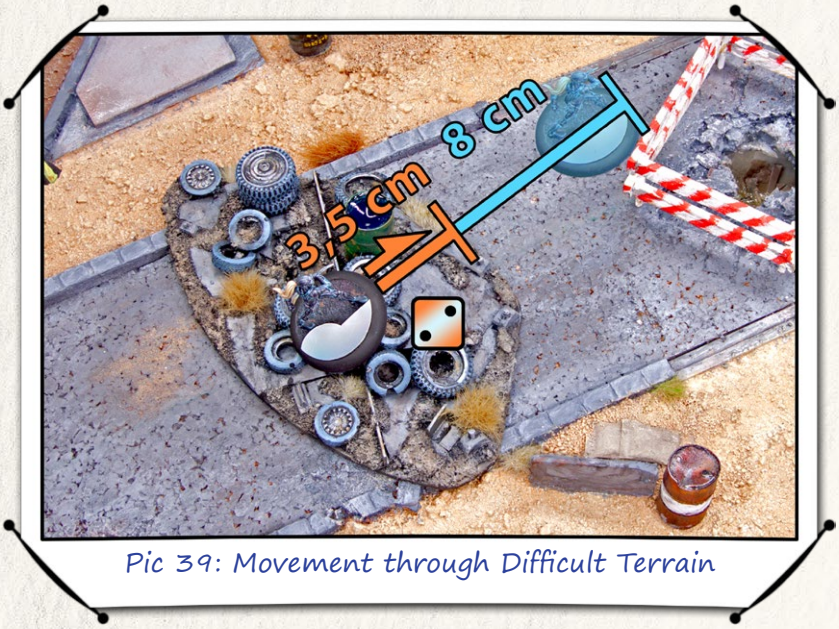
Example ➦	**One of your Models comes in contact with a gravel pile**
Impact on ⮯	
Movement	Test roll with 1D6 with 5+. The roll will be improved by the TEC of your Unit. If your Unit fails the test, the distance on the difficult terrain will be doubled.
Line of Sight	If the terrain piece or parts of it obstruct the LoS of a Model, it impacts the LoS negatively.
Cover	If the terrain piece or parts of it cover parts of your Model, it will grant your Model **Cover through Obstacles**.
Other	Transparent terrain pieces, e.g. acrylic windows, do not impact the LoS negatively, but grant **Cover through Obstacles**.



Pic 38: Movement through Difficult Terrain

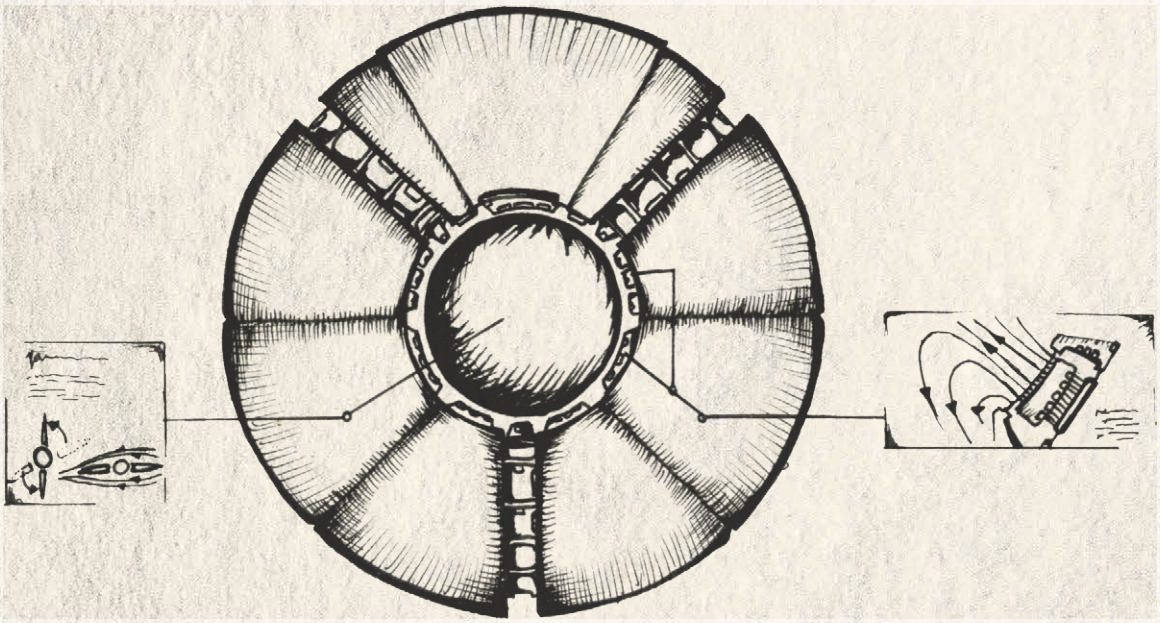
Example A:
Eleanor has a movement range of 15 cm and performs a Movement Action. After 4 cm Eleanor reaches Difficult Terrain, the remaining Movement Range of Eleanor would still be 11 cm. Now 1D6 is rolled to see if Eleanor can move over the Difficult Terrain without a penalty. The roll of 5+ is improved by Eleanor's TEC (2) to 3+. The result of the roll is a 2, so the distance covered through the Difficult Terrain is doubled and deducted from the

Movement Range. Eleanor has 11 cm of Movement Range left and can there-fore only cover 5.5 cm in Difficult Terrain.



Pic 39: Movement through Difficult Terrain

Example B:
Eleanor has a Movement Range of 15 cm and performs a Movement Action. Since the movement starts in Difficult Terrain, 1D6 is rolled to determine if Eleanor can move over the Difficult Terrain without penalty. The roll of 5+ is improved by Eleanor's TEC (2) to 3+. The result of the roll is a 2, so the distance covered to the end of the Difficult Terrain (3.5 cm) is doubled (7 cm) and deducted from Eleanor's Movement Range. Eleanor's remaining Movement Range would still be 8 cm. On the road (Regular Terrain) Eleanor can continue her movement without penalty and move the remaining 8 cm.



Small Obstacles

Terrain pieces that are easy to cross, in your opinion, and only have a small negative impact on your Units are considered **Small Obstacles**. This could include waist-high walls, small barricades, barrels or trash bins. Again, here you have to make sure to talk about these terrain pieces beforehand to avoid misunderstandings.

Example ➦	**One of your Models comes in contact with a wide, waist-high wall**
Impact on ⮯	
Movement	The Unit can cross the wall, but the remainder of its Movement is reduced by 5 cm for every Small Obstacle that is crossed.
Line of Sight	If the Small Obstacle or parts of it obstruct the LoS of a Model, it impacts the LoS negatively.
Cover	If the Small Obstacle or parts of it cover parts of your Model, it will grant your Model **Cover through Obstacles**.



Buildings

In general buildings are high enough that the roof of the building can only be accessed by using ladders or flying. If there are railings on top of a building, you may ignore them while using the Actions "Jump" or "Jump down".

Example ➦ Impact on ⤵	**One of your Models comes in contact with a building**
Movement	In order to climb up on top of a building, in general, a Model has to use a Building Interaction or an ability, because of the heights of most buildings. When interacting with not playable buildings a Unit may also use the Action "Use a Door".
Line of Sight	If the building or parts of it obstruct the LoS of a Model, it impacts the LoS negatively.
Cover	If the building or parts of it cover parts of your Model, it will grant your Model **Cover through Obstacles**. Alternatively, if the Model is on top of the roof it may provide **Cover through High Ground**.
Other	Transparent building parts, e.g. acrylic windows, do not impact the LoS negatively, but grant **Cover through Obstacles**.

Impassable Terrain

Terrain pieces that are not crossable, in your opinion, or prohibit your Unit's Movement are considered Impassable Terrain. This could include deep craters or quicksands. Again, here you have to make sure to talk about these terrain pieces beforehand to avoid misunderstandings.

Example ➦ Impact on ⤵	**Your battlefield includes Impassable Terrain**
Movement	You cannot cross Impassable Terrain with a Movement Action nor end your Movement on such terrain. It is not playable in any way.
Line of Sight	If Impassable Terrain or parts of it obstruct the LoS of a Model, it impacts the LoS negatively.
Cover	If Impassable Terrain or parts of it cover parts of your Model, it will grant your Model **Cover through Obstacles**.



EFFECTS AND TESTROLLS

V. EFFECTS AND TEST ROLLS

EFFECTS

During the game your Unit and also the battlefield itself can be impacted by different **effects**. Some are generated by your Units' Actions and abilities while others could e.g. be triggered by a mission. Many effects are represented by Markers that you place on the battlefield, on one of your Unit's Profile Cards or next to your Models.
There are different kinds of effects as described below:

Status Effects

In general, when your Unit is affected by a **Status Effect**, it receives a **Status Marker** showing that effect. Most effects can affect you multiple times.
For Units having multiple Models the following applies:

Unit	Effect	Impact
Band	All Status Effects	Only the Leader can be affected by Status Effects. Apprentices cannot be affected by Status Effects. They also receive no Status Markers.
Squad	All Status Effects	1 Marker for this Unit per Attack or Trigger, no matter how many Models are affected.

Place all Status Markers next to your Unit on the battlefield. Status Markers never block the LoS or the Movement of a Unit.

Shelter Marker



If your Unit possesses a **Shelter Marker** it is considered as under **Cover through Shelter Marker** (see "Cover through Shelter Marker", page 68). A unit may only have 1 Escape Marker at a time.

Escape Marker



A Unit that is escaping receives an Escape Marker. It escapes (see "Escape and Rescue", page 51). A unit may only have 1 Escape Marker at a time.

Poison Marker



As soon as you activate a Unit possessing at least 1 **Poison Marker**, it loses 1 AP and you remove 1 Poison Marker.

Fire Marker



During the Cleanup Phase your Unit receives damage equal to the number of its **Fire Markers**. Afterwards, you remove 1 Fire Marker.
During your Unit's Activation it may perform the Action "Extinguish Fire," to remove 1 Fire Marker (see "Action: Extinguish Fire", page 74).

Radiation Marker



As soon as one of your Units receives a **Radiation Marker**, it permanently loses 1 INI and 5 MOV. Radiation Markers cannot be removed. A Unit may only have 1 Radiation Marker at a time.

Despair Marker



As soon as one of your Units receives a **Despair Marker**, it loses 2 MP. As soon as this Unit is at least 20 cm away from all other Enemy Units or special Markers/terrains/etc., immediately remove all Despair Markers from it. Restore all MP of that Unit that were lost through Despair Markers.

Loading Marker

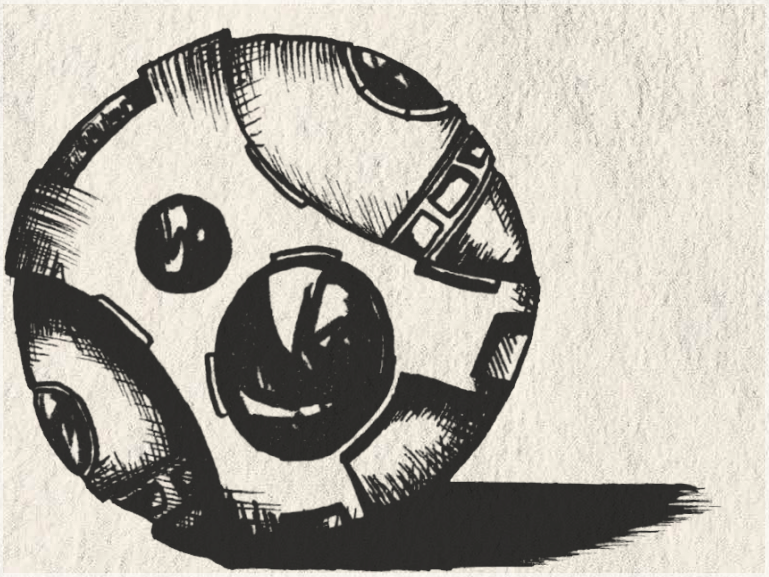


Some Units have abilities, with which they can generate **Loading Markers**. A Loading Marker signifies that this Unit triggers an additional effect by performing the next Close Combat Attack or Ranged Attack. Afterwards, the Loading Marker is removed. The actual effect is described in the respective ability that generates it.
A Unit may only have 1 Loading Marker at a time. If it generates a new Loading Marker, the prior one is replaced.



Ability Effects

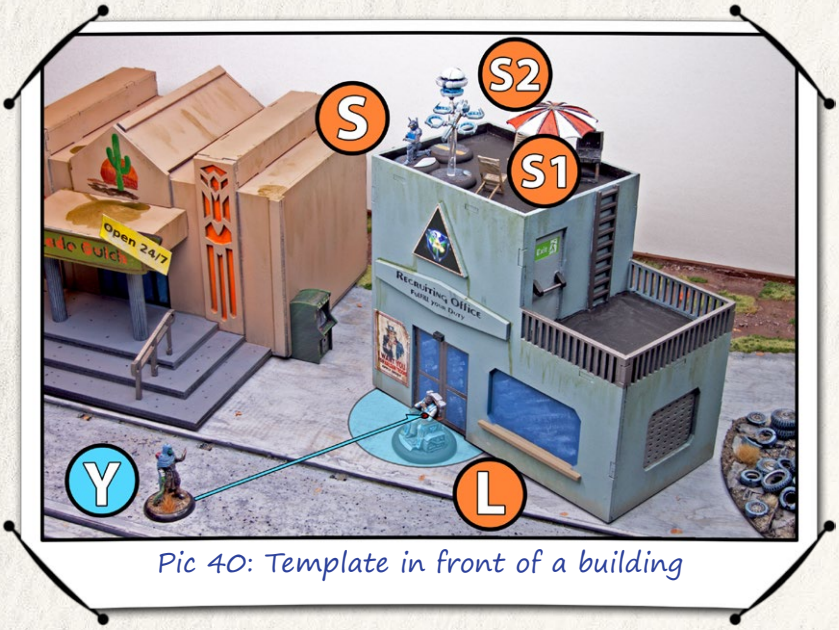
Some abilities generate Markers that you lay on the battlefield which will affect that area. They are depicted in different sizes and shapes depending on the corresponding abilities and impacts. In how far the corresponding effect has an impact and which Marker you have to place, is described in the corresponding ability. Size and shape of the needed Marker is shown in brackets in the text for the ability. These Markers do not impact the Movement of your Units and Units may end their Movement on top of them.
Markers of Ability Effects never cover Mission Objectives and may be placed beneath Units.



Area Effects

Template effects

Template Effects use a template to determine hits. Depending on the weapon used, templates can have different sizes and shapes. Their Effect only affects the level in which you place them.
If the weapon has a range, first determine where the **center of the template** should be. You may place it within the range and LoS of your Model. Only then do you place the template with its center on that chosen spot.
Template Effects are not interrupted by obstacles.
Models that are only located partially within the template are also hit. Template Effects that generate Status Markers generate 1 Marker per Unit.

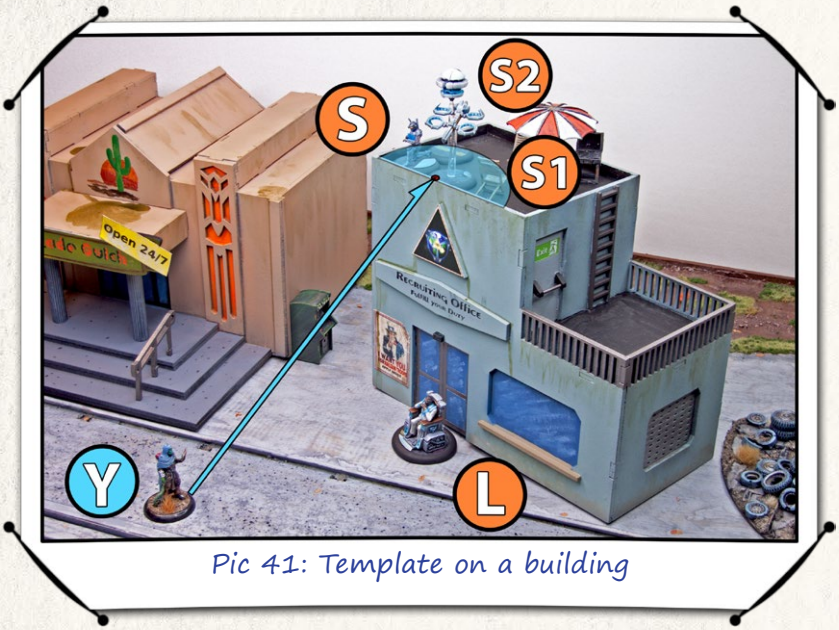


Pic 40: Template in front of a building

Example A:

The center of a round template was placed on the floor in front of the house. Therefore only Hero Lincoln (L) is within the range of the template.

The Band of Steve (S, S1, S2) is not hit, because it is located on another level.

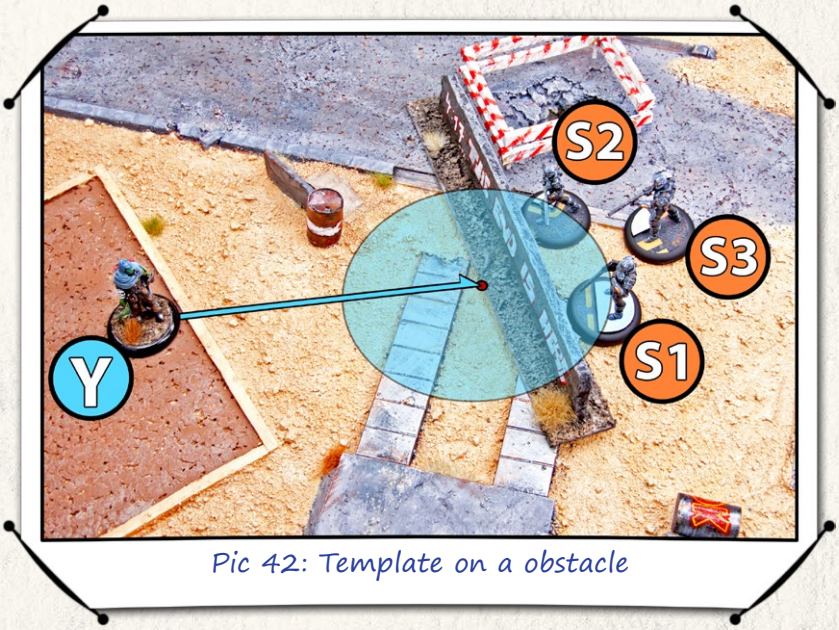


Pic 41: Template on a building

Example B:

Only the edge of the rooftop is visible from a lower level. The center of a round template was placed on the roof of the house. Therefore only the Band of Steve (S, S1, S2) is with-in the range of the template.

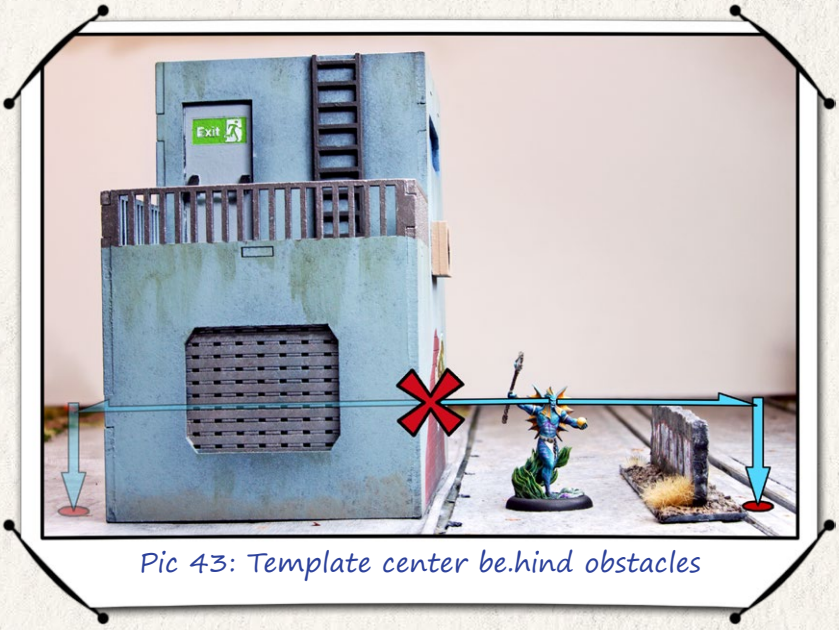
Hero Lincoln (L) is not hit, because he is on a different level.



Pic 42: Template on a obstacle

Example C:

The center of a round template was placed in front of the wall. The area of effect also affects the area behind the wall. Squad models T2 and T1 are hit, but T3 is not.



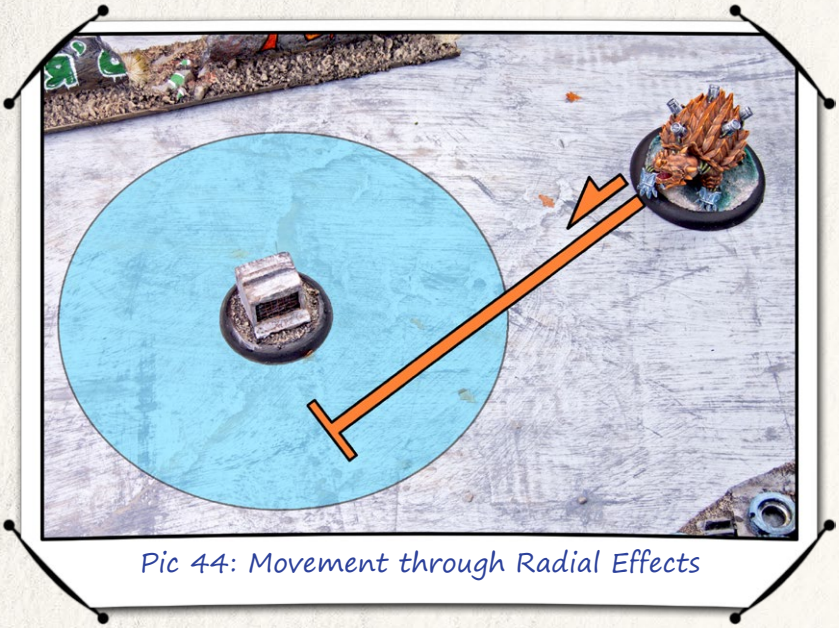
Pic 43: Template center be.hind obstacles

Example D:

The center of a round template can also be placed directly behind obstacles, as long as the LoS can be drawn from the eye level of the model over the obstacle.

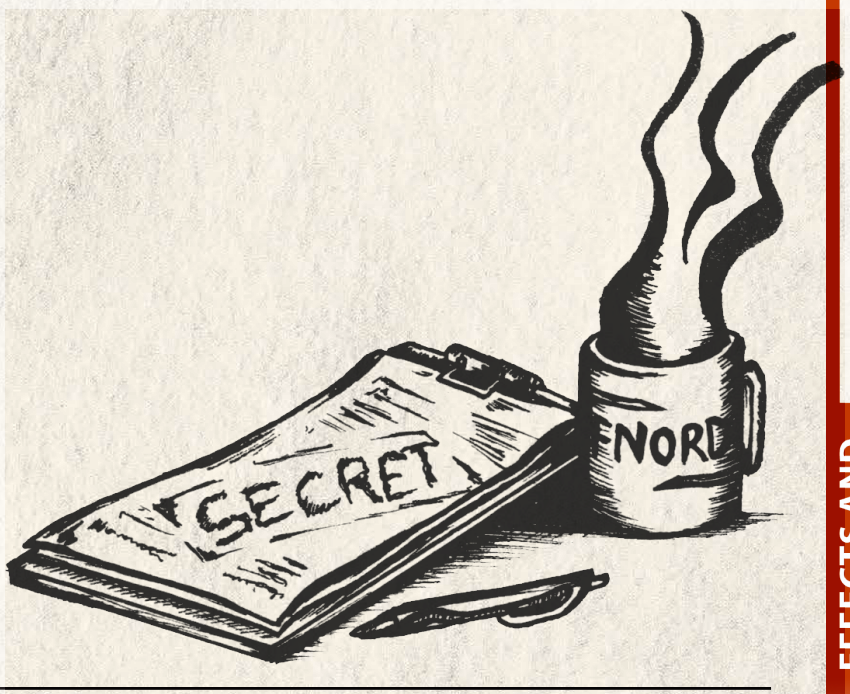
Radial Effects

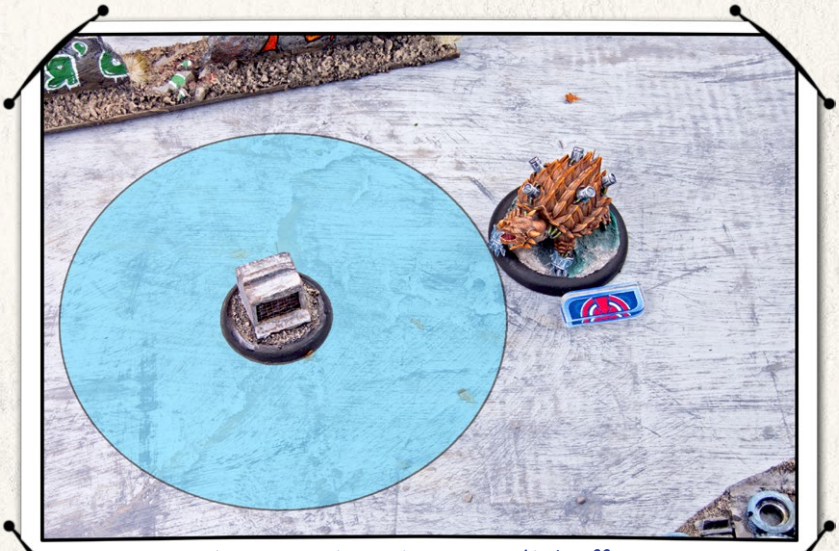
Radial Effects apply in a 360° radius around an initial point. The initial point can be a Unit or a Mission Objective. You can recognize Radial Effects in the text by the phrase "**within a X cm radius**". The Radial Effect applies, as soon as a Model touches at least the border of the area of effect.
With Radial Effects the range is measured from the edge of the base of the Model or the edge of the Marker. They only apply on the level the initial point is located, but will not be interrupted by obstacles on their level. Radial Effects that generate Status Markers, generate 1 Marker per Unit.



Pic 44: Movement through Radial Effects

Example A:
The Radial Effect of a Marker is permanently active (here represented by a blue circle). The effect applies, as soon as a Unit touches the area of effect.

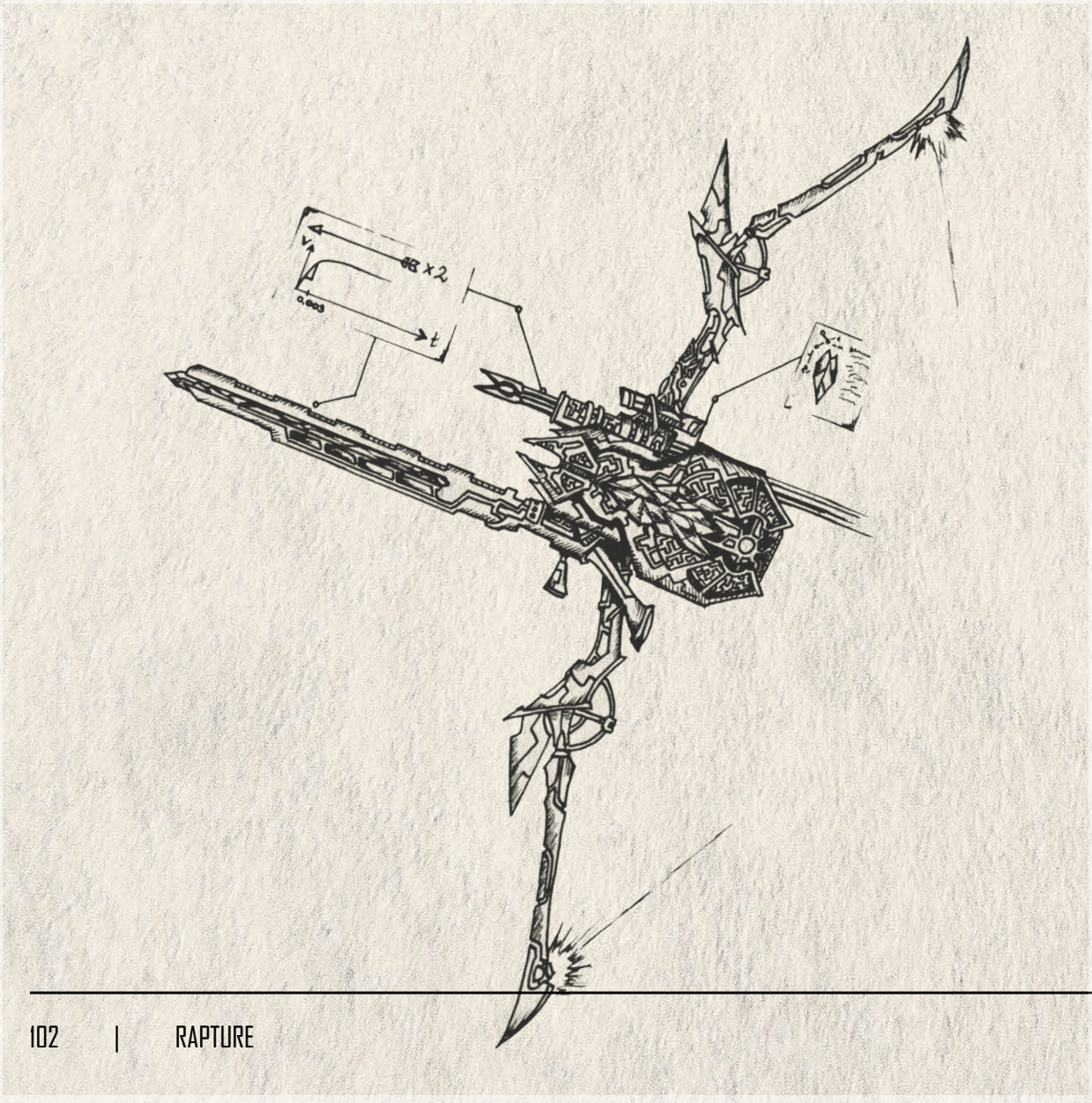




Pic 45: Triggering a Radial Effect

Example B:

The Unit moves into the effect area of a Marker and triggers it. The effect of the Marker says that the Unit will receive a Shelter Marker. The Unit receives the Shelter Marker immediately on the first contact with the effect area. The Shelter Marker ends the Unit's Movement.



TEST ROLLS

There are different situations, in which your Units have to pass tests, e.g. in order to be able to perform an Ability or to reach a specific goal.

Ascension

An Ascension is a roll that may be performed starting from round 2, at the earliest. As soon as an Ascension is triggered, you roll 1D6 with the difficulty of the current round (see table). If you don't succeed, repeat the roll once in every following Preparation Phases, until you succeed. When succeeding the effect applies and you do not roll for this Ascension again.

Difficulty during each round:

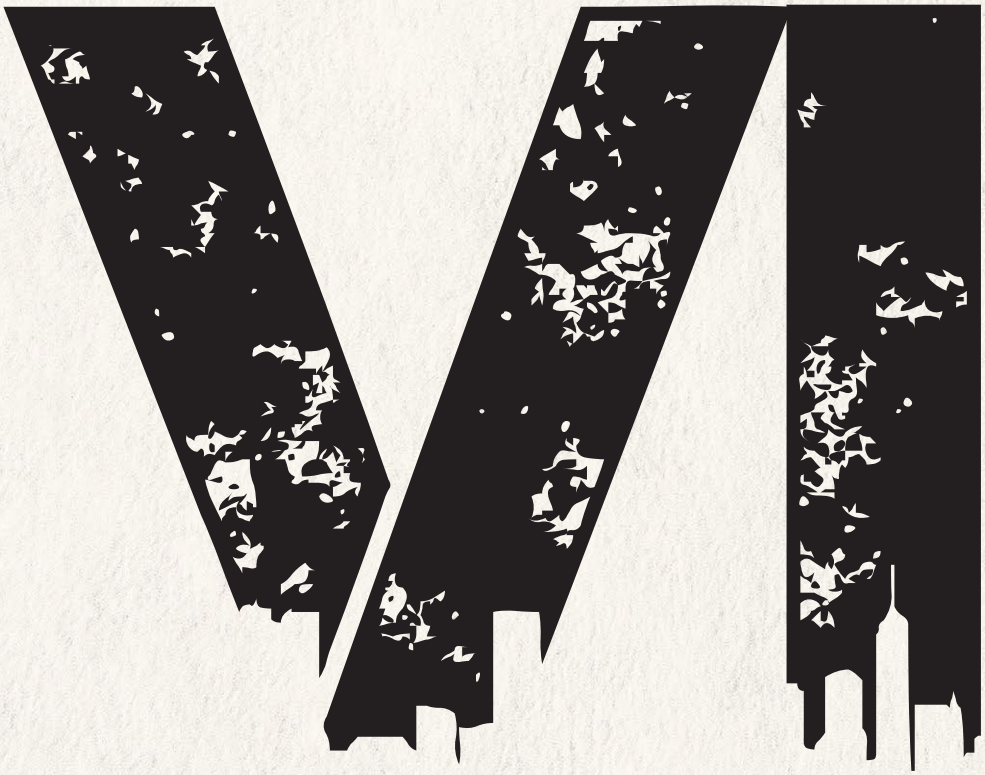
Round	Difficulty
2	4+
3	3+
4	2+
5	1+
6+	1+

Morale Test

Roll 1D6. If the result is lower than the current number of Morale Points of your affected Unit, it has passed the test.

Fate Test

Roll 1D6. Roll it a second time. If the result of the 2nd roll is higher than the result of the 1st roll, you have passed the test. On a result of 6 on your second roll, you have passed automatically.



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VI. KEYWORD INDEX

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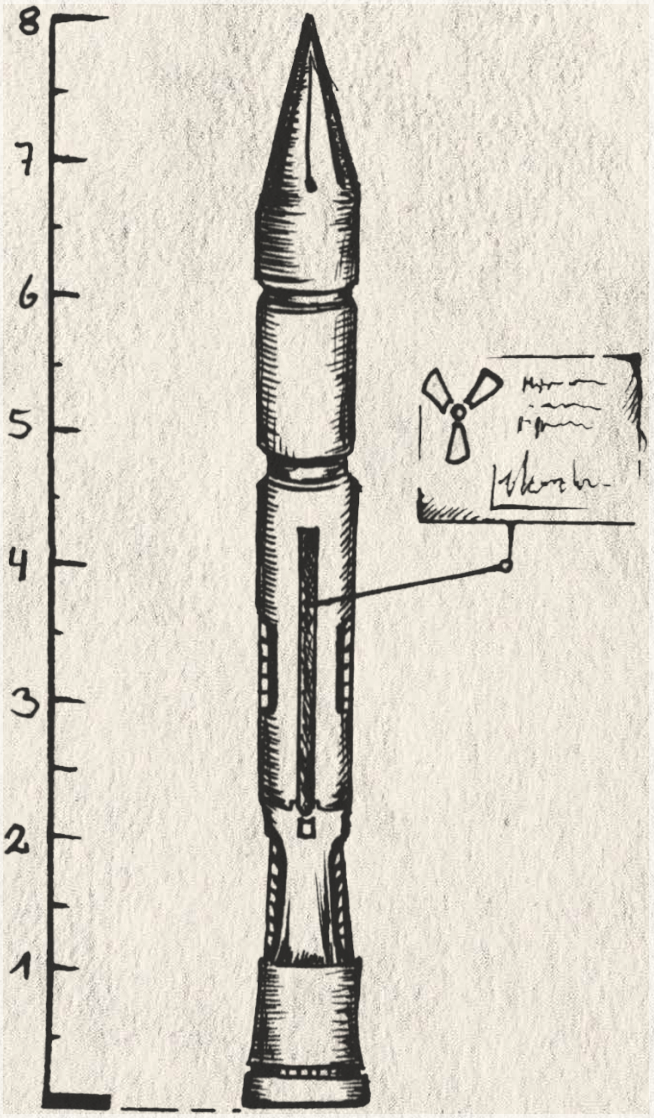

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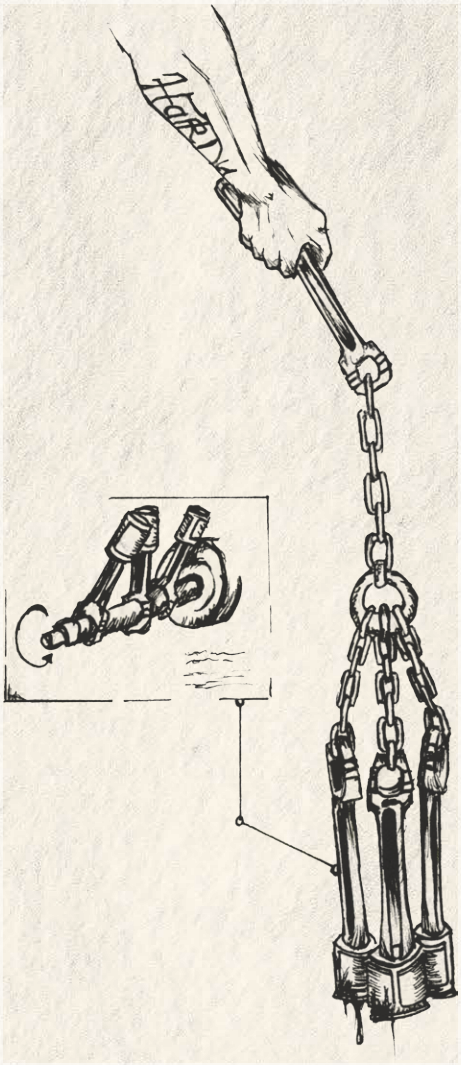

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NOTES

VIII. NOTES




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Thank you so much!

Your Team of Gravity Bay!

Chris Ilja Jan René