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DEADZONE

SETUP

Player select their **strike teams** from the *Force Lists* book, then agree on a **scenario** or roll randomly for one.

Take turns placing terrain on the board, after placing any specific terrain required by the scenario. Align buildings with the grid.

Place **objectives** as indicated by the scenario.

Shuffle the **item tokens** facedown. One player takes a single counter at a time without looking at it. The other player rolls 2 dice (one for a random column and one for a random row) for the grid reference where each counter is placed facedown.

If there is scenery in a token or objective marker's space, place the token on or inside it. If the location contains a stack, place the token on its highest level (a single cube may contain more than one level). If a dice roll places a counter in either player's deployment zone, re-roll both dice.

Stop placing item tokens when you have placed a total of 8.

Both players roll a **5 dice RECON test (n)**: each player is trying to equal or exceed their strike team leader's **RECON** value (n). Compare the number of successes (roll again if there is a draw). The winner then checks the recon table.

The winner of the recon test chooses the **starting player**. That player chooses a deployment zone and places their models anywhere within it, and has **initiative** for the first turn. The other player then deploys all of their models in their deployment zone.

Models with the *vehicle* keyword must be deployed at ground level.

If you cannot deploy your entire team in your deployment zone due to cube capacity limits, you may expand your zone by the minimum number of cubes necessary. Your opponent may also expand their zone by the same number of cubes.

First recon effects, then *scout* moves are performed, before the first round begins.

Friendly models are all models in your strike team. **Enemy** models are your opponent's models. Other third party models are **neutral**.

DICE TESTS

Dice tests tell you **how many dice** to roll, the **target number** (a number or relevant stat), and the **number of successes required** (in brackets). **X** means that both players must roll simultaneously and whoever rolls the most number of successes wins the test.

If an action offers a choice between 2 or more stats to roll against for a test, decide which one to use before rolling dice.

If a model has a value of '-' for the required stat, it may not choose to perform that action. If a model with a stat of '-' *must* use that value for a test, then regardless of modifiers it rolls no dice and counts as making 0 successes.

To attempt a test, take the number of dice specified and apply any required modifiers. **Modifiers always add or subtract from the number of dice to be rolled.** If they ever reduce the number of dice to 0 or less, you cannot make the roll, and you count as rolling 0 successes for the test.

Roll all your dice and add up the number of successes. If you have equaled or beaten the stat or target number, you have scored a success. **Each dice that shows an 8 counts as an automatic success *and* allows you to then roll a bonus dice.** You may keep rolling 8s and keep getting bonus dice.

Finally, determine the test outcome as described in the action.

GAME ROUND

Gameplay is a series of **rounds** made up of alternating player **turns**. Each model may act once in each round and while doing so it is the **active model**. When all models on the battlefield have been activated, the round is over.

1. ROLL COMMAND

Each player rolls their 3 command dice (plus any extra dice from a model with *Tactician*) simultaneously. Then, starting with the player with initiative, you may perform 1 re-roll of as many of your dice as you choose. You must keep the new result(s).

If less than half of your strike team (by model count) **remains on the battlefield you lose the ability to re-roll command**.

Set your command dice results beside your edge of the board. You can spend as many as you like during a turn (discard each spent dice), but **a model may have only one of either the ADVANCE, SHOOT, or ASSAULT results spent on it during its activation**. Dice not spent by the end of the round are discarded.

You may spend any command die result to re-roll 1 die as part of a **FIGHT**, **RANGED**, or **SURVIVE** test, once per test.

+1 model
After you have finished your model's activation, activate a second model that has not yet been activated.

You may only spend 1 ⬛ per turn. You may usually only activate a maximum of 2 models per turn before you must return the initiative to your opponent.

Dice symbol
Add 1 dice to any **RANGED**, **FIGHT** or **SURVIVE** test.

You may spend a ◈ whenever you make one of these tests, including during your opponent's turn. You may spend any number of these results on a single test, but must decide how many before dice are rolled.

Advance
The active model takes a free **ADVANCE** action. This advance is restricted to 1 cube, regardless of the model's SPEED stat, but otherwise follows the normal rules. Models with a stat of '-' cannot use this to move.

You may spend 1 ⬆ per activation, either before the model takes any actions, after a short action, or after a long action. It may be used on models that have already taken an **ADVANCE** or **SPRINT** action.

Shoot
The active model takes a free **SHOOT** action.

You may spend 1 ✸ per activation, either before the model takes any actions, after a short action, or after a long action. It may be used on models that have already taken a **SHOOT** action.

Assault
The active model takes a free **ASSAULT** action.

You may spend 1 ✗ per activation, either before the model takes any actions, after a short action, or after a long action. It may be used on models that have already taken an **ASSAULT** action.

Special order
Activate your leader's **special order**. Special orders do not count towards any other restriction on actions per turn unless noted otherwise.

Unless otherwise specified, you may spend 1 ✸ per activation. Keywords that require this result will indicate when you may spend the dice. The strike team's leader determines what the **special order** result does; even if they die or are removed from the game, **special order** result can still be spent in the same way.

2. TAKE TURNS ACTIVATING MODELS

The player currently taking their turn has the **initiative**. On your turn, activate a single model that has not yet been activated this round. It may perform **either 1 long action, or up to 2 different short actions**. You may choose to do nothing with a model; if so, just mark it as activated.

If you have fewer models left to activate than your opponent, you may **pass** the initiative back to them without activating anything. If all your models have been activated you *must* pass; the other player retains the initiative for the remainder of the round and takes consecutive turns until all models have been activated.

A model may only perform each type of action once per turn. Extra actions from command dice do not count towards this limit.

END PHASE

When all models have been marked as activated:

1. Award the appropriate **victory points** (VPs) to any player who has the only model(s) present in an objective cube (count each objective once, not once per model in the cube). Objective cubes can score every round so long as the conditions are met.

2. Each player count their VPs to see if either has won the battle.

3. If the battle is not over, remove the activation markers from all models and start a new round.

The player who finished activating their models first this round starts the next round with the initiative (and takes the first turn).

ACTIONS

A model that starts its activation *pinned* (lying down) must choose **STAND UP** as its first action.

A model that is not *pinned*, and is in the same cube as one or more unpinned enemy models, may only choose an **ASSAULT** or **ADVANCE** action.

ADVANCE (SHORT)

The model can move a number of cubes up to its first SPEED, or reposition itself within the cube it is currently in. Each move must be into an adjacent cube, and diagonal movement is permitted.

Positioning and cube capacity
A model's exact placement within a cube is important: you can place a model wherever you like, including partly over the grid lines, but the centre of its base always defines which cube it is in.

The edge of the board is a solid wall that blocks all movement. Models can only move off the board if specifically allowed by the scenario and only then from specified cubes. If so, the model may leave the board as part of an **ADVANCE** or **SPRINT** action (moving to a cube 'beyond' the battlemap). A model that leaves the battlefield cannot return during the current game.

Each cube has a maximum capacity of 4 size worth of models from a single faction (with a total capacity of 8).

When moving into a cube already containing models, you cannot move another model out of the way unless there is nowhere else you could place your moving model in that cube. If you must move a model, move friendly models before enemy ones and only make the minimum adjustment required. The owning player always decides on a model's exact position when it needs to change position for any reason and no models can ever be removed from a cube by models entering this way.

Moving into and away from enemies
If a model moves into a cube containing an enemy model, deliberately or otherwise, it must **fight** it immediately. This does not count as an additional action and the moving model must use its **FIGHT** stat. If there is more than 1 enemy model in the cube, the moving model chooses one to fight. After the **ASSAULT** action is resolved, the **ADVANCE** action ends.

If your model is in a cube with an enemy model and wants to leave, 1 enemy model in that cube chosen by your opponent may make a free **ASSAULT** action against your model. **The moving model must roll a SURVIVE test** (it cannot choose a **FIGHT** test). If the model is not killed, *stunned,* or *pinned* it may continue to move.

Terrain and movement
To move into an adjacent cube, the shortest orthogonal path between the cubes must not be completely blocked by scenery. Any cube face you wish to cut across must have enough empty space for the model to fit over, under, or through. The smallest gap a model can squeeze through is based on its size:

Gap type	Models that fit
Blocked 100% of the cube face	None
Small gap approx. 25% of the cube face	Size 1 only
Medium gap approx. 50% of the cube face	Size 1-2
Large gap approx. 75% of the cube face	Size 1-3

The keyword **hatch (n)** may be applied to any solid 3" x 3" surface before the game to represent a door, hatch or portal. It allows the unimpeded passage of a model up to size (n) through the surface. A hatch blocks LOS like the terrain it is assigned to.

When making a diagonal move, trace the shortest orthogonal route to the destination. If there is more than one route, choose one, then check that each cube face it would be necessary to cross is either empty or has a suitable space to pass through. If it does, the move can go ahead.

All the cubes on the level immediately above and below the cube a model is in are **adjacent**. All the cubes in a column form a **stack**.

Models can climb or descend scenery to move between cubes using an **ADVANCE** or **SPRINT** action, including diagonally up or diagonally down. To climb up a level, there must be scenery to climb which must be in a suitable position along the route of the movement, and which must reach up to the destination cube.

Models may scramble up and over small obstacles and up or down all but the smoothest walls. Always lean towards allowing difficult or unusual movement, and settle disputes with a dice roll.

SPRINT (LONG)

The model can move up to its second SPEED value in cubes, following the normal **ADVANCE** action rules.

This action cannot be taken if the active model is in the same cube as an enemy model.

SHOOT (SHORT)

To take this action, the model must be equipped with a ranged weapon with a **RANGE (R)** in cubes. If the model has more than 1 ranged weapon, state which is being used before rolling dice.

The active model cannot be in the same cube as an enemy model (unless specified otherwise).

SHOOT targets a single model; other models in the same or intervening cubes are unaffected unless specified by the weapon. You may not target a friendly model, or a model in the same cube as the active model, unless specified by a keyword.

The target must be within the maximum **RANGE** of the weapon, and in the shooting model's **line of sight** (LOS).

To check range, count the horizontal distance in cubes to the target, then the difference between the heights of the models, in levels. The higher of these is the range. Never count the cube you are shooting from and always count the one the target is in.

To check LOS, take a model's eye view to check if it can see the target model (including its base). Only consider parts of the model within the width of its base, and up to the highest part of its head (or torso, hull, or main body if that is higher). If you can see at least part of the model the shot is allowed. If you can't see the model at all you do not have LOS and may not take the action.

Shooting

The player shooting rolls a **3 dice RANGED test (X)**.

RANGED test modifiers:

+2 dice: Clear shot: Completely unobstructed view to all of the target model (including the base).

+1 die: High ground: On a higher level than the target.

-2 dice: Friendly fire: Any friendly models in the target cube.

Simultaneously, the target rolls a **3 dice SURVIVE test (X)**.

Compare the total number of successes each player rolled:

RANGED test wins: The difference in successes is the amount of HP the target loses. Apply the effects of **ARMOUR** and **AP**.

Draw, or SURVIVE test wins: The target is unharmed.

ASSAULT (LONG)

A model that begins its turn in the same cube as an enemy model may choose to fight it.

Only weapons with range **CC** may be used in an assault. If the model has more than 1 CC weapon, state which is being used before rolling dice. However, a model may always make an **ASSAULT** even if they don't have a CC weapon equipped.

A model with a **FIGHT** of '—' may not choose to roll a **FIGHT** test when targeted by an **ASSAULT**. If they *must* initiate an assault, they count as rolling 0 successes.

A model that moves (deliberately or otherwise) into a cube containing an enemy automatically initiates an assault, without it counting as an action. If there is more than one enemy model in the cube the active model chooses which it will fight.

Before any dice are rolled, the target player must choose to *fight back* by rolling a **3 dice FIGHT test (X)** or *survive* by rolling a **3 dice SURVIVE test (X)**. Neither choice counts as an action.

The player making the assault rolls a **3 dice FIGHT test (X)**. Simultaneously, the target rolls their chosen test.

FIGHT test modifiers:

+1 die: The model moved into this cube this action.

+1 die: One or more friendly models are in the same cube.

+1 die: The opposing model is *injured*.

+1 die: The model is a larger size than its opponent.

+1 die: The opposing model was *pinned* at the action's start.

SURVIVE test modifiers:

+1 die: One or more friendly models are in the same cube.

+1 die: The opposing model is *injured*.

+1 die: The model is a larger size than its opponent.

Compare the total number of successes each player rolled:

A FIGHT test wins: The difference in successes is the amount of HP the losing model loses. Apply the effects of **ARMOUR** and **ARMOUR PIERCING**.

Draw, or SURVIVE test wins: Nothing happens; the action is over.

SPECIAL ACTION (SHORT)

This action is required for some scenario actions and keywords. A model may perform 2 different special actions in the same turn.

STAND UP (SHORT)

A *pinned* model must choose STAND UP as its first action of its activation, if it acts at all. Its owner positions the model standing up, anywhere in the same cube. If it stands up in a cube containing an enemy model, it is immediately attacked.

The opposing player chooses an enemy model in that cube to **ASSAULT** the active model with the bonus for a *pinned* target.

The model standing up must roll a **SURVIVE** test: it cannot choose to fight back.

DAMAGE & DEATH

If a model ever takes damage equal to or greater than its **HEALTH POINTS (HP)**, it is immediately removed from play and assumed killed. A model that has taken damage but is not killed is **injured**.

Use damage counters next to the model to track the amount of damage it has suffered.

When a target model suffers damage, the damage is automatically decreased by the model's **ARMOUR (AR)** value.

The **ARMOUR** value of the target model is temporarily reduced by the **ARMOUR PIERCING (AP)** rating of the weapon (or other means of attack) making the attack. A target model's **AR** can be reduced to a minimum of 0. If an attack as an **AP** value, but the target has no **AR** value, there is no effect.

PINNED

A model that is *pinned* is placed on its side. If an active model becomes *pinned* it ends its activation.

A model that starts its activation *pinned* must choose **STAND UP** as its first action. Position the model within the cube as you wish.

A *pinned* model that is attacked in a **ASSAULT** action will **STAND UP** automatically without counting this as an action, but may only **SURVIVE** as a reaction. Their opponent gains the +1 modifier for fighting a *pinned* enemy for this **ASSAULT** action.

A model who is moved into a cube with enemy models as a result of a forced movement (knockback, falling scatter etc) and is then *pinned*, will automatically **STAND UP** and make a survive test. If the enemy model is also *pinned*, both models stand up, but no fight takes place.

OTHER MOVEMENT

SLAMMED INTO WALLS

If a model is thrown into a wall that blocks its movement into a different cube, it makes a **3 dice SURVIVE test (X)**, and it remains in the original cube. The opposing player rolls a **3 dice 5+ test (X)** on behalf of the wall, which counts as an 'attack'.

Compare the total number of successes each player rolled:

Model wins, or the result is a tie: The model is unharmed.

Wall wins: The model is *pinned* and the difference in successes is the amount of **HP** lost. The attack has no AP, so any **AR** the model has reduces the **HP** loss.

FALLING

If a model falls or jumps down more than 1 cube it rolls a **3 dice SURVIVE test (X)**. The opposing player rolls a **n dice 5+ test (X)** on behalf of gravity, which counts as an 'attack', where n is the number of cubes fallen:

Fall height	Gravity test dice
1 cube	No test required
2 cubes	3 dice
3 cubes	4 dice
4 cubes	5 dice

Compare the total number of successes each player rolled:

Model wins, or the result is a tie: Model is unharmed but *pinned*.

Gravity wins: The model is *pinned* and the difference in successes is the amount of **HP** lost. The attack has no AP, so any **AR** the model has reduces the **HP** loss.

DIRECTLY AWAY

A number of weapon effects move a target *directly away* from the attacker or explosion. If the attacker and target are in the same cube, the attacker chooses which adjacent cube to move the target into.

Otherwise, use normal LOS between attacker and target to work out where the model moves. Continue the LOS from the attacker through the target and into the first new cube beyond the one the target is standing in and on the same level. If there is any choice, the attacker may decide.

PARTIAL CUBES

As long as a **gap** in a floor is less than a full gap in width, models may move across it to the same level as part of their movement.

Half-cubes only accommodate half the usually model capacity. The models on either side of a wall that bisects a cube cannot interact with each other, though are considered in the same cube for contesting and scoring objectives.

If a size 3 or 4 model cannot enter an adjacent half-cube to assault a model (when it would normally be legal to do so if the cube was full), it may enter and **ASSAULT** (with normal modifiers *except* for being a larger size), but then must immediately move back into the cube it came from as a free action.

Walkways and balconies are half-width tiles over an empty space, and have half the usual model capacity. Models can only be placed on them if there is room; other models cannot be forced off the walkways for any reason.

Platforms have a raised floor or step. Capacity is not affected, but models that cannot climb cannot move to the platform level.

SCATTER

Scatter (random movement of models or items) is usually worked out with a single dice roll. Use the **scatter diagram** and move the model or item 1 cube in the indicated direction. Agree on which cubes correspond to each numbered location before rolling.

Scatter is always worked out initially on the same level. Then, if the model or item scatters into a cube that has no floor on that level, it falls until it lands on something. If a cube has a partial floor, such as a half-width walkway, roll 1 dice to see if the model or item has landed on it or fallen past:

1-4 = the model or item misses the walkway and keeps falling.

5+ = the model or item lands on the walkway.

In this way, a model or item may scatter into another cube on the same level, or fall into a lower level. Nothing ever scatters upward.

If the scatter movement is completely blocked by solid walls or the edge of the battlefield, the model or item bounces back into the original cube. Models that fall or are thrown into walls may take damage. *Indirect* weapons scattering off the battlefield miss completely and have no effect.

Items can always fit in a cube. If a model scatters into a cube that it cannot fit into due to size limitations, it must remain in the original cube (if on the same level) or scatter again from that cube (if it has already fallen to a lower level).

ITEMS

Models can pick up and carry 1 item at a time (this includes starting equipment). When a model moves into or through a cube containing an item, but no enemy models, they may choose to **pick it up**. This does not count as an action. If a model spends an **ADVANCE** action repositioning within the same cube, they may also pick up 1 item in that cube.

Item tokens begin the game facedown; picking up an item allows a player to see what it is. Once revealed, it stays faceup for the rest of the game even if it is dropped (unless specified otherwise).

A model picking up an item may **keep it**, **drop it** or **destroy it**. If they already have an item, and pick up a new one, they may choose which to keep and which to drop/destroy. Dropped items are placed in the same cube, faceup. Destroyed items are removed from the game. You cannot swap items between models.

If a model dies, any items carried are place faceup in the cube. Equipment purchased for the model is never left on the battlefield.

AMMO (ONE-USE)

A model may use ammo when it makes a normal **SHOOT** action to add a +1 dice modifier for that action.

ADRENALINE SHOT (ONE-USE)

A model may use an adrenaline shot to increase its **SPEED** by +1/+1 for this round.

AP AMMO (ONE-USE)

A model may use AP ammo making a normal **SHOOT** action to add +1 dice for that action and increase the weapon's **AP** value by 1 (or gain AP 1 if it did not have any).

BOOBY TRAP

If a model reveals a booby trap when picking up an item token, treat it as though a **FRAG (3)** explosion has detonated in the cube.

COMBAT BLADES (ONE-USE)

Combat blades are used with a normal **ASSAULT** action as **CC: Frenzy (1)**.

FRAG GRENADE (ONE-USE)

One-use, R3, *Frag (3)* grenade.

INTEL

When an intel item is picked up by a model, immediately exchange it for a VP counter as defined by the scenario and add it to the player's total. Then discard the intel item.

MEDI-PACK (ONE-USE)

A model without the *construct, vehicle*, or *walker* keywords with a medi-pack may use it to make a **SPECIAL ACTION** to recover 1 **HP** previously lost.

SHOCK BATON

A shock baton is used with a normal **ASSAULT** action as **CC: Knockback, Under Control**.

SMOKE GRENADE (ONE-USE)

A smoke grenade is used with a normal **SHOOT** action as **R3: Grenade (smoke)**.

STIMULANTS (ONE-USE)

A model may use stimulants to gain +1 die for a single **SHOOT** or **RANGED** test.

STUN GRENADE (ONE-USE)

No damage is caused to models in the target cube, but all models in the cube are marked as activated. A stun grenade is used with a normal **SHOOT** action as **R3: Grenade (stun)**.

WINNING

The game ends when at least 1 player has achieved the required number of VPs, as determined by the size of the game. Track your running total of VPs using **VP counters**.

If both players achieve the required VPs in the same round, the game is a draw. If neither player achieves the required VPs by the end of round 5, the player with the highest number of VPs is the winner. If, at the end of 5 rounds, neither player has won, but one player has no models left in play, that player loses.

Strike team points	VPs required to win
100	12
150	16
200	20
Per extra 50 pts	+4

DEADZONE

ABILITIES

AERIAL DEPLOYMENT

This model may make an aerial deployment. If so, do not deploy is with the rest of your team. Once both players have deployed teams, but before *Scout* or *RECON* moves, this model may be deployed in any cube, on the highest level of a stack, not containing an objective and at least 2 cubes away from the nearest enemy model. You may never deploy in the enemy deployment zone. If both players aerially deploy, alternate deployment starting with the player with initiative.

AGILE

When this model takes an **ADVANCE** or **SPRINT** action it may move 1 additional level up or down in the same stack (following normal movement rules).

ARMOUR PIERCING / AP (N)

Attacks by this model or weapon reduce the target's **ARMOUR** by (n). AP is cumulative: if more than one **AP** modifier applies, add together the n value from each source.

AUXILIARY WEAPON

This weapon can be equipped in addition to another selection.

BEAST

This model cannot pick up, carry/use items or equipment, or interact with control panels. It can still claim objective cubes.

BIKE

This model is a type of *Vehicle* and follows those rules; however, it can be *pinned*.

BLAST

This weapon does no damage. No **HP** is lost, but every model in the target cube is thrown 1 cube in a random direction and then *pinned*.

BOOM! (N)

When this model is killed, they explode. The model may instead choose to trigger the explosion as a **SPECIAL** action, even if they are in an occupied cube. When the model explodes, treat it as a *Frag (n)* explosion in that cube, where (n) is the value of *BOOM!* Then remove the model from play.

CHARGED

This model may choose to move an extra cube as part of an **ADVANCE** action (not **SPRINT**) and gains *Frenzy (1)* until the end of the activation. Then, it must make a **3 dice SURVIVE test (2)**. If failed, it loses 1 **HP**. **ARMOUR** and other keywords do not protect against this damage. If this kills the model, your opponent receives VPs.

CLOAKING DEVICE

All models in a cube or adjacent to a cube containing this model suffer a -1 dice modifier to target them with **SHOOT** (no additional effect from smoke or additional cloaking devices). The model may also be subject to a clear shot modifier, for a total of +1.

COMBAT TEAM TRAINING

While this model is in play, their strike team may re-roll command dice (even if they have lost more than 50% of their models).

COMM–LINK

This model may use a **SPECIAL** action to place a marker in a cube within their LOS. Models using indirect weapons treat this cube as being within their LOS (it must still be in range and be a valid target).

COMMUNICATIONS RELAY

This model grants a free **+1 model** 🕴 command dice result per round. You may not re-roll this extra result and you lose it on all subsequent rounds if this model is killed.

COMPANION

This model always counts as having a friendly model in the same cube during **ASSAULT** actions.

CONSTRUCT

This model is artificial, is immune to certain keywords and can never be *pinned*. If hit by an attack that has effects in addition to *pinning* (eg *Blast*), those additional effects still apply.

DEFENDER SHIELD

While in a cube with a friendly model with this keyword, all size 1 or 2 friendly models gain +1 to their **ARMOUR**. Each model can only benefit from a single defender shield bonus at a time.

A *strider* with an enlarged defender shield benefits from the modifier, but no other models do.

DISMANTLE

Whenever this model causes damage to a model with the *Vehicle*, *Walker*, or *Construct* keyword, increase the **HP** lost by 1.

DROP SUIT

This model starts the battle off the table. A model in the same strike team already in play may call in a drop suit model currently off table using a **SPECIAL** action. Place the drop suit model in any empty cube (on the top level if it's a stack). Roll a **3 dice 4+ test (X)** for the force of the suit's entry: models in adjacent cubes must each roll a **3 dice SURVIVE test (X)**.

Draw, or SURVIVE has more successes: Attack causes no harm.

DROP SUIT has more successes: No direct damage, but the target is thrown 1 cube directly away from the drop suit model and is *pinned* (damage may be caused by falling or hitting a wall).

The drop suit model may activate normally during one its next turns. For the rest of the game, it counts as having a *Jump Pack.*

ENERGY SHIELD

Shields take effect whenever the model would potentially take damage. Make a **(n) dice 6+ test**. For each success, 1 point of the potential damage is absorbed. Then, if any damage remains, adjust this by any **AR** and **AP** that apply.

If the model is protected by more than one energy shield/shield generator, all apply: roll for each separately and adjust by the total number of successes.

ENGINEER

If this model reveals a **booby trap** item, or enter a cube with a *Trap (x)* item, the trap is defused and discarded and their activation ends immediately. Additionally, some units can only be taken if you have an engineer on your team.

EVADE

When this model is unpinned and is the target of a **SHOOT** action but not killed or, *pinned*, it may make an immediate 1 cube move in any direction. This may trigger a close combat fight as normal.

EXPLOSIVE

Perform a **SHOOT** action, automatically hitting a target cube in LOS (you do not need to see an individual model within the cube). Now resolve the type of attack using the secondary keyword.

FIRE CONTROL

When this model takes a **SHOOT** action it can use 2 weapons instead of one. Each weapon may choose the same or a different target. Declare the target of both weapons before rolling any attack dice. If the model uses a shoot symbol on a command die, it only benefits from 1 extra shoot action on only one of the weapons.

FRAG (N)

Roll a **(n) dice 4+ test (X)** for the strength of the attack. No additional dice can be added for any reason. Each model in the target cube must roll a **3 dice SURVIVE test (X)**.

Draw or target has more successes: Attack misses or fails to cause any harm.

Frag has more successes: The difference in number of successes is the amount of **HP** lost.

Whatever the results, all surviving models in the target cube are thrown 1 cube in a random direction and are then *pinned*.

FRENZY (N)

This model may re-roll (n) dice when making **FIGHT** tests. *Frenzy* is cumulative; if more than one *Frenzy* modifier applies, total the (n) value from each source.

FIRING PLATFORM (N)

A *Vehicle* firing a weapon with this keyword gains +n dice when performing a **SHOOT** action.

FLIGHT

This model does not require a wall or ramp to change levels and may move over gaps of any size on the same level. It does not take damage or be *pinned* for falling. It must end its move in a cube (and position) that allows it to be physically placed on the table.

GAS CLOUD

This model can produce a one-use gas cloud.

GAS CLOUD (SMOKE)

At the beginning or end of its activation, this model may place a **smoke marker** in its cube even if there are enemy models in the same cube.

GAS CLOUD (TOXIC (N))

At the beginning or end of its activation, this model may place a **smoke marker** in its cube even if there are enemy models in the same cube. While in the cube, models are subject to the *Toxic (n)* keyword if they lose any **HP** — where is the value of the toxic gas cloud. Adjacent cubes and not affected by this effect but are affected by the smoke for LOS.

Regardless of type, if the model moves away, the gas cloud remains in the cube it was deployed in. It may dissipate as normal at the end of a round.

GRENADE

Grenades are thrown using a **SHOOT** action. Choose a target cube. You do not need LOS to an enemy model, though if you do not have LOS, both the shooting model and the target cube must be visible when viewed by the throwing player from directly above.

Roll a **3 dice RANGED test (1)**, with no modifiers or re-rolls allowed. Success means the grenade has landed in that cube. Failure requires a scatter roll to determine in which cube the grenade detonates. An inaccurate grenade scatters onto the same or lower level (never up). A grenade that scatters into a wall or solid object bounces off that object and stays in the original target cube.

Unless stated otherwise, all grenades are one-use and have a range of 3.

Frag grenade: *Grenade (Frag 3).*

Smoke grenade: *Grenade (Smoke).*

Stun grenades: *Grenade (Stun).* No damage is caused to models in the target cube. Mark all models in the affected cube as activated.

Toxic cloud grenade: *Grenade (Gas Cloud (Toxic (n)).* Place a toxic gas cloud in the cube with the effect of a *Gas Cloud (toxic (n)).*

HACKER

This keyword is used in conjunction with tactical asset missions and interactive scenery. A model with this keyword which finds an **intel** item gains additional VP.

HEADSTRONG

If this model is *pinned* at the beginning of its activation, roll a d8. On a 5+, the model may perform a free **STAND UP** action, then continue the turn as normal.

HEAVY

This weapon is cumbersome and takes time to use, so **SHOOT** actions with it count as a long action.

HOLO–SIGHT

This model adds a +1 dice modifier to their **SHOOT** actions. A *Holo-Sight* may not be used with *Indirect*, *Explosive,* or *It Burns!* weapons. A weapon with the *Sniper Scope* keyword may not benefit from *Holo-Sight.*

HONOURABLE

This model may not target a *pinned* model with an **ASSAULT** or **SHOOT** action.

An enemy model attempting to leave a cube cannot be attacked with the normal free **ASSAULT** action by any model in that cube with this keyword. If another friendly model is in the same cube that doesn't have this keyword it may make an **ASSAULT** action against the moving enemy model as normal.

HORDE

During a close combat fight, this model gains the friendly model bonus as normal, plus an additional +1 for each friendly model in the same cube (not counting itself) that also has this keyword.

INDIRECT (N)

For *Indirect* weapons, **SHOOT** becomes a long action.

Choose a target cube within range and more than 2 cubes from the shooting model. If the firing model has LOS to an enemy model in the target cube, roll a **3 dice RANGED test (1)**, with no modifiers or re-rolls.

If the firing model does not have LOS to an enemy model, then a shoot action may still be performed if both the shooting model and the target cube are visible when viewed from directly above. The test becomes a **3 dice RANGED test (2)**.

Success for either test means the shot has landed in the target cube. Failure requires a scatter roll to determine which cube the shot explodes in. An inaccurate shot scatters onto the highest level of the stack it scatters onto.

INK SAC

Once per game, this model can deploy a **smoke marker** in its cube at the beginning or end of its activation. In addition, when this model is killed place a smoke marker in its cube.

INVIGORATE

This weapon may target a single friendly model in the same cube as the active model. The firing model rolls a **3 dice RANGED test (2)** with no modifiers or re-rolls.

If successful, the target model removes an activation token. A model may only benefit from this keyword once per round.

IT BURNS!

This weapon attacks every model in same cube as the primary target, regardless of which side they are on or whether they are visible to the shooter.

Choose 1 visible model as the primary target and roll a **3 dice RANGED test (X)** with no modifiers or re-rolls. Each model in the cube rolls a **3 dice SURVIVE test (X)**. Compare each individually to the attack roll. Whatever the result (even a miss) all models in the target cube are set **on fire** (mark them with a fire marker).

A model can have a maximum of 1 fire marker at a time.

If a model is on fire when it is activated, its first action *must* be a free **SPECIAL** action to attempt to put out the fire (this does not count towards its normal action limit this activation):

The fire rolls a **3 dice 4+ test (X)**. The target rolls a **3 dice SURVIVE test (X)**.

Draw or SURVIVE has more successes: The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal.

Fire has more successes: The target manages to put out the fire and is no longer on fire, but loses **HP** equal to the difference in total successes. **ARMOUR** can reduce damage as normal (resolved using AP0 regardless of the **AP** of the attack) The model's activation ends immediately.

JUMP PACK
This model takes no damage and is not *pinned* by falling. They can move up and down levels without a wall; jump over solid full cube height walls on the same level, counting as a single cube of movement; and jump over gaps in the floor of the same level up to 1 cube wide, provided they have enough movement to do so.

KNOCKBACK
When this weapon or model attacks and rolls more successes than the target model, it knocks it back into a different cube. Resolve the attack as normal, then move the target 1 cube directly away from the attacker. If the knocked-back model's route is blocked by a wall, the model is slammed into it.

For **SHOOT** actions, back is directly away from the firing model's cube. For **ASSAULT** actions, the model with this keyword can choose the direction to move the target model.

LIFE DRAIN
This model or weapon may make a *Psychic* attack against a target enemy model within range. For each **HP** lost (up to the number needed to kill the target), you may recover 1 **HP** previously suffered by a friendly model within 2 cubes of the *Psychic* model making the attack. This keyword has no affect on models with the *Vehicle* or *Construct* keywords.

LIFE SUPPORT
If this model loses **HP** (but is not killed), the model is immediately returned to an undamaged state. This happens automatically, does not cost an action. *Life Support* is always one-use.

Life Support only works on the model itself and cannot be used to resurrect models that have been killed outright.

MEDIC
This model can use a **SPECIAL** action to heal a single injured friendly model in the same cube (it can be themself). No test is required and all damage counters are removed from the model. In addition, friendly models gain *Resilient (1)*. This keyword only affects living models, and cannot repair (and give *Resilient* to) models with the *Vehicle, Walker,* or *Construct* keywords.

ONE–USE
This keyword, item, or weapon may be used only once per game.

PREY
If this weapon rolls a success on a **SHOOT** or **ASSAULT** action (but not a blaze away), place a **prey marker** on the target model. Friendly models targeting a model with a prey marker receive +1 dice to **FIGHT** tests (this is not cumulative).

PSYCHIC
This model has one or more weapons with the *Psychic* keyword. These abilities are another weapon that the model can use: they are used in **RANGED** tests just like other weapons, and receive the same modifiers as standard **RANGED** tests. However, a *Psychic* weapon does not need LOS to its target.

RAMPAGE
For the remainder of the game, while this model remains injured, whenever you choose to activate it, you must roll 1 dice:

1-2: The opposing player may control the model's actions for this turn, including attacking the active model's friends. Neither side may claim the +1 modifier for additional friends in a close combat fight. This model's actions count as an activation for the active model's side, not for the side that actually controlled it.

3-6: You may use the model as normal.

7-8: You may use the model as normal. In addition, the model may move 1 cube before it takes its normal actions, or, if it starts its turn *pinned*, it may automatically **STAND UP** **I**nstead, before taking its normal actions.

While under the effect of result 1-2, the model does not count as a member of any strike team in play for purposes of cube capacity, and may move into cubes containing members of its strike team (and initiate close combat fights against them). The model may still have items and keywords used on it by members of its original strike team (eg, *Medic* or *Medi-kits*).

This may result in a cube becoming more crowded than it is normally allowed. When a model starts their activation in an over-crowded cube and is free to choose their action, they must move out of that cube before they do anything else.

RAPID FIRE
A model using this weapon may choose to fire it normally, or blaze away with a **SHOOT** action (rules that affect **SHOOT** actions still apply). The active model must declare they are making a blaze away attempt and then follow the normal **SHOOT** rules. However, they roll a **4 dice RANGED test (X)** with these modifiers:

+2 dice: Clear shot: Completely unobstructed view to all of the target model (including the base).

+1 dice: High ground: On a higher level than the target.

-2 dice: Friendly fire: Any friendly models in the target cube.

If the shooting model scored at least 1 success, the target rolls a **3 dice SURVIVE test (X)**. (**ARMOUR** and **AP** is not applicable because no damage is caused.)

Compare the total number of successes each player rolled:

The active model rolls more successes: The target is *pinned*.

Any other result: Nothing happens.

REMOTE
A model with this ability acts under remote control. To take this model in your team, at least 1 friendly model with *Engineer* must be part of your team. Remote models are deployed with the rest of your team and are activated like any other model.

RESILIENT
This model may re-roll (n) dice when making **SURVIVE** tests. *Resilient* is cumulative: add together (n) values from each source.

SCOUT
After deployment, before the first turn of the first round, this model may make a free **SPRINT** action. If both sides have *Scouts* the player with initiative moves all their *Scouts* first. A *Scout* may not enter a cube containing another model during this pre-battle movement, but may pick up items.

SHIELD GENERATOR (N)
This is a more advanced version of the *Energy Shield (n)* item and works the same way. However a *Shield Generator* provides protection for every model, friend or foe, in the same cube.

If a model is protected by more than 1 *Energy Shield/Shield Generator* then all apply. Roll for each separately and reduce the **HP** lost by the total number of successes.

SMASH (N)
This model gains +(n) dice when performing a **FIGHT** test.

SMOKE
No **HP** are lost by models in the target cube. Instead, the smoke-filled cube blocks all LOS, including to and from models inside it. However, it does not block LOS to the cube itself. Any **SHOOT** attacks that trace a LOS through a cube that is adjacent to a smoke-filled cube suffer a -1 dice modifier (regardless of how many such cubes they cross).

At the end of each round, roll 1 die per smoke filled cube. On 1-4 the smoke remains in place; on 5-8 it dissipates and is removed.

SNIPER SCOPE
This weapon may be used with a short or a long **SHOOT** action (declare before rolling dice).

If a long action is selected, the **RANGED** test gains a +2 dice modifier. No bonus applies to short **SHOOT** actions. A weapon with *Sniper Scope* may not also benefit from a *Holo-Sight*.

SOLID
This model is not affected by weapon effects that move their target to a new cube, such as the *Blast, Frag,* or a *Knockback* (though it may still lose HP from such attacks). In addition, the model is never *pinned*.

STEALTHY
If this model is the target of a **SHOOT** action, the attacking model cannot gain the clear shot modifier.

STUN
This weapon does not cause any damage, and AP and **ARMOUR** are not considered. Instead, if the attacker rolls more successes, the target model is immediately marked as activated; its turn is immediately over. If it was attempting to break away from an enemy-occupied cube, it fails and is not moved.

SUPPRESSION
This weapon causes all models (from either side) in the target cube to be *pinned*, regardless of whether they lost any **HP** from the shot, or how many successes were rolled.

TACTICIAN (N)
When rolling command at the start of a round, add (n) command dice to the roll if your *Tactician* remains in play.

You can only apply the *Tactician* ability of 1 model in your team. Having more than 1 *Tactician* provides no benefit beyond having a replacement if one is killed.

TELEPORT
This model may **teleport** as a **SPECIAL** action. It may move up to 3 cubes in any direction, irrespective of LOS, terrain, and models.

The model must end its move in a cube where it can be physically placed on the table and respecting normal capacity rules. If the teleporting model ends this move in the same cube as an enemy model then they will trigger a close combat fight as if it had moved into the cube normally.

A model may teleport out of a cube containing an enemy model, but is subject to the **breaking away** rule.

TENACIOUS
An enemy model attempting to leave a cube that includes this model suffers -1 die to their **SURVIVE** test.

THERMAL MINES
This model may use thermal mines with a normal **ASSAULT** action: CC, AP3, One-use.

TOUGH
This model automatically reduces the number of HP lost during an attack on it by 1.

TOXIC (N)
A model that loses any **HP** from a *Toxic* weapon will lose (n) additional **HP**. *Toxic* has no effect on models with the *Construct* keyword.

TRAP
When this weapon is used, place a **trap marker** in the target cube. When an enemy model enters the cube, the player who placed the token may choose to detonate it; if so, immediately resolve the effects of the trap. This ends the active model's activation, and the token is removed from play.

A model with *Engineer* entering the cube automatically defuses and discards the trap (their activation then ends immediately).

If a model or weapon has the ability to shoot a trap into a target cube, roll a **3 dice RANGED test (1)**. If successful, place the trap. If failed, roll for scatter to se where the trap is placed.

TRIP MINE (ONE–USE)
This model may use trip-mines with a normal **SHOOT** action: **R4: Grenade (Trap [Frag (3)])**.

UNDER CONTROL
An injured model will not need to test for **rampage** if it begins its activation in a cube with a friendly model with this keyword.

VEHICLE
Vehicles can only change level by moving up or down a ramp, and they may not climb, even within the same cube if it contains multiple levels of flooring or platforms. Vehicles cannot pick up, carry, or use items or equipment. They have the *Solid* keyword.

If the model comes with separate crew figures you can choose to attach them to the main chassis, or leave them loose.

WALKER
This model follows all rules that apply to the *Vehicle* keyword. However, a *Walker* may climb..

WEIGHT OF FIRE (N)
This model may re-roll (n) dice when making **RANGED** tests. *Weight of Fire* is cumulative: add together the (n) values from each source.

DEADZONE

1. ROLL COMMAND

Each player rolls their 3 command dice simultaneously. Starting with the player with initiative, you may perform 1 reroll of as many of your dice as you choose.

If less than half of your strike team (by model count) **remains on the battlefield you lose the ability to reroll command.**

You can spend as many command dice results as you like in a turn, but **a model may have only one of either the ADVANCE, SHOOT, or ASSAULT results spent on it during its activation.**

You may spend any command die result to reroll 1 die as part of a **FIGHT, RANGED,** or **SURVIVE** test, once per test.

+1 model
After you have finished your model's activation, activate a second model that has not yet been activated.

You may only spend 1 per turn. You may usually only activate a maximum of 2 models per turn.

Dice symbol
Add 1 dice to any **RANGED, FIGHT** or **SURVIVE** test, even during your opponent's turn. You may spend any number of these results on a single test.

Advance
The active model takes a free **ADVANCE** action of 1 cube, regardless of its **SPEED.**

You may spend 1 per activation. It may be used on models that have already taken an **ADVANCE** or **SPRINT.**

Shoot
The active model takes a free **SHOOT** action.

You may spend 1 per activation. It may be used on models that have already taken a **SHOOT** action.

Assault
The active model takes a free **ASSAULT** action.

You may spend 1 per activation. It may be used on models that have already taken a **ASSAULT** action.

Special order
Activate your leader's **special order.** Unless otherwise specified, you may spend 1 per activation.

2. TAKE TURNS ACTIVATING MODELS

An active model may perform **either 1 long action, or up to 2 different short actions. A model may only perform each type of action once per turn.** Extra actions from command dice do not count towards this limit.

END PHASE

When all models have been marked as activated:

1. Award the appropriate VPs to any player who has the only model(s) present in an objective cube. Objective cubes can score every round so long as the conditions are met.
2. Each player count their VPs to see if either has won.
3. If the battle is not over, remove the activation markers from all models and start a new round.

The player who finished activating their models first this round starts the next round with the initiative (and takes the first turn).

ACTIONS

A model that starts its activation *pinned* (lying down) must choose **STAND UP** as its first action.

A model that is not *pinned*, in the same cube as one or more unpinned enemies, may only choose **ASSAULT** or **ADVANCE.**

ADVANCE (SHORT)

The model can move a number of cubes up to its first SPEED, or reposition itself within the cube it is currently in.

Each cube has a maximum capacity of 4 size worth of models from a single faction (with a total capacity of 8).

Blocked 100% of the cube face	None
Small gap approx. 25% of the cube face	Size 1 only
Medium gap approx. 50% of the cube face	Size 1-2
Large gap approx. 75% of the cube face	Size 1-3

Moving into and away from enemies

If a model moves into a cube with an enemy model, it must **fight** it immediately. This does not count as an additional action and the moving model must use its **FIGHT** stat.

If your model is in a cube with an enemy and wants to leave, 1 enemy model there may make a free **ASSAULT** action against your model. **The moving model must roll a SURVIVE test.** If the model is not killed, *stunned,* or *pinned* it may continue to move.

SPRINT (LONG)

The model can move up to its second SPEED value in cubes, following the normal **ADVANCE** action rules.

This action cannot be taken if the active model is in the same cube as an enemy.

SHOOT (SHORT)

The active model cannot be in the same cube as an enemy.

The target must be within the maximum **RANGE** of the weapon, and in the shooting model's **line of sight** (LOS).

Shooting

3 dice RANGED test (X) with these modifiers:

+2 dice: Clear shot: Completely unobstructed view to all of the target model (including the base).

+1 die: High ground: On a higher level than the target.

-2 dice: Friendly fire: Any friendly models in target cube.

Simultaneously, the target rolls a **3 dice SURVIVE test (X).** Compare the total number of successes each player rolled:

RANGED test wins: The difference in successes is the amount of **HP** the target loses. Apply the effects of **ARM** and **AP.**

Draw, or SURVIVE test wins: The target is unharmed.

ASSAULT (LONG)

A model that begins its turn in the same cube as an enemy model may choose to fight it.

A model moving into a cube containing an enemy automatically initiates an assault, without it counting as an action.

Before any dice are rolled, the target player must choose to *fight back* by rolling a **3 dice FIGHT test (X)** or *survive* by rolling a **3 dice SURVIVE test (X).** Neither choice counts as an action.

3 dice FIGHT test (X) with these modifiers:

+1 die: The model moved into this cube this action.
+1 die: One or more friendly models are in the cube.
+1 die: The opposing model is *injured.*
+1 die: The model is a larger size than its opponent.
+1 die: The opposing model *pinned* at the action's start.

Simultaneously, the target rolls their chosen test.

SURVIVE test modifiers:

+1 die: One or more friendly models are in the same cube.
+1 die: The opposing model is *injured.*
+1 die: The model is a larger size than its opponent.

Compare the total number of successes each player rolled:

A FIGHT test wins: The difference in successes is the amount of **HP** the losing model loses. Apply the effects of **ARM** and **AP.**

Draw, or SURVIVE test wins: Nothing happens; action over.

SPECIAL ACTION (SHORT)

A model may perform 2 different special actions in 1 turn.

STAND UP (SHORT)

If a *pinned* model stands up in a cube containing an enemy model, it is immediately attacked. The opposing player chooses one of the enemy models in that cube to **ASSAULT** the active model with the bonus for a *pinned* target.

The model standing up must roll a **SURVIVE** test: it cannot choose to fight back.

ITEMS

AMMO (ONE–USE) A model may use ammo when it makes a normal **SHOOT** action to add a +1 dice modifier for that action.

ADRENALINE SHOT (ONE–USE) A model may use an adrenaline shot to increase its **SPEED** by +1/+1 for this round.

AP AMMO (ONE–USE) A model may use AP ammo making a normal **SHOOT** action to add +1 dice for that action and increase the weapon's **AP** value by 1 (or gain **AP** 1 if it had none).

BOOBY TRAP If a model reveals a booby trap when picking up an item token, treat it as though a **FRAG (3)** explosion has detonated in the cube.

COMBAT BLADES (ONE–USE) Combat blades are used with a normal **ASSAULT** action as **CC: Frenzy (1).**

FRAG GRENADE (ONE–USE)
One-use, R3, *Frag (3)* grenade.

INTEL When an intel item is picked up by a model, exchange it for a VP counter as defined by the scenario and add it to the player's total. Then discard the intel.

MEDI-PACK (ONE–USE) A model without the *construct, vehicle,* or *walker* keywords with a medi-pack may use it to make a **SPECIAL ACTION** to recover 1 **HP** previously lost.

SHOCK BATON A shock baton is used with a normal **ASSAULT** action as **CC: Knockback, Under Control.**

SMOKE GRENADE (ONE–USE) A smoke grenade is used with a normal **SHOOT** action as **R3: Grenade (smoke).**

STIMULANTS (ONE–USE) A model may use stimulants to gain +1 die for a single **SHOOT** or **RANGED** test.

STUN GRENADE (ONE–USE) No damage is caused to models in the target cube, but all models in the cube are marked as activated. A stun grenade is used with a normal **SHOOT** action as **R3: Grenade (stun).**