

Another game aid

by Universal Head



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Game: **DEADZONE**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

How to use these sheets:

Summary sheets: a single-sided sheet and 2 double-sided sheets that together summarize all the rules (except for Campaigns).

Actions & Abilities reference: a double-sided sheet, with less detail, for use as reference during the game. Choose one of 2 Actions reference sheet styles.

Equipment & Mutations reference: a half-size, single-sided sheet, also for reference during the game.

Setup reference: a half-size, single-sided sheet, to use while setting up the game.

DEADZONE

SETUP

1. Choose your strike team

Each player chooses a faction, then creates a **strike team** using that faction's **Stat cards**. Any combination of factions may fight; you may even have the same faction on both sides.

2. Prepare your strike team

Take all the models and item counters for your strike team and lay out the appropriate Stat cards.

Shuffle your **Battle cards** and draw 20 cards as your battle deck. The remainder of the cards are not used. Deal yourself 4 cards as your starting hand.

Shuffle your **Mission cards** and draw a mission, keeping it secret. You may reject this card and draw another instead, but if you do you must use this second card.

Plague players shuffle the 8 **Mutation counters** facedown and draw 3. Allocate each of these to a separate model.

3. Prepare the battlefield

Lay out buildings first, then other scenery, to form the battlefield. Align buildings with the grid, spreading them out to avoid creating large open spaces of 3x3 or more cubes on the lowest level.

4. Determine deployment

One player draws a random **Mission card** from his unused cards to determine the deployment zones. Using the agreed orientation of the board, he takes the red zone; his opponent takes the blue zone.

Shuffle the 16 **Crate counters** facedown. Each player takes 2 at random and without looking at them places each in a separate cube, on any level, in the central grey area, starting with the player who drew for deployment. Each must be in a separate cube.

Then take 4 more counters at random and without looking at them place them one at a time on the board: for each counter, roll 1 die and count that many columns across, then roll a second die and count that many rows down. Place the counter on the top level of scenery in the resulting space, rerolling if it would drop the item in either player's deployment zone. The remaining 8 counters are not used.

Shuffle the 3 octagonal **Objective counters** facedown and place 1 at random, facedown, on each of the X positions on the deployment map. An Objective counter may only be examined by a player whose model is in that cube.

The player who did not draw the Mission card draws an unused Mission card from his deck to determine who sets up and starts (*friend* means that he does, *foe* means his opponent does).

The starting player deploys his non-*Scout* models anywhere in his deployment zone (on any level). His opponent then deploys all his models, with his *Scout* models in the white area between his own zone and the central grey sector. The starting player then places his *Scout* models in the white area between his own zone and the central grey sector. You cannot place a model in a cube that it could not normally move into.

If any models start with an **aggression** other than *alert*, place the appropriate counter beside them. Place **Overwatch markers** for *Sentry* models. Place any other necessary counters.

5. Start the game

The starting player takes the first turn.

CHOOSING A STRIKE TEAM

Each strike team has up to **70 points** to spend. You may always take as many Leaders and Troopers as you wish. You may not take more Specialist, Rare and Unique models (grouped together) than you have Troopers.

The team may take as many **items** as its models can carry.

Item	Cost	Item	Cost
Ammo	1	AP Ammo	2
Frag Grenade	3	Sentry Gun (packed)*	5

* *Enforcers only; requires an engineer to deploy.*

You may start the battle with up to 5 extra **Battle cards** in your deck at a cost of 1 point each. These are added at random from what you have left after normal deck building.

After spending points, the model with the highest Command total (at least 1-1) is the **Commander** for your team (on a tie, choose between them). There is only 1 Commander in a team for each battle. If this model is killed, you use the next highest surviving Command total in the team for some game functions, but that model is not considered a Commander.

Mercenaries

Each team may have up to 1 **mercenary**. They are paid from your 70 point budget as normal and count as the type on their card. Each Mercenary card lists the factions they will fight with. A mercenary cannot be a Commander.

MISSION GOALS

Each battlefield task is a **goal**. Only goals listed on your Mission card earn VPs for you in that game. Goals in red are core mission goals, and gain extra **reputation** during a campaign.

Kill

VPs are based on the points level of the enemy you kill.

Kill Commander, Trooper or Specialist Leader

The VPs are in addition to any of those you may get for Kill goals. You earn the bonus each time you kill a model of the correct type. For this goal, Rare models are counted as Specialists and Unique models as Leaders.

Capture (X, Y or Z)

You capture an objective by having a model in the same cube as it, as well as no enemy models in the same cube. You lose the VPs if you no longer fulfil these conditions.

Control (X, Y or Z)

You control an objective by having a model in the same cube as it, as well as no enemy models in the same cube; also, there must be no enemy models in any adjacent cube. You lose the VPs if you no longer fulfil these conditions.

Infiltrate

VPs are based on the points level of each Trooper you exit off the board from the enemy deployment zone.

Scour

Each time you carry an item off the board from your own deployment zone you earn the listed VPs. The items cannot be ones you started with; they must be ones that started on the battlefield or that the enemy dropped.

Survive

The goal is earned at the end of every round that more than half your team (in points) remains on the battlefield. A model that moves off the battlefield does not count as being on it.

Intel

Intel items are worth 1 VP each to any faction on any mission.

BATTLE CARDS

Battle cards are **active** (can only be played on your turn), **reactive** (can only be played in your opponent's turn) or **hybrid** (can be played in any player's turn).

Played cards are placed in a discard pile which is never reused.

Cards are played on models in addition to actions; choose which of the 2 effects on the card you wish to apply.

Each model may have a maximum of 1 active card played on it per turn (hybrid cards count towards this limit if they are played as an active card). There is no limit on the number of reactive cards you can play per turn.

An active card can only be played before or after any action taken during the target model's activation and must be played on the model it effects (unless otherwise noted).

When models take an opposed test, either, neither or both players can add to their dice with modifying cards. The player whose model is taking the action decides first. All decisions about card use must be made before any dice are rolled.

No more than 1 card may be played by each player to modify a single test.

+1

The model must be already be taking the specified action.

Booby Trap

Can only be played on a model when they pick up a facedown item. Resolve the trap as a *Frag* grenade that has hit its target (it gets the +1 modifier).

The trapped item is not damaged and it does not go off if it was a grenade; it remains with the model that picked it up, or is scattered if the model dies.

Once the trap has been resolved, the interrupted model may continue with its turn if it was not *pinned*, *suppressed*, injured or killed.

Change of Plans

Must be allocated to a specific friendly model as their active card for the turn even though it affects the enemy.

Distract

Must be allocated to a specific friendly model as their active card for the turn even though it affects an enemy model. Mark the target model as activated regardless of what it was doing.

Headshot

This only applies to **SHOOT** actions.

Move

A one cube **MOVE**, exactly as the action of that name. It cannot be used as a *Teleport* or **BREAK OFF** action.

Steadfast

Cannot be used to ignore *pinned* results of blasts.

Surge

Must be allocated to a specific friendly model as their active card for the turn.

Twisted

The new Mutation counter is drawn at random from the remaining supply. If all the counters have been used, the card does nothing.

Weak Spot

Can be used to boost the lethality of any attack including **BLAZE AWAY**, **FIGHT** and grenades. Declare its use before any dice are rolled.

DAMAGE



A model is one of 3 damage states: **undamaged** (initial state); **injured** (mark the model with an injury counter) or **killed** (remove the model from the game).

The target's armour (reduced for any AP ability of the attack) is subtracted from the **potential damage** to find the **actual damage** caused. Then refer to the following table:

0 damage	The target's armour saves it.
1 damage	The target is injured if currently undamaged or killed if already injured.
2+ damage	The target is killed .

Slamming Into Walls and Falling

A model thrown into a wall that blocks its movement to a different cube takes a new **3 dice 5+ Survive test** but remains in the original cube.

- +1 if the model started in an adjacent cube to the blast

Falling is a 3 dice 5+ test [X]

- +2 per level after the first

Compare the total number of successes:

DAMAGE WINS: the model is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*), plus the difference in successes is potential damage.

SURVIVAL WINS: the model is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*), but suffers no damage.

If a model lands on or is thrown into another model, both models roll for damage (roll separately for each using the modifiers for the moving model).

WINNING

Claimed Victories: A player may claim a clear victory by earning a total of 10+ VPs or when his opponent has no models left on the table (or only those with a command value of '-'). The first player to claim a valid victory wins the game.

Timeout Victories: At the end of a round, if one or both players has run out of Battle cards the game is over, both players reveal their Mission cards and the player with the highest number of VPs wins the game. On a draw, the player with the highest total points (in models only) remaining on the battlefield wins.

Conceding a Battle: You may concede the game at the start of any of your turns. You earn 0 VP regardless of your mission and any intel recovered. Your opponent gains 10 VP.

Aborting a Mission: You may abort your mission at the start of any of your turns. Show your opponent your Mission card; if you agree that the maximum possible VPs from the mission alone (ignoring intel, etc) is less than 10, you may abort. If you could earn 10+ VPs you must continue or concede.

If the mission can be aborted, discard your Mission card and any models killed or infiltrated to this point. Start your VP total again from 0. From now on you earn 1 VP per enemy model you kill, regardless of cost or type. You cannot get the campaign bonus for completing core mission goals as aborted missions have none. Once you abort a mission you cannot go back to it later.

DEADZONE

BASICS

A **model** refers to any playing figure (and its base) except separate pieces of equipment, which are **items**. The group of models you use in a game is called your **strike team**. Models are either **leaders**, **specialists**, **troopers**, **rare**, or **unique**.

A cube is a 3" square in 3D. The level of the playing mat is level 1, the next highest 3" level is level 2, and so on.

The owning player always decides on a model's exact position when it must change position for any reason. A model cannot be moved when there is no game cause. The centre of a model's base defines which **cube** it is in. A cube can hold up to 4 size 1 models belonging to each player (or equivalent). Half-width walkways can hold up to 2 size 1 models (or equivalent).

Models in hand-to-hand combat must be in the same cube; *each* faction may have up to the above limits in the cube. Opposing models in adjacent cubes should be positioned so they are not touching.

Aggression

Models are in one of 4 levels of **aggression**. Highest to lowest:



Enraged: Mark the model with an Enraged counter.

Alert: The default state for models in combat.

Pinned: The model is taking cover; lie it down. It must *Get Mean!* as its first action if it makes any actions.



Suppressed: Lie the model down and place a Suppressed counter beside it. The model must *Get Mean!* to become *pinned* as its only action in the turn it starts *suppressed*.

At the start of each battle, a Plague player can choose each of his models to start at *enraged* or *alert* levels of aggression.

Buildings and Cover

Buildings are the larger remains of structures and must be placed so they fit exactly within one or more cubes.

Cover is any small scenery elements that can provide cover. Place them clearly in or across cubes and then define before the game whether a cube counts as cover or doesn't. A model only has to be in such a cube to have cover; it does not have to stand behind a particular piece of scenery.

Line of Sight

A target must be in range and line of sight (LOS) to be attacked. Check LOS by looking from the model's perspective.

Point LOS: Attacking at a specific point, eg. an enemy model. If you can see part of the model you may take a normal shot. If you can see the *entire* model you get a bonus.

Area LOS: Attacking at a whole cube rather than a specific model. If you can see any part of the 3D cube, you may take the shot. There is no bonus.

Measuring Distance

Count the shortest route in cubes from the start to the finish, moving between adjacent cubes in 3D space. Alternatively, count the range on one level, then count the difference in levels, and the higher of these numbers is the range.

Dice Rolling

Take the number of dice listed for the test and apply any modifiers. Modifiers always alter the number of dice rolled, and if the number of dice to be rolled is reduced to 0, you cannot make the test.

Each die that scores equal to or higher than the relevant game stat (if you have a choice of stats, choose before rolling) counts as a success. Each 8 counts as a success and may be also re-rolled, counting and re-rolling additional 8s until the die no longer rolls an 8.

Apply the results of the test based on the total number of successes. The number in brackets is the number of successes required to pass the check. If this is [X] it is an **opposed test**, and the number of successes is compared to your opponent's number of successes to see who has won.

Sometimes, doubling or tripling the number of successes results in an improved effect. When rolling an [X] test, you must double or triple the number of successes scored by your opponent (if your opponent rolls none, then a single success against him counts as the highest level of success described in the results).

Scatter

Use the scatter diagram, roll a die and move the model or item one cube in the indicated direction on the same level (1 is furthest away and to the left of the rolling player).

If the model or item scatters onto a cube with no floor it will fall until it lands on something. If the cube has a partial floor, it falls through on 1 roll of 1-3 on a die. If the scatter is blocked by solid walls, or if a scattering model cannot fit into a cube, it bounces back into the original cube.

PLAY SEQUENCE

Gameplay is a series of **rounds** during which both sides may act. Each model may only act once per round unless noted.

DETERMINE INITIATIVE


A player taking his turn has the **initiative**. Initiative may be defined by the scenario, but otherwise, one player rolls a die: on a 1-4 that player starts; on a 5-8 his opponent starts.

In all following rounds, the player that was first to finish activating his models in the previous round starts with the initiative.

TURNS

During your turn you may activate your models. You must normally activate at least one, but if you have fewer left to activate than your opponent you may choose to pass the initiative to him. If all your models have been activated you must pass.

When you activate a model, follow these steps:

1. Choose one model that has not yet acted this round. This is the **active model**.
2. An active model may make either a single long action or up to 2 short actions. Some results allow additional free actions. A model may only perform each type of action once in a turn (free actions do not count).
A model that starts its activation in the same cube as one or more enemies may only choose **FIGHT** or **BREAK OFF** actions. It may also have 1 active Battle card played on it.
 Mark a model that has finished with an **activated marker** to show it cannot act again this round.
3. Act with another model or give initiative to your opponent.
4. In a single turn you may act with a maximum number of models equal to your Commander's command total. If your Commander is dead, use the model with the highest remaining command value (not counting mercenaries).

END OF ROUND

When all models have been marked as activated:

1. If a player has not used at least 1 Battle card this round, they must discard one of their choice from their hand.
2. Each player takes cards from his draw deck equal to the first number in his Commander's command value, then chooses a number to keep equal to the second number. Place excess cards at the bottom of your draw deck.
If your Commander is dead, use the model with the highest remaining command value. If your draw deck runs out, draw as many as possible (the discard pile is not reused).
3. If you have no cards left to draw and no cards in your hand, the game has timed out.
4. If the battle is not over, remove the activation markers from all models and start a new round.

ACTIONS

COMMAND (LONG ACTION)

Only a Leader model or one with the *Tactician* or *Strategist* ability can use a COMMAND action.

At the start of a battle, determine the team's **Command Pool** (the number of **COMMAND** actions they may take during the entire battle).

Each **Leader**: +1

Each **Tactician**: +1

Each **Strategist**: +2



Use command tokens to track your remaining **COMMAND** actions, removing one from your Command pool each time a **COMMAND** action is used. If a model that contributed to the pool dies, immediately remove the number of tokens it added. This action cannot be taken if there are no tokens left.

A model taking a **COMMAND** action must first pass a **variable 6+ test [1] command test**. Roll dice equal to the model's command total. No LOS is required for any of the success results.

COMMAND FAILS: no effect.

COMMAND SUCCEEDS Choose one option:

Energy: a single unactivated friendly model within 4 cubes may take an immediate free short action that is available to them. The model is not marked as activated.

Pause: mark an unactivated or overwatching enemy model within 4 cubes as activated.

Clarity: add the next Battle card from the top of your draw deck to your hand.

COMMAND DOUBLES Choose one option:

Drive: a single friendly model (activated or unactivated) within 4 cubes may take an immediate free short action that is available to them. The model is not marked as activated if it wasn't already.

Indecision: mark an unactivated or overwatching enemy model within 8 cubes as activated.

Planning: choose one card in your discard pile to add to your draw deck. Reshuffle the draw deck.

COMMAND TRIPLES Choose one option:

Inspiration: a single friendly model (activated or unactivated) within 8 cubes may take an immediate

free short action that is available to them. The model is not marked as activated if it wasn't already.

Confusion: mark an unactivated or overwatching enemy anywhere on the battlefield as activated.

Cunning: add any one card in your discard pile to your hand.

MOVE (SHORT ACTION)

The model moves 1 cube, or repositions itself within the same cube.

If the model moves, intentionally or unintentionally, into a cube with an enemy it will **FIGHT** as part of that action (choose one if there are several enemies in the cube).

On the same level, a move may be into any of the 8 adjacent cubes that are not blocked by solid walls.

You may also move up or down a single level as part of a **MOVE** action. Moving down requires a clear path. Moving up requires a full cube height wall to provide handholds, but a solid wall on the upper level will block access.

Walkways

Walkways are treated as normal cubes for movement except when size 1 or 2 models or items fall onto them. In this case roll a die: on a 1-3 the model item misses the walkway and continues to fall. Size 3 or 4 models always hit the walkway, take and inflict falling damage, then start falling again.

The half of the walkways that is empty may be moved over as long as the model would normally be able to move into the first cube beyond it.

Moving Through Gaps

See p26 of the rules to check what size model can move through what size gaps.

Full Cubes and the Board Edge

Models can only move off the board in their own and their enemy's deployment zones (at any level). A model that leaves the board cannot return. Treat other edges of the board, and cubes and walkways a model cannot fit into, as solid walls.

Infiltrate missions require you to move off the board through the enemy deployment zone. The model must be in a cube within the zone and at the edge of the board. A single **MOVE** action moves the model off the board.

Scour missions require you to move off the board through your own deployment zone. This works in the same way, but in your own deployment zone.

Picking Up and Carrying Items

Models with a Shoot of '-' or with the *Beast* or *Hover* ability cannot pick up or carry items. **All other models may carry a single item counter at a time.**

A model moving (for any reason) into a cube containing an item, but no enemy models, may pick it up, as may a model spending an action to reposition itself in the same cube.

Once a facedown item is picked up it is revealed and stays so for the rest of the game, even if dropped or swapped later.

A model picking up an item may keep it, drop it, or destroy it. A model already carrying an item counter who picks up a new one may choose which to drop/destroy. A dropped item is placed in the same cube faceup. A destroyed item is removed from the game.

A killed model drops any item it was carrying in the cube it died in.

Swapping Items

A model who could pick up an item may swap an item they are already carrying with a friendly model in the same cube instead. The active model gives an item to the other model (if that model cannot carry any more items it must give one to the active model or drop one).

Only the active model spends an action to swap items.

CLIMB (LONG ACTION)

The model moves 2 cubes and *must* move either up or down 2 levels whilst doing so.

SPRINT (LONG ACTION)

The model moves 2 cubes on the same level, but cannot intentionally change level.

BREAK OFF (LONG ACTION)

A model that wishes to leave a cube that also contains one or more *alert* or *enraged* enemies must themselves be *alert* or *enraged* and must use a **BREAK OFF** action.

Break Off is a 3 dice Survive test [X]

- +2 any friends in the same cube (not 2 per model)

Your opponent chooses one of the *alert* or *enraged* enemies in the cube to resist the break off attempt and rolls a **3 dice Fight test [X]**.

- +1 any friends in the same cube (not 1 per model)
- +1 if *enraged*
- 1 if injured

Compare the total number of successes:

DRAW, OR SURVIVE WINS: take a free **MOVE** action.

SURVIVE DOUBLES: take a free **MOVE** action. The break off attempt is only counted as a short action, leaving the model with 1 short action left this turn.

FIGHT WINS: the difference in the number of successes is the potential damage. Resolve this first at an additional AP1. Then, if the breaking off model is still alive, they take a free **MOVE** action.

FIGHT DOUBLES: the difference in the number of successes is the potential damage. Resolve this at an additional AP1.

If a model breaks off into a cube containing an item and no enemies, it may pick it up. If a model breaks off into a cube containing enemies, the model gets its free **FIGHT** action.

FIGHT (LONG ACTION)

If a model ends its turn in the same cube as an enemy it may choose to **FIGHT** it.

If a model moves into the same cube as an enemy then it will **FIGHT** as part of that action, whether the movement was intentional or not.

If there are multiple enemies the active model chooses which to fight.

Any model can fight unless mentioned otherwise.

The only additional weapons that can be used in a fight are range F weapons. If a model has more than one of these, it must choose which to use before any dice are rolled.

Models with a Fight of '-' may not choose **FIGHT** as an action or response.

Fight is a 3 dice Fight test [X]

- +1 if moved into this cube this action
- +1 any friends in the same cube (not 1 per model)
- +1 if *enraged*
- 1 if injured
- 1 if *pinned*
- 2 if *suppressed*

The target must choose to roll either a **3 dice Fight test [X]** or a **3 dice Survive test [X]**.

- +1 any friends in the same cube (not 1 per model)
- 1 if *pinned*
- 2 if *suppressed*

Compare the total number of successes:

DRAW: MISS.

FIGHT WINS: HIT; the difference in the number of successes is the potential damage.

FIGHT DOUBLES: HIT; the difference in the number of successes is the potential damage. Winner gets a free **FIGHT** action if there are still opposing models in that cube, or a free **MOVE** action if none are left.

SURVIVE WINS: MISS.

SURVIVE DOUBLES: MISS; the survivor gets a free **MOVE** or **FIGHT** action. The **MOVE** action is made as if the survivor was not in a cube with an enemy model and does not require a **BREAK OFF** test.

A model that is *pinned* or *suppressed* at the start of a **FIGHT** action involving it recovers to *alert* automatically and without counting a **GET MEAN!** action.

However they suffer the penalties for being *pinned* or *suppressed* during that first fight.

If a model kills or injures an opponent in a fight they gain +1 aggression.

GET MEAN! (SHORT ACTION)

The model's aggression rises one step along the scale *suppressed* > *pinned* > *alert* > *enraged*.

This is the only way to stand up from being *pinned* or to remove a Suppression marker.

AIM (SHORT ACTION)

A model must have an attack with a range number (not F) to take an **AIM** action.

The model remains in place; the action adds a bonus to a subsequent **SHOOT** action if it is made immediately afterwards in the same turn.

SHOOT (SHORT ACTION)

A model must have an attack with a range number (not F) to take a **SHOOT** action and the target must be within the weapon's maximum range.

Anything between one cube and the weapon's range in cubes is its **combat range**.

Up to twice the range listed is **long range** and is the maximum distance it can fire.

SHOOT targets a single model and requires point LOS.

Other models in the same or intervening cubes are not effected.

Shoot is a 3 dice Shoot test [X]

- +1 if the active model's previous action this turn was **AIM**
- +2 clear shot (clear unobstructed view of the whole of the target model. If you can have a clear shot to a model in a cover cube, both modifiers apply)
- +1 if on a higher level than the target
- 1 if *enraged*
- 1 if at long range
- 2 if there are any friendly models in the target cube

The target must roll **3 dice Survive test [X]**.

- +1 if in cover (a model on a higher level than the active model is in cover)
- +1 if *pinned* or *suppressed*

Compare the total number of successes:

DRAW, OR SURVIVE WINS: MISS.

SHOOT WINS: HIT; the difference in the number of successes is the potential damage.

SHOOT DOUBLES: HIT; the difference in the number of successes is the potential damage. The target also suffers -1 aggression.

BLAZE AWAY (SHORT ACTION)

A model must have an attack with a range number (not F) to take this action and the target must be within the weapon's maximum range.

BLAZE AWAY targets a cube and requires area LOS. You do not have to see a target model and it affects *all* models in a cube. If both active model and target are on the same level, you cannot trace LOS through a cube occupied by any *alert* or *enraged* models.

Blaze Away is a 3 dice Shoot test [X]

- +1 per supporting model (a non-activated friendly model who could make a **BLAZE AWAY** action of its own against the same target; supporting models are marked as activated and count towards the maximum number of models you may activate in your turn).
- +2 if the active model uses an Ammo item

Each model in the target cube must roll a separate **3 dice Survive test [X]**.

- 1 if in cover (a model on a higher level than the active model, or a model in the target cube that cannot be seen by the active model with point LOS, is in cover)
- +1 if *enraged*
- +1 if *pinned* or *suppressed*

Compare the total number of success:

DRAW, OR SURVIVE WINS: MISS.

BLAZE AWAY WINS: HIT; target suffers -1 aggression.

BLAZE AWAY DOUBLES: HIT; target -2 aggression.

BLAZE AWAY TRIPLES: HIT; target -3 aggression.

Blaze Away Damage

Any HIT result may cause damage. If the target is reduced to *suppressed* and there is still a reduction in aggression left over, each extra step causes 1 potential damage.

THROW GRENADE (SHORT ACTION)

A model must have a grenade with a range number (not F) to take a **THROW GRENADE** action and the target must be within the weapon's maximum range.

THROW GRENADE targets a cube and requires area LOS.

Throw Grenade is a 3 dice Shoot test [1]

- 1 if Indirect weapon at combat range
- 2 if Indirect weapon at long range

THROW GRENADE SUCCEEDS: HIT; the grenade lands in the target cube.

THROW GRENADE FAILS: MISS.

Combat range: the grenade scatters 1 cube in a random direction.

Long range: the grenade scatters twice (roll separately for each scatter).

Grenades do not detonate when dropped or if the model carrying one dies.

OVERWATCH (LONG ACTION)



Place an Overwatch counter next to the model. It remains on overwatch until the test tells you to remove the counter, it is injured, *pinned* or *suppressed*, or it chooses a new action in a subsequent turn.

When an enemy takes any action that begins or ends within area LOS of the overwatching model, they may attempt to react. Roll the **OVERWATCH** test.

Any number of overwatching models may attempt to interrupt each enemy action; declare those that will try before rolling for any of them. Roll and resolve one at a time in any order.

An overwatching model does not have to interrupt an enemy; if there are several that could, it is the owner's choice which, if any, attempt to do so.

Overwatch is a 3 dice 6+ test [1]

OVERWATCH FAILS: remove the Overwatch counter.

OVERWATCH SUCCEEDS: take the model's overwatch action after the target has completed its action, then discard the Overwatch counter.

OVERWATCH DOUBLES: take the model's overwatch action before or after the target has completed its action, then discard the Overwatch counter.

OVERWATCH TRIPLES: take the model's overwatch action after the target has completed its action. The model remains on overwatch and the counter stays in place.

After the **OVERWATCH** action has been resolved, the interrupted model may continue with its turn if they haven't been *pinned*, *suppressed*, injured or killed.

FREE ACTIONS

A free action cannot trigger another free action of the same type for the same model (ignore a result to that effect).

You could however earn 2 free actions of the same type in a single turn if 2 separate short actions triggered one each.

A free action is taken immediately or is lost. You may choose not to take a free action.

DEADZONE

ABILITIES

AGILE

Each turn, the model may count 1 **CLIMB** or 1 **SPRINT** action as a short action instead of a long action. The model may take a **MOVE** action as normal.

AP (X)

Attacks by a model or weapon with **Armour Piercing** ignore the listed number of points of armour. AP is cumulative.

BEAST

The model cannot pick up, carry or use items.

BLAST

The weapon ignores the normal result of a **SHOOT** or **BLAZE AWAY** action; the only relevant result is whether it was a hit or miss. Then roll a *Blast* test to resolve the blast effects.

The effects are centred on the cube where the weapon strikes/lands and every adjacent cube on the same or higher level as long as there is a clear route to it (*ie*, if a size 1 model with a jump pack could move there from the starting cube).

After determining whether the result was a hit or a miss, roll a test for the success of the blast:

Blast is a 3 dice 4+ test [X]

- +1 if the attack was a hit
- +2 if the weapon is a *Shockwave*

Models caught in the blast roll **3 dice Survive test [X]**.

- +1 if in cover
- +2 if the blast was centred in an adjacent cube

Compare the total number of successes:

DRAW, OR BLAST WINS: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*). If the model is in the same cube as the blast, it is thrown one cube in a random direction (which may cause further damage).

BLAST DOUBLES: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*). If the model is in the same cube as the blast, it is thrown one cube in a random direction. If the model is in an adjacent cube it is thrown one cube directly away from the centre of effect (which may cause further damage).

SURVIVAL WINS: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*).

SURVIVAL DOUBLES: no effect.

BOOM!

The model explodes when killed. It may also choose to trigger the explosion when it is active (even as part of an **OVERWATCH** action). When the model explodes treat it as a *Frag* hit in that cube. The model cannot be revived by any means.

BRAWLER

The model gets +1 dice to any Fight stat test in addition to any other applicable modifiers.

CONSTRUCT

The model is immune to certain effects. It's aggression state is *alert* and cannot be changed.

CREW SERVED WEAPON (CSW) TEAM

A model with *CSW* gets the *Beast* ability (it cannot pick up, carry or use items). A *CSW* starts a battle with 2 crew: a **gunner** and a **loader**, who have identical stats and along with the weapon are on a single stat card with one points cost.

Treat each crew model separately for scatter by blast, aggression level, injuries and death. If the weapon is a separate model it cannot be targeted separately and will always scatter with the gunner. *CSW* teams retain a size of 2 even if one of the crew is killed or the models are separated.

A separate weapon model can be moved by the gunner as part of any action that takes him into a new cube. It does not take actions on its own and cannot be captured. If the crew are killed the weapon model is removed.

Both crew models in a *CSW* are activated at the same time as if they were a single model. You can, however, choose to move and select the action they take independently.

Only the gunner can fire the weapon—if he is modelled carrying it or in base-to-base contact with it. Measure all ranges and LOS for the weapon from the gunner model.

If the loader is *pinned*, *suppressed*, dead or not in base-to-base contact with either gunner or weapon, the *CSW* gets the *Long Reload* and *Slow* abilities. If the gunner has a Reload counter he must remove it before he can fire, even if the loader has moved back into base contact.

If the gunner is killed when the loader is in base-to-base contact with him then the loader becomes the new gunner. If the weapon is modelled on the gunner figure, swap the positions of the models and remove the loader.

DELIBERATE

SHOOT, **BLAZE AWAY** and **THROW GRENADE** are long actions for this weapon. This only applies when using this weapon.

DEPLOYABLE

The weapon is either *packed* or *deployed*. It always starts the battle packed and may only be deployed and re-packed by a model with the *Engineer* ability. When packed, the weapon cannot be fired and is treated like an item.

To deploy the weapon, the engineer must be carrying it. Deploying is a **SPRINT** action, but the engineer remains in the cube he started the action in. Place the model of the deployed weapon anywhere in the same cube with an *Overwatch* marker next to it; it cannot be moved while deployed, including by a *Blast*.

To re-pack the weapon, the engineer must start his action in the same cube. Re-packing is a **SPRINT** action, but the engineer remains in the cube he started the action in. Remove the model of the weapon and replace it with the appropriate Item counter. The engineer may leave it for someone else to carry.

Any model that moves into a cube containing a *Deployed* weapon in circumstances that would allow it to pick up a normal item may choose instead to destroy the weapon.

Deployable weapons do not take actions and do not count towards the number of models remaining to activate in a round.

DISCIPLINE

When the model takes a **GET MEAN!** action, it may choose to raise or lower its aggression by one step.

ENGINEER

The model cannot have a Booby Trap card played on it; it may also set up and take down *Deployable* weapons.

A strike team with one or more engineers and any *Deployable* weapons may choose to have those weapons set up or packed at the start of a battle.

If they are set up, they may only be in a cube that one of the engineer models could have deployed in himself.

FAST

SPRINT is a short action for the model.

FIRESTORM

The weapon gets +2 to **BLAZE AWAY** actions in addition to any other applicable modifiers.

FRAG

The weapon ignores the normal result of a **SHOOT** or **BLAZE AWAY** action; the only relevant result is whether it was a hit or miss. Then roll a *Frag* test to resolve the explosion effects.

The effects are centred on the cube where the weapon strikes/lands and every adjacent cube on the same or higher level as long as there is a clear route to it (*ie*, if a size 1 model with a jump pack could move there from the starting cube).

Frag weapons do not scatter on a miss unless the action used to deliver them specifically says so (eg. **THROW GRENADE**).

Frag is a 3 dice 4+ test [X]

- +1 if the attack was a hit
- +2 if the weapon is a *Massive Frag*

Models caught in the blast roll **3 dice Survive test [X]**.

- +1 if in cover
- +2 if the explosion was centred in an adjacent cube

Compare the total number of successes:

DRAW, OR FRAG WINS: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*). The difference in successes is the potential damage.

A model in the same cube as the frag is thrown 1 cube in a random direction (which may cause further damage).

FRAG DOUBLES: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*). The difference in successes is the potential damage.

A model in the same cube as the frag is thrown 1 cube in a random direction. A model in an adjacent cube is thrown 1 cube directly away from the centre of effect (which may cause further damage).

SURVIVAL WINS: target is *pinned* (*pinned* pins the target unless it is already *suppressed*, in which case it stays *suppressed*).

SURVIVAL DOUBLES: no effect.

GLIDE

The model may drop any number of levels in a single **MOVE** or **SPRINT** action without harm, either as a deliberate movement or as the result of being blasted.

For every level the model drops it may move 1 cube sideways (orthogonally or diagonally) relative to its original position.

GUN CRAZY

The model always fires its weapons using this rule.

SHOOT and **BLAZE AWAY** are long actions for this model; resolve a single one of these actions as normal, then roll a die:

- 1-2 Your opponent chooses an unused weapon. He must then use this weapon to attack a valid target of his choice, from any side. The model's turn then ends.
- 3-4 The model's turn ends.
- 5-8 Choose an unused weapon and make a **SHOOT** or **BLAZE AWAY** action as appropriate.

Each weapon the model carries may only be used once per turn; each target model may only be attacked once per turn.

Continue to roll dice as above after each attack until you either run out of weapons, run out of targets, or roll a 1-4.

HOWER

The model may rise or fall by 1 level when performing a **SPRINT**, and never needs handholds to climb up or down. You must be able to place the model in the new position.

The model rolls -1 dice when resisting the effects of *Blasts*.

INDIRECT

If a weapon with this ability has either the *Vehicle* or *CSW* ability it is so large it can only fire indirectly and may use either **SHOOT** or **BLAZE AWAY**.

Models without *Vehicle* or *CSW* use *Indirect* as a new attack option as an alternative to **SHOOT** or **BLAZE AWAY**.

Treat an *Indirect* attack as a **THROW GRENADE** action.

The weapon can be used to attack targets that the model cannot see; however the *Indirect* weapon itself, its gunner (if it is a *CSW*), and the target model must all be visible when viewed from directly above their cube.

No weapon may be used to make an *Indirect* attack in that strike team's first turn.

An *Indirect* attack cannot target anything that is under half the weapon's listed range.

An *Indirect* attack cannot be **AIMED**.

IRRESISTIBLE

If the target of the weapon has the *Tough* ability it is treated as having +1 Armour instead.

If it has the *Really Tough* ability it is treated as having +2 Armour instead.

The AP of this attack reduces this total target AP as usual.

IT BURNS!

When this weapon hits work out damage as usual.

If the model survives it is also **set on fire**: roll a *Fire* test immediately:

Fire is a 3 dice 4+ test [X]

The target rolls a 3 dice **Survive test [X]**

Compare the total number of successes:

DRAW, OR SURVIVAL WINS: flames out; no damage.

FIRE WINS: flames out, but target suffers potential damage equal to the difference in total successes +1.

FIRE DOUBLES: target remains on fire, suffering potential damage equal to the difference in total successes +1.

Roll again at the start of the model's next turn. A model starting the turn on fire can do nothing but try to put out the flames, regardless of aggression. Roll this test again at a -1 modifier to Survival, +1 per friendly model in the same cube.

KNOCKBACK

Resolve an attack with the weapon as normal, then, if the target did not double the attacker, the target is moved 1 cube directly away from the attacker (continue a point LOS from the firer to the target and into the first new cube beyond the one the target is standing in; if there is a choice, the firer decides). If both are in the same cube, the attacker chooses which adjacent cube to knock the target into.

This movement may result in further damage if the target falls or is thrown into a wall.

After it has been moved, the target also loses 1 aggression.

LIMITED RANGE

The weapon cannot be used beyond combat range.

LONG RELOAD

After the weapon has been fired, mark it with a **Reload counter**; it cannot **SHOOT** or **BLAZE AWAY** or use an *Indirect* attack until the counter is removed.

The model using this weapon must spend a long action to remove the counter.

MARKSMAN

The model gets +1 dice to **SHOOT** actions in addition to any other applicable modifiers.

MASSIVE FRAG

Treat as a *Frag* weapon with a +2 modifier for the explosion.

MEDIC

The model can heal injured troopers as if he had a *medi-pack*; however this ability may be used repeatedly.

The *Medic* ability may not be used on models with either the *Construct* or *Vehicle* abilities.

MUTANT

Mutant Battle cards may only be played on models with this ability.

NON-COMBATANT

The model may not use any weapon and must choose to use *Survive* if engaged in a fight.

ONE-USE

The item can only be used once during the battle.

OWN AGENDA

Roll a die at the start of the model's activation.

On 1-2 the opposing player may control the model's action this turn, even attacking the active model's friends (this counts as an activation for the active model's side).

On 3-4 the model does nothing.

On 5-8 the owning player chooses the model's actions as normal.

PSYCHIC

The first time in a round the model is the target of a **SHOOT** attack, roll a **psychic test**.

The number of successes is the negative modifier to all **SHOOT** attacks against it that round.

All other psychic actions have a range of 4 and may target any model in the psychic's range regardless of LOS.

The model may choose any normal action(s) or one of the following **long actions**.

If the test is an [X], the target rolls a number of dice equal to the second value in its *Command* stat to resist (a model with a stat of '1' counts as rolling 0 successes).

Mind Storm is a 3 dice 5+ test [X]

Compare the total number of successes:

MIND STORM WINS: the target's aggression is reduced by a number of steps equal to the difference in successes.

DRAW, OR TARGET WINS: no effect.

TARGET DOUBLES: the psychic's aggression is reduced by a number of steps equal to the difference in successes.

Blank is a 3 dice 5+ test [2]

Compare the total number of successes:

BLANK FAILS: no effect.

BLANK SUCCEEDS: the target model is marked as activated.

Clarity is a 3 dice 5+ test [1]

Compare the total number of successes:

CLARITY FAILS: no effect.

CLARITY SUCCEEDS: the target's aggression is increased by 1, up to a maximum of *alert*.

CLARITY DOUBLES: the target's aggression is increased by 2, up to a maximum of *alert*.

Passion is a 3 dice 5+ test [2]

Compare the total number of successes:

PASSION FAILS: no effect.

PASSION SUCCEEDS: the target's activation marker is removed and the model may be used again this round.

RAMPAGE

When the model is injured by an attack, but not killed, its aggression changes to *enraged* and cannot be reduced.

You can choose when to activate the model, but roll 1 die at the start of its activation:

1-2 The opposing player may control the model's action this turn, even attacking the active model's friends (this counts as an activation for the model's side).

3-6 The owning player chooses the model's actions as normal.

7-8 The owning player chooses the model's actions as normal, and the model counts as *Fast* this turn if it didn't already have this ability.

RAPID FIRE

The weapon may not **SHOOT**, it may only **BLAZE AWAY**.

REALLY TOUGH

The model ignores 2 points of potential damage per successful attack against it.

RESOURCEFUL

Once per battle the model can redo a single normal test after he has seen the result.

The dice are rolled again with the same modifiers, including any cards that were played. These new results must be followed.

SCAVENGER

The model may carry up to 3 items, and you may not play *Booby Trap* card on it.

SCOUT

At the start of the game the model can be placed anywhere in the deployment areas.

SENTRY

At the start of the game and every subsequent round, before any turns are taken, place an *Overwatch* counter on any deployed items or models with this ability.

A model with the *Sentry* ability gets +2 for **OVERWATCH** tests.

It gets the free *Overwatch* counter in addition to any other action(s) it may choose to take during its turn.

SHOCKWAVE

Resolve the attack as normal, then roll a *Blast* effect with a +2 modifier.

This is in addition to the normal attack, not instead of it.

SINGLE SHOT

The weapon may not **BLAZE AWAY**, it may only **SHOOT**.

SLOW

The model may not take **SPRINT** or **CLIMB** actions.

SNIPER

The model gets +2 dice to **SHOOT** actions in addition to any other applicable modifiers.

SOLID

The model is not affected by weapon effects that move their target to a new cube, and it will not be *pinned* by *Blasts*.

It may still be *pinned* or *suppressed* by **BLAZE AWAY** attacks.

SPOTTER

If one or more models with this ability can see the target of a **BLAZE AWAY** attack, it is resolved with an additional +1 modifier.

Providing this does not count as an action for the *Spotter* and works if it has been activated or not.

STRANDED

At the start of the game the model is set up as though it was a *Scout* for the opposing side.

If the model can leave the table via its own strike team's deployment area, it earns an extra +2 VPs regardless of the mission. *Stranded* models cannot have *Battle* cards played on them by their own team.

STRATEGIST

The model is able to take **COMMAND** actions. Each model with this ability adds +2 to the strike team's *Command* pool. If this model is killed, immediately reduce their team's *Command* pool by 2.

SUPPORT

A model with 1 or more of these weapons has all **FIGHT** tests modified by -1 die, whether it rolls against *Fight* or *Survive*.

This penalty applies only once.

TACTICIAN

The model is able to take **COMMAND** actions.

Each model with this ability adds +1 to the strike team's *Command* pool.

If this model is killed, immediately reduce their team's *Command* pool by 1.

TELEPORT

The model is able to choose a **TELEPORT** action in addition to the normal options.

This is a long action that moves the model up to 2 cubes in any direction without the need for a clear route.

Opposing models cannot **OVERWATCH** against **TELEPORT** actions.

If the model ends up in the same cube as an enemy, they will fight as normal.

TOUGH

The model ignores 1 point of potential damage per successful attack against it.

TOXIC

A model struck by the weapon is treated as if it had *Vulnerable*.

This is ignored by models with the *Construct* ability.

VEHICLE

The model is a *Vehicle*. The *Vehicle* ability includes the *Construct* and *Beast* abilities.

If the vehicle comes with separate crew figures, either attach them to the main chassis or leave them loose; they have no specific game function.

Vehicle take damage as normal, but when they suffer 2 or more points of damage they suffer the amount of actual damage caused by each attack, accumulating this until they reach the total listed in brackets and are destroyed.

A vehicle can only change level by moving up or down a ramp. They may not climb up or down walls. They cannot usually use the **CLIMB** action, though the final limitation will be based on the terrain.

A vehicle is not affected by the movement portion of attacks such as *Knockback*, *Blasts* or *Frag*s of any type or size. It cannot be moved into another cube by an attack. However, it still suffers damage from these types of attack as normal.

When a vehicle is destroyed it is left in place on the battlefield and is treated as part of the terrain, making that cube count as cover.

VOLATILE

A model carrying the weapon that is saved from injury by its armour rolls 1 die. On a 2-8 nothing happens.

On a 1 the fuel tank ruptures and sets the model on fire: see *It Burns!* The *Volatile* weapon is destroyed.

VULNERABLE

The model is never injured; any damage that gets through its armour will kill it.

WEIGHT OF FIRE

The model gets +1 dice to **BLAZE AWAY** actions in addition to any other applicable modifiers.

DEADZONE

ACTIONS REFERENCE

In a single turn you may act with a maximum number of models equal to your Commander's command total.

An active model may take a single long action or up to 2 short actions. A model that starts its activation in the same cube as one or more enemies may only choose **FIGHT** or **BREAK OFF**, and may also have a single active Battle card played on it.

COMMAND (LONG ACTION)

Only a Leader model or one with the *Tactician* or *Strategist* ability can use a COMMAND action.

Remove a command token each time a COMMAND action is used. If a model that contributed to the pool dies, immediately remove the number of tokens it added.

Command

(dice = Command Total) 6+ test [1] command test.

No LOS required.

FAILS: no effect.

SUCCEEDS Choose one:

Energy: a single unactivated friendly model within 4 cubes may take an immediate free short action. The model is not marked as activated.

Pause: mark an unactivated or overwatching enemy model within 4 cubes as activated.

Clarity: draw a Battle card.

DOUBLES Choose one:

Drive: a single friendly model within 4 cubes may take an immediate free short action. The model is not marked as activated if it wasn't already.

Indecision: mark an unactivated or overwatching enemy model within 8 cubes as activated.

Planning: add 1 card from your discard pile to your draw deck and reshuffle the deck.

TRIPLES Choose one:

Inspiration: a single friendly model within 8 cubes may take an immediate free short action. The model is not marked as activated if it wasn't already.

Confusion: mark any unactivated or overwatching enemy on the battlefield as activated.

Cunning: add any 1 card in your discard pile to your hand.

MOVE (SHORT ACTION)

Move 1 cube, or reposition the model within the same cube. You may also move up or down a single level.

A model moving into a cube with an enemy must **FIGHT** it immediately as a free action.

CLIMB (LONG ACTION)

Move 2 cubes *and* either up or down 2 levels.

SPRINT (LONG ACTION)

Move 2 cubes *on the same level*.

BREAK OFF (LONG ACTION)

Leave a cube that contains 1 or more *alert* or *enraged* enemies. The model must also be *alert* or *enraged*.

Break Off

3 dice **Survive test** [X]

- +2 any friends in the same cube

Opponent chooses an *alert* or *enraged* enemy:

3 dice **Fight test** [X]

- +1 any friends in the same cube (not 1 per model)
- +1 if *enraged*
- 1 if injured

DRAW, OR SURVIVE WINS: take a free **MOVE** action.

SURVIVE DOUBLES: take a free **MOVE** action. The break off attempt is only counted as a short action, leaving the model with 1 short action left this turn.

FIGHT WINS: success difference = damage. Resolve this at an additional AP1. Then, if the breaking off model is still alive, they take a free **MOVE** action.

FIGHT DOUBLES: success difference = damage. Resolve this at an additional AP1.

FIGHT (LONG ACTION)

A model ending its turn in the same cube as an enemy may **FIGHT** it. If it moves into the same cube as an enemy, it fights as part of that action.

All models can fight; or instead use a Range F weapon.

Fight

3 dice **Fight test** [X]

- +1 if moved into this cube this action
- +1 any friends in the same cube
- +1 if *enraged*
- 1 if injured
- 1 if *pinned*
- 2 if *suppressed*

Target: 3 dice **Fight test** [X] or 3 dice **Survive test** [X]

- +1 any friends in the same cube (not 1 per model)
- 1 if *pinned*
- 2 if *suppressed*

DRAW: MISS.

FIGHT WINS: HIT; success difference = damage.

FIGHT DOUBLES: HIT; success difference = damage. Winner gets a free **FIGHT** action if there are still enemies in that cube, or a free **MOVE** if none are left.

SURVIVE WINS: MISS.

SURVIVE DOUBLES: MISS; the survivor gets a free **MOVE** or **FIGHT** action. The **MOVE** does not require a **BREAK OFF** test.

A model *pinned* or *suppressed* at the start of a **FIGHT** action recovers to *alert* automatically, but suffers normal penalties.

A model that kills or injures an opponent gains +1 aggression.

AIM (SHORT ACTION)

The model's attack must have a range number (not F). **AIM** adds a bonus to a **SHOOT** action made immediately afterwards in the same turn.

SHOOT (SHORT ACTION)

The model's attack must have a range number (not F) and the target must be within maximum range. **SHOOT** targets a single model and requires point LOS.

Between one cube and the weapon's range is **combat range**. Up to twice the listed range listed is **long (maximum) range**.

Shoot

3 dice **Shoot test** [X]

- +1 if the active model's previous action this turn was **AIM**
- +2 clear shot (clear unobstructed view of the whole of the target model. If you can have a clear shot to a model in a cover cube, both modifiers apply)
- +1 if on a higher level than the target
- 1 if *enraged*
- 1 if at long range
- 2 if there are any friendly models in the target cube

Target: 3 dice **Survive test** [X]

- +1 if in cover (a model on a higher level than the active model is in cover)
- +1 if *pinned* or *suppressed*

DRAW, OR SURVIVE WINS: MISS.

SHOOT WINS: HIT; the difference in the number of successes is the potential damage.

SHOOT DOUBLES: HIT; the difference in the number of successes is the potential damage. The target also suffers -1 aggression.

BLAZE AWAY (SHORT ACTION)

The model's attack must have a range number (not F) and the target must be within maximum range. **BLAZE AWAY** targets a cube and requires area LOS. With active model and target on the same level, you cannot trace LOS through a cube occupied by *alert* or *enraged* models.

Blaze Away

3 dice **Shoot test** [X]

- +1 per supporting model.
- +2 if the active model uses an Ammo item

Each model in the target cube: 3 dice **Survive test** [X]

- 1 if in cover (a model on a higher level than the active model, or a model in the target cube that cannot be seen by the active model with point LOS, is in cover)
- +1 if *enraged*
- +1 if *pinned* or *suppressed*

DRAW, OR SURVIVE WINS: MISS.

BLAZE AWAY WINS: HIT; target suffers -1 aggression.

BLAZE AWAY DOUBLES: HIT; target -2 aggression.

BLAZE AWAY TRIPLES: HIT; target -3 aggression.

If the target is *suppressed* and there is still a reduction in aggression left, each extra step causes 1 potential damage.

THROW GRENADE (SHORT ACTION)

The model must have a grenade with a range number (not F) and the target must be within maximum range. **THROW GRENADE** targets a cube and requires area LOS.

Throw Grenade

3 dice **Shoot test** [1]

- 1 if Indirect weapon at combat range
- 2 if Indirect weapon at long range

SUCCEEDS: HIT; the grenade lands in the target cube.

FAILS: MISS.

Combat range: scatters 1 cube. Long range: scatters twice (roll separately).

OVERWATCH (LONG ACTION)

Place an Overwatch counter next to the model. It remains on overwatch until the test tells you to remove the counter, they are injured, *pinned* or *suppressed*, or they choose a new action in a subsequent turn.

When an enemy takes any action that begins or ends within area LOS of the overwatching model, they may attempt to react. Roll the **OVERWATCH** test.

Any number of overwatching models may attempt to interrupt each enemy action; declare those that will try before rolling for any of them. Roll and resolve one at a time in any order of your choice.

An overwatching model does not have to interrupt an enemy; if there are several that could, it is the owner's choice which, if any, attempt to do so.

Overwatch

3 dice 6+ test [1]

FAILS: remove the Overwatch counter.

SUCCEEDS: take the overwatch action after the target completes its action, then discard the counter.

DOUBLES: take the overwatch action before or after the target completes its action, then discard the counter.

TRIPLES: take the overwatch action after the target completes its action. The model remains on overwatch.

The interrupted model may then continue with its turn if they haven't been *pinned*, *suppressed*, injured or killed.

GET MEAN! (SHORT ACTION)

The model's aggression rises 1 step *suppressed* > *pinned* > *alert* > *enraged*.

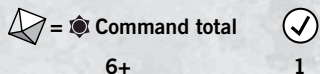
FREE ACTIONS

A free action cannot trigger another free action of the same type for the same model.

A free action is taken immediately or is lost. You may choose not to take a free action.

COMMAND (LONG)

Leader or *Tactician* or *Strategist* only.
Costs 1 command token. No LOS required.



- ⊗ No effect.
- ⊙ Choose:
Energy: free short action with an unactivated ally within 4 cubes (stays unactivated).
Pause: mark unactivated or overwatching enemy within 4 cubes as activated.
Clarity: draw a Battle card.
- ⊙ Choose:
Drive: free short action with an ally within 4 cubes (not marked as activated if it wasn't already).
Indecision: mark unactivated or overwatching enemy within 8 cubes as activated.
Planning: add 1 card from your discards to your draw deck; reshuffle deck.
- ⊙ Choose:
Inspiration: free short action with an ally within 8 cubes (not marked as activated if it wasn't already).
Confusion: mark unactivated or overwatching enemy on the battlefield as activated.
Cunning: add 1 card in your discards to your hand.

MOVE (SHORT)

Move 1 cube

or reposition in a cube; or up or down a single level.

Model moving into a cube with an enemy must **FIGHT** it immediately as a free action.

CLIMB (LONG)

Move 2 cubes + up or down 2 levels

SPRINT (LONG)

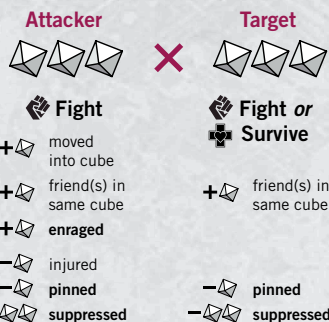
Move 2 cubes on the same level

FREE ACTIONS

Cannot trigger another free action of the same type for the same model. A free action is taken immediately or is lost. You may choose not to take a free action.

FIGHT (LONG)

Kill or injure opponent: gain +1 aggression.



- ⊙ **Fight**
⊙ **HIT:** success difference = damage.
⊙ **HIT:** success difference = damage.
Enemies remain: winner gets free **FIGHT**. No enemies: winner gets free **MOVE**.
- ⊙ **Survive**
⊙ **MISS:** Survivor gets free **FIGHT** or **MOVE** (no **BREAK OFF** test required).
- ⊙ / **Survive** ⊙ **MISS**

THROW GRENADE (SHORT)

Grenade. Area LOS.



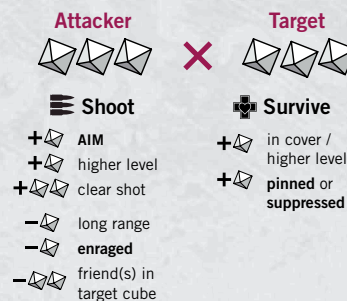
- ⊗ **MISS:** combat range: scatters 1 cube. Long range: scatters twice (roll separately).
- ⊙ **HIT:** lands in target cube.

AIM (SHORT)

Adds bonus to **SHOOT** action made immediately afterwards in the same turn

SHOOT (SHORT)

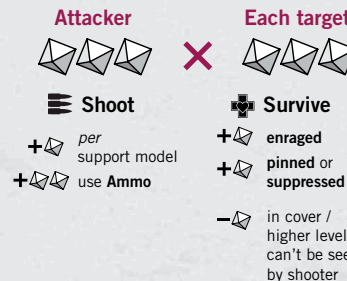
Point LOS. Up to range = combat range. To twice listed range = long range.



- ⊙ **Shoot**
⊙ **HIT:** success difference = damage.
⊙ **HIT:** success difference = damage. Target suffers -1 aggression.
- ⊙ / **Survive** ⊙ **MISS**

BLAZE AWAY (SHORT)

Area LOS to cube. On same level, cannot trace LOS through a cube occupied by *alert* or *enraged* models.



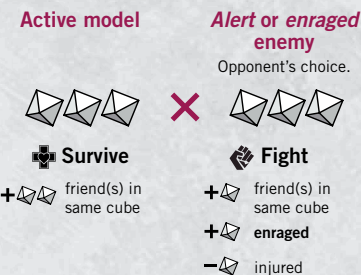
- ⊙ **Shoot**
⊙ **HIT:** target suffers -1 aggression.
⊙ **HIT:** target suffers -2 aggression.
⊙ **HIT:** target suffers -3 aggression.

When target is already *suppressed*, each extra step causes 1 potential damage.

- ⊙ / **Survive** ⊙ **MISS**

BREAK OFF (LONG)

Must be *alert* or *enraged*. Leave a cube with *alert* or *enraged* enemies in it.



- ⊙ / **Survive** ⊙ free **MOVE**.
- ⊙ **Survive**
⊙ Free **MOVE**. Take a short action.
- ⊙ **Fight**
⊙ Success difference = damage (+1AP). Breaking off model may then make free **MOVE**.
- ⊙ Success difference = damage (+1AP).

OVERWATCH (LONG)

Overwatch removed if model injured, *pinned* or *suppressed*, or chooses a new action.

Roll **OVERWATCH** test when an enemy takes any action that begins or ends within your area LOS.



- ⊗ Remove Overwatch counter.
- ⊙ Take OW action after target's action, discard OW.
- ⊙ Take OW action before or after target's action, discard OW.
- ⊙ Take OW action after target's action, remain on OW.

The interrupted model may then continue with its turn if not *pinned*, *suppressed*, injured or killed.

GET MEAN! (SHORT)

Aggression rises 1 step

Suppressed > pinned > alert > enraged.

ABILITIES REFERENCE

AGILE Each turn, may count 1 **CLIMB** or 1 **SPRINT** action as a short action instead of a long action.

AP (X) Attacks by a model or weapon with **Armour Piercing** ignore the listed number of points of armour (cumulative).

BEAST Cannot pick up, carry or use items.

BLAST Ignore the normal **SHOOT** or **BLAZE AWAY** result. Check whether the weapon hit or missed, then roll a *Blast* test:

Blast

3 dice 4+ test [X]

- +1 if the attack was a hit
- +2 if the weapon is a *Shockwave*

Models in the blast: 3 dice Survive test [X]

- +1 if in cover
- +2 if the blast was centred in an adjacent cube

DRAW, OR BLAST WINS: target is *pinned*. If in the same cube, it is thrown 1 cube in a random direction.

BLAST DOUBLES: target is *pinned*. If in the same cube, it is thrown 1 cube in a random direction. If in an adjacent cube it is thrown 1 cube directly away from the effect.

SURVIVAL WINS: target is *pinned*.

SURVIVAL DOUBLES: no effect.

BOOM! Explodes when killed or when it chooses to trigger the explosion when active. Treat as a *Frag* hit.

BRAWLER +1 dice to any Fight stat test.

CREW SERVED WEAPON (CSW) TEAM Includes *Beast*. 2 crew: a **gunner** and a **loader**. Treat each separately for scatter by blast, aggression level, injuries and death. A separate weapon model cannot be targeted separately and always scatters with the gunner. The team is always size 2.

A separate weapon model can be moved by the gunner as part of any action that takes him into a new cube. Both crew models are activated at the same time, as one model. Only the gunner can fire the weapon (if carrying it or in base-to-base contact with it). Measure ranges and LOS from him. If the loader is *pinned*, *suppressed*, dead or not in contact with gunner or weapon, the CSW gets *Long Reload* and *Slow*.

CONSTRUCT Aggression state is *alert*; cannot be changed.

DELIBERATE SHOOT, BLAZE AWAY and **THROW GRENADE** are long actions for this weapon.

DEPLOYABLE Starts the battle packed and may only be deployed and re-packed by an engineer. To deploy or re-pack, the engineer carrying it or in the same cube makes a **SPRINT** action. A model that moves into a cube containing a *Deployed* weapon, and that could pick it up, may destroy it instead.

DISCIPLINE When the model takes a **GET MEAN!** action, it may choose to raise or lower its aggression by one step.

ENGINEER Cannot have a Booby Trap card played on it and may set up and take down *Deployable* weapons.

A team with engineers and *Deployable* weapons may have them set up or packed at the start of a battle. If set up, they may only be in a cube that one of the engineers could have deployed in.

FAST SPRINT is a short action for the model.

FIRESTORM +2 to **BLAZE AWAY** actions.

FRAG Ignores the normal result of a **SHOOT** or **BLAZE AWAY** action. *Frag* weapons do not scatter on a miss unless the action delivering them specifically says so. Determine whether the frag hit or missed, then roll a *Frag* test:

Frag

3 dice 4+ test [X]

- +1 if the attack was a hit
- +2 if the weapon is a *Massive Frag*

Models in the blast: 3 dice Survive test [X]

- +1 if in cover
- +2 if the explosion was centred in an adjacent cube

DRAW, OR FRAG WINS: target is *pinned*. Success difference = damage. If in the same cube, it is thrown 1 cube in a random direction.

FRAG DOUBLES: target is *pinned*. Success difference = damage. If in the same cube, thrown 1 cube in a random direction. If in an adjacent cube, thrown 1 cube directly away from the effect.

SURVIVAL WINS: target is *pinned*.

SURVIVAL DOUBLES: no effect.

GLIDE May drop any number of levels in a single **MOVE** or **SPRINT** action without harm. For every level dropped, may move 1 cube sideways (orthogonally or diagonally) relative to original position.

GUN CRAZY Always fires its weapons using this rule. **SHOOT** and **BLAZE AWAY** are long actions; resolve one of these actions as normal, then roll a die:

- 1-2 Opponent chooses an unused weapon and attacks a target from any side. The model's turn then ends.
- 3-4 The model's turn ends.
- 5-8 Choose an unused weapon and make a **SHOOT** or **BLAZE AWAY** action as appropriate.

Each of the model's weapons may only be used once per turn, and each target model may only be attacked once per turn. Continue to roll dice after each attack until you either run out of weapons, run out of targets, or roll a 1-4.

HOVER May rise or fall by 1 level when performing a **SPRINT**, and never needs handholds to climb. The model rolls -1 die when resisting the effects of *Blasts*.

INDIRECT If the weapon has *Vehicle* or *CSW* it can only fire indirectly and may not use **SHOOT** or **BLAZE AWAY**. Treat *Indirect* as a **THROW GRENADE** action.

May attack targets the model cannot see, but the weapon itself, its gunner (if a CSW), and the target must all be visible when viewed from directly above their cube.

No *Indirect* attacks may be made in the team's first turn; it cannot target anything that is under half the weapon's listed range; and it cannot be **AIMED**.

IRRESISTIBLE If the target is *Tough* it is treated as having +1 Armour instead. If it is *Really Tough* it is treated as having +2 Armour instead. The AP of this attack reduces this total target AP as usual.

IT BURNS! If the target survives the hit from this weapon it is also **set on fire**: roll a *Fire* test immediately:

Fire

3 dice 4+ test [X]

Target: 3 dice Survive test [X].

DRAW, OR SURVIVAL WINS: flames out; no damage.

FIRE WINS: flames out, success difference +1 = damage.

FIRE DOUBLES: target on fire, success difference +1 = damage. Roll again at the start of the model's next turn. A model starting the turn on fire can do nothing but try to put out the flames, regardless of aggression. Roll again at -1 to Survival, +1 per friendly model in the same cube.

KNOCKBACK Resolve attack as normal; if the target did not double the attacker, the target is moved 1 cube directly away. If both are in the same cube, the attacker chooses an adjacent cube. After being moved, the target loses 1 aggression.

LIMITED RANGE Cannot be used beyond combat range.

MARKSMAN +1 dice to **SHOOT** actions.

MASSIVE FRAG *Frag* weapon with a +2 explosion modifier.

MEDIC Can heal injured troopers as if he had a medi-pack; however this ability may be used repeatedly. May not be used on models with either the *Construct* or *Vehicle* abilities.

MUTANT *Mutant* Battle cards may only be played on *Mutants*.

NON-COMBATANT The model may not use any weapon and must choose to use *Survive* if engaged in a fight.

ONE-USE The item can only be used once during the battle.

OWN AGENDA Roll a die at the start of activation. 1-2: opposing player may control the model's action this turn (this counts as an activation for the model's side); 3-4: model does nothing; 5-8: owning player chooses the model's actions.

PSYCHIC The first time in a round the model is the target of a **SHOOT**, roll a **psychic test**. The number of successes is the negative modifier to all **SHOOT** attacks against it that round.

Other psychic actions have range 4 and may target any model in range regardless of LOS. Choose any normal action(s) or one of the following **long actions**. [X]: the target rolls dice equal to the second value in its Command stat to resist.

Mind Storm 3 dice 5+ test [X]

MIND STORM WINS: target's aggression reduced by number of steps equal to the difference in successes.

DRAW, OR TARGET WINS: no effect.

TARGET DOUBLES: psychic's aggression reduced by number of steps equal to the difference in successes.

Blank 3 dice 5+ test [2]

FAILS: no effect.

SUCCEEDS: target is marked as activated.

Clarity 3 dice 5+ test [1]

FAILS: no effect.

SUCCEEDS: target's aggression +1 (max *alert*).

DOUBLES: target's aggression +2 (max *alert*).

Passion 3 dice 5+ test [2]

FAILS: no effect.

SUCCEEDS: target's activation marker is removed; the model may be used again this round.

RAMPAGE When injured by an attack, but not killed, aggression changes to *enraged* and cannot be reduced. Choose when to activate the model, but roll 1 die at the start of its activation. 1-2: opposing player may control the model's action this turn (this counts as an activation for the active model's side); 3-6: owning player chooses the model's actions

as normal; 7-8: owning player chooses the model's actions as normal, and the model counts as *Fast* this turn.

RAPID FIRE The weapon may not **SHOOT**, only **BLAZE AWAY**.

REALLY TOUGH Ignores 2 points of potential damage per successful attack against it.

RESOURCEFUL Once per battle can reroll 1 normal test.

SCAVENGER May carry up to 3 items; you may not play *Booby Trap* card on it.

SCOUT At the start of the game the model can be placed anywhere in the deployment areas.

SENTRY At the start of the game and every subsequent round, before any turns are taken, place an Overwatch counter on the item/model. The model gets +2 for **OVERWATCH** tests.

SHOCKWAVE Resolve the attack as normal, then (in addition) roll a *Blast* effect with a +2 modifier.

SINGLE SHOT The weapon may not **BLAZE AWAY**, only **SHOOT**.

SLOW The model may not take **SPRINT** or **CLIMB** actions.

SNIPER +2 dice to **SHOOT** actions.

SOLID Not affected by weapon effects that move targets to a new cube, and it will not be *pinned* by *Blasts*. May still be *pinned* or *suppressed* by **BLAZE AWAY** attacks.

SPOTTER If the model can see the target of a **BLAZE AWAY** attack, +1 modifier. This does not count as an action and works if it has been activated or not.

STRANDED At the start of the game set up as though it was a *Scout* for the opposing side. If it can leave the table via its own strike team's deployment area, it earns +2 VPs. The model cannot have Battle cards played on it by its own team.

STRATEGIST May take **COMMAND** actions. Each adds +2 to the strike team's Command pool. If this model is killed, immediately reduce their team's Command pool by 2.

SUPPORT A model with 1 or more of these weapons has all **FIGHT** tests modified by -1 die, whether it rolls against Fight or Survive. This penalty applies only once.

TACTICIAN May take **COMMAND** actions. Each adds +1 to the strike team's Command pool. If this model is killed, immediately reduce their team's Command pool by 1.

TELEPORT The model may choose a **TELEPORT** action, a long action that moves the model up to 2 cubes in any direction without the need for a clear route. Opposing models cannot **OVERWATCH** against **TELEPORT** actions. If the model ends up in the same cube as an enemy, they will fight as normal.

TOUGH The model ignores 1 point of potential damage per successful attack against it.

TOXIC A model struck by the weapon is treated as *Vulnerable*. This is ignored by models with the *Construct* ability.

VEHICLE Includes *Construct* and *Beast*. When a vehicle suffers 2+ damage it suffers actual damage caused by each attack, accumulating this until it reaches the total listed in brackets and is destroyed. A vehicle can only change level by moving up or down a ramp and may not climb up or down walls. It cannot be moved into another cube by an attack.

VOLATILE A model saved from injury by its armour rolls 1 die. 2-8: nothing happens; 1: the model is on fire: see *It Burns!* The *Volatile* weapon is destroyed.

VULNERABLE The model is never injured; any damage that gets through it armour will kill it.

WEIGHT OF FIRE The model gets +1 dice to **BLAZE AWAY** actions in addition to any other applicable modifiers.

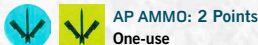
DEADZONE

EQUIPMENT

An item may be used as many times as desired unless it is a *One-Use* item. One-use items listed on a model's Stat card without that restriction have no limit on the number the model can use. Blue counters are purchased from stores. Green counters are picked up on the battlefield.



Use ammo when taking a **BLAZE AWAY** action for +2 dice.



Use AP ammo when taking a **SHOOT** action for +AP1.

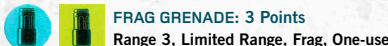
DEFENDER SHIELD

When a model with this shield is moved to a new position, align the shield with one of the 4 sides of the cube on the level you are on. Any attacks that trace a LOS across that side count the model with the shield as having +1 Armour.



When a model wearing this item suffers potential damage, roll X dice. A roll of 8 rolls up as usual.

For each 6+, one potential damage is absorbed. If you roll more 1s than successes the shield is destroyed (successes in that roll still reduce the damage as normal).



Use the **THROW GRENADE** action to establish the final cube.

GLUE GRENADE: 3 Points
Range 3, Limited Range, One-use

Use the **THROW GRENADE** action to establish the final cube. Immediately mark all models in that cube as activated. The cube may be entered as normal.



INTEL
One-use

When picked up by a model, immediately place the counter next to the Strike Team's Mission card. It is worth +1 VP regardless of the mission. The item is not carried by the model.

JUMP PACK: 1 Point

A model with a jump pack can:

- move up or down levels without needing a wall
- jump over solid walls on the same level
- jump over gaps in the floor of the same level (up to 1 cube wide)



A model may use the medi-pack on itself or on any single living model in the same cube if there are no enemy models in that cube. Using the pack is a long action for the model carrying it. It removes 1 level of damage from the target model and is then discarded.

Medi-packs may not be used on models with either the *Construct* or *Vehicle* abilities.



SENTRY GUN: 5 Points
Shoot 5+, Range 8, Rapid Fire, Weight of Fire, Deployable, Sentry

The sentry gun is bought as a piece of equipment, not a model. It doesn't count a sentry gun as part of the force for Survive missions, etc; it always counts as an item.



Use the **THROW GRENADE** action to establish the final cube. When a smoke grenade goes off, that cube is completely blocked for all LOS. A model there cannot be a target for **SHOOT** actions, and **BLAZE AWAY** actions against the cube are -2 dice. Leave the grenade item in place as a reminder.

Any adjacent cube on the same or higher level modifies all **SHOOT** and **BLAZE AWAY** attacks into or through it by -1 dice. This modifier is only taken once regardless of how many smoky cubes the LOS passes through.

Roll a die at the end of each round for the grenade: on 1-4 the smoke continues, on 5+ remove the marker. Roll once for the grenade itself, not for each affected cube.



Reduces **SHOOT** attacks by -2 dice, gives the wearer +1 dice against **BLAZE AWAY** attacks, and has no effect on fights.



Works as *Spotter* ability, but only as long as the model with it has not been activated that round.

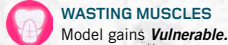
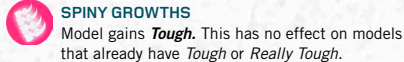
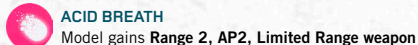


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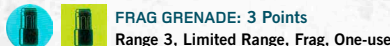
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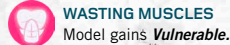
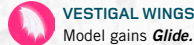
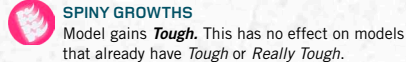
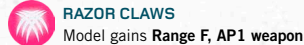
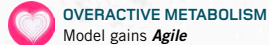
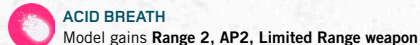


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1. CHOOSE STRIKE TEAM

Choose a faction and create a **strike team**.

A strike team is usually up to **70 points**.

Type restrictions

You may take as many Leaders and Troopers as you wish.

You may not take more Specialist, Rare and Unique models (grouped together) than you have Troopers.

Each team may have up to 1 Mercenary. Each Mercenary card lists the factions they will fight with.

Items

The team may take as many **items** as its models can carry.

Item	Cost	Item	Cost
Ammo	1	AP Ammo	2
Frag Grenade	3	Sentry Gun (packed)*	5

* *Enforcers only; requires an engineer to deploy.*

Extra Battle cards

You may start the battle with up to 5 extra **Battle cards** in your deck at a cost of 1 point each. Add these randomly from what you have left after normal deck building.

Choose Commander

After spending points, the model with the highest Command total (at least 1-1) is the **Commander** for your team (on a tie, choose between them). A mercenary cannot be a Commander.

2. PREPARE STRIKE TEAM

Battle card deck and hand

Shuffle your **Battle cards** and draw 20 cards as your battle deck. Deal yourself 4 cards as your starting hand.

Draw a Mission

Shuffle your **Mission cards** and draw a mission, keeping it secret.

You may reject this card and draw another instead, but you must use this second card.

Determine mutations

Plague players shuffle the 8 **Mutation counters** facedown and draw 3. Allocate each of these to a separate model.

3. PREPARE BATTLEFIELD

Lay out buildings first, then other scenery, to form the battlefield.

Align buildings with the grid, spreading them out to avoid creating large open spaces of 3x3 or more cubes on the lowest level.

4. DETERMINE DEPLOYMENT

Draw Mission card and determine deployment zones

One player draws a random **Mission card** from his unused cards to determine the deployment zones.

Using the agreed orientation of the board, he takes the red zone; his opponent takes the blue zone.

Place Crate counters

Shuffle the 16 **Crate counters** facedown. Each player draws 2 and without looking at them places each in a separate cube, on any level, in the central grey area, starting with the player who drew for deployment. Each must be in a separate cube.

Draw 4 more counters and without looking at them place them one at a time: for each counter, roll a die and count that many columns across, then roll a die and count that many rows down. Place the counter on the top level of scenery. Reroll if it would drop the item in either player's deployment zone.

Place Objective counters

Shuffle the 3 octagonal **Objective counters** facedown and place 1 at random, facedown, on each of the X positions on the deployment map.



Determine starting player

The player who did not draw the Mission card draws an unused Mission card from his deck to determine who sets up and starts (*friend* means that he does, *foe* means his opponent does).

Deploy models

The starting player deploys his non-*Scout* models anywhere in his deployment zone (on any level).

His opponent then deploys all his models, with his *Scout* models in the white area between his own zone and the central grey sector.

The starting player then places his *Scout* models in the white area between his own zone and the central grey sector.

You cannot place a model in a cube that it could not normally move into.

Place Aggression and Overwatch counters

If any models start with an **aggression** other than *alert*, place the appropriate counter beside them.

Place **Overwatch markers** for *Sentry* models.

Place any other necessary counters.

5. START GAME

The starting player takes the first turn.

1. CHOOSE STRIKE TEAM

Choose a faction and create a **strike team**.

A strike team is usually up to **70 points**.

Type restrictions

You may take as many Leaders and Troopers as you wish.

You may not take more Specialist, Rare and Unique models (grouped together) than you have Troopers.

Each team may have up to 1 Mercenary. Each Mercenary card lists the factions they will fight with.

Items

The team may take as many **items** as its models can carry.

Item	Cost	Item	Cost
Ammo	1	AP Ammo	2
Frag Grenade	3	Sentry Gun (packed)*	5

* *Enforcers only; requires an engineer to deploy.*

Extra Battle cards

You may start the battle with up to 5 extra **Battle cards** in your deck at a cost of 1 point each. Add these randomly from what you have left after normal deck building.

Choose Commander

After spending points, the model with the highest Command total (at least 1-1) is the **Commander** for your team (on a tie, choose between them). A mercenary cannot be a Commander.

2. PREPARE STRIKE TEAM

Battle card deck and hand

Shuffle your **Battle cards** and draw 20 cards as your battle deck. Deal yourself 4 cards as your starting hand.

Draw a Mission

Shuffle your **Mission cards** and draw a mission, keeping it secret.

You may reject this card and draw another instead, but you must use this second card.

Determine mutations

Plague players shuffle the 8 **Mutation counters** facedown and draw 3. Allocate each of these to a separate model.

3. PREPARE BATTLEFIELD

Lay out buildings first, then other scenery, to form the battlefield.

Align buildings with the grid, spreading them out to avoid creating large open spaces of 3x3 or more cubes on the lowest level.

4. DETERMINE DEPLOYMENT

Draw Mission card and determine deployment zones

One player draws a random **Mission card** from his unused cards to determine the deployment zones.

Using the agreed orientation of the board, he takes the red zone; his opponent takes the blue zone.

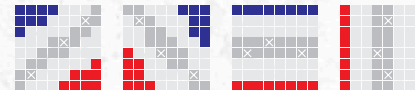
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