Game:	**HYBRID**	**v2.3**
Pub:	**Rackham (2003)**	
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

Setup

1. Choose Scenario

Choose a scenario and place the board tiles, doors, passageways etc. Event counters are placed randomly face down.

2. Choose Forces

The sum of the warriors' ranks must not exceed the **Rank Total** for the scenario, and the **Total Number of Warriors** must not be exceeded.

Each warrior has its own Profile card with these numbers:

NV   **Natural Value** *(middle):* determines Success Level in all actions and the number of Wounds the warrior can take before death.

OC   **Offensive Combat** *(top left):* hand-to-hand combat.

DC   **Defensive Combat** *(top right):* parrying and evasion.

F   **Firing** *(bottom left):* ranged weapons.

Mv   **Moving** *(bottom right):* special movement.

Other information *(under portrait):* Number of squares the figure can **Move** in a turn; **Rank** of 0 (lowest) to 4 (highest); **Equipment** carried (weapons and armour) and **Aptitudes** (any special abilities with their level).

3. Draw Action Cards

Each player draws **4 Action cards**. If not satisfied a player may discard the cards to the bottom of the deck and draw 3 new cards.

4. Draw Army Cards

Each player draws **2 Army cards** from their Army card deck *without looking at them.*

5. Draw Equipment Cards

The Griffin player draws **3 Aura cards**, looks at them and keeps 2. The Scorpion player does the same with the **Mutation** cards.

Both players may choose **Material** cards from amongst their Army-specific sets. Material cards have a Rank and are chosen just like fighters. Once choices have been made, the remaining cards are removed from the game. The Generic cards are mixed into the Event card deck.

Die Rolls

The current **Natural Value (NV)** - any Wounds (+/- any modifiers**)** is called the **Success Level (SL)** of the roll. *The NV is reduced as the warrior takes Wounds.*

A successful **Natural Roll** is a d10 roll that is less than or equal to the warrior's **Success Level** for that roll. A roll of 1 is a **Perfect Success** (always succeeds; extra Wound inflicted in Firing or hand-to-hand combat) and 10 is a **Critical Failure** (always fails despite modifiers).

If several dice must be rolled (eg 2d10) the player picks **one** of the results.

Facing and Line of Sight

Facing is important for all figures. A warrior can only attack an enemy in front of him (but may defend on both sides), and cannot use objects or doors behind him.

Warriors see to the front in a forward-facing 90º cone which may be blocked by obstacles. **Maximum range** for Line of Sight (LoS) and firearms is 8 squares.

Activation Sequence

Activation Roll. Players roll d10; the lowest roll chooses whether to activate his fighters first or force his opponent to activate first.

Players place numbered order tokens *face down* to indicate the activation order of their warriors.

Warriors are activated. Starting with the first player, players alternate revealing an order counter, activating that warrior and announcing its Action Mode.

If a warrior is killed (0 Wounds) before activation, the next warrior in that player's sequence is activated instead.

Each Wound suffered by a figure also reduces its Natural Value, Movement and Levels of Mastery by 1.

Movement

Warriors can move orthogonally and diagonally, but lose 1 Movement point (MP) if moving diagonally through a door, an engle in a wall or the base of a figurine.

Warriors cannot end their move on an occupied square. They not move through enemy warriors, or friendly warriors in base-to-base contact with an enemy. In other circumstances they may move through friendly warriors.

However, they may not move through friendly warriors in order to engage an enemy warrior in base-to-base combat.

The first 90º turn is free; subsequent 90º turns cost 1 MP. A 180º turn costs 1 MP. Each sideways or backwards move costs an extra MP.

Opening or closing a door from an adjacent square costs 1 MP. *Puny warriors cannot open doors.*

Jumping over a trapdoor costs an extra MP, and a Natural Roll must be made or 1 Wound lost. If a warrior is forced to end a Movement on an open trapdoor 1 Wound is lost. Climbing out incurs no Movement penalty.

Fallen rocks spaces cost an extra MP to cross, except for warriors with *Velocity*, and no warrior can end their move on such a square. If a warrior is pushed onto a fallen rocks square 1 Wound is lost. Warriors with the *Titan* aptitude are not affected by fallen rocks.

If entering a laboratory the warrior spends 1 MP to move onto the Entry counter. When leaving, the warrior must have 1 MP to spare when landing on the Exit counter. Only warriors with the *Puny* aptitude can exit a laboratory diagonally.

A warrior in base-to-base contact with an opponent may not leave contact and return into contact on another square in one move.

Objectives

Warriors complete an **Objective** by ending their move on the Objective counter and choosing to accept the objective. *Rank 0 warriors cannot accept mission objectives.*

Action Modes

There are 4 Action modes:

Offensive Combat	**Firing**
Defensive Combat	**Moving**

Each has 6 Levels of Mastery (LoM): **Basic**, **Novice**, **Skilled**, **Expert**, **Master** and **Heroic**. Modes are described in detail on the reference card.

The numbers a warrior has in each Action mode indicate the maximum LoM in that mode. A warrior may choose that LoM or any of the lower levels.

A warrior may only choose one mode per round, when the warrior is activated. If the mode chosen is **Moving**, the LoM must be announced before any movement. Otherwise it must be announced when movement ends (**Offensive Combat** or **Firing**) or when required (**Defensive Combat**).

Offensive Combat

A large warrior in front edge contact with two warriors must choose which enemy to engage.

Defensive Combat

The LoM is only announced when the warrior must parry, and a different LoM can be chosen for each parry. Action cards may change a warrior's LoM options.

Once announced the Defensive Combat mode remains active until the warrior's next activation, unless cancelled by a failure to parry or the warrior suffering a Wound. **Heroic Parry** cannot be cancelled, and remains in force even if the warrior's LoM changes.

Firing

Only a warrior with a Firing value can use this mode.

Skilled Firing counters are numbered to indicate the order in which warriors in this mode shoot.

If no enemies come in range, or a target is eliminated, the warrior can remain in this mode and out of the normal activation sequence. A warrior in this mode can use only one Action card; the target may use several.

Moving

Every mode still allows a warrior to move up to his normal Movement value. **Moving** mode adds special manoeuvres to the warrior's move.

Skilled Moving and **Expert Moving** stops a victim from moving until the end of the round, but he may still attack and defend (though, in the case of Expert Moving, with a modifier to rolls).

Action Cards

An Action points modifer applies to both the SL of his Natural Roll and his LoM for the mode he has chosen.

Action cards are played *face up* before a Natural Roll. When a player plays an Action card he must decide whether to use the **Action points** *or* the **Action effects** on the card.

Bonuses cannot be used during a Natural Roll caused by an Event card, an Equipment card or an Aptitude.

Each time a player loses a figure due to an enemy action he may draw a new Action card. If a figure is *Sacrificed* no new card is drawn. Once the deck is exhausted no new cards may be drawn.

Bonuses & Hindrances

The active player has first choice to play one or more Action cards. Whether he does or not, his opponent may then play an Action card as a **Hindrance** to hamper the warrior's manoeuvres (Action points as a *negative modifier, or card effects*).

The active player may then choose to play *any number* of Action cards to weaken the hindrance's effects. *He may only do this if he played an initial card,* otherwise he cannot respond to the hindrance.

The total modifer is then calculated. The final value of an Action mode can never be less than 1. Once played, Action cards are discarded.

Activation Rolls

From the second round of play onwards, players may use and subsequently discard one or more Action cards to reduce their scores in the Activation roll.

Cards are placed *face down* one at a time, beginning with the player who won the previous Activation Roll, until the players decide to stop. They are then revealed and the modifiers for each player's roll totalled.

A player rolling a Critical Failure loses the test automatically. A player rolling a Perfect Success wins over a player who achieves '1' after deducting modifiers. Otherwise, if there is a tie roll again. Once played, Action cards are discarded.

Aptitudes

Aptitudes (special abilities) are described in detail on the reference card.

Event Cards

Event cards may be drawn when a warrior activates an Event counter.

A player can use as many Event cards as desired when a warrior (from either player's forces) has been activated.

An **Interruption** card must be played as soon as it is drawn. A **Reserve** card may be played during any Activation Sequence as appropriate at a specific target. A **Constant** card has effects that may last several rounds.

Army Cards

Army cards have effects that can only be used by the warrior(s) to whom they are applied.

First Contact: Each player draws his first Army card when opposing warriors have first established direct mutual line of sight, or when the first attack has been resolved.

First Blood: Each player draws his second Army card the first time a warrior is eliminated from the game. This is not triggered by use of the *Sacrifice* aptitude.

Equipment and Equipment Cards

A warrior's Profile card details any special **equipment** the warrior has and their modifiers to Natural Rolls.

Aura cards

Aura cards can be used by any Griffin warrior with the *Aura* aptitude. Auras are activated during the Activation sequence and remain in active until the next Activation. A warrior cannot benefit from the effects of one's own Aura. Their effects apply before the choice of a mode and LoM.

Mutation cards

Mutation cards can be bound to any Scorpion warrior with the *Mutation* aptitude. A warrior can use as many cards as his *Mutation/X* value and can be assigned at the start of the game or when the warrior is activated. If his value is 1 and an effect is removed, he may use another card.

Material cards *(Nemesis)*

Material cards are bound to a fighter. A warrior may have a number of cards equal to his rank, and cards must have bonuses to modes he can use.

Only one piece of Equipment can be used per action or Natural Roll.

If a warrior is **disarmed**, discard all Material cards ignore all equipment listed on his profile. He may no longer use the Firing mode, and all Trap or Equipment counters are lost.

Lanterns increase the LoS of the warrior carrying one by 2 squares.

Event Counters

To activate an face down **Event counter**, a warrior must end a move on a counter and declare it activated. *Rank 0 warriors cannot activate event counters.*

The same player cannot activate two counters in a row; ie. once a player activates a counter he must wait until the other player activates one before he can activate another.

A counter may allow a player to draw an **Event** card, or it may be a **trap**.

Traps

In all cases the warrior setting off the trap can avoid the effect if he passes a Natural roll with a +3 SL. This cannot be modified by Action cards.

Mobile traps can be neutralised and removed using the **Mineclearer** aptitude. **Fixed** traps must remain where they are even if neutralised. Once a trap is triggered it is removed from the board.

Drainpipes: *Fixed.* The figure is transported to a random empty square (roll d10 and use the method on page 38 of the *Hybrid* rules). Facing remains the same.

Firebomb: *Mobile.* Inflicts 2 Wounds on figures even partially in its own or any adjacent squares.

Gas: *Mobile.* Use the Gas template and the special rules on page 42 of the *Hybrid* rules.

Mine *(Standard trap):* *Mobile.* Inflicts one Wound.

Paralyser: *Mobile.* Pass the Natural Roll at +2 LS instead of +3. Failure means the figure cannot move or use any mode until the next round. If attacked, the attacker gets +2 SL.

Purulent Carnage: *Fixed.* Use the Charnel House template and the special rules on page 42 of the *Hybrid* rules. All figures coming in base-to-base contact suffer a Wound.

Special Objective Rooms

See page 12 of the *Nemesis* rulebook.

Winning the Game

The winner is the first player to fulfil all his mission objectives. If neither player can do so, the game is a draw.

Note that Rank 0 warriors cannot undertake mission objectives.

HYBRID

ACTION MODES

Each Wound suffered by a figure reduces its Natural Value, Movement and Levels of Mastery by 1.

A warrior's score in one of the four modes indicates the maximum Level of Mastery he may use in that mode.

A mode is announced when the warrior is activated. If the mode is *Moving*, the LoM must be announced before any movement; otherwise the LoM is announced when required.

The warrior must roll equal to or less than his final SL on a d10 to succeed.

NR = Natural Roll
SL = Success Level
LoM = Levels of Mastery
LoS = Line of Sight

OFFENSIVE COMBAT

A warrior can only attack an enemy that is in base-to-base contact with its own front edge.

+1 SL vs an enemy with its back turned towards the attacker.

Perfect Success inflicts an extra Wound.

1 **Basic Strike** normal attack.

2 **Novice Strike** attacker ignores one Wound when calculating SL.

3 **Skilled Strike** if the first attack causes Wounds, may make a second attack (no Action point benefits or new cards).

4 **Expert Strike** +2 SL.

5 **Master Strike** roll 2d10 and pick one.

6 **Heroic Strike** if the attack succeeds, inflict 2 Wounds. If a *Perfect Success*, inflict 3 Wounds.

DEFENSIVE COMBAT

Cannot be used vs attack from behind.

Place a *Defensive Combat* token by the warrior; if he is Wounded, or fails a parry, immediately leave this mode.

LoM only has to be declared when the warrior is attacked, and can be changed vs different attacks.

1 **Basic Parry** parrry an attack (melee or ranged).

2 **Novice Parry** enemy suffers a Wound if he rolls a *Critical Failure* when his attack is parried, or if the warrior parrying rolls a *Perfect Success* (melee combat only).

3 **Skilled Parry** warrior may immediately attempt a Basic Strike (no Action cards; melee combat only).

4 **Expert Parry** +2 roll to parry an attack (melee combat only).

5 **Master Parry** roll 2d10 (choose one) to parry an attack (melee combat only).

6 **Heroic Parry** parry *all* attacks (melee or ranged) during this round, even if wounded by one of them. Heroic Parry remains in effect until another mode is chosen despite failed parries or wounds.

FIRING

Target must be in a warrior's 90º angle of vision and in range of 8 squares.

Large targets (2x2 base) bestow a +1 SL modifier. -1 SL modifier for each *fallen rocks* square between attacker and target.

Perfect Success inflicts an extra Wound.

1 **Basic Firing** normal ranged attack (cannot fire at base-to-base target).

2 **Novice Firing** can fire 360º and at a base-to-base target.

3 **Skilled Firing** no enemy can be in LoS. Place a numbered *Skilled Firing* token by the warrior. He loses the mode if he moves, adopts another LoM, is wounded or an enemy ends its movement in base-to-base contact. Can fire at any enemy who crosses his LoS. If the target is eliminated he *remains* in this mode.

4 **Expert Firing** may target an enemy hidden behind *one* other warrior (but still in 'potential' LoS). An enemy with the *Puny* aptitude cannot be thus targeted.

5 **Master Firing** roll 2d10 (choose one).

6 **Heroic Firing** fire twice. Action cards can only be associated with a single shot.

MOVING

A warrior in *Moving* mode does not lose movement points to open or close a door.

1 **Basic Move** +2 movement.

2 **Novice Move** may move through an enemy-occupied square (unless it is in Defensive Combat mode or has the *Titan* aptitude and you do not).

3 **Skilled Move** if the warrior has moved at least one square before coming in base-to-base combat with an enemy, the enemy cannot move until the end of the round (unless it has the *Titan* aptitude). Place a *Skilled Move* token by the target.

4 **Expert Move** as above, and the enemy cannot move or use the *Moving* mode, and suffers a -2 on all rolls (unless he has the *Titan* aptitude). Place an *Expert Move* token by the target. The enemy must be in direct LoS when declared.

5 **Master Move** -2 SL for all enemies shooting at or using the *Offensive Combat* mode against the warrior.

6 **Heroic Move** may move an additional number of squares equal to current Natural Value if not blocked (by enemies using a *Skilled* or *Expert Move*).

HYBRID

ARMOUR PIERCING SHOT / X

May fire at a second enemy in direct LoS at a maximum of X squares behind the first enemy if the first is hit.

Does not apply to targets with the *Titan* aptitude or targets in Defensive Combat mode unless facing away from the firer.No Action cards apply to the second roll.

Can only be used once during a warrior's Activation round.

AURA / X

May use one *Aura* card at a time with an area of effect of X squares (obstacles such as walls or doors give no protection and LoS is not required).

Cannot benefit from the effects of one's own *Aura*.

BRUTISH STRENGTH / X

Enemy is pushed X squares back in a straight line when hit in Offensive Combat. For each square that is blocked the victim incurs an additional Wound instead.

If there are several attacks the effect is not cumulative but applies even if not hit.

COMBINED ATTACK / X

May try X additional offensive base-to-base attacks during the game (max one per round). Must be declared before initial attack and is lost if this eliminates the opponent. The additional attack is a basic NV roll and automatically inflicts a Wound (or 2 Wounds on a *Perfect Success*) if it succeeds (no defense).

CONVICTION / X

+X SL on Offensive or Defensive Combat rolls when within 8 squares of squad leader (warrior with *Aura* aptitude). LoS not required.

DORSAL PROTECTION / X

-X SL to attacker when attacked from behind (in addition to cancelling the standard rear attack bonus).

DUELLIST / X

Perfect success on X or less when in Offensive Combat or Firing modes.

EYE OF THE LYNX / X

LOS/Range increased by X squares.

FELON / X

+ X SL when attacking from behind in Offensive Combat mode (in addition to standard bonus).

FRENZY / X

+ X SL on Offensive or Defensive Combat rolls for each enemy he kills in melee (cumulative).

INFILTRATION / X

Move X additional squares at end of round in same mode.

The ability is lost for the rest of the game when the warrior enters the direct LoS of an enemy, or attacks an enemy.

MUTATION / X

May use X *Mutation* cards during game.

PUNY

May move diagonally without extra movement cost.

May not open doors or hide another warrior unless it is also *Puny*.

PRESTIGE / X

+X SL on all SL rolls (ability lost if wounded).

SACRIFICE / X

Sacrifice warrior to inflict X wounds on one enemy in base-to-base contact.

The warrior must have chosen *Basic Move* in *Moving* mode.

Defensive Combat does not protect a victim from these wounds.

A player does not draw an Action card as a result of using this aptitude. A sacrifice is not considered to be *First Blood* in relation to the drawing of Army cards.

TITAN

Knocks down doors (cannot be closed again), no diagonal move, no penalties for Fallen Rocks, free quarter turn, +1SL when fired at.

VELOCITY / X

- X SL when fired at, may walk over trapdoors without an NV roll and fallen rocks squares at no penalty.

HYBRID

ACTION MODES

Each Wound suffered by a figure reduces its Natural Value, Movement and Levels of Mastery by 1.

A warrior's score in one of the four modes indicates the maximum Level of Mastery he may use in that mode.

A mode is announced when the warrior is activated. If the mode is *Moving*, the LoM must be announced before any movement; otherwise the LoM is announced when required.

The warrior must roll equal to or less than his final SL on a d10 to succeed.

NR = Natural Roll
SL = Success Level
LoM = Levels of Mastery
LoS = Line of Sight

OFFENSIVE COMBAT

A warrior can only attack an enemy that is in base-to-base contact with its own front edge.

+1 SL vs an enemy with its back turned towards the attacker.

Perfect Success inflicts an extra Wound.

1 **Basic Strike** normal attack.

2 **Novice Strike** attacker ignores one Wound when calculating SL.

3 **Skilled Strike** if the first attack causes Wounds, may make a second attack (no Action point benefits or new cards).

4 **Expert Strike** +2 SL.

5 **Master Strike** roll 2d10 and pick one.

6 **Heroic Strike** if the attack succeeds, inflict 2 Wounds. If a *Perfect Success*, inflict 3 Wounds.

DEFENSIVE COMBAT

Cannot be used vs attack from behind.

Place a *Defensive Combat* token by the warrior; if he is Wounded, or fails a parry, immediately leave this mode.

LoM only has to be declared when the warrior is attacked, and can be changed vs different attacks.

1 **Basic Parry** parrry an attack (melee or ranged).

2 **Novice Parry** enemy suffers a Wound if he rolls a *Critical Failure* when his attack is parried, or if the warrior parrying rolls a *Perfect Success* (melee combat only).

3 **Skilled Parry** warrior may immediately attempt a Basic Strike (no Action cards; melee combat only).

4 **Expert Parry** +2 roll to parry an attack (melee combat only).

5 **Master Parry** roll 2d10 (choose one) to parry an attack (melee combat only).

6 **Heroic Parry** parry *all* attacks (melee or ranged) during this round, even if wounded by one of them. Heroic Parry remains in effect until another mode is chosen despite failed parries or wounds.

FIRING

Target must be in a warrior's 90° angle of vision and in range of 8 squares.

Large targets (2x2 base) bestow a +1 SL modifier. -1 SL modifier for each *fallen rocks* square between attacker and target.

Perfect Success inflicts an extra Wound.

1 **Basic Firing** normal ranged attack (cannot fire at base-to-base target).

2 **Novice Firing** can fire 360° and at a base-to-base target.

3 **Skilled Firing** no enemy can be in LoS. Place a numbered *Skilled Firing* token by the warrior. He loses the mode if he moves, adopts another LoM, is wounded or an enemy ends its movement in base-to-base contact. Can fire at any enemy who crosses his LoS. If the target is eliminated he *remains* in this mode.

4 **Expert Firing** may target an enemy hidden behind *one* other warrior (but still in 'potential' LoS). An enemy with the *Puny* aptitude cannot be thus targeted.

5 **Master Firing** roll 2d10 (choose one).

6 **Heroic Firing** fire twice. Action cards can only be associated with a single shot.

MOVING

A warrior in *Moving* mode does not lose movement points to open or close a door.

1 **Basic Move** +2 movement.

2 **Novice Move** may move through an enemy-occupied square (unless it is in Defensive Combat mode or has the *Titan* aptitude and you do not).

3 **Skilled Move** if the warrior has moved at least one square before coming in base-to-base combat with an enemy, the enemy cannot move until the end of the round (unless it has the *Titan* aptitude). Place a *Skilled Move* token by the target.

4 **Expert Move** as above, and the enemy cannot move or use the *Moving* mode, and suffers a -2 on all rolls (unless he has the *Titan* aptitude). Place an *Expert Move* token by the target. The enemy must be in direct LoS when declared.

5 **Master Move** -2 SL for all enemies shooting at or using the *Offensive Combat* mode against the warrior.

6 **Heroic Move** may move an additional number of squares equal to current Natural Value if not blocked (by enemies using a *Skilled* or *Expert Move*).

HYBRID

ARMOUR PIERCING SHOT / X

May fire at a second enemy in direct LoS at a maximum of X squares behind the first enemy if the first is hit.

Does not apply to targets with the *Titan* aptitude or targets in Defensive Combat mode unless facing away from the firer. No Action cards apply to the second roll.

Can only be used once during a warrior's Activation round.

AURA / X

May use one *Aura* card at a time with an area of effect of X squares (obstacles such as walls or doors give no protection and LoS is not required).

Cannot benefit from the effects of one's own *Aura*.

BRUTISH STRENGTH / X

Enemy is pushed X squares back in a straight line when hit in Offensive Combat. For each square that is blocked the victim incurs an additional Wound instead.

If there are several attacks the effect is not cumulative but applies even if not hit.

COMBINED ATTACK / X

May try X additional offensive base-to-base attacks during the game (max one per round). Must be declared before initial attack and is lost if this eliminates the opponent. The additional attack is a basic NV roll and automatically inflicts a Wound (or 2 Wounds on a *Perfect Success*) if it succeeds (no defense).

CONVICTION / X

+X SL on Offensive or Defensive Combat rolls when within 8 squares of squad leader (warrior with *Aura* aptitude). LoS not required.

DORSAL PROTECTION / X

-X SL to attacker when attacked from behind (in addition to cancelling the standard rear attack bonus).

DUELLIST / X

Perfect success on X or less when in Offensive Combat or Firing modes.

EYE OF THE LYNX / X

LOS/Range increased by X squares.

FELON / X

+ X SL when attacking from behind in Offensive Combat mode (in addition to standard bonus).

FRENZY / X

+ X SL on Offensive or Defensive Combat rolls for each enemy he kills in melee (cumulative).

INFILTRATION / X

Move X additional squares at end of round in same mode.

The ability is lost for the rest of the game when the warrior enters the direct LoS of an enemy, or attacks an enemy.

MUTATION / X

May use X *Mutation* cards during game.

PUNY

May move diagonally without extra movement cost.

May not open doors or hide another warrior unless it is also *Puny*.

PRESTIGE / X

+X SL on all SL rolls (ability lost if wounded).

SACRIFICE / X

Sacrifice warrior to inflict X wounds on one enemy in base-to-base contact.

The warrior must have chosen *Basic Move* in *Moving* mode.

Defensive Combat does not protect a victim from these wounds.

A player does not draw an Action card as a result of using this aptitude. A sacrifice is not considered to be *First Blood* in relation to the drawing of Army cards.

TITAN

Knocks down doors (cannot be closed again), no diagonal move, no penalties for Fallen Rocks, free quarter turn, +1SL when fired at.

VELOCITY / X

- X SL when fired at, may walk over trapdoors without an NV roll and fallen rocks squares at no penalty.