

INFINITE SPACE



TM

UNDYING TERROR

BATTLE FOR
ALABASTER



SOLD RULES



SEDITION WARS

BATTLE FOR
ALABASTER

CONTENTS

OVERVIEW	1
NEW RULES	2
STRAIN AI RULES	3
BEHAVIOUR ROUTINES	3
ALL OTHER PRIORITIES RESCINDED (AOPR)	4
STRAIN DEPLOYMENT, SPAWNING AND PLACEMENT	5
STRAIN MANAGEMENT PHASE AND NANO BEHAVIOUR ROUTINES	6
STRAIN ACTIVE MODE	7-9
OTHER ABILITIES	9
REFLEX MODE	9
SCENARIO CHANGES FOR SOLO RULES ...	9
ALTERNATIVE GAME MODES	9
FAQ	10
PLAY EXAMPLES	11-13

LOAD-OUTS, ADDITIONAL SCENARIOS AND CAMPAIGNS, AND OTHER UPDATES CAN BE FOUND AT:
http://www.seditionwars.com/index.php?option=com_content&view=article&id=62&Itemid=70

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Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



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Solo Rules Overview

With the Sedition Wars Solo Play rules, you take control of the Vanguard, while the game itself dictates the actions of the Strain. However, the Solo Play rules don't simply simulate the basic game for a single player, but instead create a new environment and new challenges for you to survive through.

Throughout these rules, the term "Vanguard" is synonymous with the player's forces (and not specific to the faction), so includes Independent and Survivor models, or other factions that the player might be controlling. These rules are designed for the Outbreak campaign, though they should be suitable for any fixed scenario play. These rules are designed for use with Load-Outs.

It's recommended that you use the rules as presented. As these rules reference the core Sedition Wars rulebook throughout, some familiarity with those rules is assumed (it'll be a lot easier to jump in to the Solo Play rules if you've played at least a couple games of 2-player Sedition Wars already). If you're experienced with Sedition Wars and you're finding standard Solo Play easy, you can switch to one of the more challenging, Alternative Game Modes, found after the core Solo Play rules.

NEW RULES

When playing solo, the Strain doesn't simply act like a player-controlled force – Strain basic forms tend to be both destroyed and replenished more quickly than usual, while their more evolved forms are even deadlier and faster.

Solo play incorporates several new or modified rules – where there is a conflict, these rules supersede those in the Sedition Wars rulebook.

You can also find an FAQ and some examples of play at the end of this document.

Note: Some of these rules refer to additions in the Strain AI section, detailed later.

Broken Quarantine

On every Strain turn after the first, before activating strategic points, roll a d6 for each tile. On a 5+, spawn one Revenant on the tile, adjacent to a Section door which is not touching another tile: Follow regular spawning rules (including Never Safe and placement priorities), considering all such available squares on a given tile as one Strain deployment zone. Subtract 1 from the roll for every two Vanguard models on the tile. If you have no more Revenant miniatures (and don't want to use stand-ins, etc.), use a different Phase 1 model. If you have none, instead place one Nano counter.

Calculated Aggression

Strain models of Phase 4 or higher gain the following abilities during their activation, if **Urgent** or **Key** models are in play.

- ◆ They may double their Mobility in order to attack, achieve vector to, or end closer to a Key or Urgent model (but only if it allows them to end the move closer to an Urgent or Key model than they would have if only using their regular movement).
- ◆ If the additional move would not close the distance to either model type, they instead add one die to an attack roll this turn. If capable of multiple attacks per activation, add this to the first unfocused attack roll.



Enemy Territory

Instead of following the normal rules and timing, Strain strategic points activate after the Infection phase, in the order they are listed below, on every turn after the first.

- ◆ **Necrocyst:** If there are any Nano counters on the tile, remove the closest to spawn a Revenant. If there is no Nano, roll a die: On a 5+, spawn a Revenant.
- ◆ **Exocyst:** Remove the three closest Nano counters on this tile, if any. Roll a die: Spawn a Quasimodo on a 7+, adding 2 to the die roll per removed Nano.
- ◆ **Gestation Vent:** If 3 or more Nano counters and at least one Phase 2 model are on this tile, remove the 3 closest Nano counters and evolve the most damaged Phase 2 to its most expensive Phase 3 form.
- ◆ **Spore Engine:** Place 2 Nano counters adjacent to this strategic point.
- ◆ **Macrophage:** If there are no Nano counters on this tile, remove the Revenant on this tile with the lowest activation priority, and place 3 Nano counters adjacent to the square it occupied. Do not place Nano counters if no Revenant is removed.

Hold Fire!

When a Vanguard model's reflex ability is first triggered, it may instead spend 1 tactic (on the model or from the tac-net pool) to ignore the Strain model for the rest of its activation. The Vanguard model only needs to spend tactics once per reflex mode, i.e. it may Hold Fire for free, the first time each additional Strain model would trigger a reflex.

No Spark

Attacks from Phase 1 and 2 Strain have -1 Staging (to a minimum of 0).

(un)Living Tide

Strain models can move through squares occupied by models larger than themselves.



STRAIN AI RULES

While the **Strain** acts with little sense of individuality or mortality (neither of which it truly possesses), that doesn't mean it will squander its forces. Its components will, on a basic level, adjust to threats both when attacking and when preserving their numbers.

The Strain AI is largely comprised of three deciding elements: **Behaviour Routines**, which dictate how models attack; **Survival Instinct**, which rein in their aggression for something approaching a long-term plan; and **All Other Priorities Rescinded**, which dictates how they react to objectives.

Strain models adhere to normal game rules (e.g. turn sequence is followed; attacks are limited as normal by range and vector), and any rules within this document, including Actions. The player rolls for the Strain.

Distance referenced is the minimum amount of Mobility required to reach the destination, not linear distance. Factor in movement penalties, Blocking features, movement expenditures (for opening doors), and attack range, where applicable.

When required to **randomise** between several equal options, such as when a Strain model's end position can be one of two or more equidistant squares, assign a number to each option and roll a die to determine which is selected (e.g. if there are 4 potential targets, assign a number to each and re-roll scores of 5-6).



Behaviour Routines

Behaviour Routines specify the order in which the Strain activates, where they go, who they attack and how – in short, how the Strain fights.

In each Routine, you will find a list of **Priorities**, which inform you which option is selected (which often, by extension, informs you of the order in which you must activate each Strain model). Essentially, these Priorities function like a checklist, narrowing down the Strain's choices to a single option (such as which model will activate first, or which Vanguard model it will target).

Next to each Priority is listed a **Protocol**, instructing you what to do with the selected Strain model (i.e. how it will move, or the type of attack it will employ when attacking its target, and so on). Behaviour Routines are worked out first for Infection and Nano counters, and then for Strain models – the order these are resolved is detailed later. Behaviour Routines are used in the following manner:

- ◆ First, form a **Pool** of all game elements a **Behaviour Routine** interacts with (listed at its introduction). For example, when selecting which model to activate first, all of the available Strain models form your Pool, and you then narrow them down one by one by following the Routine. When you've selected a model, its available targets to attack form the next Pool, and are whittled down to a single option, and so on.
- ◆ Next, check the Pool against each **Priority** in the appropriate table below, in descending order. Each time a Priority is met by one or more **elements**, remove all elements which **don't** meet that Priority from the Pool – the aim is to narrow down the choice each time, until only one option remains.
- ◆ Skip any Priority that cannot be met by any element in the Pool. If circumstances or rules (such as Survival Instincts or other instructions) call for all instances of a Priority to be **ignored**, that Priority can't be met.
- ◆ Skip **Basic Priorities** after the first Basic Priority is met – these are mutually exclusive to each other as they would otherwise conflict. Do not, however, skip **Advanced Priorities** (preceded by an asterisk (*)): These are not mutually exclusive to each other or to Basic Priorities. Advanced Priorities sometimes act like modifiers (like 'stealth'), and are sometimes only used for narrowing down the list (like 'Phase' and 'distance').
- ◆ Repeat this process until you've narrowed the Pool down to the set of elements that meet all Priorities that haven't been skipped. If the Pool was reduced to a single element, it becomes the active element. If there's still more than one element left in the Pool, randomise between those that remain to see which one becomes the active element.
- ◆ Consult the relative chart and apply whatever **Protocol(s)** correspond to the Priorities that were met for the now-**active** element. You'll notice that some Priorities or whole Routines don't have associated **Protocols** – these are purely used for selection and order.

EXAMPLE OF PLAY - BASIC ROUTINES

Hurley is surrounded by the Strain. The Quasimodo, Stalker, and Revenants 1&2 meet the “**Stationary Attack**” Priority, but the Revenants are the lowest Phase- randomise between them (since they meet identical priorities, including distance and Phase). The Quasimodo goes next, because, despite being the same Phase and attack type (stationary), the Quasimodo is further away. Finally, the Stalker goes, as the last stationary model. Each of these is required to not move and will **Focus** attack.

Revenants 4 and 5 activate next, both meeting Melee and Regular, and having the same Phase, but Revenant 5 goes second, since it is closer. Both will move and attack. In this case, both will be able to Focus Lurch.

The last Priority any model can meet is Unengaged: Revenant 3 activates, running (and having no other Actions it needs to meet). It is Unengaged, rather than a Decoy, because there are no Reflexes that can be triggered against it.

Note: There are more complex examples at the end of this document.



All Other Priorities Rescinded (AOPR)

When it perceives a threat, the Strain will attack it with extreme prejudice.

Strain will specifically and more aggressively target models important to the player's objective.

When a Vanguard model is within 7 movement (ignoring blocking models) of an objective it can interact with, it becomes an **Urgent model**.



If a specific Vanguard model (or type, e.g. hero) is necessary to complete the Vanguard objective, it is a **Key** model, and becomes Urgent when within 14 movement of the objective rather than 7. If the only requirement of a model/type is **survival** (i.e. it doesn't need to get somewhere or perform an action), it is always Urgent. If the objective requires interaction with **civilians**, then models become Urgent when both they and a civilian are within 7 movement.

A Strain model skips or ignores **Priorities** and/or **Survival Instinct** if doing so allows it to:

- ◆ attack any Urgent model, if it could not have done so otherwise.
- ◆ achieve range and vector to any Urgent model, if it could not have done so otherwise.
- ◆ reduce distance to any Urgent model, if it could not have done so otherwise, and does not already have range and vector to one.

Strain models will never increase distance to an Urgent model unless moving towards another Urgent model. **Locked** Priorities can't be ignored.

If large-based Phase 4 or higher models enter a Section door (and occupy squares on 2 tiles) between all models capable of achieving the Vanguard objective (typically Key models) and the Vanguard objective, they immediately stop, and will not move unless this condition changes.

Ignore Strain objectives. The player loses if they can't complete their objective.

Note: Particularly in the Alternative Game Modes, some scenarios will require unusual strategies to win.

STRAIN DEPLOYMENT, SPAWNING AND PLACEMENT

Patterns emerge when the Strain begins to colonize.

The Strain places pieces as close to the action as it can, and follows a specific pattern for counter and strategic point placement.

NEVER SAFE

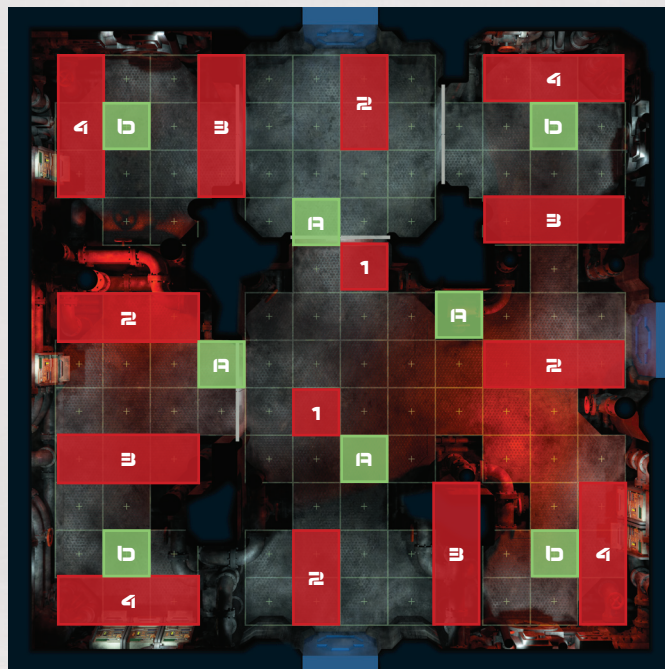
An unmodified roll of a 6 always spawns the model in question.

Strain models and **Nano counters** spawn or are placed in the closest available square to Vanguard models (or deployment zones, if deploying first), starting with the centremost square if otherwise equidistant. Place Strain models using the Activation Routine, ignoring the Distance Priority. This is based on highest Activation Priority the models would have if they were placed, since the models are not yet in play. If models can't spawn, don't roll or spend Nano on them. Random quantities are not rolled, and are instead half the average, rounding fractions down (d6 is 3; 2d6 is 7, etc.). Models with Ranged Attack as a priority will not spawn adjacent to a Vanguard model unless they wouldn't be able to attack otherwise.

If resolving placement for Strain strategic points, or if Strain (or both Vanguard and Strain in a scenario with alternating placement) are **required to place counters** (not including Nano counters), instead apply the accompanying placement diagram to the tile, ignoring other restrictions on placement, except where defined by the scenario.

Place **strategic points** in the order listed in the scenario. Generate strategic point locations by placing them on the available green A-zone closest to adjacent tile(s). Skip locations occupied by a blocking feature, objective, deployment zone, or another strategic point. Spore Engines are placed on at least one of the designated squares, favouring squares closest to the centre of the tile. Consider Airlock doors as blocking features, rather than doors, when checking distances for Spore Engines. If no A-zones are available, repeat with B-zones.

Place **counters** in the lowest-numbered orange zone, one per zone, placed in the zone's closest available square to the centre of the tile. Squares occupied by a blocking feature or another counter are unavailable. Within a zone number, place them in the zone(s) closest to adjacent tile(s).



If counters or strategic points can be placed on **multiple tiles**, distribute these sets evenly on available tiles and follow the placement rules above within each tile. Don't place strategic points of the same name on the same tile, unless no other tiles are available, and place them on tiles closest to Vanguard deployment zones if unable to distribute them evenly. Randomise tile or zone, if necessary.

If the scenario specifies **multiple Load-Out options** for Strain, select the first that applies: Most expensive, fewest ranged attacks, most Revenants, randomise.



STRAIN MANAGEMENT PHASE AND NANO BEHAVIOUR ROUTINES

The **Nano Routine** defines the order in which Nano act, and determines what they target.

LOCKED – Nano Priorities (POOL: Nano counters which haven't moved this phase)	NANO PROTOCOLS
Within 7 squares of a Corpse counter that is within 5 squares of an Urgent model.	Roll to spawn a Revenant.
Within 6 squares of an Urgent model without Infection 3+.	Target the least-infected model, roll for Infection.
Within 7 Squares of a Phase 4 or higher Strain model which is not at full health.	Remove to heal with Nanovore.
Within 7 squares of a Corpse counter.	Roll to spawn a Revenant.
Within 6 squares of a Vanguard model without Infection 3+.	Target the least-infected model, roll for Infection.
Not within any of the above ranges.	Moves directly towards the closest Corpse counter or Vanguard model. If no paths are present, ignore closed Section and Airlock doors when determining the Nano path (though they still stop at the closed door).
* Within its Priority, the Nano counter most distant to its closest target.	

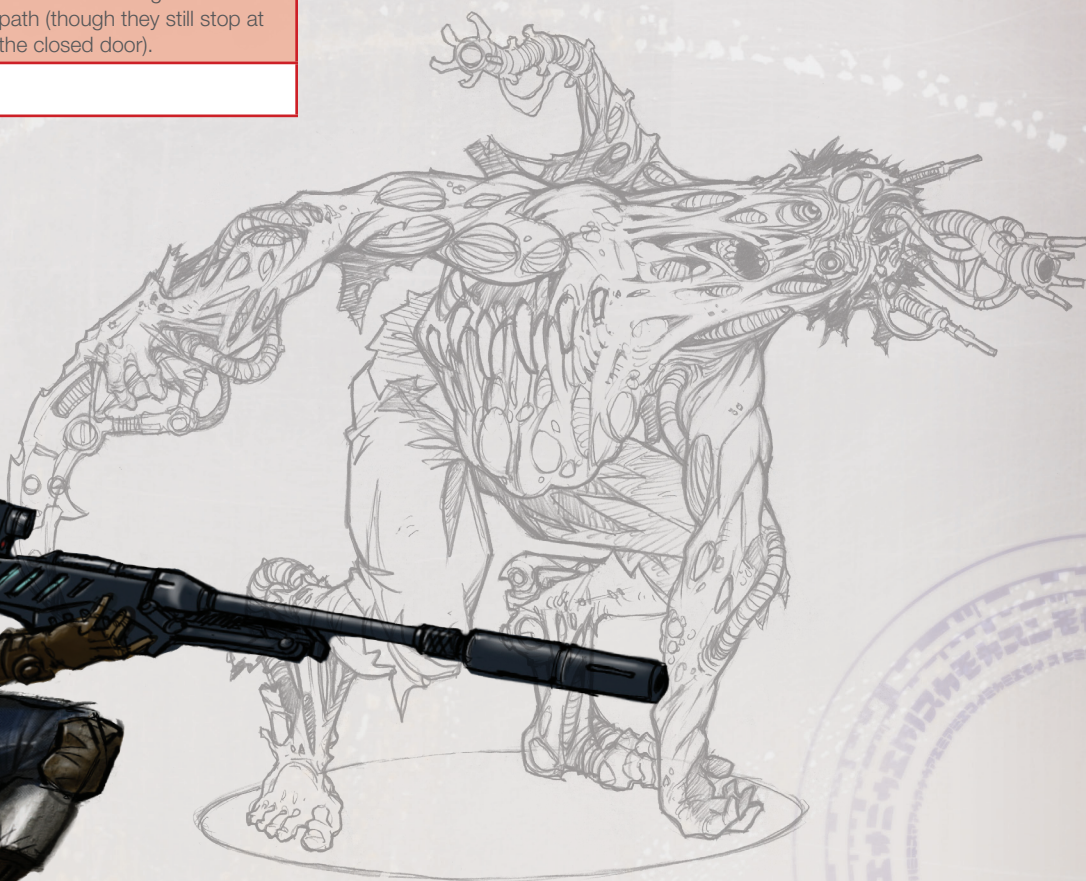
The Nano counter moves directly to the furthest target defined in its Priority. Repeat the routine until all Nano counters have moved.

Ignore models that have 2 Nano counters which will roll to infect them this phase, or Corpse counters that have 1 Nano counter which will roll to spawn a Revenant this phase, unless no targets without Nano are present. Always ignore injured Phase 4 models if Nanovore will already get the model within 1 Wound of its full complement.

Any Vanguard model at Infection 3 is **Mutated** as a Revenant; any Vanguard model at Infection 4 is Mutated as a Quasimodo (or their unique “-Form”, if appropriate), unless you have no spare models (in which case, they produce Nano).

Nano counters then carry out the Nano Protocols in their Priority order.

When rolling to spawn Revenants: On a 5+, the Revenant spawns in or adjacent to the Corpse's square, and both the Corpse and Nano counter are removed. Otherwise, the counters remain. **Note:** Corpse counters do not act like Necrocysts.



STRAIN ACTIVE MODE

Strain models activate one at a time, based on step 1, below.

1. **Determine the Activating Model, and Limit its Behavior.**
2. **Use Free Abilities**
3. **Determine Target, and Move**
4. **Determine Attack Type, and Attack**

(Repeat for next model, until all models have activated.)

1. Determine the Activating Model, and Limit its Behavior

The **Activation Routine** determines the flow of the Strain Active Mode by determining which model goes first (or next). It also determines how Strain models act at all times.



ACTIVATION PRIORITIES (POOL: Strain models which haven't Activated this phase)	ACTIVATION PROTOCOLS
* Fire Bad! : The model is in a damaging effect that will kill it if it remains, and has the movement to leave it. SPECIAL AOPR only applies if it allows the model to attack an urgent model.	The model ignores Stationary Attack, and ignores Ranged/Melee Attack unless it can leave the effect while attacking.
Stationary Attack : The model can attack a Vanguard model without moving. Ignore this when using Reflex abilities.	The model attacks without moving.
* Stealth : The model has a trait or ability that prevents drawing vector or Reflex Triggers, and would trigger Reflex abilities if it doesn't use them.	The model uses abilities that prevent drawing vector or Reflex Triggers, even if this means it must act as Unengaged instead of attacking.
Ranged Attack : The model can make a ranged attack against a Vanguard model. Ignore this if the Strain model can attack with a cumulative melee attack at least MOD 3+ better than its ranged attack.	The model moves, then makes a ranged attack.
Decoy : The model can't attack but can trigger Reflex abilities, if moving as far as able.	The model moves.
Melee Attack : The model can make a melee attack against an Vanguard model.	The model moves, then makes a melee attack.
Parting Blow : The model can attack a Vanguard model without moving, and an Urgent model is in play. The model is unable to attack any Urgent models.	The model attacks without focusing, then immediately moves as if a Decoy or Unengaged, whichever applies, targeting only Urgent models.
Unengaged : The model can't attack or trigger Reflex abilities, if moving as far as able.	The model moves. If there are no available routes due to Survival Instinct, do not consider Section doors blocking, for purposes of calculating paths (though models do not open them, if acting under Survival Instinct).
* Locked – Phase : Lowest first.	
* Locked – Distance : Furthest from its closest target, based on attack type.	

The Active model carries out its steps 2-4, as defined by its Activation Protocols. In the Active mode, repeat until all have gone.



2. Use Free Abilities

The Active Strain model uses a Free ability at the first opportunity where it can be used and benefit the model (or friendly model). If it requires a target, use Targeting and/or Attack Priorities. If it requires a Strain model, determine which based on the highest Phase first, then by the shortest distance to a Vanguard model.

3. Determine Target, and Move

After the activating model's overall actions have been determined by the Activation Routine (step 1), the **Targeting Routine** selects the target of the Active Strain model, which also determines where it will move.

TARGETING PRIORITIES (POOL: Vanguard models the Strain model can attack after moving – if it's able – as restricted by Activation Protocols)	TARGETING PROTOCOL
Exception: The Strain model is unable to achieve range and vector to any target.	The model moves as far as it can towards the closest Vanguard model. Ignore achieving range and vector.
* A Vanguard model that this model can attack with a focused attack.	The model makes a focus attack.
* A Vanguard model that this model can kill with its strongest attack (base damage + status effect damage).	
* The Vanguard model with the fewest status effects (counting each level of infection as 1).	
* The Urgent model closest to the objective.	
The most distant Vanguard model that this model can target with a ranged attack.	The model will not end its movement adjacent to a Vanguard model (this also applies to Pressing Forward, see below).
*The Vanguard model adjacent to the fewest number of Strain.	
Exception: The Strain model is unable to attack, but able to achieve range and vector.	The model moves.

After determining the target above, identify the intended **end point** for the movement. Strain models first achieve range and vector to their target, then add **Press Forward**. The model ends its movement adjacent to as many Vanguard models as it can, favouring Vanguard models not currently engaged. If multiple end points are possible, pick the square furthest from other Strain models.

They then take the path using the **fewest number of moves**, which **most conforms** to the line between beginning and end points, unless they can take a path that avoids Areas of Effect. If paths are equidistant and conform equally, randomise between them. Treat **damaging Effects** that would kill models as Blocking for purposes of choosing a path. Strain models open doors as normal, but don't close them.



PRESS FORWARD:

If a Strain model has extra movement once it has reached a position where it can attack its target (or has gotten as close as able, if unable to attack), it moves one additional space. It will only do this if the extra movement allows it to maintain or increase the number of adjacent models, or maintain or decrease the distance to its target if Unengaged, after which it will stop. This allows Strain models to 'pile in' if they have sufficient reach, but only if it will give them an advantage in doing so.

If an **Urgent** model is in play, the Strain model will instead use any remaining movement to move towards the closest Urgent model(s).

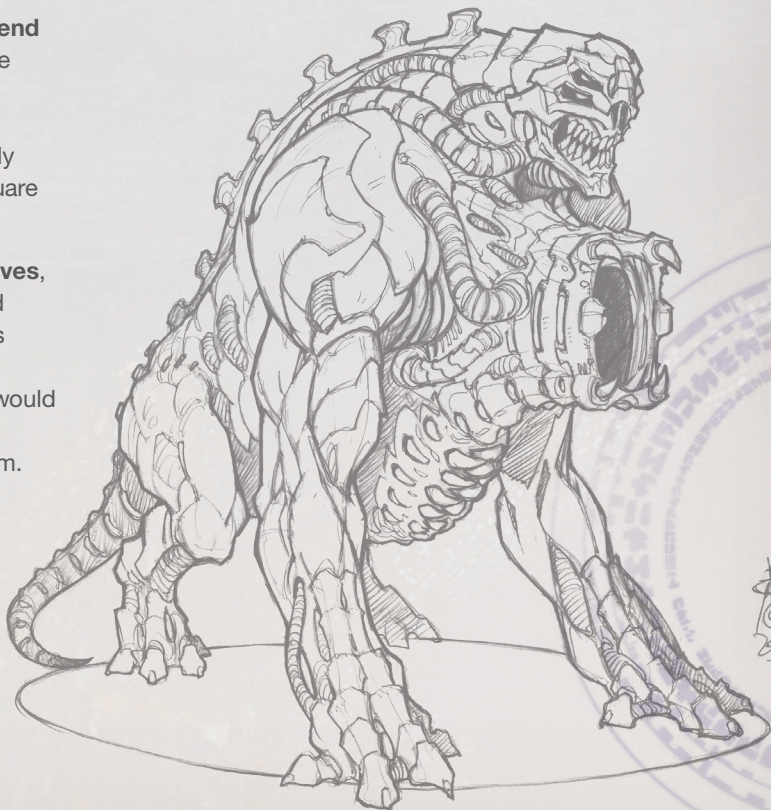
A Strain model will never Press Forward if this means it can't attack its target.

Survival Instinct (Targeting)

Strain models do not target Vanguard models which have a status effect that will kill them when it takes effect (including infection 3+) unless there are no other options.

Survival Instinct (Movement, SPECIAL: This is ignored if any Urgent models are in play):

Strain models **do not open Section doors** that haven't been opened, unless two or more Strain models are adjacent to the Section door at the beginning of the Strain Activation phase. Strain models on **tiles without Vanguard models**, which begin their Activation more than 4 squares away from a Section door connecting to a tile with Vanguard models, act as Unengaged but do not Focus move (following the normal targeting rules).



4. Determine Attack Type, and Attack

Once the Strain model has selected its target and moved into position (in step 3), the **Attack Routine** determines which attack the model will use.

ATTACK PRIORITY (POOL: The model's available attacks, as restricted by Targeting Protocols)	ATTACK PROTOCOL
Eliminate: The model has an attack that would kill the target (base damage + status effect damage).	The model attacks with its most accurate attack that meets this Priority.
Maim: None of the above apply.	The model attacks with its most damaging attack.

The model attacks its target. Models consider each Attack ability a separate element for purposes of choosing attack type. Use attack abilities over regular attacks if they cause the same damage, and use model-specific Focus attacks over regular Focus attacks.

Reminder: *The more difficult game modes use the Infect priority.*

Survival Instinct (Attacks)

Models with attacks that could affect Strain models of Phase 2 or higher (through AoE, etc.) use an attack which doesn't affect them. If it has no such attack, it targets the model that affects the fewest number of Phase 2 or higher models.

OTHER ABILITIES

Override:

Use the following Behaviour Routine to determine targets for Override when affecting models with Override (as an ability) or when the Strain Overrides a model.

OVERRIDE PRIORITY (POOL: Infected models when placing Override counters; models with Override counters when Overriding)
* Urgent model closest to the Vanguard objective.
* Model with the least infection
* Models with the most remaining health
* Highest Cost

Ignore a model if it can't target any enemy models, when Overriding a model. Overridden models follow the Strain Activation phase above, replacing "Strain" with "Vanguard" where necessary, and always attack.

Reminder: *The Overridden model is an available target, as usual.*

Engulf/Exogenesis:

Strain models never attempt to Engulf other Strain models, and always uses Metabolize for their Exogenesis action.

REFLEX MODE

Strain models always use their Reflex ability when triggered, and act according to the Strain Activation phase Routines above.

SCENARIO CHANGES FOR SOLO RULES

Ticket to Die (Outbreak 4)

Roll for each spawned wave: On a 5+, add one Revenant to the wave.

Three Trigger Monte (Outbreak 7)

Strain goes first. The Teleportation Control can't be used except for deploying Hurley.

ALTERNATIVE GAME MODES

There are two harder game modes available: "If it Bleeds..." and "Mercy, Sir?"

IF IT BLEEDS...

"If it Bleeds..." is Solo Play's Hard Mode. Manoeuvring is more difficult, and you face a smarter enemy. This mode provides a balanced challenge.

"If it Bleeds..." incorporates the following rules:

- ◆ Strain spawning rolls are at +1
- ◆ If a Vanguard model is ever adjacent to a Strain model while running, it suffers -2 Mobility (in total) for the action.
- ◆ Use the following Attack Routine for step 4 of the Strain Active mode:

ATTACK PRIORITY (POOL: The model's available attacks, as restricted by Targeting Protocols)	ATTACK PROTOCOL
Eliminate: The model has an attack that would kill the target (base damage + status effect damage).	The model attacks with its most accurate attack that meets this Priority.
Infect: The enemy is Unique or infected. Ignored if this can't result in higher Infection..	The model attacks with its most accurate attack that increases Infection.
Maim: None of the above apply.	The model attacks with its most damaging attack.

MERCY, SIR?

"Mercy, Sir?" is for veteran players only, the odds are stacked against you, as Strain numbers constantly grow and regrow. Victory will take skill and likely a bit of luck.

"Mercy, Sir?" uses the "If it Bleeds..." modifications, with the following additions:

- ◆ Do not roll for spawning from corpses. Automatically remove the Nano and Corpse counters to spawn.
- ◆ Strain spawning rolls are at +1 (cumulative +2).
- ◆ Key models are always Urgent, regardless of proximity to objectives.

FACI

Q: When do I need to randomise?

A: Generally, if there's a decision between two equal choices, you randomise. However, there are often times, especially once you've become more familiar with the game, when you can randomise differently, or just make a choice in order to let the game flow. Basically, it's fine to use any method you like to evenly distribute chances.

EXAMPLE 1

There are 5 Nano counters for 3 uninfected models. Since Nano caps at 2, you can roll for which model only has one Nano attacking it, instead of rolling 5 times.

EXAMPLE 2

A Revenant can spawn at one of three locations equidistant to a nearby Samaritan, but it will always take the same path to attack. Since it won't impact the game, there's no need to roll – just place the model in whichever square you want.

Q: How do Strain models conform to moving in a straight line when there's a corner?

A: They still follow normal movement – they'll tend to hug walls and recesses, unless it means taking more movement to do so.

Q: What if I want to make my own forces?

A: The Solo rules are designed specifically for Load-Outs. It's not recommended to depart from Strain Load-Outs. If you want to modify player forces to take advantage of other options, the following guidelines should create roughly balanced forces.

You can't take more total models, or fewer heroes/ commanders than the Load-Out for the scenario dictates.

No more than 1/3 of your points can be spent on models with AoEs of any kind

If your forces have 1/3 fewer models than the Load-Out dictates, take an additional 5 points to spend (which can be spent on extra models, thus exceeding the 2/3 total model limitation), otherwise use the same points total as the Load-Out. The points values on Infectious models are their cost, rather than added to the Strain forces.

Q: What happens if I run out of spare models and Nano counters to spawn?

A: Just deal with what's in play first. You're in enough trouble already!

Q: Do Revenants from Broken Quarantine activate normally?

A: No, they follow the normal spawning rules.

Q: How does Strain model placement work, in practice?

A: In the majority of scenarios, the only Activation Priority that affects placement is Phase because, unless models could attack in the turn they're placed, none of the others would apply.

Q: When does the Parting Blow Activation Priority come into affect?

A: When acting under AOPR, Strain will always attempt to close with Urgent models, so often ignore Stationary Attack. Most often, Parting Blow will come up a Strain model begins activation able to attack an enemy, but won't be able to attack one after moving towards an Urgent model.

Q: What happens when a model's Activation Priority is skipped due to AOPR?

A: It will act as a lower-priority model, meaning it will often end up activating later.



PLAY EXAMPLES

SCENARIO 1

(Demonstrating basic setup, strategic points, Broken Quarantine, Survival Instinct, Hold Fire, and Behaviour Routines)

SETUP

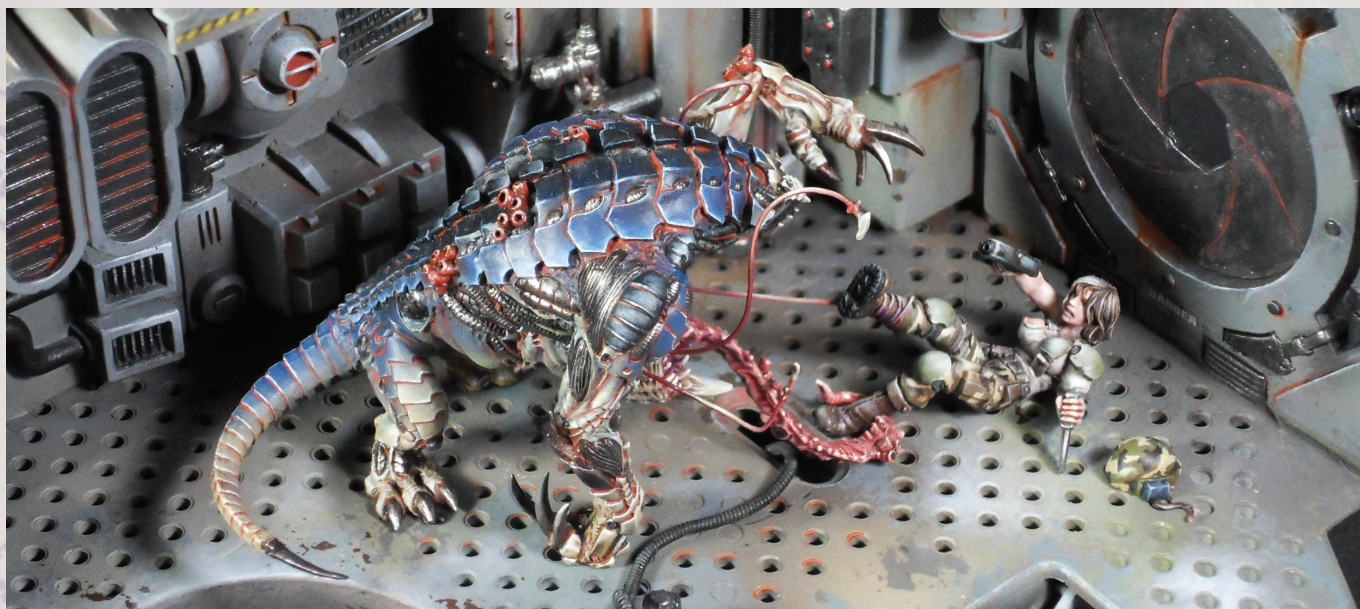
The **strategic points** are placed in the zones closest to the nearest tile, starting with the one listed first. The Spore Engine can't be placed closest to the centre, because the door is blocking. The Corpse counters fit in their tiles' respective zones 1 & 2.

Revenants 1-4 are simple to place: Following **Activation Priorities** for placement, they're the lowest Phase (*reminder: Stealth only affects activation when it would impact vector*) in the closest positions they can be in. Revenant 5 is in the centre (which is chosen when locations are equidistant). Revenant 6 is randomised, so it could have been placed where Stalker 1 is. The Stalkers fill in the next available slots. **Reminder: Scenario 1 has unusual deployment options.**

TURN 1

Revenants 5 & 6 would randomise which goes first, moving at an unengaged walk to the Section door and stopping due to **Survival Instinct**. Repeat for 3 & 4, then 1 & 2, then the Stalkers, which would walk since they have no reason to Prowl.

Note: In Setup and Turn 1, there would be no need to randomise if you prefer not to, as noted in the FAQ, since it would not impact the game.



SCENARIO 1 (CONTINUED)

TURN 2 BEGINNING

The player rolls an unlucky 6 when checking **Broken Quarantine** on Tile 2 so, despite the high number of Vanguard models lowering the roll, a Revenant (#7) appears in the North Section door of the tile. The Necrocyst fails to spawn, and the Spore Engine places 2 Nano counters northwest of it.

The Strain can now open the door, since they started next to it.

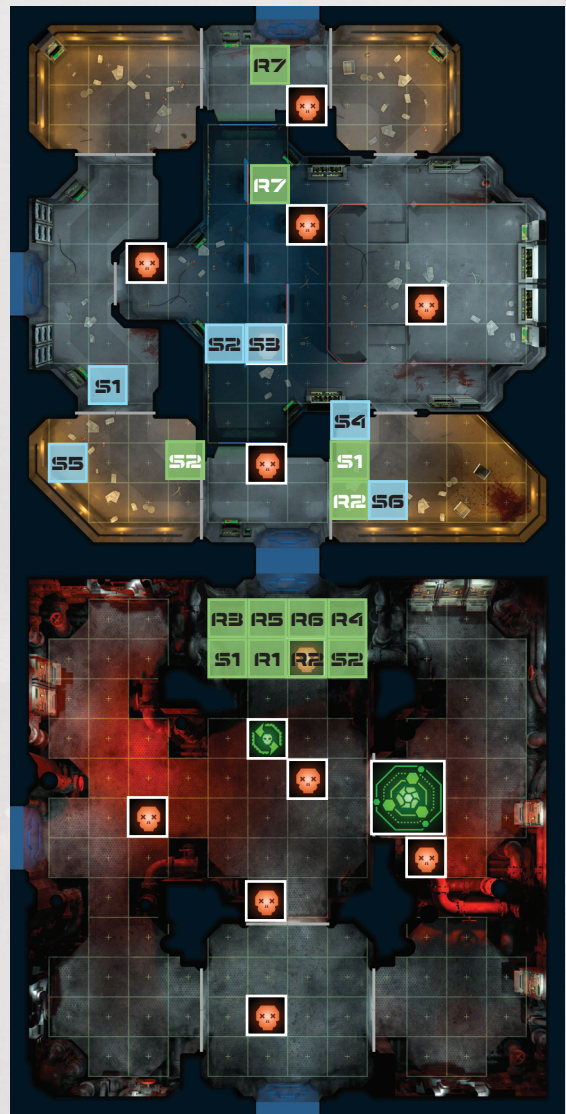
Stalker 1 goes, characterized as Stealth/Melee Attack (the Stalkers have identical **Activation Priorities**, so randomise to see which goes first). It is required to Prowl, and Samaritans 1, 4, and 6 are in range (taking into account opening the door) and have otherwise identical **Target Priorities**. It randomly selects Samaritan 4.

It achieves vector after 3 moves, then **Presses Forward** towards the pair of Samaritans, as this will cause it to **end adjacent** to the greatest number of Vanguard. It attacks with Scythe Spur, being its most damaging attack, since no other **Attack Priorities** apply.

Stalker 2 goes next (having identical Activation Priorities). It can target all Samaritans except #5 when Prowling, but Samaritans 4 & 6 have a Strain model adjacent to them, so it randomises between Samaritans 1-3 (which have the highest Priority of models it can reach) and attacks #1, with Scythe Spur.

Revenant 7 can't attack, so it acts under **Decoy**, moving towards Samaritan 3. Recognizing a bigger threat from models that can attack this turn, the player spends 2 tactics (total) for both to **Hold Fire** instead of attacking an inconsequential model.

The remaining Revenants can all attack, and are all the same Phase, so are only **differentiated by distance**. Revenants 1 & 2 are furthest away so have the highest Priority – #2 is rolled. Its highest priority for Targeting is being able to Focus attack: It Focus Lurches, to attack Samaritan 6, the only model it can Focus Attack (though it will probably die to Reflex fire). Next, Revenant 1 will go, likely with the same outcome...



SCENARIO 2 (ONLY TILE 3)

SETUP

All the A zones and the eastern B zones on the tile are within 8 squares of the Vanguard deployment zone, and thus can't be used due to the scenario rules. The Necrocyst is placed in the North, closest to the next tile. Since two of the same strategic point can't be placed together, the other Necrocyst is placed on Tile 4. The Exocyst is placed in the remaining zone. Since no more Zones are available, the Spore Engine must be placed on tile 4.

Again, the first four Revenants take the first row, and the remaining locations are randomised.

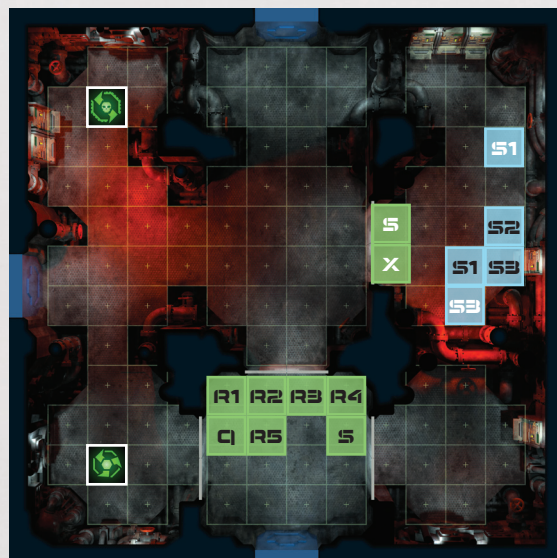
TURN 1

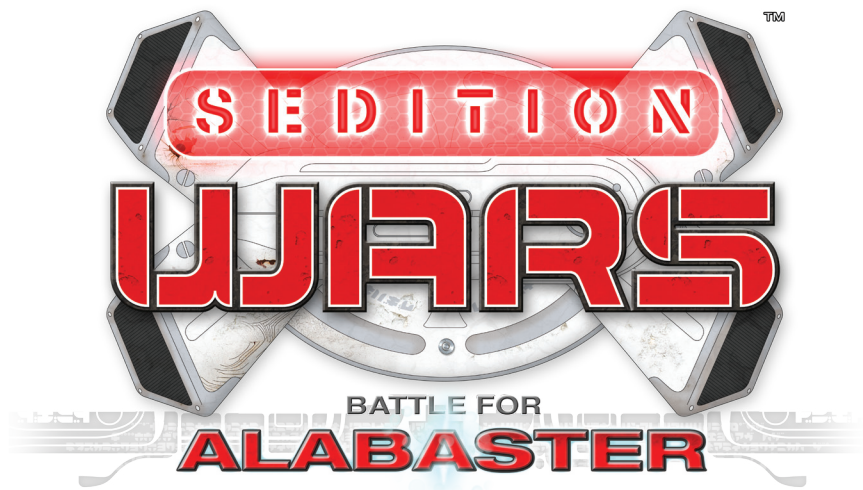
Samaritans 1 & 3 have moved and all three are Frosty. They have not opened the door. They have activated the countdown on Tile 2.

The Stalker has Stealth, so activates first. Due to **Urgent** models on Tile 2, **All Other Priorities Rescinded** kicks in. This doesn't negate any of its Priorities, since it's unable to attack or get into attack range of a model on Tile 2 even at a regular run (let's assume), and it will already be moving towards the tile. It Focus Prowls, targeting the closest model it can, which is Samaritan 3. It hugs the eastern wall, and opens the door, but can't attack because it doesn't have the movement. It doesn't **Press Forward** towards Samaritan 3, because AOPR overrides this (it can't move away from **Urgent** models). Instead, it Presses Forward, one square north, once in the doorway, getting as close to Urgent models as it can while maintaining range and vector to its target, then stops.

The Quasimodo goes next, since it can make a Ranged Attack now that the Stalker opened the door (changing its activation from Unengaged to Ranged Attack). It moves to the square marked X, but is destroyed by Reflex fire.

After this, Revenants 1 & 5, then 2-4 randomise in equidistant groups, moving to the X, until one isn't destroyed and makes an attack on Samaritan 3. The remaining ones can't attack (because they would, at some point during their movement, be increasing distance to an Urgent model) so they would need to activate at the end of the activation phase, as Unengaged.





Designed by Studio McVey Ltd, Windermere, UK

Published by Cool Mini or Not, Alpharetta, GA, USA



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