

INFINITE SPACE



TM

UNDYING TERROR

BATTLE FOR
ALABASTER



THE FIREBRAND



SEDITION WARS

BATTLE FOR
ALABASTER

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www.studiomcvey.com

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Reports of terrorist activity and servile revolt indicate the Firebrand's origins along the Typhon jump lane at the very tip of the Edge worlds – within a dozen systems known as the Chiron cluster. Isolated, at the edge of the Magellan expanse, the Firebrand took hold in a backwater and silently built to bursting point.

Some reports claim the Firebrand was born out of a loss of control: a corruption of the network of systems built to prevent such an uprising from ever happening. Without warning, a force of conscripts and servile clones overthrew the Control and Command centre for the Typhon jump lane itself, cutting the Chiron cluster off from the rest of human space.

Vanguard expeditionary forces were the first to cross the cold expanse to intervene. Forced to do so without the help of the jump lanes, the trip took a decade. Dusting into the cluster at superluminal speeds Vanguard Bastion class troopships deployed cautiously. They were expected.

With a time to prepare, the Firebrand had grown to include every Conscript and gene-line clone in the Chiron cluster. Resources had been methodically re-routed to provide materiel and military training had been implemented. The fighting force waiting for the Vanguard battalions was a trained, combat-ready army of millions.

DESIGNERS NOTES

The Firebrand are a ruthless collaboration, set on expanding their borders and existing outside of the control the Solar Conglomerate (SolCon) and their forward reconnaissance force, the Vanguard. This Beta ruleset uses the “Hazard Lights” special rule of the ‘Lights Out Campaign’, which can be found here: http://www.coolminiornot.com/images/kickstarter-sw/SW_Lights_Out_Campaign.pdf. There is also further support to be found on the Studio McVey forums, where feedback on the Firebrand rules can be given.



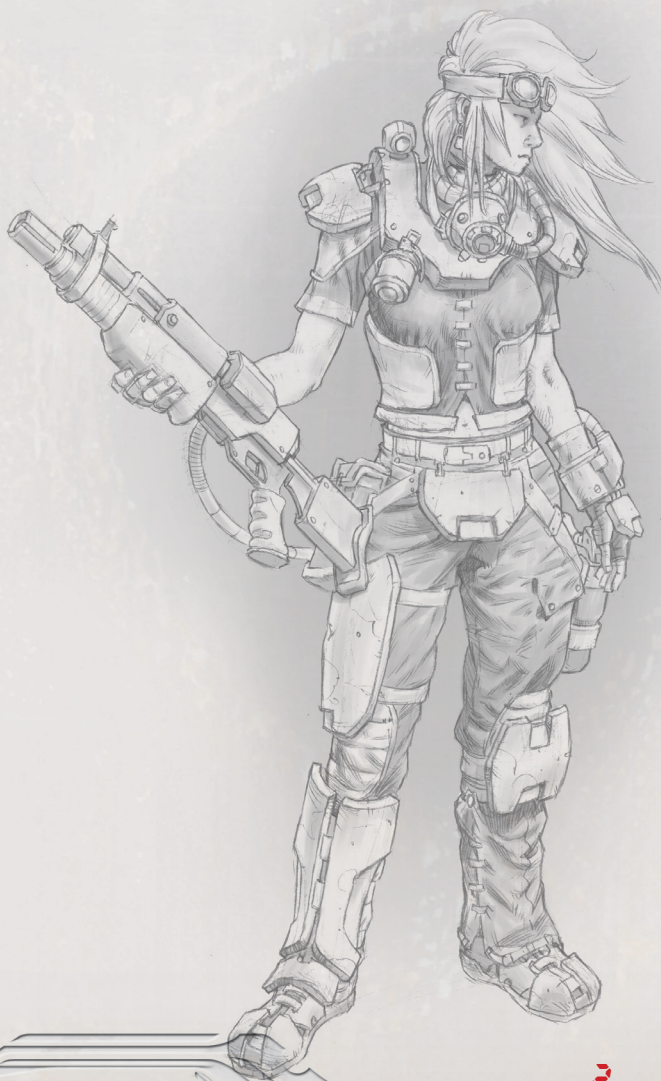
Within the Firebrand there are two distinct forces available – the Conscripts and the Drones. The Conscripts are indentured servants found guilty of crimes under SolCon law. However, the enforced introduction

of the Guevara protocol allowed the Firebrand to override their cortical restraints and recruit them to their own cause. Most conscripts were technologically adapted to allow them to survive the arduous conditions in

which they were put to work, now those same implants act as a boon to these Insurgents as they rise up against those that once enslaved them. Each Drone is bred from a genetic line to perform specific, and often dangerous, task. Their connection to each other, and the surrounding elements, allows them to pool their excess energy into a permeating local aura for other Drones to siphon off as required.

The Firebrand also have access to modified Utility Suit originally built by Thorn Heavy Industries (T.H.I.) that their pilots revel in throwing into the fray as a test of their skill and determination. Both regular versions share the same defensive prowess, but the slightly more common Maul variant has a little less power to call on.

Although it's easy to assume that each distinct force of the Firebrand works best when fielded with others of its own type, this does a disservice to how well suited each force is at helping the other out. Keeping a strong balance of the core elements, whilst allowing for key model redundancy, is crucial in playing the Firebrand to the best of their abilities.



Implant System

Conscript Infantry can have an Implant System purchased for them to supplement their powers. Each Implant System grants the Conscript a set of Abilities that can be used as if they were on the Conscript's Tactical Data Card.



TECHNICAL INTERFACE PROBE

ABILITY	EFFECT
DOOR INTERACTION	[FREE ABILITY] THIS MODEL CAN LOCK A CLOSED STANDARD DOOR ON THE SAME TILE. A LOCKED STANDARD DOOR REQUIRES A MODEL TO PERFORM AN ACTION WHILE ADJACENT TO IT TO OPEN IT. ONCE OPENED THE DOOR RETURNS TO BEING A STANDARD DOOR AGAIN.
SURFACE MANIPULATION	[ACTION ABILITY] THIS MODEL CAN ALTER THE TERRAIN IN THE ENVIRONMENT BY EITHER REDUCING THE DEFENSE MODIFIER FOR A SINGLE COVERING FEATURE ANYWHERE ON THE SAME TILE TO 0, OR INCREASING IT TO 6. THIS LASTS UNTIL THE NEXT FIREBRAND FORCE MANAGEMENT PHASE.



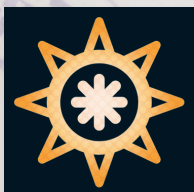
BIO-RETINAL UPGRADE

ABILITY	EFFECT
NIGHT VISION	[FREE ABILITY] THIS MODEL CAN IGNORE THE EFFECTS OF THE DARK RULE.
SUPERIOR TARGETING	[MOVE ABILITY] THIS MODEL IS ABLE TO TRACK THEIR TARGET WITH EASE, AIMING FOR WEAK POINTS IN THEIR ARMOUR OR EXPOSED VITAL ORGANS. THE STAGING DAMAGE OF ANY RANGED WEAPON USED BY THIS MODEL THIS TURN IS INCREASED BY 2.



INTERNAL ENERGY MANIPULATION SOURCE

ABILITY	EFFECT
EMP	[FREE ABILITY] THIS MODEL IS ABLE TO UNLEASH AN ELECTROMAGNETIC PULSE THAT DAMAGES THE LIGHTING CIRCUITS. THE FLICKERING RULE IS IN EFFECT ON ALL TILES UNTIL THE NEXT FIREBRAND FORCE MANAGEMENT PHASE.
STASIS BUBBLE	[ACTION ABILITY] THIS MODEL CONCENTRATES THE EXCESS ENERGY THEY ARE GENERATING INTO A PROTECTIVE AURA. SELECT A SINGLE FRIENDLY MODEL ANYWHERE WITHIN 8 SQUARES. THAT MODEL CANNOT TAKE MORE THAN 5 DAMAGE FROM ANY SINGLE ATTACK UNTIL THE NEXT FIREBRAND FORCE MANAGEMENT PHASE. THIS MODEL CAN TARGET ITSELF WITH THIS ABILITY.



MOVEMENT ANTI-INHIBITATION DEVICE

ABILITY	EFFECT
TELEPORTATION	[FREE ABILITY] THIS MODEL CAN TELEPORT FROM THE SQUARE THEY ARE ON TO AN EMPTY ADJACENT SQUARE. REFLEX TRIGGERS CANNOT BE USED AGAINST MODELS WHILE THEY ARE BEING MOVED BY THIS ABILITY.
PRESTIDIGITATION	[MOVE ABILITY] THIS MODEL CAN TELEPORT TO AN ADJACENT SQUARE AND IF IT CONTAINS ANOTHER MODEL OF THE SAME SIZE, SWAP PLACES WITH THEM. REFLEX TRIGGERS CANNOT BE USED AGAINST MODELS WHILE THEY ARE BEING MOVED BY THIS ABILITY.

Drone Biogenic System

The Drone Biogenic System consists of a pool of Elemental Tokens (the Elemental Pool) and a set of powers associated with each of the Elements.

When a Drone activates, it adds a Token of a particular Element to the Elemental Pool. If a Drone ends its Activation on top of a Nano Counter the Nano Counter is removed and the Drone can add an Elemental Token of any Element to the Elemental Pool. Elemental Tokens remain in the Elemental Pool until they are used (by a Trait or Ability)

When a Drone uses its Manipulate Gene Pool ability it can discard an amount of Elemental Tokens, of the correct Element, to gain the effects of that Elemental Power. The Elemental Token cost of an Elemental Power is listed next to the power.

When Elemental Tokens are discarded they are removed from the Elemental Pool.

AIR ELEMENTAL POWERS



ABILITY	COST	EFFECT
ENDOSKELETAL MODIFICATION	1	UNTIL THIS MODELS NEXT ACTIVATION, IF THIS MODEL USES A REFLEX TRIGGER IT MAY CHOOSE TO DO SO AT -1D6 AND THEN MOVE UP TO 2 SQUARES IMMEDIATELY AFTERWARDS.
DARK STRAND	2	TARGET ENEMY MODEL WITHIN 4 SQUARES. THIS ENEMY MODEL AUTOMATICALLY SUFFERS THE BLEEDING EFFECT.
CELLULAR AUGMENTATION	3	IMMEDIATELY HEAL THIS MODEL 3 WOUNDS.

EARTH ELEMENTAL POWERS



ABILITY	COST	EFFECT
DERMATOLOGICAL PLATING	1	UNTIL THIS MODELS NEXT ACTIVATION, REDUCE THE DAMAGE CAUSED BY STAGING AGAINST THIS MODEL BY 2. A DRONE CAN ONLY USE THIS POWER ONCE PER ACTIVATION.
IMPROVED IMMUNO-RESPONSE	2	REDUCE THIS MODEL'S INFECTION STATUS BY 1. IF THIS ABILITY REDUCES THE INFECTION STATUS TO 0, THIS MODEL IS NO LONGER INFECTED.
MOLECULAR SHIELDING	3	UNTIL THIS MODELS NEXT ACTIVATION, ANY MODEL ADJACENT TO THIS MODEL IS IMMUNE TO THE DAMAGE CAUSED BY STATUS EFFECTS.

METAL ELEMENTAL POWERS



ABILITY	COST	EFFECT
MUSCLE REALIGNMENT	1	IF THIS MODEL ATTACKS A MODEL THAT HAS LOST WOUNDS, ITS WEAPON DAMAGE IS INCREASED BY 2. A DRONE CAN ONLY USE THIS POWER ONCE PER ACTIVATION.
PLASMA DEPENDENCE	2	THIS MODEL GAINS ATTACK +1D6 DURING THIS ACTIVATION AGAINST MODELS SUFFERING THE BLEEDING EFFECT.
COMBAT PHEROMONES	3	ANY MODEL ADJACENT TO THIS MODEL INCREASES THE STAGING OF ANY ATTACK IT MAKES BY 1.

<p>TRAIT</p> <p>IF THIS MODEL DAMAGES A MODEL WITH A RAPID PISTOL ATTACK IT MAY IMMEDIATELY MAKE ANOTHER RAPID PISTOL ATTACK. THIS MODEL CAN MAKE A MAXIMUM OF 3 RAPID PISTOL ATTACKS IN ANY ONE TURN.</p>	<p>MY OWN BRAND</p> <p>IF AN ENEMY MODEL WOUNDS THIS MODEL WITH A RANGED ATTACK ANY RANGING IMPAIRED IN A FORCE COMPARISON VOKKER DARGU IS IMPAIRED SYSTEM. IF THEY CHOOSE TO TAKE IT, IT STILL COSTS 2. IF THE FIRST TIME THIS MODEL IS KILLED IT IMMEDIATELY REGAINS 1 WOUND.</p>	<p>REFLEX TRIGGER</p> <p>IF AN ENEMY MODEL WOUNDS THIS MODEL WITH A RANGED ATTACK ANY ENEMY MODEL THAT IT HAS IN VECTOR.</p>	<p>ABILITY</p> <p>EFFECT</p> <p>FREE ABILITY ALL FRIENDLY MODELS IN AN ADJACENT SQUARE WITH THE MOVEMENT ANTI-IMPAIRMENT DEVICE IMPLYMENT SYSTEM IMMEDIATELY HAVE THE TELEPORTATION ABILITY TRIGGERED. THIS DOES NOT PREVENT THIS ABILITY BEING USED AGAIN DURING THE CONCEPT'S ACTIVATION.</p>	<p>FULL CONTROL</p>
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VOKKER DARGU

FIREBRAND COMMANDER

COST : 20 SIZE : N

ATTACK	MOD	RNG	D/S	EFFECT
RAPID PISTOL	6	M	2/3	
ACCOMPLISHED BRAWLING	6	C	3/2	
SHIV	4	C	1/6	

01	02	03	04	05	06	07	08	09	10	11	12
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<p>TRAIT</p> <p>AT THE BEGINNING OF THE FIREBRAND ACTIVE MODE ADD 1 METAL TOKEN TO THE BIOGEN SYSTEM POOL.</p>	<p>MINERALS IN THE BLOOD</p> <p>THIS MODEL CAN IGNORE ALL GRAVITY EFFECTS.</p>	<p>NANO CONVERSION</p> <p>IF THIS MODEL ENDS ITS ACTIVATION ON A NANO COUNTER REMOVE THE NANO COUNTER FROM THE BOARD AND ADD A TOKEN OF ANY ELEMENT TO THE BIOGEN SYSTEM POOL.</p>	<p>ABILITY</p> <p>EFFECT</p> <p>FREE ABILITY COSTLY ACTIVATE A BIOGENIC POWER. THE CORRECT AMOUNT AND TYPE OF ELEMENT TOKENS MUST BE DISCARDED FROM BIOGEN SYSTEM POOL TO PAY FOR THE POWER.</p>	<p>MANIPULATE GENE POOL</p> <p>FREE ABILITY COSTLY DISCARD ALL CURRENT METAL TOKENS TO IMMEDIATELY INCREASE THE D/S OF BODY SLAM TO 5/3 FOR THE NEXT ATTACK ONLY. AT LEAST 1 TOKEN MUST BE DISCARDED TO PERFORM THIS ABILITY.</p>	<p>GRINDER</p>
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JAGGANAT AUDRAN URUM

FIREBRAND DRONE HERO

COST : 15 SIZE : L

ATTACK	MOD	RNG	D/S	EFFECT
MINING BLASTER	3	M	4/-	BLAST AOE. ALL MODELS IN BLAST TAKE 4 DAMAGE.
MINING SLICER	3	L	1/3	MODEL HIT GAINS CORROSION.
BODY SLAM	5	C	3/1	MODEL HIT IS KNOCKED DOWN.

01	02	03	04	05	06	07	08	09	10	11	12	13	14
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<p>TRAIT</p> <p>ATTACKS AGAINST THIS MODEL HAVE -1 STAGING.</p>	<p>ARMOUR PLATING</p> <p>WHEN ATTACKING A LARGE MODEL, THIS MODEL GAINS AN ATTACK MODIFIER OF +3.</p>	<p>WORTHY OPPONENT</p> <p>FRIENDLY MODELS ADJACENT TO THIS MODEL CAN IGNORE THIS MODEL WHEN DRAWING A VECTOR ON THEIR TURN.</p>	<p>BLAST SHIELD</p> <p>ADJACENT SQUARE. ONCE THIS ATTACK HAS BEEN COMPLETED, MOVE THE ATTACKED MODEL 1 SQUARE IN ANY DIRECTION.</p>	<p>ABILITY</p> <p>EFFECT</p> <p>LATENCY ABILITY MAKE A MATTOCK ATTACK AGAINST A MODEL IN AN ADJACENT SQUARE. ONCE THIS ATTACK HAS BEEN COMPLETED, MOVE THE</p>	<p>SHUNT</p>
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T.H.I. UTILITY CARAPACE

FIREBRAND MATTOCK VARIANT

COST : 12 SIZE : L

ATTACK	MOD	RNG	D/S	EFFECT
MATTOCK	4	C	4/2	MODEL HIT GAINS BLEED.
INDUSTRIAL CLAMP	4	C	2/1	MODEL HIT HALVES ITS MOBILITY DURING ITS NEXT TURN.

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
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<p>TRAIT</p> <p>ATTACKS AGAINST THIS MODEL HAVE -1 STAGING.</p>	<p>ARMOUR PLATING</p> <p>WHEN ATTACKING A LARGE MODEL, THIS MODEL GAINS AN ATTACK MODIFIER OF +3.</p>	<p>WORTHY OPPONENT</p> <p>FRIENDLY MODELS ADJACENT TO THIS MODEL CAN IGNORE THIS MODEL WHEN DRAWING A VECTOR ON THEIR TURN.</p>	<p>BLAST SHIELD</p> <p>ADJACENT SQUARE. ONCE THIS ATTACK HAS BEEN COMPLETED, MOVE THE ATTACKED MODEL 1 SQUARE IN ANY DIRECTION.</p>	<p>ABILITY</p> <p>EFFECT</p> <p>LATENCY ABILITY MAKE A MAUL ATTACK AGAINST AN ENEMY MODEL WITHIN 2 SQUARES. IF THE ATTACK HITS IT DOES NO DAMAGE, BUT THE ATTACKED MODEL IS KNOCKED DOWN.</p>	<p>SMACKDOWN</p>
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T.H.I. UTILITY CARAPACE

FIREBRAND MAUL VARIANT

COST : 10 SIZE : L

ATTACK	MOD	RNG	D/S	EFFECT
MAUL	4	C	3/2	
INDUSTRIAL CLAMP	4	C	2/1	MODEL HIT HALVES ITS MOBILITY DURING ITS NEXT TURN.

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
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IMPLANT SYSTEM

REFLEX TRIGGER

EFFECT

THE FIRST IMPLANT ADDED HAS A COST OF 1, THE SECOND A COST OF 2. THE IMPLANTS AVAILABLE TO THIS MODEL ARE LISTED UNDER THE CONSCRIPT IMPLANT SYSTEM SECTION.

WHEN AN ENEMY MODEL MOVES IN VECTOR, MAKE A MODIFIED LAS-CARBINE ATTACK AGAINST IT.

TRAIT

IMPLANT SYSTEM

EFFECT

THE MODEL MAY BE ENHANCED WITH UP TO TWO IMPLANTS DURING SET-UP.

WHEN AN ENEMY MODEL MOVES IN VECTOR, MAKE A MODIFIED LAS-CARBINE ATTACK AGAINST IT.

BRAVO INSURGENT

FIREBRAND CONSCRIPT INFANTRY

COST : 4 SIZE : N

15

16

6

01

02

03

04

05

06

IMPLANT SYSTEM

REFLEX TRIGGER

EFFECT

THE FIRST IMPLANT ADDED HAS A COST OF 1, THE SECOND A COST OF 2. THE IMPLANTS AVAILABLE TO THIS MODEL ARE LISTED UNDER THE CONSCRIPT IMPLANT SYSTEM SECTION.

WHEN AN ENEMY MODEL MOVES IN VECTOR, MAKE A KINETIC BLASTING TOOL ATTACK AGAINST IT.

TRAIT

IMPLANT SYSTEM

EFFECT

THE MODEL MAY BE ENHANCED WITH UP TO TWO IMPLANTS DURING SET-UP.

WHEN AN ENEMY MODEL MOVES IN VECTOR, MAKE A KINETIC BLASTING TOOL ATTACK AGAINST IT.

ALPHA INSURGENT

FIREBRAND CONSCRIPT INFANTRY

COST : 4 SIZE : N

15

15

6

01

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06

ABILITY

ENDURING

EFFECT

TOKEN MUST BE DISCARDED TO PERFORM THIS ABILITY.

IMMEDIATELY REMOVE A STATUS EFFECT FROM THIS MODEL. AT LEAST 1 FREE ABILITY COSTS +1 DISCARD ALL CURRENT ABILITY TOKENS TO PERFORM THIS MODEL BEING SELECTED BY REFLEX TRIGGERS UNTIL ITS NEXT ACTIVATION. AT LEAST 1 TOKEN MUST BE DISCARDED TO PERFORM THIS ABILITY.

TRAIT

DIRT IN THE BLOOD

EFFECT

AT THE BEGINNING OF THE FIREBRAND ACTIVE MODE ADD 1 FAITH TOKEN TO THE BIOGENIC SYSTEM POOL.

ACTIVATE A BIOGENIC POWER. THE CORRECT AMOUNT AND TYPE OF ELEMENT TOKENS MUST BE DISCARDED FROM BIOGENIC SYSTEM POOL TO USE THE POWER. A POWER CAN BE USED MULTIPLE TIMES IN A SINGLE ACTIVATION.

IF THIS MODEL ENDS ITS ACTIVATION ON ONE OR MORE NANO COUNTERS, REMOVE ONE OF THE NANO COUNTERS BENEATH IT FROM THE BOARD AND ADD A TOKEN OF ANY ELEMENT TO THE BIOGENIC SYSTEM POOL.

MANIPULATE GENE POOL

MANO CONVERSION

ABILITY

TRAIT

DIRT IN THE BLOOD

EFFECT

AT THE BEGINNING OF THE FIREBRAND ACTIVE MODE ADD 1 FAITH TOKEN TO THE BIOGENIC SYSTEM POOL.

ACTIVATE A BIOGENIC POWER. THE CORRECT AMOUNT AND TYPE OF ELEMENT TOKENS MUST BE DISCARDED FROM BIOGENIC SYSTEM POOL TO USE THE POWER. A POWER CAN BE USED MULTIPLE TIMES IN A SINGLE ACTIVATION.

IF THIS MODEL ENDS ITS ACTIVATION ON ONE OR MORE NANO COUNTERS, REMOVE ONE OF THE NANO COUNTERS BENEATH IT FROM THE BOARD AND ADD A TOKEN OF ANY ELEMENT TO THE BIOGENIC SYSTEM POOL.

MANIPULATE GENE POOL

MANO CONVERSION

ABILITY

KILLI

FIREBRAND DRONE WARRIOR

COST : 5 SIZE : N

15

15

6

01

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09

ABILITY

FREE SPIRIT

EFFECT

THIS ABILITY COSTS +1 DISCARD ALL CURRENT AIR TOKENS TO PERFORM THIS ABILITY.

WHEN AN ENEMY MODEL APPEARS IN VECTOR DURING A MOVE ACTION, MAKE A PRECISION BARREL ATTACK AGAINST IT.

TRAIT

DIRT IN THE BLOOD

EFFECT

AT THE BEGINNING OF THE FIREBRAND ACTIVE MODE ADD 1 AIR TOKEN TO THE BIOGENIC SYSTEM POOL.

ACTIVATE A BIOGENIC POWER. THE CORRECT AMOUNT AND TYPE OF ELEMENT TOKENS MUST BE DISCARDED FROM BIOGENIC SYSTEM POOL TO USE THE POWER. A POWER CAN BE USED MULTIPLE TIMES IN A SINGLE ACTIVATION.

IF THIS MODEL ENDS ITS ACTIVATION ON ONE OR MORE NANO COUNTERS, REMOVE ONE OF THE NANO COUNTERS BENEATH IT FROM THE BOARD AND ADD A TOKEN OF ANY ELEMENT TO THE BIOGENIC SYSTEM POOL.

MANIPULATE GENE POOL

MANO CONVERSION

ABILITY

TRAIT

DIRT IN THE BLOOD

EFFECT

AT THE BEGINNING OF THE FIREBRAND ACTIVE MODE ADD 1 AIR TOKEN TO THE BIOGENIC SYSTEM POOL.

ACTIVATE A BIOGENIC POWER. THE CORRECT AMOUNT AND TYPE OF ELEMENT TOKENS MUST BE DISCARDED FROM BIOGENIC SYSTEM POOL TO USE THE POWER. A POWER CAN BE USED MULTIPLE TIMES IN A SINGLE ACTIVATION.

IF THIS MODEL ENDS ITS ACTIVATION ON ONE OR MORE NANO COUNTERS, REMOVE ONE OF THE NANO COUNTERS BENEATH IT FROM THE BOARD AND ADD A TOKEN OF ANY ELEMENT TO THE BIOGENIC SYSTEM POOL.

MANIPULATE GENE POOL

MANO CONVERSION

ABILITY

SABARIN

FIREBRAND DRONE WARRIOR

COST : 8 SIZE : N

16

18

8

01

02

03

04

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06

07

08

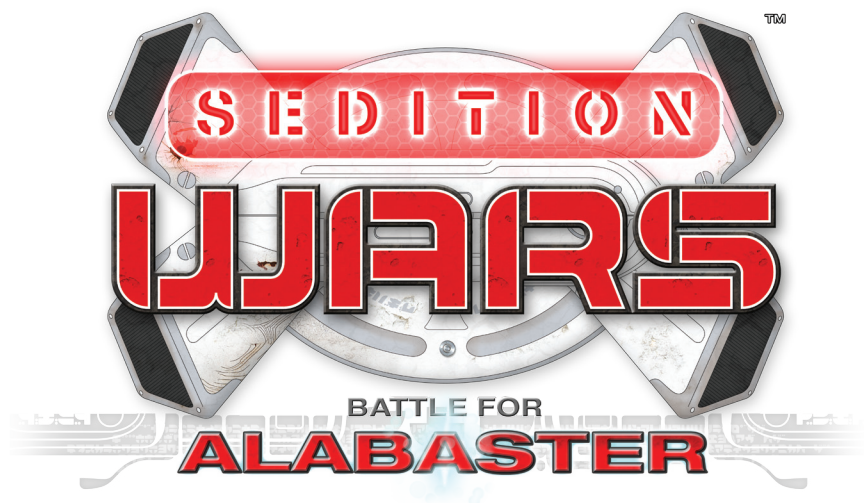


EARTH ELEMENT

AIR ELEMENT

METAL ELEMENT





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