

Another game aid

THE

by Universal Head

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Game:	SEDITION WARS: BATTLE FOR ALABASTER	<div>v1</div> <div>Apr 2013</div>
Pub:	Studio McVey / MiniOrNot (2013)	
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.		



SETUP

Players decide who plays the **Vanguard** and who plays the **Strain**. Select either a **strategic** or **campaign** scenario, set up the board, and place **objective markers**.

Each side rolls a d6. Players place their **strategic points** starting with the player who rolled the highest, alternating placement until all are placed.

Players select their force according to the scenario's force points, force requirements, troop costs and troop limits. Strategic scenarios use 20 force points per board tile used in the game.

A player can recruit any model that matches their faction, meets the scenario restrictions, and does not result in their force point budget being exceeded. A force must begin play with a number of models equal to the force point allowance divided by 10 (rounded up).

Deployment

Each side rolls a d6. The highest roller chooses who will deploy first. In strategic scenarios the first player chooses an outside tile edge and deploys his models within 5 squares of the edge, in any clear square(s).

Each campaign scenario has specific deployment rules. If there are multiple deployment zones, the first player deploys models to one zone, then alternates deploying with the other player until all models on both sides have been placed.

PLAYING THE GAME

The first player begins the first round in **active mode**, with his opponent in **reflex mode**. Once all of a player's models have been activated, or if the player chooses, the player's turn ends and the players switch modes. Once both forces have taken a turn in active mode, the round ends.

ACTIVE MODE

1. FORCE MANAGEMENT

Perform your faction-specific **force management**.

VANGUARD FORCE MANAGEMENT (TACTICS PHASE)

The **Vanguard** may perform the following actions in any order:

a. Access Tac-Net

Any model may take one or more counters from the Tac-Net pool, but it may not have more counters than its **tactics** limit.

Model Rank	Tactics Limit
Trooper	1 tactic
Elite Trooper	2 tactic
Hero	3 tactic
Commander	4 tactic

When the Vanguard takes their first active mode, roll 1d6 for Tac-Net strength and add the tactics limit of the highest ranked model deployed.

At the beginning of each subsequent Tactics phase, the Tac-Net is replenished by counters equal to the tactics limit of the highest ranking remaining model.

b. Target Designation

You may spend a **tactic counter** from the Tac-Net pool to place a **target mark counter** on an enemy model within a Vanguard sight vector. Multiple counters may be on a model. A Vanguard model attacking an enemy with such a counter may remove it to gain +3 ATT to that attack.

An infected friendly model may be treated as an enemy if it has an override counter or 2 or more infection counters on it.

STRAIN FORCE MANAGEMENT (INFECTION PHASE)

If a non-Strain model is in a square occupied by an **nano counter**, the Strain player must remove at least one nano counter from that square and the model gains an infection counter. You may remove additional nano counters in the square to give the model additional infection counters (to a maximum of 4). The affected model may not be **mutated** during this Infection phase.

The **Strain** may perform the following actions in any order:

a. Move Nano Counters

Each nano counter on the board may be moved up to 6 squares. Nano counters can move through any square except walls, closed normal doors (but not section doors or airlocks unless they are open) and can end their move in a square occupied by a model or strategic point. Multiple nano counters may be in a single square.

b. Spawn Exo-Forms

You may **spawn** new Strain models on or adjacent to the following spawn points by spending nano counters:

Phase 1 Necro-forms can spawn at Necrocyst spawn points, Exocyst spawn points, or corpse tokens.

Phase 2 Exo-forms can spawn at Exocyst spawn points or from infected tokens.

To spawn a Phase 1 Necro-form, remove 1 nano counter on or adjacent to the spawn point (remove the corpse token if spawning from a corpse).

To spawn a Phase 2 Exo-form, remove 3 nano counters on or adjacent to the spawn point (remove the corpse token if spawning from a corpse).

A spawn point may be used only once during an infection phase. Newly spawned models may only perform one non-focused action in their first activation.

c. Evolve Exo-Forms

You may **evolve** a Phase 2 Exo-form into a Phase 3 Exo-form by spending nano counters adjacent to it. The evolution type, and cost in counters, is on the model's card.

When evolving a normal model into a large model, place the new model in any clear squares adjacent to and including the original square. If squares are not clear, the model is *stuck* until it moves from that space. If adjacent squares contain models, they are pushed into the nearest adjacent clear square and *knocked prone*.

d. Mutate Infected Models

Infected models may be mutated or consumed, depending on their infection level:

Stage 3 infection status: you may replace the infected model with a Phase 1 Necro-form, or with 2 nano counters adjacent to or in the square.

Stage 4 infection status: you may replace the infected model with a Phase 2 Exo-form, or with 1d6 nano counters adjacent to or in the square.

Newly converted models may only perform one action in their first activation.

2. ACTIVATION

Activate your models one at a time, and only once each during your activation. An activated model may either:

- Perform any 2 of the following actions once each:
 - Move** up to its mobility value in squares.
 - Attack** a target.
 - Access** or use a strategic point.
 - Use **abilities**.
- Perform 1 **focused action**, either:
 - Run** (move 2x its mobility value in squares).
 - Focus** an action such as an ability or an attack.

Abilities

Abilities are always free to use, even in reflex mode. A model can use any ability as an action, and may use multiple abilities, but each ability can only be used once per activation.

An ability's rules always override the normal game rules.

Some abilities require the player to spend tactics or nano counters to use or enhance the ability. Remove the appropriate counters from the model before the ability is resolved.

Movement Abilities: Abilities that move the acting model. A model cannot perform a movement action and a movement ability in the same activation.

Attack Abilities: Abilities that require the model to select a target and make an attack roll. A model cannot perform an attack and use an attack ability in the same activation.

Free Abilities: Abilities that can be used without requiring the acting model to use an action. Free abilities can be used at any time during the models activation in Active mode.

Focused Abilities: Abilities that specify they benefit from different or better results when used as a focused action.

Traits

Traits are passive abilities that are always in effect unless otherwise specified. They are always free to use. Some traits act as (free) abilities and can be used either as an action or ability.

Focused Actions

Focusing an action such as an ability or attack requiring a die roll adds +1d6 to the roll. Non-attack abilities cannot be focused unless they specifically have a focus effect.

REFLEX MODE

When the conditions of a model's **reflex trigger** are met, the model must declare the use of the reflex abilities attached to that trigger or lose the use of the reflex trigger for the current reflex mode.

The reflex ability is resolved immediately, interrupting all other actions on the board. Once the ability has been resolved, play resumes normally. A model can only use a single reflex trigger during reflex mode unless otherwise specified.

If multiple reflex triggers are tripped at once by one model's actions, resolve each declared reflex trigger before the next until all have been resolved, in an order of the reflexive players choice.

If a triggering model is killed or removed from play before all models can resolve their actions, models that did not have a chance to resolve their actions retain their reflex triggers.

FINISHING ACTIVATION

Once a model's activation is finished, make any **status checks** and apply any persistent **status effects** for the model. If there are multiple effects on a model, make a check for each effect.

MOVEMENT



During its activation a model may move up to its **mobility value** in squares. A model may only move onto full squares (those marked with a centre point).

Moving over a **covering feature** (indicated with a red line) or through a **window covering feature** (indicated with a blue line) costs 2 squares of movement. Models must move straight through a window, and only to a square perpendicular to the window's edge.

Opening or closing a door costs a square of movement. **Normal doors** (white doors) stay open as long as a model is adjacent to them, and close automatically otherwise.

Section doors (blue doors) and **airlocks** (red doors) stay open until an adjacent model closes them.

A model may move through squares occupied by allied or friendly models of the same size, but not through squares occupied by large or enemy models.

A large model may try to **press through** an area smaller than its base size. It may not press through a window, but may press through hallways, doorways, and tile areas not large enough to accommodate a large base. Each square costs 2 squares of movement to move into. The model only occupies the base squares available to it on the map.

If the model ends its move with one or more base squares in a small space, it is **stuck**, and attackers gain a +1d6 ATT to hit it.

OPEN ROLLS

Rolls for attacks or ability effects are **open**. A result of 6 on a d6 allows an additional die to be rolled and its result added to the original die roll.

ATTACKING

1. Select the Attack

Choose the action or ability used to attack the target model and pay any required costs.

2. Determine Attack Vector

Draw a vector from the centre of the attacking model's square to the centre of the target model's square. The vector cannot be drawn through a wall, through a model of the same size or larger than the target (blocking model), or around or across a corner blocked by a wall.

If the vector crosses a covering feature (outlined in red), a window, corner or doorway, and the target is adjacent to the cover, the target receives a **cover** DEF modifier. If the attacker is adjacent to the cover, ignore the cover modifier.

If an attacker is attacking a target in a square adjacent to models allied to the attacker, the target gains a cover modifier.

A prone target receives a cover modifier.

3. Determine Range

Check the **range** to the target.

Close: A weapon with close range can only attack targets in adjacent squares (close combat attack).

A model is considered **engaged** in close combat when adjacent to an enemy model. Models with the *Reach* trait can make close combat attacks against models up to 2 squares away.

A model engaged in close combat that attacks a target outside of close combat range rolls 2d6 (instead of 3d6).

Short: An attack against targets up to 4 squares away.

Medium: An attack against targets up to 8 squares away.

Long: An attack against targets up to 12 squares away.

4. Roll to Hit

Roll 3d6 + any valid ATT modifiers and extra dice. Attack rolls are **open** unless otherwise specified.



Compare the total roll to the target's **Defense** score + any valid DEF modifiers.

Focusing an attack ability that does not specify a focused benefit adds +1d6 ATT to any attack roll required for that ability. If this attack ability allows for multiple attack rolls, instead of +1d6 ATT the bonus is +2 ATT to each attack roll made with the ability.

A Vanguard model attacking an enemy with a tactic counter on it may remove the counter to gain +3 ATT.

If the result is greater than or equal to the target's modified Defence Score, the attack hits.

Combat Condition	Modifier
Cover	+3 DEF
Firing into close combat	+1 DEF / adjacent attacker ally
Defender prone: Ranged	+3 DEF
Close combat	+1d6 ATT
Firing close	+3 DEF
Target out of range	+6 DEF
Defender stuck	+1d6 ATT

Blast Effects: the initial target must be hit by the attack; if the attack misses, the blast template is not placed. Any models within the template of a blast suffer the effect.

5. Deal Damage

Add the attack's **base damage (D)** to the attack's **staging (S)**. Every 6 result rolled in the attack adds 1 to the staging of the attack. The attack's staging value is the amount added to the damage for each level of the attack's staging.



Subtract the total points of damage from the target's **Hit** total. A model with 0 wounds is killed. Death effects are resolved simultaneously.

6. After Effects

Resolve any attack-specific effects after damage is applied.

7. Remove Models

Dead models are removed from play. Dead Vanguard models and civilian tokens are replaced with corpse counters.

Force evolved Strain models are replaced with the new model, which retains the previous model's tokens and status effects.

Mutated models are replaced with the new model.

STATUS EFFECTS

You can only have one of each status type in play on a single model at any time. Roll 1d6 when making a **status roll**. If the result is 4 or higher, the status effect ends; if the result is 3 or lower, it persists.

Bleeding The model loses 1 wound at the beginning of its activation. If the model's wounds are healed or if it makes a successful status roll, the bleeding token is removed.

Burning The model loses 2 wounds at the beginning of its activation.

Corrosion The model loses 3 wounds at the beginning of its activation. Models killed by corrosion don't leave corpse counters.

Crush A model in the area of effect of a crush attack is knocked prone, takes 1 wound at the beginning of its activation, and may only move at half its mobility (round down).

Inversion A model in the area of effect of an inversion attack is treated as prone, does not gain the benefit of adjacent cover, and blocking models do not block attack vectors to it. The model may not move or use reflex abilities.

Singularity A model in the area of effect of a singularity attack may only move at half its mobility (round down). A model that begins or ends its activation in the area of effect takes 4 wounds. An affected model may not move or use reflex abilities.

Prone A prone model is knocked down. It can make ranged attacks and use reflex abilities, but cannot move (unless moved by an attacker's ability), make close combat attacks, or use movement based or close combat based reflex abilities.

Using a model's move action removes the prone effect; no status roll is required.

Rad The model cannot use nano counters or generate nano counters.

Infection Clip a red infection counter on the model when it becomes infected. A model can have multiple infection counters.

When a Strain model uses an attack that says '**target is infected**', the target gains an infection counter and **infection status 1**. At the end of its activation it must make a status roll against infection. If the roll fails, increase the model's infection status by 1. If the roll succeeds, the infection status does not change.

A model can have a maximum of 4 infection counters (infection status 4) attached to it at any time.

SPECIAL STRAIN ABILITIES

Exogenesis

In the next Infection phase, before moving nano counters, choose one of the following:

Gestate The engulfed model remains engulfed and gains infection status 4.

Expunge The engulfed model is placed on the board up to 2 squares away from the Grendlr and immediately mutates based on its infection level.

Metabolize Remove the model from play; the Grendlr gains +4 on its next Nano-gen roll.

If the Grendlr is killed or takes 10 or more damage while a model is engulfed, place the model on the board in an adjacent square. It may activate normally if its force is in active mode.

Override

Once during Strain reflex mode, the Strain player can activate an unactivated Vanguard model with an override counter and perform a single non-focused action with it (even against itself).

The player controlling that model's force can then perform a different non-focused action with the model. It may not activate again during the Vanguard active mode.

MISSIONS, OBJECTIVES, AND VICTORY

The first faction to fulfill all the objectives listed for a scenario wins.

A **mission** is a set of objectives that must all be fulfilled to win the scenario. Each faction can have a specific mission.

An **objective** is a specific action or event that a model or counter must trigger. A **basic objective** can be triggered at any time and is represented by a strategic point or an objective counter. An **ordered objective** must be completed in order and is represented by a numbered counter.

If a model ends its activation on an objective marker, that objective has been completed.



VANGUARD STRATEGIC POINTS

Auto-Doc Cellular Recovery: Use **Secure Point** action. Vanguard model wounds are restored to full. An infected model loses all its infection counters.

Life Support Terminal Environmental Purge: Spend 1 tactic counter. Remove Strain nano counters in a square area up to 4x4 in size within a single room on a board tile.

Security Terminal Tactical Assessment: Spend 1 tactic sounter. Give 1 tactic counter to all Vanguard models on the board.

Teleportation Control Combat Teleport: Spend 1 or more tactic counters. Select a 3x3 area within a single room on a board tile. Place a single model (it may be the active Vanguard model) currently on the teleportation control strategic point in a clear square in the selected area. Do this for each tactic counter spent.

HAVOC Defense Gun Emplacement A Vanguard model lin the HAVOC square gains +6 DEF cover versus ranged attacks.

The model can use the HAVOC gun to attack instead of one of its own attacks. Use the model's highest attack value.

Attack	MOD	RNG	D/S	Effect
HAVOC DEFENSE GUN	-	S	6/3	Roll 1d6 and make half that many additional attacks (round up) at the initial target and any enemies within 2 squares of it.

STRAIN STRATEGIC POINTS

Necrocyst Spawn *Phase 1 Necro-forms* for 1 nano counter on or adjacent to the spawn point.

Exocyst Spawn *Phase 2 Exo-forms* for 3 nano counters on or adjacent to the spawn point.

Gestation Vent A Phase 2 Exo-form occupying the vent can be removed along with 3 adjacent nano counters in exchange for a Phase 3 Exo-form corresponding to the Phase 2's evolution.

Macrophage A Phase 1 Exo-form occupying the Macrophage may be removed in exchange for 2 nano counters in any squares adjacent to the Macrophage.

Spore Engine Once during active mode, an activated adjacent Strain model may spend 1 adjacent nano counter to roll 1d6 and place that many nano counters adjacent to the Engine.

STATUS EFFECTS

Roll 1d6 when making a **status roll**. On a 4 or higher, the status effect ends; on a 3 or lower, it persists.

Bleeding The model loses 1 wound at the beginning of its activation. If the model's wounds are healed or if it makes a successful status roll, the bleeding token is removed.

Burning The model loses 2 wounds at the beginning of its activation.

Corrosion The model loses 3 wounds at the beginning of its activation. Models killed by corrosion don't leave corpse counters.

Crush A model in the area of effect of a crush attack is knocked prone, takes 1 wound at the beginning of its activation, and may only move at half its mobility (round down).

Inversion A model in the area of effect of an inversion attack is treated as prone, does not gain the benefit of adjacent cover, and blocking models do not block attack vectors to it. The model may not move or use reflex abilities.

Singularity A model in the area of effect of a singularity attack may only move at half its mobility (round down). A model that begins or ends its activation in the area of effect takes 4 wounds. An affected model may not move or use reflex abilities.

Prone A prone model is knocked down. It can make ranged attacks and use reflex abilities, but cannot move (unless moved by an attacker's ability), make close combat attacks, or use movement based or close combat based reflex abilities.

Using a model's move action removes the prone effect; no status roll is required.

Rad The model cannot use nano counters or generate nano counters.

Infection Clip a red infection counter on the model when it becomes infected. A model can have multiple infection counters.

When a Strain model uses an attack that says '**target is infected**', the target gains an infection counter and **infection status 1**. At the end of its activation it must make a status roll against infection. If the roll fails, increase the model's infection status by 1. If the roll succeeds, the infection status does not change.

A model can have a maximum of 4 infection counters (infection status 4) attached to it at any time.



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When a Strain model uses an attack that says '**target is infected**', the target gains an infection counter and **infection status 1**. At the end of its activation it must make a status roll against infection. If the roll fails, increase the model's infection status by 1. If the roll succeeds, the infection status does not change.

A model can have a maximum of 4 infection counters (infection status 4) attached to it at any time.

ACTIVE MODE

1. FORCE MANAGEMENT

VANGUARD: TACTICS PHASE

At the beginning of each Tactics phase after the first, replenish the Tac-Net by counters equal to the tactics limit of the highest ranking remaining model.

The Vanguard may perform the following actions in any order:

a. Access Tac-Net Any model may take counters from the Tac-Net pool as long as it does not exceed its **tactics** limit.

b. Target Designation You may spend a **tactic counter** from the Tac-Net pool to place a **target mark counter** on an enemy within a Vanguard sight vector. A friendly model may be treated as an enemy if it has an override counter or 2 or more infection counters.

STRAIN: INFECTION PHASE

If a non-Strain model is in a square occupied by an **nano counter**, the Strain player must remove at least one nano counter from that square and the model gains an infection counter (max 4 per model).

The Strain may perform the following actions in any order:

a. Move Nano Counters Each nano counter may be moved up to 6 squares.

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d. Mutate Infected Models **Infected** models may be mutated or consumed, depending on their infection level,

2. ACTIVATION

Activate your models one at a time. A model may either:

1. Perform any 2 of the following actions once each:

- Move** up to its mobility value in squares.
- Attack** a target.
- Access** or use a strategic point.
- Use **abilities**.

2. Perform 1 **focused action**, either:

- Run** (move 2x its mobility value in squares).
- Focus** an action such as an ability or an attack.

REFLEX MODE

When the conditions of a model's **reflex trigger** are met, the model must declare the use of the attached reflex abilities or lose the use of the reflex trigger for the current reflex mode.

FINISHING ACTIVATION

Make any **status checks** and apply any persistent **status effects** for the model.

OPEN ROLLS

Rolls for attacks or ability effects are **open**. A result of 6 on a d6 allows an additional die to be rolled and its result added to the original die roll.

ATTACKING

1. **Select the Attack**

2. **Determine Attack Vector**

3. **Determine Range**

Close: A C range weapon can only attack targets in adjacent squares. Models with *Reach* can make close combat attacks against models up to 2 squares away.

An engaged model that attacks a target outside of close combat range rolls 2d6 (instead of 3d6).

Short: up to 4 squares away; **Medium:** Targets up to 8 squares away; **Long:** Targets up to 12 squares away.

4. **Roll to Hit**

Roll 3d6 + ATT modifiers. Compare the total to the target's **DEF** + modifiers.

Focusing an attack ability adds +1d6 ATT. If the ability allows for multiple rolls, instead of +1d6 ATT the bonus is +2 ATT to each attack roll.

A Vanguard model attacking an enemy with a tactic counter on it may remove the counter to gain +3 ATT.

If the result is greater than or equal to the target's modified Defence Score, the attack hits.

Combat Condition	Modifier
Cover	+3 DEF
Firing into close combat	+1 DEF / adjacent attacker ally
Defender prone:	
Ranged	+3 DEF
Close combat	+1d6 ATT
Firing close	+3 DEF
Target out of range	+6 DEF
Defender stuck	+1d6 ATT

5. **Deal Damage**

Add the attack's **base damage (D)** to the attack's **staging (S)**.

Every 6 result rolled in the attack adds 1 to the staging of the attack. The attack's staging value is the amount added to the damage for each level of the attack's staging.

Subtract the total damage from the target's wounds; a model with 0 wounds is killed.

6. **After Effects**

7. **Remove Models**

Dead Vanguard models and civilian tokens are replaced with corpse counters.

Force evolved and **mutated** Strain models are replaced with the new model.

ACTIVE MODE

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4. **Roll to Hit**

Roll 3d6 + ATT modifiers. Compare the total to the target's **DEF** + modifiers.

Focusing an attack ability adds +1d6 ATT. If the ability allows for multiple rolls, instead of +1d6 ATT the bonus is +2 ATT to each attack roll.

A Vanguard model attacking an enemy with a tactic counter on it may remove the counter to gain +3 ATT.

If the result is greater than or equal to the target's modified Defence Score, the attack hits.

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Defender stuck	+1d6 ATT

5. **Deal Damage**

Add the attack's **base damage (D)** to the attack's **staging (S)**.

Every 6 result rolled in the attack adds 1 to the staging of the attack. The attack's staging value is the amount added to the damage for each level of the attack's staging.

Subtract the total damage from the target's wounds; a model with 0 wounds is killed.

6. **After Effects**

7. **Remove Models**

Dead Vanguard models and civilian tokens are replaced with corpse counters.

Force evolved and **mutated** Strain models are replaced with the new model.

VANGUARD HERO CAPTAIN

KARA BLACK

COST: 20 TACTICS: 4 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Plasma Beam	6	M	6/2	
Dachi M-Blade	6	C	4/3	If target is killed, spend 1 tactic to make a M-Blade attack against an adjacent enemy model.
Katar Pistol	4	S	4/1	Can be used as a close combat weapon.
TRAIT	EFFECT			
Displacement Field	Begins play with a displacement field.			
Dauntless	Status checks: roll 2 dice and use the best result.			
Close Combat Expert	+1d6 when making close combat attacks.			
Reflex Trigger	When a model moves adjacent, make a close combat attack against it.			
ABILITY	SPEND	EFFECT		
Fire Order	-	A Vanguard model within 2 squares may make a ranged attack against an enemy.		
Priority	1 Tactic	A target mark counter on an enemy in Kara's vector grants +1d6 ATT when used.		
Kara's Kiss	1 Tactic	Knock adjacent enemy model prone or slide it back 1 square away from Kara. Kara can then attack that enemy model.		

6 15 10

VANGUARD HERO

SPECIALIST BARKER ZOSA

COST: 15 TACTICS: 3 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Azriel Heavy Fusion Lance	5	M	8/2	Any models along the attack vector take half the attack's damage.
Bash	4	C	4/1	Target is knocked prone.
TRAIT	EFFECT			
Displacement Field	Begins play with a displacement field.			
Exo-Frame	Cannot be moved by attack effects that move models.			
Heavy Weapons Guy	Barker may draw a vector through normal sized blocking models..			
Reflex Trigger	When a model moves adjacent, Barker may use Bash .			
ABILITY	SPEND	EFFECT		
Sear	1 Tactic	Any targets damaged by Barker's next Fusion Lance attack gain a rad counter.		
Slag	1 Tactic	Barker may attack a target in range through blocking features if a target mark counter is on it. Reduce the staging of the attack by 1 for every wall, door or solid square the attack must travel through to get to the target (min 0).		

5 15 10

VANGUARD HERO

CORPSMAN MORGAN VADE

COST: 15 TACTICS: 3 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Sabre Kinesis Carbine	4	M	5/2	
Katar Pistol	6	S	4/1	Can be used as a close combat weapon.
TRAIT	EFFECT			
Displacement Field	Begins play with a displacement field.			
Bio Filter	Status check against infection: roll 2 dice and use the best result.			
Pistol Expert	+1d6 when making a Katar pistol attack.			
Reflex Trigger	When a model within Vade's vector mutates or evolves, use Mercy Killer against it.			
ABILITY	SPEND	EFFECT		
Combat Medic	x Tactics	Heal self or an adjacent Vanguard model a number of wounds equal to the tactics spent. Focused : double the amount of wounds healed.		
Mercy Killer	-	Place a target mark counter on an enemy and make an attack against that target.		
Immuno-therapy	1 Tactic	Reduce 1 adjacent Vanguard model's (or own) infection status by 1. Focused : reduce by 2. If this reduces a model's status to 0, the model is no longer infected.		

5 15 8

VANGUARD HERO

SPECIALIST BARKER ZOSA

COST: 15 TACTICS: 3 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Lucifer Plasma Thrower	5	M	6/3	Center burst on target. All models in blast gain burning .
Bash	4	C	4/1	Target is knocked prone.
TRAIT	EFFECT			
Displacement Field	Begins play with a displacement field.			
Exo-Frame	Cannot be moved by attack effects that move models.			
Heavy Weapons Guy	May fire past blocking models.			
Reflex Trigger	When a model moves adjacent, Barker may use Bash .			
ABILITY	SPEND	EFFECT		
Indirect Fire	1 Tactic	Choose an empty square as the target for your next Plasma Thrower attack. Roll your attack against Defense 10 to determine its effects.		
Fire				
Suppression	1 Tactic	Make an additional Plasma Thrower attack this activation.		

5 15 10

VANGUARD HERO

OPERATOR AKOSHA NAMA

COST: 15 TACTICS: 3 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Strider Kinesis Rifle	6	L	6/3	
Katar Pistol	6	S	4/1	Can be used as a close combat weapon.
Systema Coc	6	C	2/1	If the attack's staging is 2 or higher, the target is knocked prone.
TRAIT	EFFECT			
Displacement Field	Begins play with a displacement field.			
Sniper	Can aim past normal sized friendly blocking models and into close combat without penalty.			
Reflex Trigger	When an enemy model ends movement in Akosha's vector she may use Killshot against it (must pay cost normally).			
ABILITY	SPEND	EFFECT		
Wired	x Tactics	For each tactic spent Akosha may make 1 additional Reflex Trigger action during her next reflex mode.		
Killshot	1 Tactic	Place a target mark counter on an enemy and make an attack against that target.		

8 16 8

VANGUARD TROOPER SAMARITAN

COST: 5 TACTICS: 1 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Sabre Kinesis Carbine	5	M	5/2	
Sabre Overload	5	S	10/-	Cannot make Sabre attacks until next activation.
Gauntlet Strike	3	C	2/1	If the attack's staging is 2 or higher, the target is knocked prone.
TRAIT	EFFECT			
Prophet Armor	Before applying damage, reduce the staging of attacks against this model by 1.			
Reflex Trigger	When an enemy model in this model's vector moves, make a ranged attack against it.			
ABILITY	SPEND	EFFECT		
Frosty	1 Tactic	Can use reflex ability twice during its next reflex mode.		



VANGUARD ELITE TROOPER SAMARITAN GRENADE

COST: 10 TACTICS: 1 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Bouncer MPGL	5	M	-/-	Choose one of the following effects. Center burst on target. Apply effects against all models in the burst using the selected effect.
- Gravnade			5/-	Select inversion, crush, or singularity as effect; all models in a zone centered on a target model are affected. Lasts until the beginning of the next Vanguard active mode. Each effect may only be used once per game.
- Incendio			3/3	Affected models gain fire.
- Rad Pulse			3/1	Remove 1d6 nano counters in burst. Any Strain models in burst gain a rad counter.
TRAIT	EFFECT			
Prophet Armor	Before applying damage, reduce the staging of attacks against this model by 1.			
Reflex Trigger	When an enemy model in this trooper's vector moves, make a ranged attack against it.			
ABILITY	SPEND	EFFECT		
Bouncer Marksman	1 Tactic	During the current active mode may fire past blocking models and covering features without penalty.		



VANGUARD ELITE TROOPER SAMARITAN LANCER

COST: 10 TACTICS: 2 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Azriel Fusion Lance	6	M	6/2	Measure vector past the target model to the attacks maximum range; on a hit all models along this vector line take 3 damage.
TRAIT	EFFECT			
Prophet Armor	Before applying damage, reduce the staging of attacks against this model by 1.			
Reflex Trigger	When an enemy model in this trooper's vector moves, make a ranged attack against it.			
ABILITY	SPEND	EFFECT		
Industrial Beam	1 Tactic	Ignore covering features when determining the modifiers for this attack.		
Power Beam	2 Tactics	On next Fusion Lance attack, re-roll any results of 1 on dice, until the result is no longer 1. This includes rolls on open dice.		



VANGUARD ELITE TROOPER SAMARITAN REAVER

COST: 10 TACTICS: 2 SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Reaver Support Weapon	6	M	5/2	
Kinesis Cascade	6	S	10/4	Cannot make any Reaver Support Weapon attacks or Kinesis Cascade attacks until next activation.
TRAIT	EFFECT			
Prophet Armor	Before applying damage, reduce the staging of attacks against this model by 1.			
Reflex Trigger	When an enemy model in this trooper's vector moves, make a ranged attack against it.			
ABILITY	SPEND	EFFECT		
Rock 'n' Roll Beam	1 Tactic	Reaver gains 1d6 Reaver Support Weapon attacks against vectored targets within a 3x3 square area. Focused: make 6 Reaver Support Weapon attacks instead of 1d6.		
Smart-gunner	1 Tactic	Can place 1d6 target markers on enemies within vector.		



VANGUARD TACTICAL AI HURLEY-BASTION MOBILE CIC

COST: 30 TACTICS: - SIZE: L



ATTACK	MOD	RNG	D/S	EFFECT
Kinesis Cannon	6	L	10/5	Center burst on target. All additional models in burst take half damage.
TRAIT	EFFECT			
Machine	Cannot be infected.			
Firewall	Prevents the use of override on models with 3 squares.			
Tac-Net Boost	Adds +2 to the Tac-Net at the beginning of each Vanguard Tactical Phase.			
Reflex Trigger	Can make an Activate Drone action at any point during reflex mode.			
Drone Payload	May have a maximum of 6 Drones (a maximum of two of each type) on the board at any time.			
ABILITY	EFFECT			
Activate Drone	A Drone carries out a single action. Drones only take actions when Hurley uses this ability; these are single actions per use of this ability.			
Deploy Drone	Deploy an Attack, Defense or Sentry Drone counter adjacent to Hurley. Drones are special counters that activate like models when Hurley uses this ability.			

4 12 20

VANGUARD DRONE ATTACK DRONE

COST: - TACTICS: - SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Impact	3	S	5/-	Move Drone adjacent to target.
Beam	4	M	3/2	
TRAIT	EFFECT			
Machine	Cannot be infected.			
Firewall	Prevents the use of override on models with 1 square.			
Reflex Trigger	Can make an Impact or a Beam attack against any model with a target marker that activates in its vector.			
ABILITY	EFFECT			
Use Mark	The Drone uses a target marker to gain +1d6 ATT on its next attack against that target.			

6 15 6

VANGUARD DRONE DEFENSE DRONE

COST: - TACTICS: - SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Impact	3	S	5/-	Move Drone adjacent to target.
TRAIT	EFFECT			
Machine	Cannot be infected.			
Firewall	Prevents the use of override on models with 1 square.			
Reflex Trigger	A Vanguard model adjacent to the Defense Drone gains +3 DEF. and before applying damage to the Drone, or the adjacent model, reduce the staging of the attack by 1.			
ABILITY	EFFECT			
Defensive Field	Until the end of the current turn a model adjacent to the Defense Drone gains +3 DEF. and before applying damage to the Drone, or the adjacent model, reduce the staging of the attack by 1.			

6 15 6

VANGUARD DRONE SENTRY DRONE

COST: - TACTICS: - SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Impact	3	S	5/-	Move Drone adjacent to target.
TRAIT	EFFECT			
Machine	Cannot be infected.			
Firewall	Prevents the use of override on models with 1 square.			
Tactical Sight	The Drone acts as a Vanguard model for determining what models are visible to the Vanguard Tac-Net.			
ABILITY	EFFECT			
Tactical Observer	Adjacent models gain +1d6 ATT when using target mark counters on enemy models.			

6 15 6

STRAIN PHASE 1 NECRO-FORM REVENANT

COST: 3 EVOLUTION: N/A SIZE: N



ATTACK	MOD	RNG	D/S	EFFECT
Appendage	3	C	3/1	Bleed: target is bleeding.
Tendrill	3	C	1/1	Infection: target is infected.
TRAIT	EFFECT			
Reach	The Necro-form's Tendril attack can attack targets 2 squares away.			
Putrefaction	When killed, remove the Necro-form and replace it with a nano counter.			
Horde	Gains a +1 attack bonus for every Strain model in base contact with its target.			
Reflex Trigger	When hit by a ranged attack, the Revenant moves 4 squares towards the attacker.			

5 12 8

STRAIN PHASE 2 EXO-FORM STALKER

COST: 6 EVOLUTION: 6 > SCYTHE-WITCH SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Scythe-spur	4	C	4/1	Bleed: target is bleeding.
Tendrill	3	C	1/1	Infection: target is infected.
TRAIT	EFFECT			
Reach	The Exo-form's Tendril attack can attack targets 2 squares away.			
Nano-vore	During activation the model may remove one or more adjacent nano counters and heal 2 wounds for each counter removed.			
Horde	Gains +1 ATT for every Strain model in base contact with its target.			
Reflex Trigger	When an attack is declared against the Stalker by a model 4 squares or more away use Prowl .			
ABILITY	EFFECT			
Homicidal Rage	Gain +1d6 on your next Scythe-spur attack roll, or make an extra Scythe-spur attack this activation.			
Prowl	Move 4 squares, ignoring blocking features (not doors or walls) and blocking models.			

5 16 8

STRAIN PHASE 3 EXO-FORM BRIMSTONE

COST: 24 EVOLUTION: N/A SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Lockjaws	3	C	3/1	Infection: target is infected.
Napthalmus	6	M	4/-	Corrosive Beam: all models along the vector from the Brimstone to its target take half damage and gain corrosion .
TRAIT	EFFECT			
Nano-vore	During activation the model may remove one or more adjacent nano counters and heal 2 wounds for each counter removed.			
Bio-armor	Before applying damage, reduce the staging of attacks against this model by 1.			
Penetrating Aim	Can aim past normal sized blocking models.			
Reflex Trigger	When an enemy model ends its movement in Brimstone's vector, Brimstone can make a Napthalmus attack against that model..			
ABILITY	EFFECT			
Beamflare	Instead of moving, on its next Napthalmus attack this active mode, the Napthalmus doubles its base damage.			
Brace	Make a Napthalmus attack: the Brimstone rolls +1d6 on this attack.			

4 16 12

STRAIN PHASE 2 EXO-FORM QUASIMODO

COST: 6 EVOLUTION: 6 > BRIMSTONE SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Grimjaws	3	C	3/1	Infection: target is infected.
Vitrifier	5	M	3/-	Center burst on target. All non-Strain models within the burst gain corrosion .
TRAIT	EFFECT			
Nano-vore	During activation the model may remove one or more adjacent nano counters and heal 2 wounds for each counter removed.			
Virulent Spray	When making a Vitrifier attack, may choose to move any adjacent nano counters into Vitrifier's burst area.			
Reflex Trigger	When a model moves through the Quasimodo's sight vector in Vitrifier range, Quasimodo may make a Vitrifier attack.			
ABILITY	EFFECT			
Infectious Slime	Apent 1 adjacent nano counter. On the next Vitrifier attack instead of corrosion, non-Strain models in the AOE gain an infection counter. If models are already infected, increase their infection status by 1.			

4 14 10

STRAIN PHASE 4 META-FORM GRENDLR

COST: 36 EVOLUTION: N/A SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Mandible Cannon	4	L	4/2	If attack hits, make a second Mandible Cannon attack against a target within 2 squares of the original target.
Infection Tendril	6	C	1/1	Infection: target is infected. Move the target adjacent to Grendlr.
Mech-talons	4	C	3/1	Target knocked prone. Apply the Mech-talon attack roll against another target within reach.
Maw	4	C	4/-	Target is engulfed. Remove model and apply Exogenesis ability rules.
TRAIT	EFFECT			
Reach	The Grendlr's Tendril and Mech-talon attacks can hit targets 2 squares away.			
Nano-vore	Model may remove one or more adjacent nano counters and heal 2 wounds for each.			
Nano-gen	When activated, roll 1d6 and place that many nano counters adjacent to Grendlr.			
Reflex Trigger	Place an override counter on a model with an infection counter that activates within 10 squares of Grendlr. Override ability comes into play.			
ABILITY	EFFECT			
Over-ride	Place an override counter on a model with an infection counter that activates within 10 squares of Grendlr. Override ability comes into play. Override counters are never removed.			
Gluttony	Make a Maw attack against an adjacent target; no damage, but effect applied.			

6 14 20

STRAIN PHASE 3 EXO-FORM SCYTHE-WITCH

COST: 18 EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Talons	6	C	3/1	Infection: target is infected.
Scythe-hook	6	S	1/1	Move target to any square adjacent to Scythe-Witch.
Scythe-spur	6	C	3/1	Target is knocked prone and bleeding .
TRAIT	EFFECT			
Nano-vore	During activation the model may remove one or more adjacent nano counters and heal 2 wounds for each counter removed.			
Reflex Trigger	When an attack is declared against the Scythe-Witch, use Spring Heeled to move towards her attacker. If she can move adjacent to her attacker she must do so.			
ABILITY	EFFECT			
Furious Snare	Make Scythe-hook attack against a target within range; resolve. If the Scythe-hook attack is successful, make a Scythe-spur attack against that target; resolve. If the Scythe-spur attack is successful, make a Talons attack against that target.			
Spring Heeled	Move the Scythe-Witch up to 6 squares, ignoring covering terrain and models.			

6 18 8

STRAIN PHASE 5 META-FORM CTHONIAN

COST: 50 EVOLUTION: N/A SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Dark Matter	8	L	8/2	Center burst on target. This becomes a singularity zone that persists until the end of the Strain reflex mode.
Vector	5	L	4/-	Center burst on target. Apply attack roll against the defense score of all non-Strain models within the burst. Hit targets are infected at level 2.
Reaper Tendrils	6	C	1/1	Infection: target is infected.
Crushing Step	4	C	3/1	Target is knocked prone.
TRAIT	EFFECT			
Reach	The Cthonian's Reaper Tendrils can hit targets 2 squares away.			
Regenerator	If damaged, regains 1d6 wounds at the beginning of its activation.			
Bio-mech Exo	Before applying damage, reduce the staging of attacks against this model by 2 (min 0).			
Reflex Trigger	The Cthonian may attack a model that activates within its sight vector.			
ABILITY	EFFECT			
Over-ride	Place an override counter on an infected model within 10 squares of Grendlr. Override ability comes into play. Override counters are never removed.			
Fortify Shell	Focused only: until the start of its next activation, the Cthonian takes half damage from all attacks but cannot move (or be moved) or use reflex abilities.			

4 20 20