

ROGUE CONFLICT

PLAY
TEST



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ROGUE CONFLICT

PLAYTEST DOCUMENT

Version 0.45

Changes from last version:

Added Lore.

Added rules for Panic

Fixed typos

Improve the wording of certain rules.

Features still missing:

Expendable resources.

Playtest survey: <https://forms.gle/buXNdvsyjJ96d1sf9>

Join the discussion on Discord: <https://discord.gg/gm2rgVdmRJ>

Content

The end of anarchy, the rise of corporate law.....	5
Skirmish in Sector 7.....	9
The fundamentals.....	11
The unbreakable rule.....	11
The models.....	11
The Dice.....	11
Modifiers.....	11
Measuring.....	12
Special rules.....	12
Line of Sight (LoS).....	12
Playing the game.....	13
What you need.....	13
Getting models ready.....	13
Setting up the table.....	13
Rounds, Activations and Actions.....	14
Game structure.....	14
Actions.....	14
Movement.....	14
Push and pull.....	15
Attacking.....	15
Using Gear and Abilities.....	15
Conditions.....	16
Overwatch.....	16
Terrain and cover.....	16

Squad Creation.....	18
Character building.....	18
Ranks and Stats.....	19
Abilities.....	19
Armor.....	19
Example character.....	20
Ability options.....	21
Weapon options.....	25
Gear options.....	25
Generate your mission.....	28
Deployment.....	28
Objectives.....	29



The end of anarchy, the rise of corporate law.

The Collapse of the Interstellar Federal Union was a cataclysmic event that shook the foundations of the galaxy, leading to widespread anarchy and chaos. The once-mighty government that had governed the interstellar civilizations for generations crumbled under its own weight of corruption, greed, and incompetence. As the central authority disintegrated, power vacuums emerged, and lawlessness reigned supreme across the stars.

With the collapse, various factions and corporations vied for control, seeking to exploit the power vacuum for their own gain. Pirates, mercenaries, and rogue elements roamed freely, preying upon weaker civilizations and sowing fear and disorder as chaos rose through the galaxy.

In the midst of the chaos, the corporate powers, who had amassed immense wealth and influence during the previous era, saw an opportunity to seize control. Backed by their vast resources and advanced technologies, the corporations began to assert their dominance, forming alliances, and building private armies. They capitalized on the instability to further their agenda of profit and control, manipulating markets, resources, and governments to their advantage.

Amidst the turmoil, the corporations established a new order, shrouded in secrecy and deception, with a covert network of operatives, mercenaries, and hired guns. Their reach extended far and wide, as they infiltrated governments, rigged elections, and silenced dissent through ruthless means. They operated in the shadows, utilizing advanced weaponry, surveillance systems, and cybernetic enhancements to maintain their grip on power, quelling dissent and suppressing opposition with brutal efficiency.

As the corporate powers solidified their grip on the galaxy, Nova Prime emerged as the epicenter of the new corporate order. Located at the heart of the galaxy, Nova Prime was a sprawling metropolis that served as the headquarters of the most influential corporations. Its towering skyscrapers pierced the heavens, casting shadows over the sprawling cityscape below.

Nova Prime became a beacon of power and opulence, showcasing the wealth, technology, and excess of the corporate elite. Lavish corporate enclaves were built, complete with luxurious residences, high-end shops, and extravagant entertainment venues, catering exclusively to the ultra-wealthy and influential

The city was a melting pot of cultures, with beings from all corners of the galaxy converging on its streets. It was a place where deals were struck, alliances were made, and fortunes were won and lost in the blink of an eye. The corporations operated with near-impunity, wielding their immense influence to manipulate markets, resources, and governments to further their agenda of profit and control.

Nova Prime became a symbol of the new world order, where the line between corporate interests and government powers blurred, and the pursuit of wealth and power reigned supreme. The city became a beacon of hope for some, who sought to climb the corporate ladder and attain unimaginable wealth and influence. But for many, it was a dystopian reality, where the divide between the haves and the have-nots grew ever wider, and the ruthless grip of corporate power tightened its hold on the galaxy.

Despite the glitz and glamour of Nova Prime, beneath its shiny exterior, shadows lurked. Secret meetings, clandestine operations, and covert maneuvers were the norm, as corporations vied for dominance and control over one another. Nova Prime became a battlefield of corporate intrigue, with backstabbing, espionage, and sabotage being common tactics in the cutthroat world of corporate politics. But beyond the gleaming facade of the city, a shadowy world of clandestine operations, covert operations, and ruthless combat unfolded in the worlds that connected Nova Prime to the Fringe.

One such world was Emberoria, a desolate planet with vast deserts and deep canyons that held a rare mineral with immense energy potential. Cut-Gen Tech, a pioneering corporation in genetic engineering, had established a massive mining operation on Emberoria, using bioengineered creatures to extract the valuable resource. However, NexuDyne, a rival corporation specializing in advanced robotics, had developed cutting-edge mining drones that threatened Cut-Gen Tech's monopoly.

The competition between the two corporations had escalated into a deadly game of cat-and-mouse, with squads of mercenaries, guns for hire, and rogue operatives engaging in high-octane skirmishes across the rugged terrain of Emberoria. Desert dunes were transformed into battlegrounds, as gunfire echoed through the canyons, and explosions lit up the night sky. Both corporations deployed their best operatives, armed with state-of-the-art weaponry, cybernetic enhancements, and tactical expertise, in a relentless pursuit of control over Emberoria's resources.

On Cerulean Prime, a densely forested planet teeming with exotic flora and fauna, HT Innovations had established a research facility to study the planet's unique medicinal properties. However, SynthiCore, a ruthless corporation specializing in artificial intelligence and cybernetics, had infiltrated HT Innovations' facility with their elite squads of operatives. The once-tranquil forest now became an arena of traps, ambushes, and skirmishes, as HT Innovations' security forces clashed with SynthiCore's highly trained mercenaries.

But the corporations' ruthless pursuit of profit and power didn't stop at the fringe worlds. Their covert operations and dirty tricks extended to every corner of the galaxy, as they vied for control over resources, technology, and influence. Outright attacks and covert hostile actions were the order of the day, shaping the destiny of the galaxy and leaving behind a trail of destruction, corruption, and chaos.

Amidst the chaos, resistance movements and rebel factions rose, fighting against the corporations' tyranny and exploitation. But the corporations' vast resources, advanced technologies, and ruthless operatives posed formidable challenges, making the fight for freedom a daunting task. As the combat raged on, new players entered the fray, seeking to exploit the chaos for their own gain. Smugglers, pirates, and renegade factions capitalized on the corporations' battles, carving out their own territories and profiting from the lucrative black market that thrived in the lawless regions of the galaxy.

Skirmish in Sector 7

With her plasma gun ready, Zara hid behind a pile of debris. She cast a quick peek at her squad, who were also hiding and getting ready for fight. There was Kiera, a deadly shooter who could dispatch an adversary from a great distance away. Aiden, the newest recruit to the team, was standing next to her and was eager to impress. They were in the heart of the city, a sprawling metropolis that had seen better days. The buildings were dilapidated and the air was thick with smog, but it was the perfect place for a skirmish. The streets were narrow and winding, and the piles of rubble provided ample cover.

As soon as Zara and her team arrived, the battle started. A squad of enemy fighters that had been hired by an adversarial

company confronted them. Although the opposition was well-prepared and equipped, Zara and her team were no pushovers either. Zara signaled for her squad to take cover and return fire. Kiera picked off enemy fighters from a distance, her sniper rifle crackling with each shot. Aiden proved himself to be a capable fighter, holding his own against the enemy.

But then, something unexpected happened. The enemy brought out a massive combat drone, armed with enough firepower to level a city block. Zara and her squad were outmatched and outgunned. Zara knew that they had to take out the drone if they wanted to win the battle. She called out to her squad, devising a plan on the fly.



Kiera and Aiden would take out the drone's vulnerable spots, while Zara would provide cover fire and distract the enemy.

It was a risky plan, but it was their only chance. Kiera and Aiden took aim at the drone's weak points. But the drone was fast and agile, dodging and weaving to avoid their shots. The enemy fighters were onto their plan, and they began to close in on Zara's position.

Zara knew that she had to keep the enemy at bay. She fired her plasma rifle, sending bursts of energy towards the enemy. They ducked and dodged, but Zara's shots kept them pinned down.

Meanwhile, Kiera and Aiden continued to take aim at the drone. They fired with deadly accuracy, their shots hitting home. The drone shuddered and sparked, its systems failing.

But the enemy fighters were getting closer. They were almost upon Zara's position, and she knew that they had to finish the drone off quickly.

"Go for the kill shot!" Zara yelled to Kiera and Aiden.

Kiera and Aiden took a deep breath and took aim at the drone's power core. They fired, and their shots hit home. The drone shuddered and exploded in a ball of fire.

Zara knew that this was their chance. She rallied her squad, and led them in a charge that eliminated the last of the enemy fighters. . The battle was intense, with bullets flying and plasma bolts flashing. But in the end, Zara and her squad emerged victorious.

As they regrouped and caught their breath, Zara couldn't help but feel proud of her squad. They had worked together to overcome a seemingly impossible obstacle, and they had emerged triumphant. It was a small victory, but it was enough to keep them going in this ruthless world.

Looking out over the smoldering cityscape, Zara knew that there would be more battles to come. But for now, they would rest..



The fundamentals

Introduction

Welcome to Rogue Conflict, a tactical miniature skirmish game set in a dystopian sci-fi world. Rogue Conflict is based on a light RPG inspired approach to character build and customization, where you can tailor the rules to fit your favorite miniatures.

With fast paced and deadly combat Rogue Conflict requires tactical movement and creative solutions to gain an edge in battle and securing the objectives.

Welcome to Rogue Conflict and thank you for playing!

The models

Rogue Conflict is a miniature agostic game, meaning any miniature goes. The game is designed with 32mm scale models, and round bases in mind, but scale doesn't have a grand effect on the rules. Communicate with your opponent before the game if your models are of an atypical design or on display bases to figure out how to deal with the odd ones out.

The Dice

Rogue Conflict is played with a 20 sided die, and classic 6 sided dice. Referred as d20 and d6. Some weapons have their damage written as 2d6 or 3d6, meaning you roll 2 or 3 d6, and add the numbers together for the result of that roll.

Sometimes you will see damage written as 2d6+3, meaning you roll the dice, add the numbers together and then add 3 to the final result.

Modifiers

You will see different modifiers of +X or -X to both the dice roll, and to the number you need to beat, in order to succeed with a specific action.

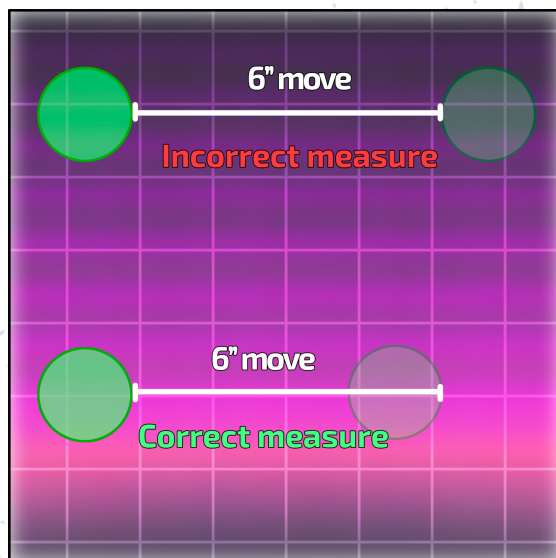
Sometimes they are written as '+5 to Accuracy' meaning a models Accuracy is 5 higher than otherwise, which affects all things related to accuracy. Sometimes they are written as '-5 to hit' and are then referred to the dice roll that is related to the action, where in this case you would subtract 5 from the result of the dice roll,

Measuring

Rogue Conflict is all measured in inches. The distance between two models and tokens are measured from **base to base**.

You are always allowed to premeasure, before you make a decision in the game.

When measuring **movement**, you always measure from the edge to the base, to the same edge so no part of the base moves more than the allowed distance.



The correct way for measuring movement.

Sometimes the rules will call for 'every model within range'. This means models

where just a part of the base is within the specified distance is considered 'within range'.

Special rules

Sometimes the rulebook will refer to 'special rules'. This means rules that only apply under special conditions and typically only in play, due to specific abilities or gear. When a special rule conflicts with a general rule, the special rule takes effect.

Line of Sight (LoS)

Rogue Conflict is about moving around the battlefield, trying to get a clear shot at your opponent. If your model can see an opponent's models, they have line of sight.

To determine if a model has line of sight to another model, simply draw a straight line from one model to another, and if the line doesn't pass through any solid obstacle (including other models), then it has line of sight.

If LOS is affected by terrain or other models, the line of sight is obstructed which means the target model have **cover** (p. 15)

Playing the game

What you need

In order to play Rogue Conflict you need 5-10 models each, measuring tape marked with inches, at least one twenty sided die and a handful of six sided dice in order to keep the game flowing. A playing mat, or another way to mark the battlefield as well as terrain to hide and move between. Finally we recommend you have something to use as tokens, to help you remember the different effects in play.

Getting models ready

Not only does Rogue Conflict allow you to use any miniature you have for your game. You will also need to build your own squad, as described on **Squad Creation** (p. 16).

How large a force you can field is up to you and your opponent to define, but for a standard game the recommended limit is 250 points.

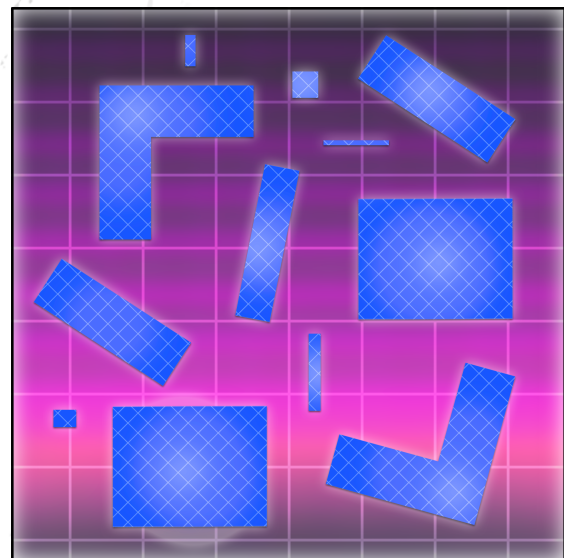
Setting up the table

Rogue Conflict is designed to be played on a 4'x4' battlefield. Also referred to as 'the table'.

For an interesting game, we recommend that at least 40% of the table is covered in terrain, with a good mix of smaller scatter pieces and larger structures such as flat top buildings, guard towers or battle torn ruins.

The terrain is as important as the models when it comes to creating a thematic game experience. Are you fighting in the streets of a thriving city planet, battling over the spoils from a transporter crashed in nowhere or infiltrating a military base to extract a data cache?

As a rule of thumb, there should be no place to draw an unobstructed line from table edge to table edge, and gaps between terrain should not exceed 10 inches.



Example of terrain placement for a board

Once your table is set up, you will need to define your deployment zones and your objectives before you are ready to begin. These are discussed later in the chapter **Generate your mission** (p. 26).

After the deployment zone and mission have been defined, and your squad is ready, you are ready to begin the first round.

Rounds, Activations and Actions.

The game is structured around Rounds, Activation and actions.

Rounds: The game is played for 4 rounds. Each round consists of a series of activations. When all the models in the game have activated, the round ends and a new one begins.

Activations: Players take turns activating a model. The model then takes a series of actions. When the model is out of actions, its activation ends, and the opposing player can now activate a model. Each model can only activate once per round.

Actions: Unless stated otherwise, each model is allowed two actions per turn. Some abilities or gear may allow for more activations.

Game structure

When the table is set up and the game is ready, both players roll a d20 to see who deploys first. The player with the highest number decides who places the first model. Each player then takes turns placing a model in the defined deployment zone.

When all the models have been placed, the first round begins. The player who deploys first is the player who activates first.

Players take turns activating a model. When the last model has been activated a new round begins.

If a player runs out of activations the opponent is free to activate his or her remaining models, before the round ends.

The player that is first to run out of activations for a round, gets first activation in the next round.

Actions

During a models activation they may take two actions, which can be any combination of the actions below. Unless stated otherwise, each action is allowed to be taken twice

Move: The model may move a distance, up to the value of its movement stat.

Attack: The model may attack a target enemy that is within the range of its weapon and within line of sight.

Use Gear or Ability: The model may take an action, as defined by its gear or its abilities.

In cases where the special rules of gear and abilities clash with the overall rules of the game, the special rules take precedence.

Overwatch: The model goes into Overwatch. The next enemy model that is a legal target for an attack and moves out of cover or begins a move with zero cover, this model is allowed an attack out of activation.

Taking the Overwatch action ends a models activation. .

Movement

When a model moves, either by the **Move** action or special effects, no matter which way they are facing, they are free to move and turn as long as no portion of their base moves farther than the total movement.

Unless otherwise stated models are free to move up or down terrain, adding the height of the terrain to the total distance moved.

In case of moving down terrain, models can drop down for free, as long as the total height of the drop isn't exceeding 2 inches and the model ends the drop in base contact with the terrain.

Otherwise, count the total height of the terrain as distance moved.

Models are not allowed to move through other models, friendly nor enemies.

Push and pull

Some special abilities may refer to 'push' and 'pull' enemy models.

This is considered forced moving as a result of a model's actions.

When pushing a model, move it as far as possible up to the distance described by the effect, directly away from the effect generating the push.

When pulling a model, move it as far as possible to the distance described by the effect, directly towards the effect generating the pull.

Attacking

When taking the attack action, the model picks a valid target, that is within range of its weapon and within line of sight.

The model then rolls to hit. This is done by rolling a d20 and succeeds if the dice roll+modifiers beats the Hit Difficulty.

The base Hit Difficulty is 5+. You then compare and add the relevant modifiers from the table below:

Difficulty Modifiers:

Target within Half Cover	+5
Target within Full Cover	+10
Target's Dodge stat	+X
Attacker's Accuracy stat	-X
Target within half of weapon range	-5
Special effects from gear/abilities	+/-X

If the attack hits, you then roll for damage as described on the attack model's weapon, and apply any effects from gear and abilities.

Rolls of 1 are always a failed attack. Rolls of 20 are always a successful attack.

Some special abilities will give the model + or - 'To Hit'. This modifies the die roll rather than the Difficulty Modifier.

If the target's hit points are reduced to zero, it is considered killed and is removed from the table.

Panic

If an attack is successful, with an unmodified attack roll of 18+, the target is panicked.

If the target is killed by the attack, all friendly models within 6" of the target are panicked instead.

After all other effects from the attack have resolved, the attacking player may move panicked models up to 6" in any direction, ending in full cover from the attacking model if possible.

Using Gear and Abilities

During **Squad Creation** each model gains access to a number of different gear and abilities. These allow for **special actions** during the game, as well as passive effects. Some passive effects are always active, while some involve a trigger statement such as '**After surviving an attack**: this model may move up to 3" '.

Conditions

Some gear and abilities apply special conditions to models. Those are:

Poison: When this model ends its activation, it takes X damage, equal to its poison value. This damage can not be reduced.

Hindered: This model suffers -3 to attack, and -2 Movement. This Condition ends after this model's next activation.

Overwatch

The Overwatch action is a special action that all models have access to.

Taking this action causes the model to go into overwatch and ends a model's current activation. Then the next time an enemy model is a legal target for an attack and moves out of cover, or begins a move with zero cover, this model is allowed an attack out of activation.

Moving from **Full to Half cover** counts as moving out of cover.

Attacking out of activation by making an attack, as described in the **Attacking** (p. 14) section of the rules, applying the cover that the enemy moves to (i.e. half cover if the enemy model moved from full to half cover).

If the attacked model survives, it continues its movement and activation as normal.

If the attacked model is hit and forced to move by a special rule, it may continue using its remaining movement for the action, after the forced move has resolved. .

Overwatch can be triggered by applying forced movement to enemy models.

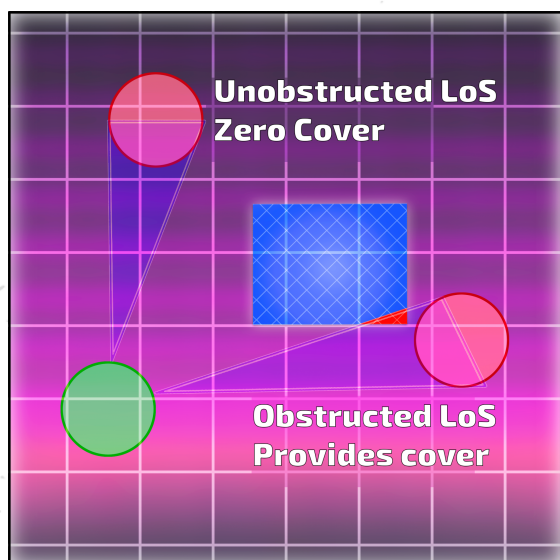
Unless stated otherwise, a model leaves overwatch as soon as it has made an attack out of activation, or begins a new activation.

Terrain and cover

Rogue Conflict calls for the use of a lot of different terrain. It is recommended to make different styles of blocking and climbable terrain to add variety and verticality to your game.

When LoS between an attacking model and an enemy is affected by terrain, the enemy model is considered to be in cover.

As a general rule: Terrain that still allows models to look past or doesn't completely cover the height of the target is considered **Half Cover**. Examples of this are models seen through windows or seen over barricades.



Terrain that completely covers the height of a model, such as models seen around the corner of a building, is considered to have **Full Cover**.

You can rule terrain such as bushes, fences and other "soft" structures provides **Half Cover** regardless of height.

As an easy to apply rule of thumb: Terrain with a height of 1.5" or less provides **Half Cover**. Terrain higher than 1.5" provides **Full Cover**.

Players should discuss and define the terrain before the game, since what makes sense as cover can be affected by the scale of your models and what terrain pieces you have available to you.

Squad Creation

Character building

Rogue Conflict is a character driven miniature game where you will build your squad and characters from the ground up. This is done by purchasing different character options and applying them to the individual model.

This chapter will guide you through the different steps of the Squad Creation.

For each model you will go through:

- Purchase rank
- Apply Stat points
- Select ability
- Purchase Gear
- Purchase Armor

Some purchases will affect the other steps. All choices related to Squad Creation are done before the start of the game. (i.e. some abilities give you extra stat points to spend. Those must be spent immediately before setting up the game).

The final cost of a model is the sum of all its options.

For a standard game of Rogue Conflict the total Squad Limit is 250 points.

Each model must purchase a rank and a weapon. Every other option is considered optional. Every model starts with the following statline:

HP	MV	Dod	Acc	DR
6	6	0	0	0

HP stands for Hit Points. When a model is reduced to 0 hit points, it is considered killed and removed from the table.

MV stands for movement. This affects how far the model can move during its **move action** (p. 12).

Acc stands for Accuracy and affects how well the model hits enemies during an **attack** (p. 13)

Dod stands for dodge and affects how hard the model is to hit during an **attack**. (p 13.).

DR stands for Damage Reduction. For every point of DR, the model subtract 1 point of damage, to a minimum of 1, every time it takes damage.

Some effects may negate this.

Ranks and Stats

Each model must first purchase a rank.

Ranks	Stat points	Abilities	Point Cost
I			5
II	+2	+1	10
III	+4	+1	15
IV	+6	+2	20
V	+8	+2	25

You will then need to apply stats points made available by the model's rank.

HP and **MV** cost 1 point per increase.

Acc and **Dod** cost 2 points per increase.

DR can't be increased by stat points.

Abilities

After applying your stat points, you can then choose the number of abilities your rank allows.

Each ability is marked by either **Passive** or **Active**.

Passive abilities are special rules for that model that are always in play. Some offer a static bonus while others are special

One time use requires an **action** (p. 12) to use, and can then not be used again for the rest of the game.

Abilities are split into the following categories: Movement, Offensive, Defensive and Support. Unless stated otherwise, a model may only have 1 ability from each category.

Some Gear have other limitations or conditions in regards to their usage, as per their descriptions.

Unless stated otherwise, a model is limited to 1 piece of gear. In case of special rules that allow for more, a model is never allowed to buy the same gear twice.

Armor

Models have the options to purchase **Damage Reduction** (p. 16) in the form of armor. Models can only have 1 type of armor.

Armor	DR	Point Cost
Medium	2	5
Heavy	4	10



Example character

Lets go through the character process together and build our example character Sgt. John Doe.

RANK:	<input type="text"/>	COST:	<input type="text"/>
NAME:	<input type="text"/>		
HP	MV	DOD	ACC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	ARMOR		
<input type="text"/>	<input type="text"/>		
WEAPON	RANGE	DMG	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
ABILITIES	GEAR		
<input type="text"/>	<input type="text"/>		

'We want Sgt. John Doe to be a well trained and all-around capable soldier. So lets give him Rank 4, and spread his **Stat Points** (p. 17) out evenly.

RANK:	<input type="text"/>	COST:	<input type="text"/>
NAME:	<input type="text"/>		
HP	MV	DOD	ACC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	ARMOR		
<input type="text"/>	<input type="text"/>		
WEAPON	RANGE	DMG	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
ABILITIES	GEAR		
<input type="text"/>	<input type="text"/>		

Now let's look at our **Ability Options** (p. 19). Since Sgt. John Doe is Rank 4, he can afford 2 different abilities.

Since we want Sgt. John Doe to focus on staying alive and helping his squad we give him **Inspire** and **Go for Cover**.

RANK:	<input type="text"/>	COST:	<input type="text"/>
NAME:	<input type="text"/>		
HP	MV	DOD	ACC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	ARMOR		
<input type="text"/>	<input type="text"/>		
WEAPON	RANGE	DMG	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
ABILITIES	GEAR		
<input type="text"/>	<input type="text"/>		

Then we go to **Weapon Options** (p. 13). We mark down a laser rifle, and add the cost to our total cost.

RANK:	<input type="text"/>	COST:	<input type="text"/>
NAME:	<input type="text"/>		
HP	MV	DOD	ACC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	ARMOR		
<input type="text"/>	<input type="text"/>		
WEAPON	RANGE	DMG	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
ABILITIES	GEAR		
<input type="text"/>	<input type="text"/>		

Lastly we need to look at gear and armor. We are choosing **Cybernetic Implants** and use the stat points to improve John Doe's Dodge stat. We are also paying for some **armor** (p. 17) to give John Doe some damage reduction. We change the affected stats and add the total cost.

RANK:	<input type="text"/>	COST:	<input type="text"/>
NAME:	<input type="text"/>		
HP	MV	DOD	ACC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	ARMOR		
<input type="text"/>	<input type="text"/>		
WEAPON	RANGE	DMG	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
ABILITIES	GEAR		
<input type="text"/>	<input type="text"/>		

Ability options

Movement abilities

Name	Passive/Active	Description
Go for Cover	Passive	After surviving an attack: this model may move up to 3"
Push On	Passive	After attacking, this model may move up to 3"
Scout Ahead	Passive	At the beginning of the first round, before the first activation, this model may move twice.
Stick Together	Active	This model may move up to its movement stat + 3", as long as it ends in base contact with a friendly model.
Vault	Passive	When moving, this model ignores terrain under 2" of height.
Shove Aside	Passive	When this model ends a move in base contact with another model, you may push that model up to 3".
Defensive Momentum	Passive	This model gets +1 Dodge, for every 3 inches it moves. This bonus resets at the end of a round.
Lands on their feet	Passive	When dropping down from terrain, this model can do so without a height limit.
Reposition	Passive	At the beginning of each round, this model may move up to 3".
Hit and Run	Active	This model takes a move action, an attack action and a move action in that order. If this ability is used, no other action can be used in the same activation.
Evasive Maneuvers	Passive	This model can't be hit by attacks out of activation. It can still trigger them.

Support abilities

Name	Passive/Active	Description
Bulky Armor	Passive	This model is treated as Full Cover terrain, by friendly models
Combat Medic	Passive	This model gets 2 free Medkits that can only target friendly models in base contact.
Deep Pockets	Passive	This model can buy one additional Gear
Extra Training	Passive	This model gets additional +4 stat points to spend. This ability can be taken twice.
Inspire	Active	This model may give a bonus action to target Friendly model within 6"
Tactical Positioning	Active	This model may move up to 3", then take the Overwatch action
Spotter	Active	Choose an enemy model within line of sight, not within full cover. Friendly models gain +3 accuracy against the target enemy. This effect ends when the enemy model moves.
Fast reflexes	Passive	When in overwatch, this model can attack out of activations in response to enemy attacks, as well as moving out of cover.
Adaptive Tactics	Active	Until the start of this model's next activation, copy an ability from the target model within 12" and Line of Sight. If an active ability is copied, use it immediately.
Saw it Coming	Passive	This model gains +3 Accuracy when attacking out of activation.
Tactical Analysis	Passive	At the beginning of each round, target the enemy model. All friendly models gets +2 accuracy on attack targeting that model, until the end of the round. This ability does not stack.

Offensive abilities

Name	Passive/Active	Description
Came Prepared	Passive	This model may attack out of activation twice, before it leaves Overwatch. It still leaves Overwatch when beginning a new activation.
Threading The Needle	Passive	This model gets +2 to accuracy with ranged attacks against targets in cover.
Concentrated Fire	Passive	When attacking a model that has previously been attacked in this round, this model gets +3 to hit.
Deadeye	Passive	Add 6" to this model's weapon range.
Fire Back	Passive	After this model survives an attack, it may attack the attacking enemy (if within line of sight and range) with -5 to hit.
Focused aim	Active	Until next activation, this model gains +5 Accuracy.
Rapid Fire	Active	This Model may attack twice, with a -3 to hit to both attacks.
Suppression fire	Passive	If this model ends its activation with an attack action, enemy target gets -5 to hit, until it moves, or until this model's next activation.
Grenadier	Passive	Grenades have +6 range, and +2 range of effect.
Run and Gun	Passive	If this model takes 2 move actions during its activation, it may make an attack with -3 to hit.
Higher Ground	Passive	This model gets +2 to accuracy, when it is elevated by terrain, compared to its target.

Defensive abilities

Name	Passive/Active	Description
Adaptive Cover	Passive	Each time this model survives an attack, it gets +2 dodge, until the end of the round.
Bunker Down	Active	If this model is within half cover, it is treated as being in full cover. This lasts until its next activation.
Extra Shielding	Active	Until this model's next activation, enemies have -5 to hit this model.
Hard to Hit	Passive	Enemies gain -2 to hit against this model.
Quick Feet	Passive	This model gains +3 Dodge, if it didn't make an attack action doing its activation. This effect lasts until its next activation.
Resilient	Passive	If this model would be killed, when it has 3 or more HP left, reduce it to 1 HP instead
Camouflage	Passive	This model gains +2 dodge, when it is considered to be in cover.
Mirage	Active	The next time this model is attacked, until its next activation, it may immediately move up to 3". The attack is then resolved against the model's new location.
Distraction Tactics	Active	If a friendly model within 6" of this model is attacked, if possible, target this model for the attack instead. This lasts until this models next activation.
Regenerative Tissue	Passive	At the beginning of this models activation, it heals 1 damage.
Power Through	Passive	This ignores the first 2 damage it receives each turn.

Weapon options

Name	Range	Damage	Point Cost
Slug Pistol	12"	1d6	10
Laser Pistol	12"	1d6+3	15
Plasma Pistol	12"	2d6	15
Heavy Laser Pistol	12"	2d6+3	20
Heavy Plasma Pistol	12"	3d6	20
Slug Rifle	24"	1d6	15
Laser Rifle	24"	1d6+3	20
Plasma Rifle	24"	2d6	20
Heavy Laser Rifle	24"	2d6+3	25
Heavy Plasma Rifle	24"	3d6	25
Slug Lancer	36"	1d6	20
Laser Lancer	36"	1d6+3	25
Plasma Lancer	36"	2d6	25
Heavy Laser Lancer	36"	2d6+3	30
Heavy Plasma Lancer	36"	3d6	30



Gear options

Name	Uses	Description	Cost
Grappling Hook	1 per Activation	Place this model on top of terrain, within 10"	5
Medkit	One time use	This model heals 1d6+3 damage, or Removes all negative conditions	5
Ghost module	One time use	Until the end of this model's activation, it can move through terrain and obstacles. This Gear does not require an action to use.	5
Combat Drugs	1 per Activation	This model gets +1 poison, and may take an extra action during its activation. This Gear does not require an action to use.	10
Personal Force Field	One time use	This model is treated as having Full Cover for all attacks, until it's next activation. This Gear does not require an action to use.	5
Tactical Shield	Passive	This model gains +2 Armor reduction. This Gear can only be used by models that have a 'Pistol' weapon.	5
Regenerative Nanobots	Passive	At the beginning of this model's activation, it heals 2 damage.	5
Energy Blade	Passive	This model may deal 2 damage, that ignore damage reduction, when it moves into base contact with an enemy model.	5
Body Snatcher	1 per Activation	Attack an enemy within 24". If the attack hits, pull the target up to 6" directly towards this model.	5
Cybernetic Implants	Passive	This model gets additional +2 stat points to spend.	5
Tactical Pockets	Passive	This model may buy 2 additional Gear.	5

Hand Flamer	1 per Activation	This model deals 1d6+3 damage to all models in a 6" straight line.	10
Penetrating Rounds	Passive	This model treats targets Full Cover as Half Cover	10
Paralytic Rounds	Passive	When hit, enemy models gets Hindered	5
Poison Rounds	Passive	When hit, the target enemy gets +1 poison.	5
Tracer Rounds	Passive	When hit, friendly models gets +2 to hit enemy target. This effect last until the end of the round.	5
Heavy Rounds	Passive	This model has -3 to hit on all attacks, but deals +2 damage on all hits.	5
AP Rounds	Passive	This model ignores enemy damage reduction.	10
Poison Grenade	One time use	Choose a point within 12". All models with 3" of that point get +2 Poison.	5
Explosive Grenade	One Time Use	Choose a point within 12". All models with 3" of that point get 1d6+3 damage.	5
Paralytic Grenade	One Time Use	Choose a point within 12". All models with 3" of that point get Hindered.	5
Pulse Grenade	One Time Use	Choose a point within 12". All models with 3" of that point get pushed 3" directly away from the chosen point.	5

Generate your mission

Deployment

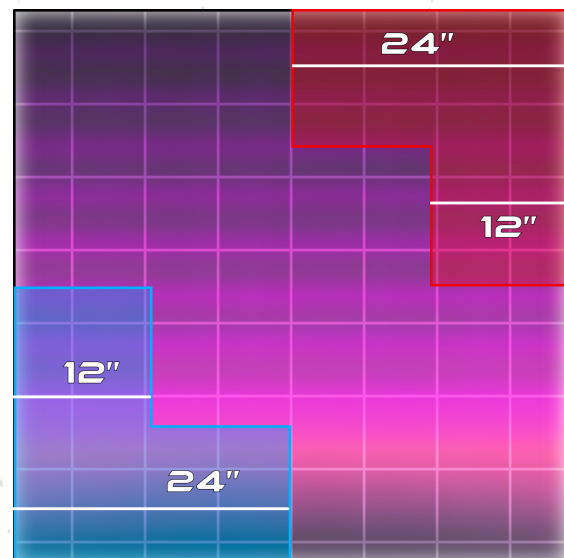
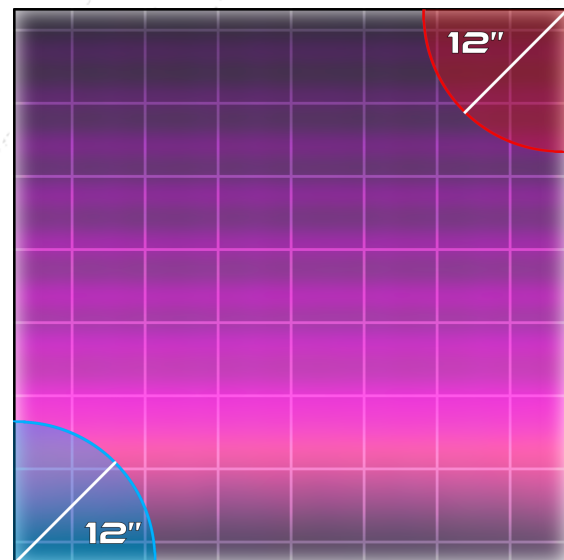
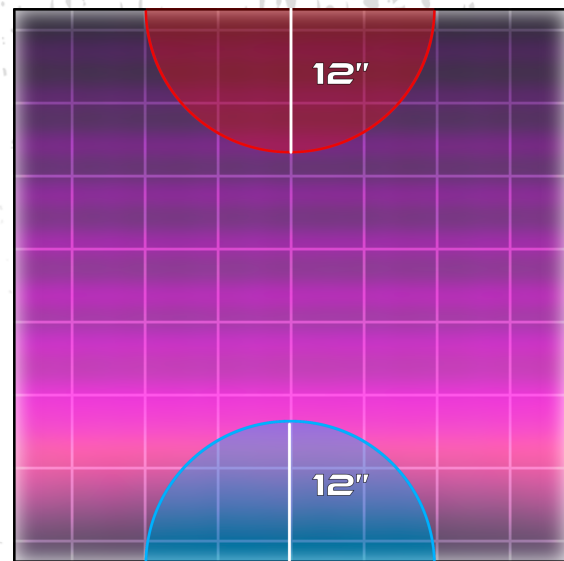
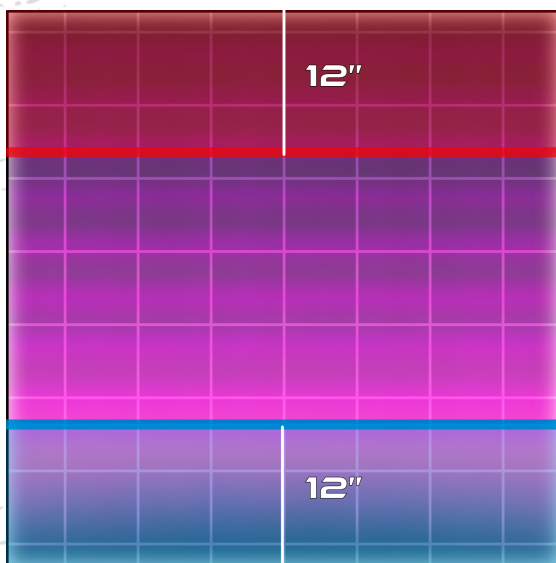
Before you define your objectives, you need to define your deployment zone. Your deployment zone defines the arena of the table, where you are allowed to place your models before the game begins.

After you have set up your table and objectives, players roll off to see who deploys first. The player who wins the roll off chooses which table edge to deploy from and the loser gets the opposite side.

Both players take turns placing one model at a time. If one player doesn't have any more models to place, the other player is free to place his or her remaining models.

When all the models have been placed, the first round can begin.

To define your deployment zone randomly choose one of the following options:



Objectives

After you have defined your deployment zones, you must define your objectives. Your objectives dictate how you score victory points in your game.

At the end of the game, the players with the most victory points win. In case of a tie, the player whose surviving models cost the most wins.

Some objectives call for the players to place or interact with different markers.

Unless players agree on suitable alternatives, players should use a 32mm base for the purpose of objective markers. If different objectives are in play that require markers, players should distinguish the objective markers, to not create confusion.

No objective marker can be played within 6 inches of a deployment zone nor 6 inches within another objective marker.

To define your objectives, random choose two of the following options:

Break their ranks!

The first 4 times a player's model kills an enemy model, that player is rewarded 1 Victory Point.

Behind enemy lines!

At the end of the game, players are rewarded up to 4 Victory Points for each model they own, that is wholly within the enemy deployment zone.

Claim the battlefield!

Place a marker in the center of the table. At the end of the game, players are rewarded up to 4 Victory Points for each

model they own, that are wholly within 6 inches of the center marker.

Claim the loot!

Before deploying models, players take turns placing 2 loot markers each on the table, outside of deployment zones.

Each model gains the following special action:

Claim: *Remove target loot marker, in base contact with this model, from the game. This model is now a 'Carrier'.*

When a carrier dies, place all loot markers claimed by the carrier, before removing it from the table.

At the end of the game, each player is rewarded up to 4 Victory Points for each Loot Marker still claimed by carriers.

Control the sector!

Divide the battlefield into four equal quarters. At the end of the game, each player is rewarded up to 4 victory points for each quarter where a player have more models placed by their opponent.

Siphon Data!

Before deploying models, players take turns placing 2 data markers each on the table, outside of deployment zones.

At the end of the game, each player is rewarded up to 4 Victory Points for each data marker, where they have more models within 3 inches, than their opponent.