STAR SCRAPPERS
BATTLEDRILL

QUICK START RULES

includes *VOL.2*

HEXY STUDIO

Ver 1.1.0

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INTRODUCTION

Battledrill is a fast-paced skirmish miniature game set in the Star Scrappers Universe, where you take control of a crew of adventurers called Scrappers. These brave humans, unyielding robots and mysterious aliens are exploring the uncharted space of the Distant Edge in search of the ultimate prize - **Hexis** crystals - a power source that will change the image of space travel forever. In hostile places on primeval planets, where a lasergun in your holster is the only law, will you be the one who prevails and claims all the glory?

PLAYING A WARGAME

To play a game of Battedrill, you will need miniatures with their stat cards, dice, measure widgets (or a measure tape) and a table (min. size of 36" x 36") that will represent the battlefield of the skirmish between two opposing crews controlled by the players. Controlling your crew means performing available actions with your miniatures, such as moving, attacking or taking special actions. We have kept the rules simple and straightforward to provide dynamic battles, but also not to reduce the challenge and the tactical aspect of the game. Every model has a set of unique statistics and abilities, whose wise use is the key to victory.

DETAILS ON MODELS

Every model has a set of attributes which represent its physical advantages and describe how well it performs its tasks on the battlefield. If a model is able to attack, it also has a list of available weapons with their **range** and potential **damage** indicated. The ability to survive is represented by Lifeforce boxes where you mark **damage points**. Moreover, models have access to special

actions and abilities, which are described on respective model cards.

Attributes

Speed[SPD] – The distance in inches the model can move in single, normal advance.

Attack[ATK] – The number of dice (custom or d6) to roll when the model is making an attack. Results of faction symbols (or 4, 5 or 6 on standard d6) indicate **Attack** successful roll.
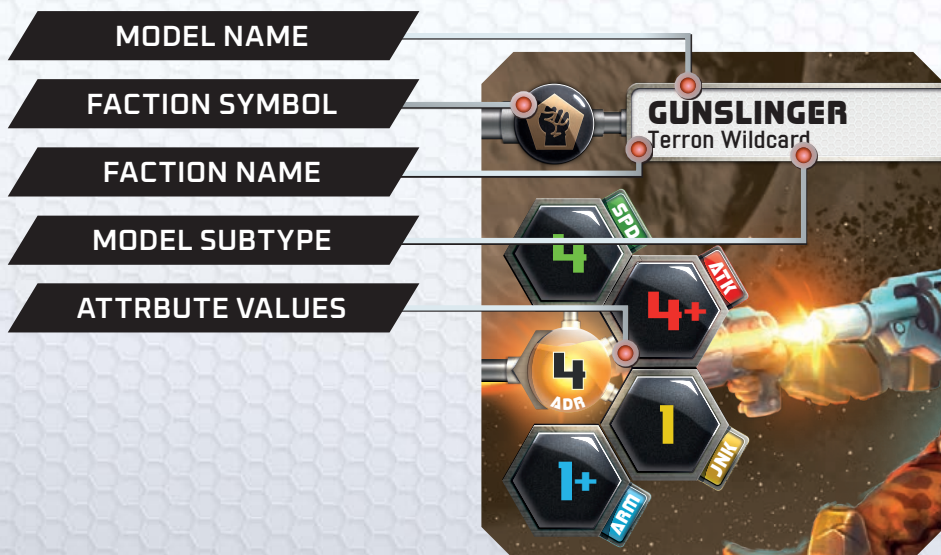
Jink[JNK] – The value attacker has to beat to hit a model. Total number of **JNK** is subtracted from the total number of **Attack** successful rolls to indicate **hits**.

Armor[ARM] – This value is subtracted from **damage** dealt in the attack.

Adrenaline[ADR] – The number of **Adrenaline Points [AP]** the model recovers during **Maintenance Phase**. **AP** can be spent to perform actions or **POWER UP**!.

Model's attribute can be modified by various reasons during the game but can never go below 0.

| MODEL NAME |
| FACTION SYMBOL |
| FACTION NAME |
| MODEL SUBTYPE |
| ATTRBUTE VALUES |

GUNSLINGER
Terron Wildcard

SPD 4
ATK 4+
1
4
1+ ARM
JNK

Weapons

A list of weapons which can be used by a model when performing an **Attack** action. When declaring an attack, the player must choose which weapon is being used. Each weapon may be used multiple times during the model's activation unless stated otherwise. The weapon statistics include the weapon's maximum **range [RNG]** and the **Power Table [PT]** which points out how many **damage points [DMG]** the attacking model deals and what **damage** effects the target suffers, depending on the number of **hits**. The number of **hits** determines which column should be considered, counting from the left. Results from the appropriate column should be applied in order. If a model dies after applying the **damage**, additional effects are still applied if relevant (ex. Ricochet, Thunderwave).
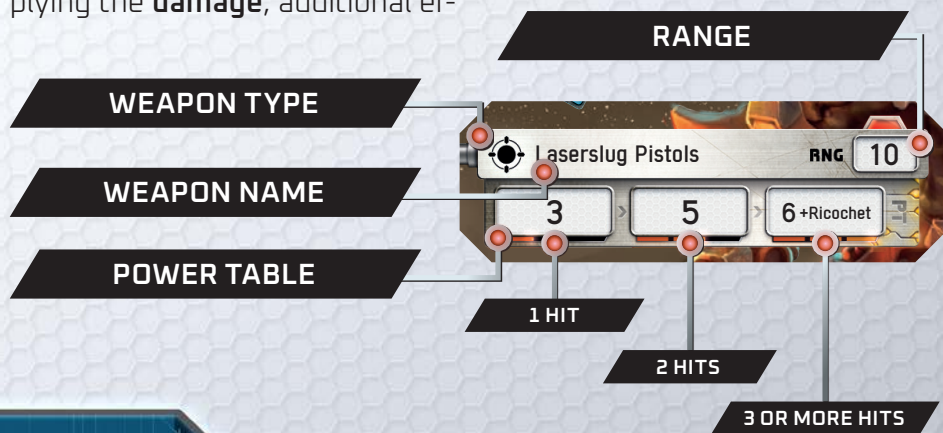
Weapon Type

The icon before the weapon name indicates whether it can be used against a single target or multiple targets (**AOE**).

Single target - a weapon can only target a single model.

Area of Effect - when using this weapon, place a 3" template completely within the weapon's maximum **range [RNG]** and within **LOS**. All models within the template are targeted (ignoring **LOS** and cover!). Multiple attack rolls are required.

Lifeforce

Lifeforce **[LF]** is the number of **damage points** the model may

RANGE

WEAPON TYPE

WEAPON NAME

POWER TABLE

Laserslug Pistols   RNG 10

3   5   6 +Ricochet

1 HIT

2 HITS

3 OR MORE HITS

suffer before dying. The boxes shown on the model's card represent its total health. Damage points are marked from right to left and the current health is read from left to right.

Lifeforce mark boxes

Abilities

Abilities represent passive capabilities of the model, that have an effect at all times or when the defined requirements are satisfied.

POWER UP! - all models with Adrenaline value higher than 0 have this ability unless stated otherwise. A plus sign (+) next to the model's attribute value means that **POWER UP**! can be used to temporarily increase this attribute. The model can spend up to all its unspent **AP** to increase the attribute value by 1 per **AP** spent, for the duration of the roll or when the indicated attribute is used.

Example: Equalizer has Attack value 3+. He is making an attack and spends 1 AP to do it. Normally, he would roll 3 dice. Now he can use POWER UP!. Since he has 2 unspent AP left, he can spend them to gain two additional dice for the attack, resulting in a roll of 5 dice.

*Example 2: Equalizer is hit by Gunslinger's attack. According to the attacker's **Power Table**, Equalizer would suffer 5 **DMG**. Since his **ARM** value is 1+, he spends 2 from his unspent **AP** and increases **ARM** value to 3, resulting in only 2 **LF** lost (5 **DMG** - 3 **ARM** = 2 **LF** lost).*

Earthbound – The icon indicates that the character has no access to a jetpack or any similar flying assistance device/power, and due to that, the model cannot use the Jet-jump action.

Long-lasting bonuses gained from Special Actions and Abilities with the same name do not stack. For example, Forcefield grants +1 to **ARM** attribute for one turn. A single model cannot gain more than +1 bonus to its **ARM** from Forcefield even if performed by two different models.

Special Actions

Apart from base actions models can perform Special Actions. Cost in **AP** of the action is shown in brackets after a name.

Example: Forcefield[1] informs that this action costs 1 AP. A model can perform Forcefield multiple times affecting different models but each one requires 1 AP to spend.

Most Special Action effects give an immediate bonus - like gaining additional **AP**, lasting until a specific condition occurs - like until a model moves. The maximum time an effect can last is 'one turn', which means it lasts until the **Maintenance Phase** of the next turn.

Crew Restriction

This value states whether a model can be used in a **Crew** multiple times. If there are no restrictions, "U" (unlimited) is used. Otherwise the number shows maximum occurrences of a model in single **Crew**.

CR 2

Command

If the model has the Master type keyword, it also comes with a Command **[CMD]** value which describes how many Minions can be controlled by this model at a time. For more details, see section Master and Minions.

CMD 2

PREPARING THE GAME

A game of Battledrill is played between two **Crews** of equal size varied from 3 to 6 models. A player can compose his or her **Crew** from all available models from the chosen Faction unless stated otherwise. **Crew Restriction** value determines how many copies of a particular model can be used in a single game.

Goal

The first **Player** to reach a number of Victory Points **[VP]** equal to a starting **Crew** size x2+1 wins.

Example: In a game between 3 models per Crew, the Player who reaches 7 VP wins.

Players can gain **VP** for:

- killing a model from an opposing **Crew** (2 **VP** per model);
- fulfilling the scenario goals.

Eliminating the whole opposing **Crew** also grants victory.

Scenario

Battedrill is a scenario-based game that includes special victory conditions and sometimes even unique terrains with its own rules. Although a game without a scenario is possible (let's call it classic deathmatch), using one allows more depth of the gameplay and more cinematic feel.

Defiance Deck

Defiance Cards are special cards with single-use actions. Starting from the second turn of the game, a player without the **initiative** can choose and play one of his or her cards during the **Maintenance Phase**. Only one **Defiance Deck** is required for play. However, cards can differ in certain scenarios.

Heroes and Defiance Cards

Hero models come with a Defiance Card. After drawing his or her hand of Defiance Cards at the beginning of the game, the player can swap any number of drawn cards with the cards assigned to

the Heroes from the crew (1 for 1). The player should only reveal number of cards swapped but not which ones.

Battlefield

The game of Battledrill is played across a 3'x3' playing surface, hereafter referred to as the **Battlefield**. There may be any number of pieces of terrain on the **Battlefield**. **Players** must agree on the number and type of terrain pieces before starting the game. Playing specific scenarios requires listed terrain pieces to be present.

Setting up

1. Place any obligatory Terrains listed in the scenario description.

2. Roll dice or choose another method to determine who will start setting up the terrain. **Players** choose one piece of terrain and place it on the battlefield alternately until all pieces are placed. If **Players** agree they can place terrain pieces using different methods. It is recommended that terrain pieces should be placed at least 2" of each other.

3. When **Battlefield** is ready make a starting roll. Re-roll any tied results. **Player** with a higher result decides which **Player** has the **initiative**. **Player without initiative** chooses his or her Deployment Zone from the available in the scenario. Then **Player** with **initiative** deploys his or her **Crew** completely within the **Deployment Zone** left for him or her. Once completed the other player deploys his or her **Crew** completely within his or her **Deployment Zone**.

4. Now players shuffle **Defiance Deck** and each one draws cards from it in quantity equal to his or her **Crew** size +1. A **Player** can see his or her cards but they shouldn't be revealed to the opponent until used. At this moment a player can swap any drawn card for a Defiance Card of a Hero in his or her **Crew**.

5. The game now continues from the **Maintenance Phase** of the normal turn sequence.

GAME TURN

Initiative Phase

At the start of each turn, **Players** determine who has the **initiative**. To resolve this phase, each **Player** rolls d6 (or 6 custom dice) and adds unspent **AP** on his or her models left from the previous turn. The **Player** with a higher result decides which **Player** has the **initiative**.

Maintenance Phase

Both **Players** resolve the following steps:

- Removal Step - end and remove all effects, templates and tokens with a duration of one turn,
- Recover Step - friendly models recover **Adrenaline Points** up to theirs **ADR** value, models that have a **Hexis** piece in their possession gain 1 additional point,
- Scenario Step - resolve all effects specified in the scenario which take place in the **Maintenance Phase**,
- End Step - resolve any other effects that refer to the end of the **Maintenance Phase**.

Activation Phase

During this phase, the **Players** alternately activate one model each, starting with the **Player** with the **initiative**. All models must be activated unless stated otherwise, and a model can only be activated once per turn. During activation, a model can spend **Adrenaline Points** to perform all actions available for it. The next action cannot be performed until the previous action has been fully resolved. The model's activation can be ended at any time, but all actions already started must be fully resolved.

DEFINITIONS

Line of Sight [LOS] – represents if a model can see another model or game element. Models have 360-degree **LOS**. A model has **LOS** to a target if a straight line between any part of the bases can be drawn. **LOS** is blocked by terrain or bases of intervening models.

NO LOS
TO DOMINA

DOMINA
IN LOS
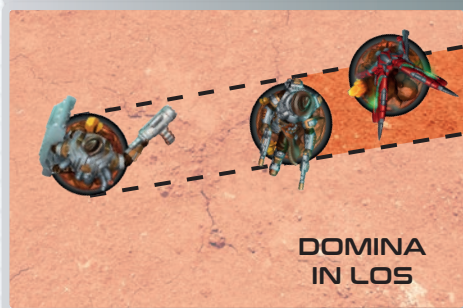
lighter area represents LOS

Range [RNG] – maximum distance measured in inches that a chosen weapon can be used at. With a single target weapon, the closest distance between model bases determines if the target is in **RNG**. While using an **AOE** weapon, the whole template must be completely within **RNG**.

Target – when a rule of an effect requires targeting a model (ex. during an attack), it indicates that the targeted model must be in **RNG** of the ability or action and in the performing model's **LOS**.

Damage [DMG] – damage dealt is a number of **damage points** the attacking model inflicts, usually based on a column from the **Power Table**. **ARM** value should be subtracted from this number to determine how many **LF** points the defender will lose.

Damaged – when a rule mentions **damaged** models, it means that the model has lost at least 1 **LF** during the game. If the model was hit, but as a result didn't lose any **LF**, it is not considered **damaged**.

Lifeforce [LF] Loss – if an ability causes **LF** loss, it means that the indicated amount of lifeforce boxes must be marked as lost on

WITHIN

COMPLETELY WITHIN

TOWARDS

DIRECTLY TOWARDS

All distances in the game are expressed in inches. Distance is measured from the nearest point on the edge of a model or a marker's base. When the distance between two models is to be measured, apply the shortest possible distance between these models' bases. Distance is always measured horizontally. **The Players are allowed to measure any distances at any time.**

A model or other game component is within a given distance when any part of its base is within that distance. Base to base contact is also considered being within distance.

A model or other game component is completely within a given distance only when the entire base or component is within that distance.

If a model must move towards another model or a game component, the distance between the model and the target must always be decreasing during this movement.

If a model must move directly towards another model or a game component, the model must follow the shortest possible path towards the target during this movement.

If a model must move away from another model or a game component, the distance must always be increased during this movement.

If a model must move directly away from another model or a game component, the model must follow the line between the centre points of the model and the target. The distance must always be increasing during this movement.

While moving towards, directly towards, away or directly away and interrupted by impassable terrain or a model, the movement should be stopped.

the card and cannot be prevented or lowered with **ARM**, since **ARM** is considered while dealing **DMG**.

Area of Effect [AOE] – is a 3" round template used for **AOE** attacks or some effects of special abilities. It is usually placed completely within **RNG** and affects models within the template. When attacking with an **AOE** weapon, the template must be completely within **RNG** and within **LOS**. Then all models under the template are targeted regardless of the actual **LOS** and distance to the models.

Re-roll – some abilities or other effects allow players to re-roll one or more dice. Re-rolled result must be accepted and cannot be re-rolled further.

Advancing vs Moving – while both result in changing the position of your model, an advance always refers to the movement the model makes intentionally, for example by using the Advance action, and by default it means that the distance traveled is equal to **SPD** or less. All other

✓ LEGAL TARGETS

RNG

AOE WITHIN LOS

✗ NO LEGAL TARGETS

RNG

AOE NOT WITHIN LOS
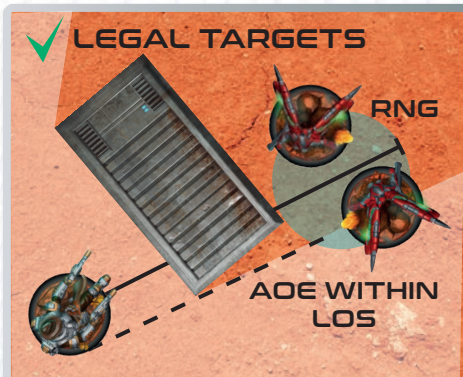
lighter area represents LOS

effects that can cause a model to move less intentionally are described as moving, for example the Bouncer Damage Effect. The difference might matter when triggering certain abilities.

BASE ACTIONS

These are the actions a model can always perform unless stated otherwise or impossible due to other conditions. In general, base actions always cost 1 **AP** each unless stated otherwise.

Advance[1] – represents normal movement, usually on foot. A model can advance up to its current Speed **[SPD]** value. When the model advances, it moves in a straight line. It may stop at any time to change the direction of the movement. The moving model's base cannot pass over another model's base or impassable terrain during this movement. The model cannot leave the table or pass any edge at any moment.

Jet Jump[2-X] – represents fast movement made by means of a jet pack or similar device. A model (without Earthbound ability represented by the icon near the **SPD** attribute) can spend from 2 up to total unspent Adrenaline points **[AP]** to advance up to its current Speed **[SPD]** value multiplied by the number of **AP** spent.

Example: Equalizer with Speed [SPD] 4 spends 3 Adrenaline points [AP] to use Jet Jump and can advance up to 12".

This movement must be made in a straight line. During Jet Jump the model can pass other models and impassable terrain but cannot end this advance overlapping another model's base or impassable terrain with its own base. The model cannot leave the table or pass any edge at any moment.

Attack[1] – represents a quick combat sequence with use of a melee or **range**d weapon against an enemy. A model can target any model in its Line of Sight **[LOS]** and within the used weapon's maximum **range [RNG]**. The attack is made with a number of dice equal to the model's **Attack [ATK]** value (remember that this value can change as a result of **POWER UP**!).

Detailed attack sequence:

1. **Player** declares an attack with the currently active model against a target in **LOS** and in **RNG**;

2. Attacker spends 1 **AP** for the **Attack[1]** and up to its unspent **AP** to benefit from **POWER UP**!;

3. Attacker rolls the number of dice equal to the model's current **ATK** value (including bonuses from **AP** spent as **POWER UP**!), results of a faction symbol (or 4, 5, 6 on regulars d6s) indicate successful attack rolls;

4. Defender's current **JNK** value is subtracted from the successful attack rolls to get **hits**.

5. If the number of **hits** is greater than 0, the attacker deals **damage** and **damage** effects pointed by a column in the **Power Table** of the weapon used (read the first column from the left on 1 hit, second on 2 **hits**, and third on 3 or more **hits**).

6. Defender loses **LF** equal to the **damage** suffered, lowered by the defending model's current **ARM** value (including bonuses from the potential **POWER UP**!) and applies all legal **damage** effects.

Example: Your Gunslinger attacks an enemy Equalizer. The distance between bases is 8" (Gunslinger's Laserslug pistols have RNG of 10) and no terrain or model blocks LOS, so Equalizer is a legal target. You spend 1 AP on the attack action. Gunslinger's ATK is 4, so you prepare 4 dice but also decide to POWER UP! and spend another 1 AP to gain 1 additional die. You roll 5 dice and get the result of 3 faction symbols (successful attack rolls). Equalizer's JNK is 1, so after subtracting 1 from 3, you deal 2 hits. 2 hits point to the second column from the left on the Power Table, which has 5 damage stated. Equalizer's ARM value is 1+ and his controller decides not to POWER UP!. So he now subtracts 5 DMG - 1 ARM = 4 LF lost and marks 4 boxes on Equalizer's card (from the right) as lost.

*G*rab**/Rid of the rock[1] –** picking up a **Hexis** piece from the **Hexis** source or disposing of a **Hexis** piece. Gathering the mineral is the main goal of a **Crew**. However, each **Crew** has a different approach to it. When a model uses **Grab the rock** while in a base to base contact with the **Hexis Cache**, it gains possession of

one **Hexis** piece, which is marked with an appropriate token. While in possession of **Hexis**, the model recovers 1 more **AP** during the **Maintenance Phase**. A model cannot be in possession of more than one **Hexis** piece. **Both Grab the Rock and Rid of the Rock actions can be used from the second turn of the game.**

ONGOING STATUSES

Some actions or **damage** effects can cause a model to suffer an ongoing status. Contrary to other effects that are resolved immediately or last once per turn (expire in the Maintenance phase), ongoing statues last until the model spends 1 **AP** during its activation to remove them, or until other conditions are met. Removing an ongoing status is voluntary and 1 **AP** removes all statues on the model.

Blinded – blinded models cannot target models further away than 2".

Drained – Drained models recover 1 **AP** less during the **Maintenance Phase**.

Exhausted – exhausted models cannot advance by their own or friendly actions and abilities.

Knocked down – knocked down models cannot advance and use actions. The **knocked down** model suffers -1 to its **JNK** and does not block **LOS**.

Stunned – stunned models suffer -2 to its **SPD**.

Wounded – wounded models lose 1 **LF** point during the **Maintenance Phase**.

blinded

drained

exhausted

knocked down

stunned

wounded

DAMAGE EFFECTS

Except for **damage points**, weapons can make a defending model suffer **damage** effect.

Armor Piercer – While resolving this attack, ignore Armor value.

Bouncer – Model hit is moved 4" directly away from this model and is **knocked down**.

Chase – Move the model hit 1" directly away from this model, then move this model 1" directly towards the model hit.

Drag – Move the model hit directly towards base to base contact with this model.

Flare – Model hit suffers the Blinded status.

Mind Control – Move a model hit up to its **SPD** or make an attack with the model hit. You cannot use **POWER UP**! during this attack.

Momentum – Immediately after resolving the current attack, this model can make an attack action without spending **AP**. **Attack**s generated by Momentum cannot generate further attacks.

Mutilation – Model hit suffers the **wounded** status.

Power Drain – Model hit suffers the **drained** status.

Rage – Immediately after resolving the current attack, this model must make an attack action targeting another model in this weapon's **range** without spending **AP**.

Restrainer – Model hit suffers the Exhausted status.

Ricochet – Immediately after resolving the current attack, this model can make an attack with this weapon against another model within 4" from the model originally hit (during its activation). Ignore **LOS** and the weapon's **RNG**. **Attack**s generated by Ricochet do not generate additional attacks.

Shockwave – Model hit suffers the **stunned** status.

Shove – Move a model hit up to 4" in a straight line.

Suggestion – Move a model hit up to its **SPD**.

Usurper – Model hit loses a **Hexis** piece if able.

Tremor – Model hit suffers the **knocked down** status.

Thunderwave – Models within 2" of a hit model suffer **damage** equal to the hit model.

Trauma – If the model hit has more **AP** than 1, it loses all **AP** above 1.

Vaporizer – If the hit model's current **LF** is greater than 1, reduce it to 1. Otherwise the model hit is killed.

MODEL TYPES

Beside an origin faction, models posses various keywords called subtypes. These describe them lorewise but also are crucial for certain special actions and abilities as they may work only with specific subtypes.

Heroes

Models with a keyword type 'Hero' represent unique characters whose **Crew Restriction** is 1. This extends also to characters with the same name even if they are different versions of the named model. Each hero comes with a Defiance Card which can be swapped during setup.

Master and Minions

When a model has the Master type keyword, it can bring and control additional units on the **Battlefield**. The maximum model quantity that can be controlled at once is determined by the Command **[CMD]** value. Some Minion models are deployed along with their Master, while others come into play through abilities or special actions. If any ability/action would cause placing another Minion while the maximum number is already reached, the effect will not take place.

Minions activate during their Master activation in any order. As usual, the model must finish its activation before the next one can activate. During activation, it can perform Advance and/or **Attack** action (any order). Minion models do not replenish or gain **AP** and do not provide **VP** when killed.

TERRAIN AND GROUND

Terrain elements provide many tactical possibilities in the game. There is no limit on how many terrain pieces to use. However, it is recommended to cover your **Battlefield** with 6-8 elements: buildings, walls or other features. Terrain pieces may have certain characteristics.
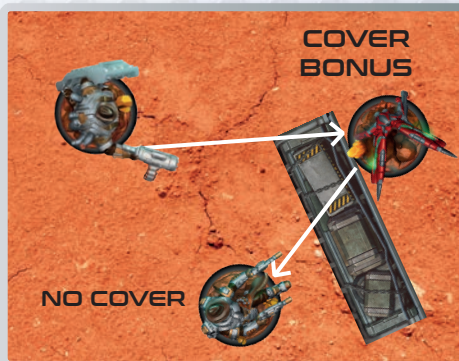
Terrain features

In a regular game of Battledrill, the following terrain features are possible:

- providing cover (btb or within):
  - ◄ **btb –** defending model gains cover while in a base to base contact with such a terrain element, and while any line between the attacker's and the defender's bases that crosses that terrain can be distinguished
  - ◄ **within –** defending model gains cover while within such a terrain elemen
  - ◄ **Models targeting models benefiting from cover suffer -1 to their ATK);**

- **blocking LOS –** if no lines between models' bases that do not pass through a terrain element can be distinguished, the models do not have **LOS** to each other;
- **impassable –** element cannot be passed or overlapped by a model at any time unless a specific rule allows it;
- **passable –** element can be passed during a normal movement, but a model cannot end the move overlapping the terrain;

A terrain piece can have any combination of these. The **Players** should agree before the game on the exact characteristics of each element.

Hexis Cache

Hexis Cache is a special feature that allows models to use Grab the Rock! action while in a base to base contact with such a terrain or marker. Usually, a 50mm **Hexis Cache marker** is used to represent the **Hexis** source with this feature. Unless stated otherwise, models can use Grab the Rock! action from the second turn of the game.

TERRAIN EXAMPLES

WALL
(providing cover btb
,passable)
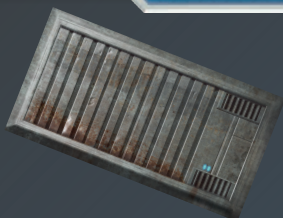
BUILDING
(providing cover
btb, blocking **LOS**,
impassable)

Cloud 3"

CLOUD
(blocking **LOS**,
providing cover within)

SHOWDOWN

Life is cheap on the Distant Edge, but if it's worth selling for something, it's Hexis. It often happens that different groups of Scrappers, Mercenaries and Marauders run into one another in the wastelands. They came here for the crystals and they won't leave without them, and if anyone minds - so much the worse for them.

Scenario Setup

Place a 50mm **Hexis** Cache marker in the center of the **Battlefield**, then follow normal setup rules.

Scenario Goals

Players gain 3 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) completely within their Deployment zone.

6"

Player A
Deployment Zone

HEXIS CACHE

6"

Player B
Deployment Zone
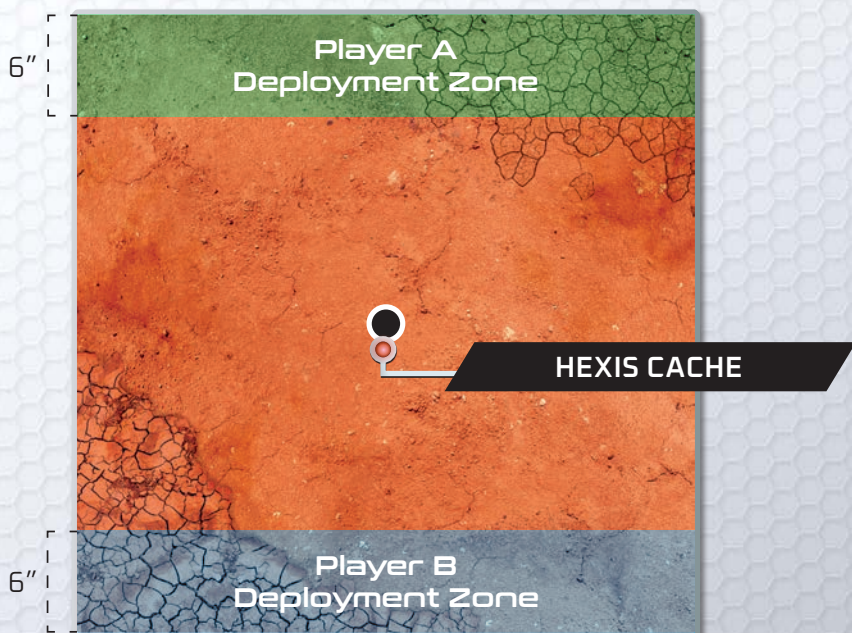
CALL FOR BACKUP

Scenario Setup

Place a Space Booth (square 3"x3") and two impassable 50mm **Hexis** Cache markers as marked on the map below, then follow normal setup rules.

Scenario Goals

Starting from the second turn, **Players** gain 1 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) while in a base to base contact with the Space Booth. **Players** gain additional 2 **VP** per each **Hexis** Cache marker controlled while disposing of **Hexis** at the Space Booth.
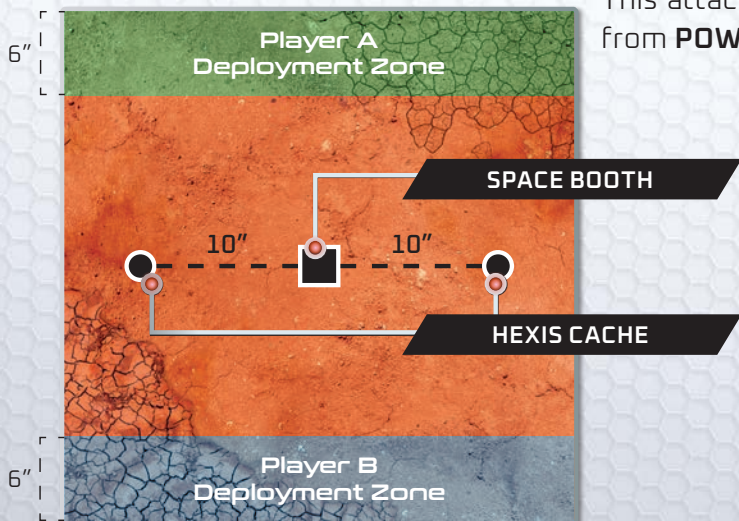
Special Rules

Controlling a Hexis Cache – a **Player** controls a **Hexis** Cache marker when he or her has a model completely within 3" of the **Hexis** Cache and no enemy model is completely within 3" of that marker.

Orbital Bombardment – immediately after disposing of a **Hexis** piece at the Space Booth, a **Player** can make a single attack, ignoring **LOS** and **RNG**, base **ATK** of 4, using the following weapon:

((●)) Orbital Weapon Platform | **RNG** | ∞

| 1 +Shove | 3 +Shove | 5 +Shove |

This attack cannot benefit from **POWER UP**!.

6"

Player A
Deployment Zone

SPACE BOOTH

10"   10"

HEXIS CACHE

6"

Player B
Deployment Zone

HEXIS HEIST

Most of the mined Hexis must be transported to the spaceport - in such case an armored Armoured Train is sent across the wasteland. Convoying such a transport is a great opportunity to earn a lot of credits, but also a very dangerous job because as soon as news about it spreads, many robbers and ruffians will look for an opportunity to take over such a valuable loot.

Scenario Setup

Place a Train (blocking **LOS**), Train Station (impassable, blocking **LOS**, providing cover**[btb]**) and an **Hexis** Cache markers(impassable) as marked on the map below, then follow normal setup rules, but do not place terrains on the Train route (7" wide).

Scenario Goals

Attacking **Player**:

- 3 **VP** for controlling the Train during **Maintenance Phase**;
- 4 **VP** for when the Train move onto Energetic Mine **AOE**.

Defending **Player**:

- wins immediately when the Train touches an edge of the **Battlefield**

Maintance Phase

At the scenario step during a

Maintenance Phase:

- check for control of the Train;
- move the Train 7.5" forward;
- remove all Energetic Mines from the **Battlefield**.

Special Rules

Train – is a blocking **LOS** terrain for models not on the Train. Models can move onto designated places to be on the Train. Model cannot move onto the Train if it has not enough movement to fit the designated spot. If the Train while moving touches a model's base, the model suffers 10 **DMG** and it is placed in the nearest location to allow the Train to continue movement without touching it again.

Controlling the Train – a **Player** controls the Train when he or she has a model on the Train and there are no enemy models on the Train.
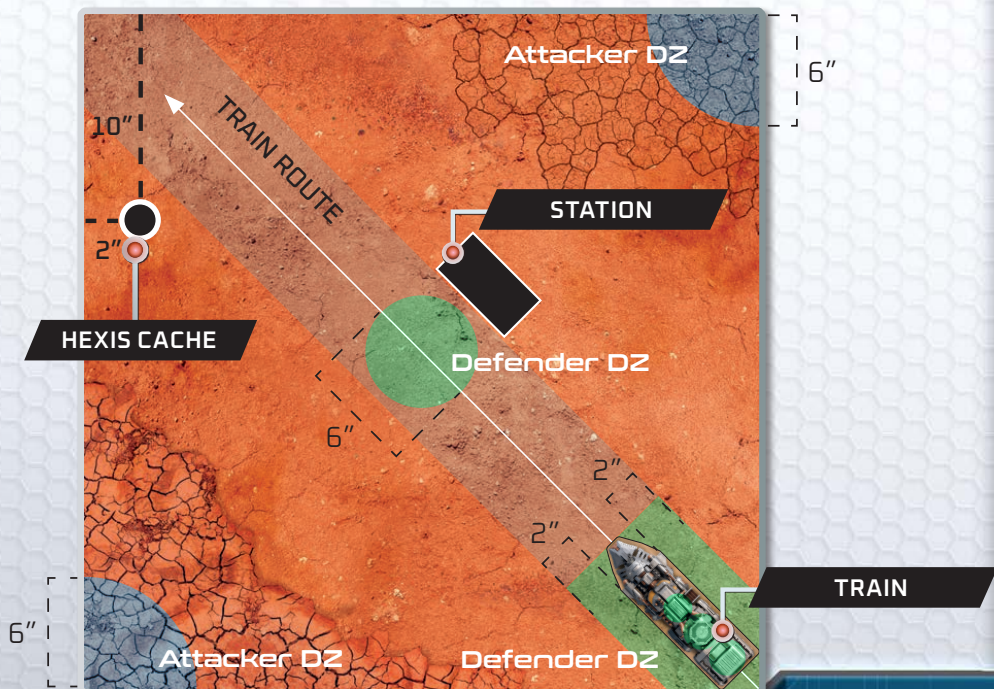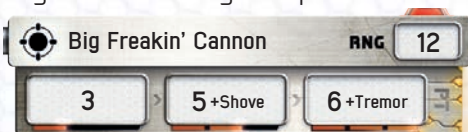
Light a Shuck – immediately after disposing of a **Hexis** piece (using Rid the Rock! action) while on the Train, move the Train 4" forward.

Energetic Mine[1] – a model must spend a **Hexis** piece in addition to perform this action. Place **AOE** 3" completely within 6". Models entering or ending its activation within the **AOE** are dealt 10 **DMG**. Energetic Mine lasts until the model enters or ends its activation within the **AOE**.

Roll out the Big Gun[1] – starting from the second turn of the game while there is no model on the middle spot of the Train, a model on the Train can use this action to place the Big Freakin' Cannon onto the middle spot.

Blast'em![1] – while on the Train make a normal attack action using the following weapon:

⊙ Big Freakin' Cannon		RNG	12
3	5 +Shove	6 +Tremor	

ATTACKER DZ

6"

10"

TRAIN ROUTE

2"

STATION

HEXIS CACHE

Defender DZ

6"

2"

2"

TRAIN

6"

Attacker DZ

Defender DZ

ORBITAL EXTRACTION

Scenario Setup

Place **Hexis** Cache markers (impassable) as marked on the map below, then follow normal setup rules.

Scenario Goals

Starting from the second turn, **Players** gain 2 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) while within the Cargo Area of the Orbital Shuttle. A player gains additional 1 **VP** if it was the first **Hexis** piece disposed of this turn.
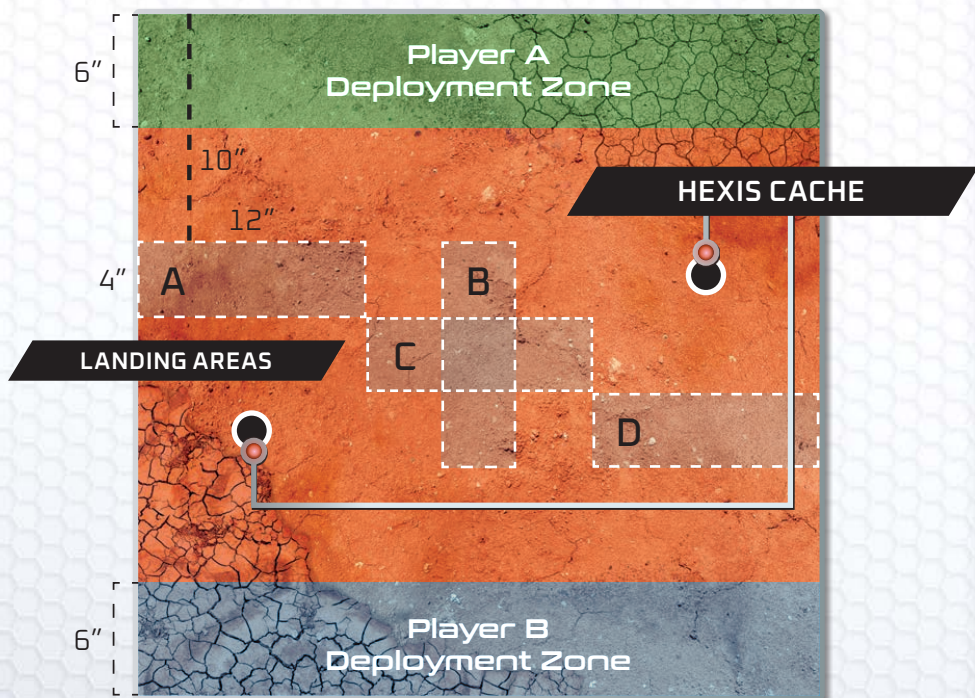
Maintance Phase

After the scenario step during the **Maintenance Phase**, randomly determine a landing area (A/B/C/D) and place the Orbital Shuttle there. If any terrain piece prevents placing the Shuttle, remove such a piece from the **Battlefield**. If there is a model in the area where the Shuttle would be placed, the model suffers 10 **DMG** and is placed at the nearest location that allows the Shuttle placement.

Special Rules

Orbital Shuttle – is a providing cover**[btb]**, blocking **LOS**, impassable terrain with the exception of the marked Cargo Area. Remove the Space Shuttle from the **Battlefield** if two **Hexis** pieces were disposed of at it or at the beginning of the **Maintenance Phase**.

CARGO
AREA

6"

Player A
Deployment Zone

10"

12"

HEXIS CACHE

4"   A   B

LANDING AREAS   C

D

6"

Player B
Deployment Zone

HOSTILE TAKEOVER

Scenario Setup

Place the Mine (providing cover**[btb]**, blocking **LOS**, impassable except for the Top Platform), two Secondary Entrances (impassable, blocking **LOS**, providing cover**[btb]**) and two **Hexis** Cache markers (impassable) as marked on the map below, then follow normal setup rules.

Scenario Goals

Attacking **Player**:

- Gains 3 **VP** for controlling the Top Platform during the **Maintenance Phase**;
- Gains 4 **VP** for destroying the Main Mine Gate;

Defending **Player**:

- Gains 3 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) while within the Top Platform.

Special Rules

Top Platform – Models completely within the Top Platform gain cover when targeted by attacks from outside the platform.
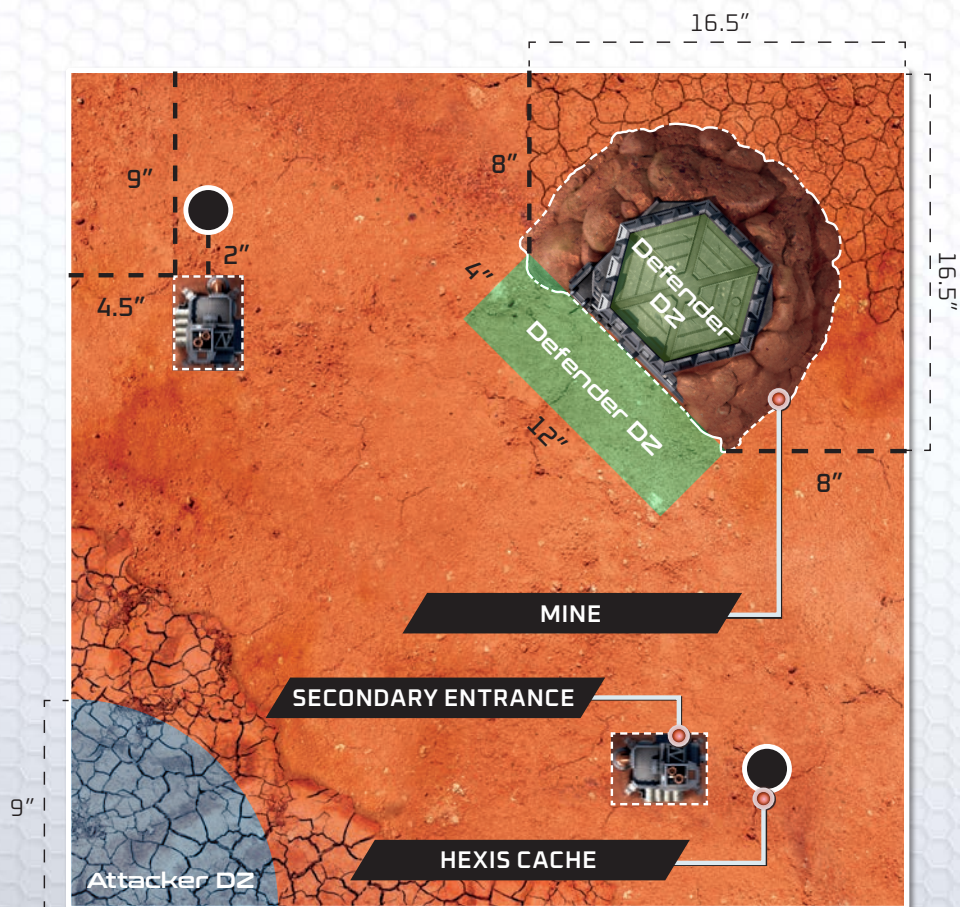
Mine's Main Gate – can be targeted by attacks. It has **JNK** 0, **ARM** 6, **LF** 20. Immune to Damage Effects.

Ride in the Dark [1] – while btb with a Secondary Entrance, you can spend 1 **AP** to be placed in btb with another Secondary Entrance. The model must be able to move to perform this action. From the third turn of the game, models within the Top Platform can use this action and also the Top Platform can be chosen as a destination.
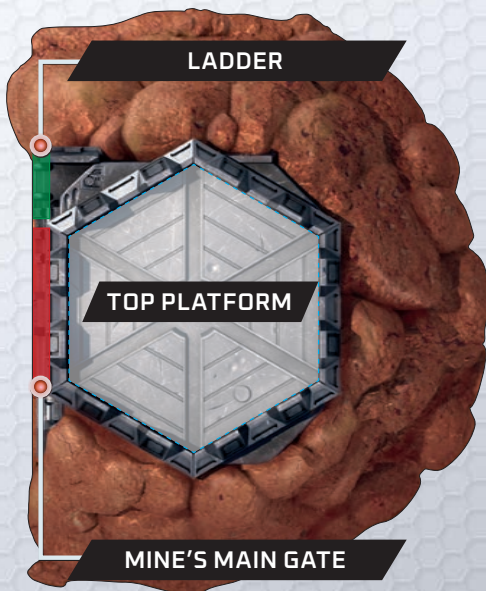
Use the Ladder [1] – While on the platform, place the model btb with the Ladder. While btb with the Ladder, place the model on the Top Platform. The model must be able to move to use this action and it cannot be used when there is no space to place the model.

Plant Explosives [1] – a model must spend a **Hexis** piece in addition to perform this action. When used while btb with the Main Mine Gate, the Gate loses 9 **LF**. Otherwise place **AOE** 3" completely within 3". Models entering or ending its activation within the **AOE** are dealt 9 **DMG**. **AOE** lasts for one turn.

16.5"

9"

2"

4.5"

8"

4"

Defender DZ

Defender DZ

16.5"

12"

8"

MINE

SECONDARY ENTRANCE

HEXIS CACHE

9"

Attacker DZ

BRACE FOR IMPACT

Scenario Setup

Place three Wreck pieces (providing cover**[btb]**, blocking **LOS**, impassable, **Hexis** Cache) as marked on the map below, then follow normal setup rules.
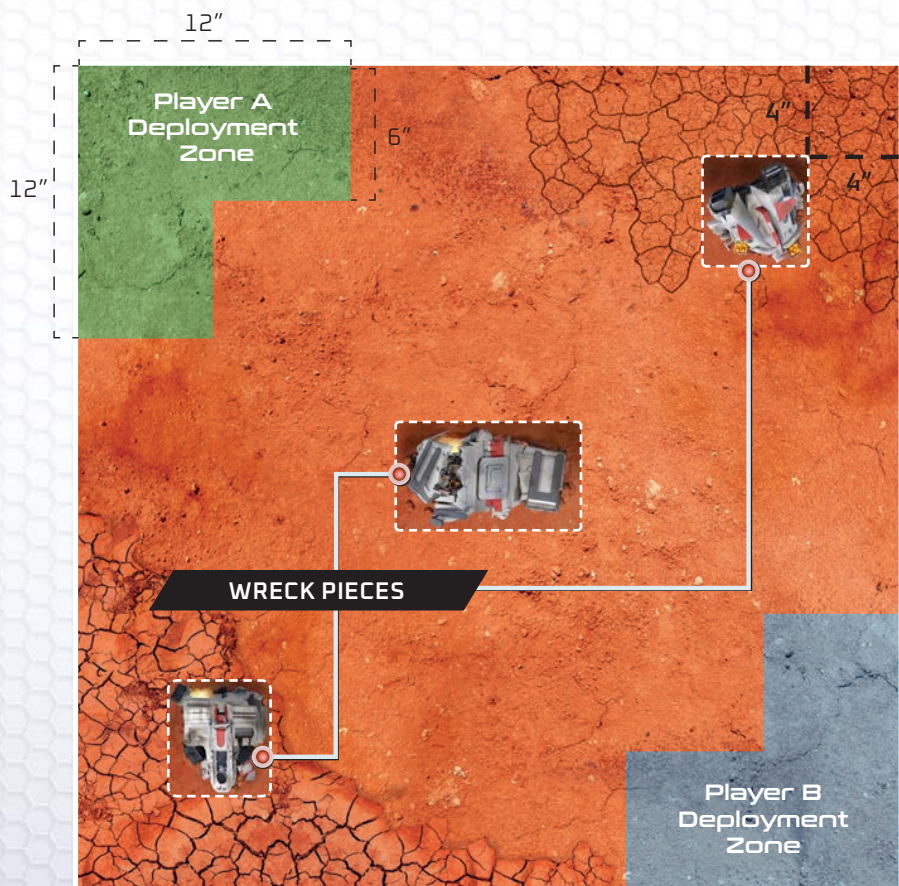
Scenario Goals

Players gain 3 **VP** for finding the Survivor and 7 **VP** for escorting the Survior to their own **Deployment Zone** (completely within). **Players** gain 2 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) completely within their Deployment zone.

Special Rules

Survivor – it is a 40mm neutral model with the following stats: **SPD** 4, **JNK** 2. If this model would be hit by an attack, move it directly toward a random **Battlefield** edge. This model cannot suffer **damage** or **damage** effects.

Search the Wreck [2] – while btb with the Wreck piece and there is no Survivor on the **Battlefield**, make a single die roll. On a success, you find the Survivor. Place the Survivor model btb with the searching model. If the roll wasn't successful, the model can perform Grab the Rock! action without spending **AP**. If the Wreck piece is the last one that wasn't already searched, the roll is automatically successful. **This action can be used starting from the second turn and a Wreck piece can be affected only once per game.**

Escort (Survivor) [1] – move the target model of an indicated type in base to base contact up to its **SPD**.

Player A Deployment Zone

12"

12"

6"

4"

4"

WRECK PIECES

Player B Deployment Zone

DAMAGE EFFECTS

Armor Piercer	While resolving this attack, ignore Armor value.
Bouncer	Model hit is moved 4" directly away from this model and is **knocked down**.
Chase	Move the model hit 1" directly away from this model, then move this model 1" directly towards the model hit.
Drag	Move the model hit directly towards base to base contact with this model.
Flare	Model hit suffers the Blinded status.
Mind Control	Move a model hit up to its **SPD** or make an attack with the model hit. You cannot use **POWER UP**! during this attack.
Momentum	Immediately after resolving the current attack, this model can make an attack action without spending **AP**. **Attack**s generated by Momentum cannot generate further attacks.
Mutilation	Model hit suffers the **wounded** status.
Power Drain	Model hit suffers the **drained** status.
Rage	Immediately after resolving the current attack, this model must make an attack action targeting another model in this weapon's **range** without spending **AP**.
Restrainer	Model hit suffers the Exhausted status.
Ricochet	Immediately after resolving the current attack, this model can make an attack with this weapon against another model within 4" from the model originally hit. Ignore **LOS** and the weapon's **RNG**. **Attack**s generated by Ricochet do not generate additional attacks.
Shockwave	Model hit suffers the **stunned** status.
Shove	Move a model hit up to 4" directly away.
Suggestion	Move a model hit up to its **SPD**.
Usurper	Model hit loses a **Hexis** piece if able.
Tremor	Model hit suffers the **knocked down** status.
Thunderwave	Models within 2" of a hit model suffer **damage** equal to the hit model.
Trauma	If the model hit has more **AP** than 1, it loses all **AP** above 1.
Vaporizer	If the hit model's current **LF** is greater than 1, reduce it to 1. Otherwise the model hit is killed.

ONGOING STATUSES

blinded
Models cannot target models further away than 2

drained
Models recover 1 **AP** less during the **Maintenance Phase**.

exhausted
Models cannot advance by their own or friendly actions and abilities

knocked down
Models cannot advance, use actions, suffer -1 to their **JNK** and do not block **LOS**

stunned
Models cannot target models further away than 2

wounded
Models lose 1 **LF** point during the **Maintenance Phase**