



# SURVIVE



## Turn Sequence

Hold Declaration

Initiative Roll – D10 Winner then clockwise

Player Activity Phase – Move, Shoot, Combat etc

**Control Activation Pulse**

Next Player Activity Phase

**Control Activation Pulse**

Repeat until all players' units activated

NB: players fully activated MUST still initiate a CAP until ALL player activity is complete.

Recovery Phase - in Play order

Next Turn

## Movement

Move (Mv) – 12" minus Total Weapon Weight

May shoot ONE ranged weapon at any time

Run (Rn) – Mv + Unit's Stamina

May shoot ONE single-hand weapon (-1 Shooting Skill)

Charge (Ch) – Rn + 3"

May shoot ONE single-hand weapon (-1 Shooting Skill)

Hold (Hd) – NO move, MAY turn

May shoot ONE ranged weapon twice any time in turn

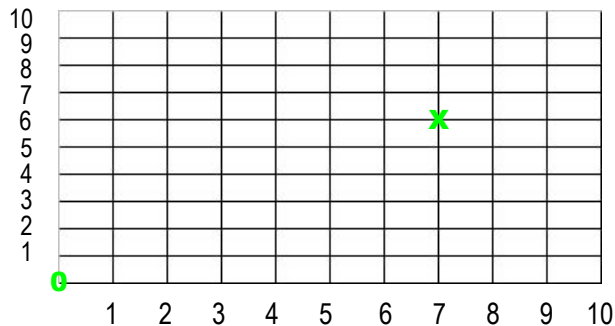
Double Team – Mv or Ch TWO units within 6" of each other

Mobbing Charge confers automatic Rear Charge

Mob Run – Rn any number of units in one phase

Must remain within 2" of each other throughout

Blink - Units in b2b contact Roll 2 x D10 for Location relative to Mob Starting Corner – 1<sup>st</sup> Die for Long Edge.



E.g. A Roll of 7 and 6 would position the units at X

## Shooting

Select Target and estimate distance.

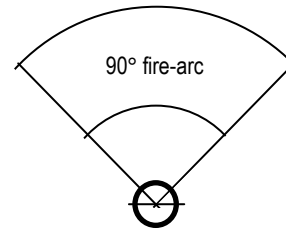
If out or range shot fails – take Ammo Roll

Your target must be within unit's front Fire Arc.

### To Hit

Roll the unit's Shooting Skill or less, modified by the Weapons Difficulty, on a D10.

In Level Play simply roll the units' 'to Hit' already calculated.



In Campaign Play, units with shooting Skill equal to, or exceeding, the Weapon's Difficulty, will have a better chance of hitting.

### To Effect

Weapon Power <= Toughness - No Effect

Weapon Power > Toughness – Dazed/Disabled

Weapon Power => 2x Toughness - Dead

Power	Toughness									
	10	9	8	7	6	5	4	3	2	1
10	-	D	D	D	D	X	X	X	X	X
9	-	-	D	D	D	D	X	X	X	X
8	-	-	-	D	D	D	X	X	X	X
7	-	-	-	-	D	D	D	X	X	X
6	-	-	-	-	-	D	D	X	X	X
5	-	-	-	-	-	-	D	D	X	X
4	-	-	-	-	-	-	-	D	X	X
3	-	-	-	-	-	-	-	-	D	X
2	-	-	-	-	-	-	-	-	-	D
1	-	-	-	-	-	-	-	-	-	-

### Double-Tap

Double-Teamed units can fire at the same target conferring a +1 modifier to the shooting Skill of the second shooter if the first hits.

### Ammo Roll

Roll **less than or equal to** the Weapon's Ammo number to reload.

Rolling **greater** means that the Weapon has jammed, or you have fumbled and the unit may not use it for a full turn.

The unit may sling this Weapon, draw and use another Weapon for the next turn.

## Affected Units

### Dazed or Disabled

Toughness reduced by -1. May ONLY move up to 2 inches.

May shoot any Single Handed Weapon with -1 to Shooting Skill or throw a grenade at ½ normal range.

May clear jammed weapons.

Charge against Dazed confers automatic First Strike and any response has minus 1 Combat Skill.

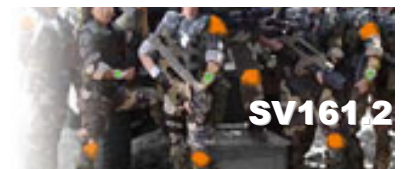
Any hit to effect causes automatic KILL (or {Blink}-out of CU/SAWs).

### OverKill

If weapons Power (or cumulative power of Double-Tap) is equal to or greater than DOUBLE target Toughness will result in instant Kill (Or {Blink}-out of CU / SAW).



# SURVIVE



## Close Combat – Facing Charge

Declared Charge into b2b contact gives +1 to Grit.  
May shoot single-hand ranged weapon

Facing Charge – Highest Grit strikes first

### First Strike

Roll the unit's Combat Skill or less, modified by the Weapons Difficulty, on a D10. In Level Play simply roll the units' 'to Hit' already calculated.

Check for Effect      Dazed – Response Strike -1 to Combat Skill  
No Effect – Response Strike

## Close Combat – Rear Charge

Declared Charge reaches b2b on rear 180° of target unit

Automatic First Strike – resolved to effect

Dazed – NO Response Strike

Automatic Second Strike with CC Weapon

No effect - Response Strike

Response Strike to effect

Dazed – Second Strike -1 to Combat Skill

No Effect – Second Strike

Second Strike to effect

## Mobbing Charge

Two units declare charge and if BOTH can reach b2b, one will automatically be placed in the rear 180° arc and have Rear Charge advantages.

Mobbing Combat hits are cumulative – second and subsequent hits are taken with Power +1 until resolved or units miss TWICE.

Winning a Mobbing Charge confers a follow-on, which can be treated as a new Mobbing Charge.

## Close Combat Resolution

Continues until opponent is Dazed or Killed.

Continues as Facing Combat with NO modifiers.

If Hit with CC Weapon more than once in a row the Weapon Power is increased by 1 – this continues until the hit has effect or the unit misses.

Winning combat gives a Follow-on move (½ Mv – rounded-up). This will be treated as a new charge if b2b contact made.

## Recovery Phase

Units with Weapons which jammed that turn may try to recover them, by re-rolling their Ammo Roll.

Remove Jam chips from weapons jammed during previous turn.

Dazed Unit Automatically recover during this phase.

## Going Red

On a D10 roll of 1 a dead unit goes Red and 'morphs' into a CU and stands - facing in the d10 direction, and will immediately fired upon anyone within the 13 inch range of the 90° fire-arc.

Within the OCZ, a dead unit will go Red on a 1 or 10 - within the ICZ on a 1, 2 or 10.

Dead Units which do not turn Red will have markers representing their SoulChips placed next to their dead bodies for Campaign Play.

## Control

The Control Spire is circled by and Inner Control Zone (ICZ or Green Zone) and an Outer Control Zone (OCZ or Red Zone).

Controlled Units (CUs) patrol between the Spire and the Red Line, Sensor Activated Weapon Platforms (SAWs) patrol the OCZ only.

CUs, the Prime CU and the Rip SAW move a standard 6" and charge 13".

Buzz SAW moves a standard 8" and WILL NOT charge.

Hack SAW moves a standard 13" at all times.

In ranged Shooting Prime CU & CUs and all SAWs always hit on a roll of 5 or less, with the exception of the Hack SAW which has no ranged weapons.

In Close Combat the Hack SAW hits in on a 7 or less, Prime CU, CUs and Rip SAWs all hit on 4 or less and the Buzz SAW hits on 3 or less

## Control Activation Pulse (CAP)

Roll a D10 near the Control Spire to determine Pulse direction.

Pulse activates unit (Prime CU, CU or SAW) nearest the Pulse line, with priority to closest to Spire.

Activated Unit changes direction by 180° on a further D10 ODD roll, or continues in same direction on an EVEN roll. will win. (Dice off for it if still tied).

## Game Play

Both Level Play and Campaign Play will last for 1 turn per player; i.e. If there are 4 players there will be 4 turns.

## Surviving the Level

Kill the Prime CU and capture the KeyChip – reach the Control Spire and your Mob 'Levels-up' and you win the game.

OR If you are the last Mob in the game to have anyone left alive you are the winner by default.

OR If you've come to the end of the last turn, the player with a fully active unit (i.e. NOT Dazed) closest to the Prime CU's KeyChip will win. (Dice off for it if still tied).

## First Dead Goes RED!

The first fatality on any level will ALWAYS go Red...

**YOU HAVE BEEN WARNED!**



John D Fyfe  
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Jamie Mitchell  
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