



# ZG ZEO GENESIS

## BATTLE FOR SABER RIDGE

### QUICKSTART GUIDE







Humanity and the worlds of the One Hundred Suns are about to face a crisis far beyond anything they've ever encountered. It all starts here, at an unassuming celestial observatory in the Astrapelago heliosphere, known as Saber Ridge.

# WELCOME TO THE BATTLE FOR SABER RIDGE!

**T**his booklet is here to introduce new players to the *Zeo Genesis* game rules by playing a set of three narratively linked scenarios. Each scenario introduces new elements to the game in a structured fashion so that by the time you've played all three you'll have a good grounding in the full rules.

It is recommended that you read through the rules used for each scenario, run the **Calibration Trials** in the *Core Rulebook*, and then use this booklet to familiarize yourself with the rules in practice.

## SCENARIO 1 - THE DUEL

**The Duel** is a straightforward fight between **Zeoforms**. The scenario uses only the **Basic Rules** for a chance to try out activating, moving, and attacking with no distractions.

## SCENARIO 2 - PATROL CLASH

**Patrol Clash** introduces the **Advanced Rules**. Opposing forces escalate to now include **Support** models battling to seize **Objectives** in a key location close to the Saber Ridge site.

## SCENARIO 3 - SECURE VICTORY

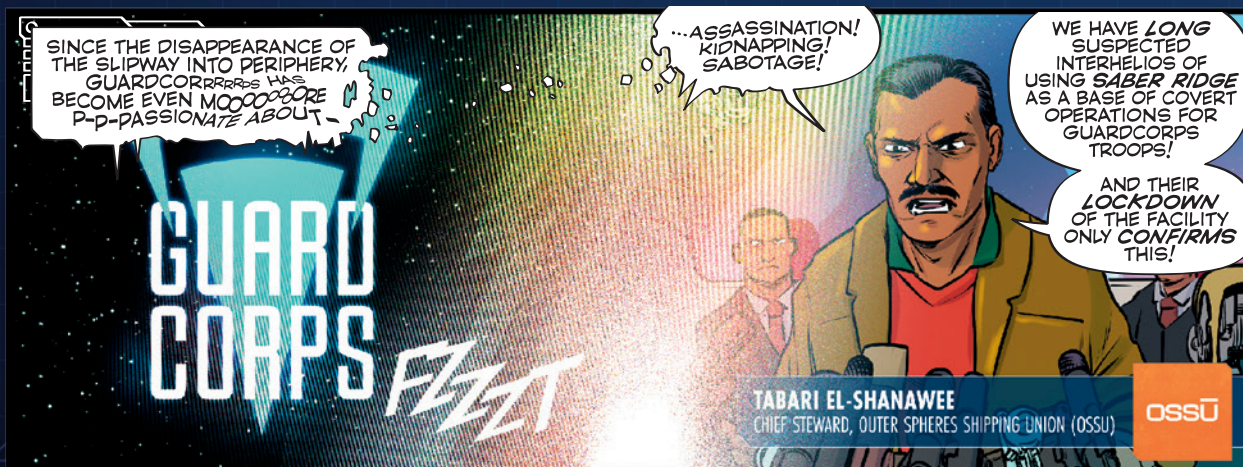
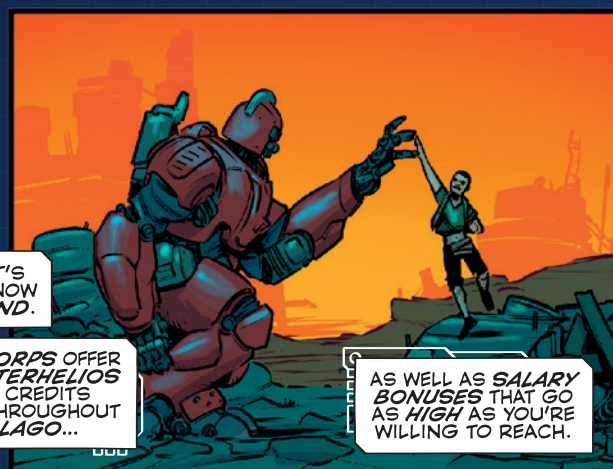
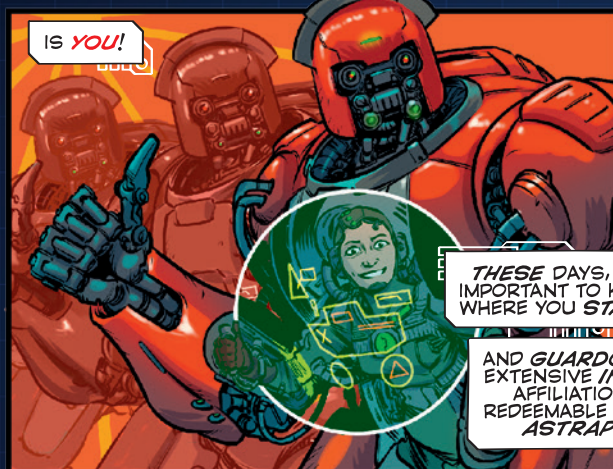
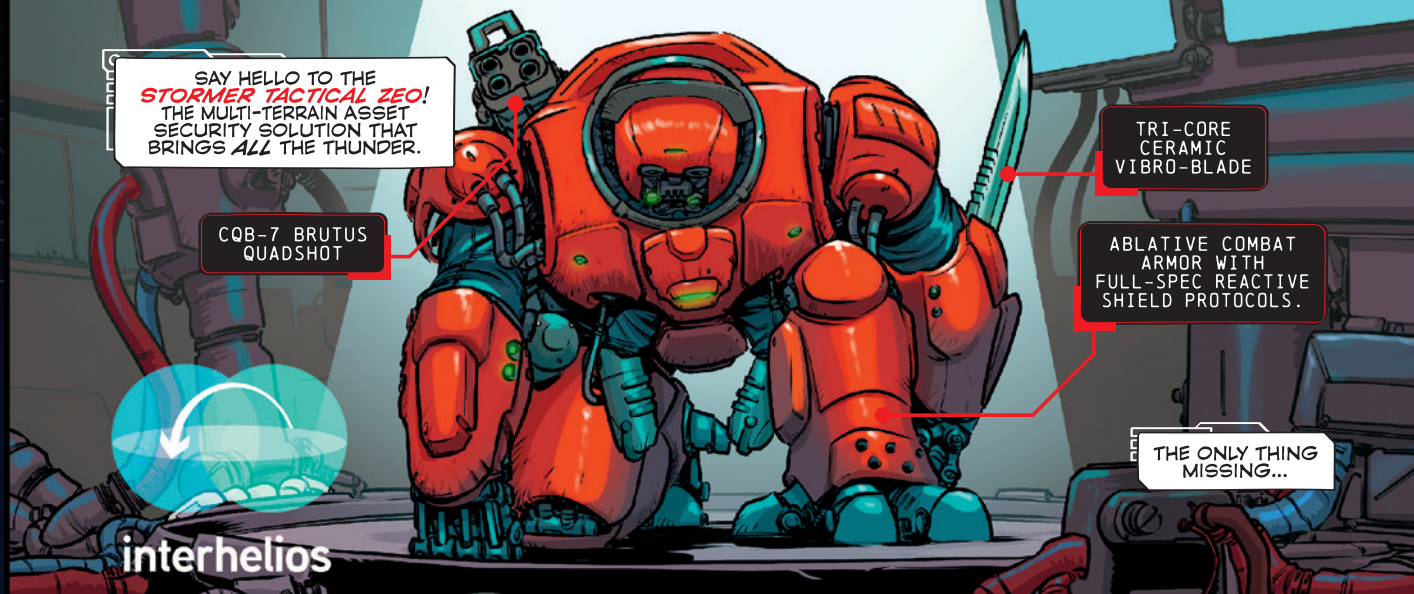
In the last scenario, **Structures** are added to defend and exploit those recently captured **Objectives**. Both sides bring their full forces to the fight for the final showdown to decide the (immediate) future of Saber Ridge.

Each scenario details the forces to be used in it, with weapon and skill choices already made. Don't worry about it too much if you've assembled models with different weapons to the ones listed; you can either count them as the ones suggested in the roster or use the stats for what you've built—weapon points values are all pretty close, so for learning the rules a point or two here or there won't upset things.

The terrain layouts assume players have access to the Saber Ridge Perimeter Holdings or its equivalent. Feel free to substitute or embellish with other pieces if you have more terrain available in your own collection. The scenarios are written for a table size of 36"×36".

At the end of each scenario there's guidance for playing the three scenarios as a short campaign, with the game events of each scenario having some impact on the next. There are also some suggestions for variations you can use to change the scenarios as presented and alter the forces involved.







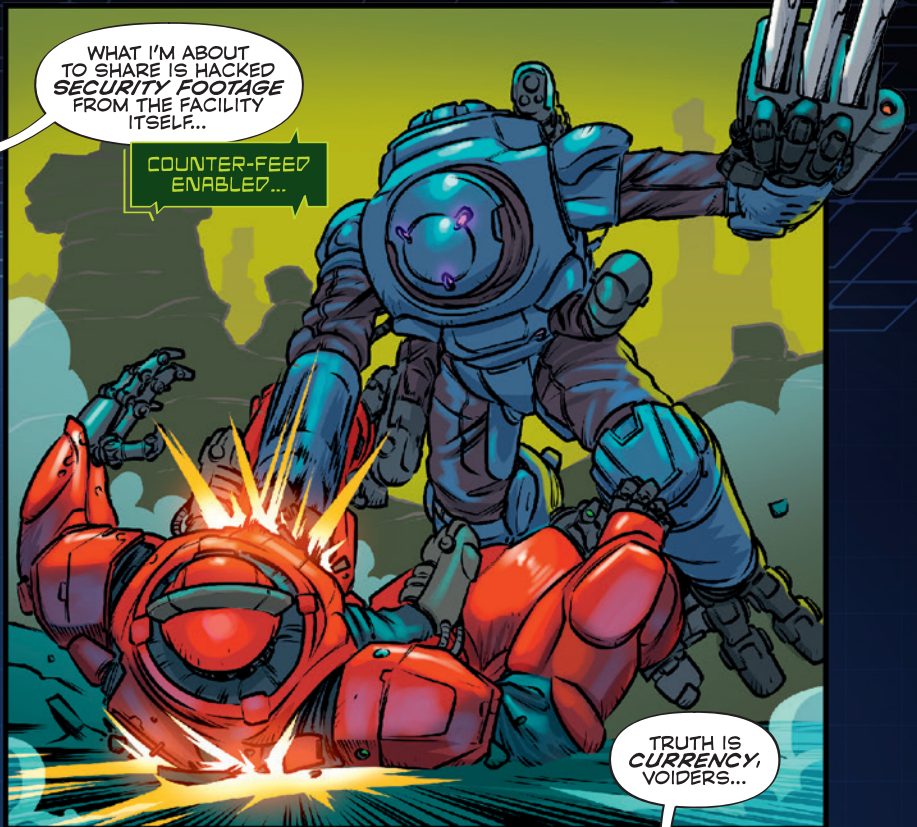
WE'RE *STILL* CUT OFF FROM OUR NEIGHBORING SYSTEM. AND THE ONLY PEOPLE WITH ANY IDEA *WHY* ARE CURRENTLY BEING DETAINED IN THE SABER RIDGE OBSERVATORY...

HARD-WORKING VOIDERS - JUST LIKE YOU - WHO NEED TO GET HOME TO THEIR FAMILIES.



WHAT I'M ABOUT TO SHARE IS HACKED *SECURITY FOOTAGE* FROM THE FACILITY ITSELF...

COUNTER-FEED ENABLED...



TRUTH IS *CURRENCY*, VOIDERS...



SPEND IT WISELY.

SIGNAL-LOCK FAILING...

STILL NO DETAILS ON THOSE *RUMORS* ABOUT THE FACILITY RECEIVING SOME KIND OF *MYSTERY TRANSMISSION* PRIOR TO THE DISAPPEARANCE OF THE SLIPWAY.

A WARNING? A DISTRESS SIGNAL? OR AN INTERHELIOS COVER-UP?



OSSU

IT'S TIMES LIKE THESE WHEN *ORDINARY VOIDERS* MUST TAKE *EXTRAORDINARY* ACTION.

ORIGINAL FEED RESUMES IN TWO...

TIME TO LISTEN TO YOUR CONSCIENCE AND...

ONE...

*BZZZTTT!*

CONSIDER A CAREER WITH *GUARDCORPS!*

WELL?

GUARDCORPS

OSSU

ARE YOU READY TO TAKE A STAND...?

WANT MORE COMIC ACTION?



THE ZEO GENESIS WEBCOMIC



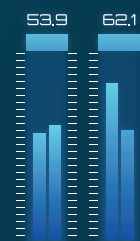
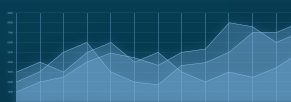
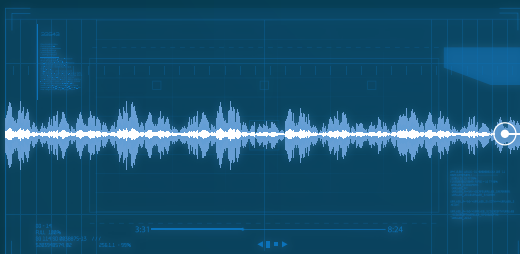
# SCENARIO 1: THE DUEL



+Stormer Bravo, check in for inspection.+  
 +I want to be 'Onyx Cat'!+  
 +What's that, Katsumi?+  
 +My callsign. I want to be Onyx Cat.+  
 +Our callsigns are Alpha and Bravo. Take it or leave it.+  
 +Just because you've been here longer, doesn't mean you're in charge.+  
 +I'm in charge because I'm better.+  
 +Oh, really? Want to settle this properly, Krauss? Combat trial, out by the  
 nitro processor station.+  
 +Right. And when I beat you, you take my next five kitchen rotations.+  
 +When I win I'll be Onyx Cat, and you're going to be Impulse.+  
 +That's from that stupid vidtoon, Colonel Crabby's!+  
 +Better not lose.+



Audio Log, Affiliated Zeoform Pilot  
 First-class Katsumi Kyobaru, Saber  
 Ridge Garrison Contingent (SRGC-2)





**Scenario 1: The Duel** uses the *Zeo Genesis Basic Rules* on p. 23-47 of the rulebook, including **Reactions**. For the purposes of **The Duel** both **Zeos** have disabled their Smart Rounds as indicated by the accompanying profiles. Note that although included in the profiles shown below, **Impetus** and **Cohesion** are not used in this scenario, nor is Stormer Alpha's **Team Leader** skill.

#### TABLE SETUP

To set up the table you will need a space 36" by 36". Measure out the grid shown in the diagram (12" squares) and mark the corners with dice or something similar. Assemble the buildings from the *Saber Ridge* box (you can see more about them on p. 96-97 in the rulebook) and place them on the table in the positions indicated by the map. This is your battlefield.

#### DEPLOYMENT ZONES

- Stormer Bravo is First Player. They pick a table edge and deploy their model first.
- Deployment zones are designated table edges. Models must be deployed more than 12" from the table centerline.

#### AIM

Defeat the opposing **Zeoform** by reducing its **Defenses** and removing it from play.

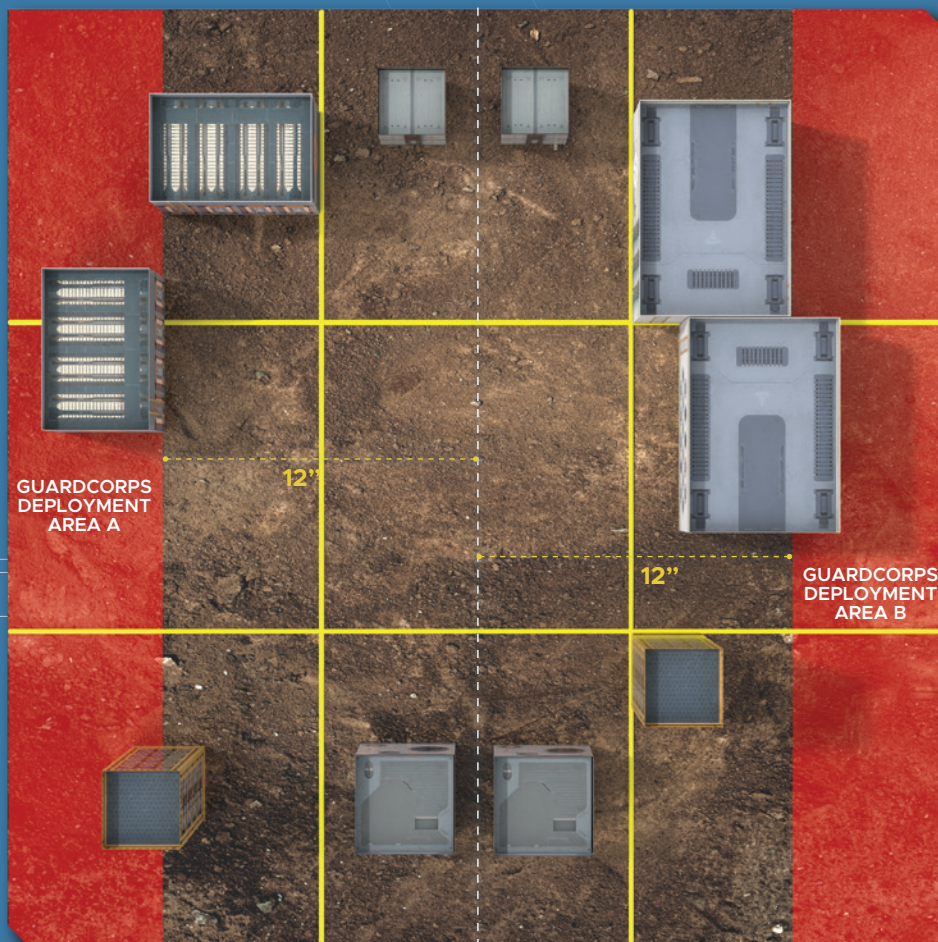
The First Player takes the first turn.

#### ENDING THE GAME

Play until one **Zeoform** is removed.

#### VICTORY

The player that removed their opponent's **Zeoform** wins the scenario.



#### GUARDCORPS FORCE 1

COHESION: N/A IMPETUS: N/A

1 × UnS-65 Stormer Tactical Zeoform Alpha

#### GUARDCORPS FORCE 2

COHESION: N/A IMPETUS: N/A

1 × UnS-65 Stormer Tactical Zeoform Bravo

#### CAMPAIGN

**The Duel** is non-lethal. All **Defenses** and removed models are restored after the game.

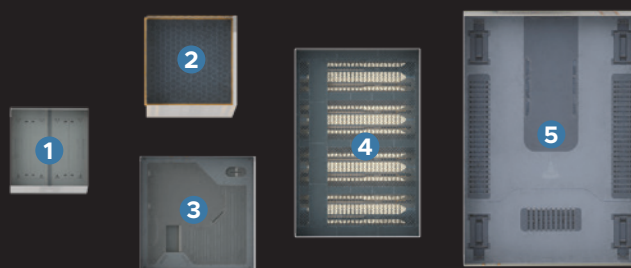
The winner of **The Duel** is the **Zeoform** used in **Scenario 2: Patrol Clash**. If Stormer Bravo wins **The Duel** and then survives **Scenario 2** as well, upgrade their profile to the Experienced Pilot profile for **Scenario 3: Secure Victory**.

#### VARIATIONS

- Try different Stormer weapons and combinations.
- Instead of using the table set-up, take turns placing each building until they are all placed.
- If you feel daring, replace Stormer Bravo with the Amaroq from **Scenario 2: Patrol Clash**.

#### BUILDING KEY

1. Unitas Consortium Multiclamp Transportation System
2. NR-gize Fuel Cell Tower
3. C-85 Interhelios Control Center
4. Archimedia Thor-pattern Torus Generator
5. Unitas Consortium Mk.5 Mass Power Distributor





## SCENARIO 2: PATROL CLASH



+I can't believe we've been sent out here just because some damn rockrat has tripped a sensor beacon again.+

+Quit moaning, Krauss. Would you rather be cooped up in the base with the others in lockdown?+

+That Vorn has got some nerve, by the stars. She's just a Tactical Auditor.+

+With full security override and a reputation of using it. I'm not getting on the wrong side of her.+

+Let's just do the sweep nice and quick, and then head back for the mess hall. I'm not after any drama.+

+Station alert. Patrol Group Victor-five, be aware of hostile at large with Master-rig classification zeoform. Pilot is a suspected Pact spy. Secure your designated area. Support Group Victor is en route. Acknowledge?+

+This is Krauss, Victor-five lead. Acknowledged, Tantalus Station.+

+A Master-rig? Do you think they mean that beat-up old Amaroq they took off that OSSU shuttle?+

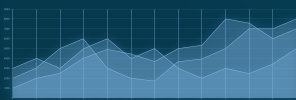
+If I've learnt one thing about Pact zeos, it's that the more beat-up they look, the longer the pilot's been fighting. Let's hope we don't run into this one. Some of that new mob that Vorn brought in can deal with it.+

+Negative! I never thought I'd see any real action on this rock. We do this, it's a highway straight off Tantalus and back to my glorious career.+

+We run into a pilot that knows what they're doing, you can kiss your career goodbye, Katsumi.+

+Alert!+Unidentified energy source detected!++

+Stars damn it! Station, we have a ping here. Requesting Support Group Victor gets a hustle on. Stick here and wait for the rest of Victor Team, Katsumi. No showboating. I'm going in.+



Audio log, Affiliated Zeoform Pilot Second-class Hamlet  
Benito Krauss, Saber Ridge Garrison Contingent (SRGC-1)



**N**ow that you have had a practice with the basics, this scenario introduces weapon special rules and adds **Support** models to your forces. Each side has one 'Zeo unit', which is a **Zeoform** and any attendant **Supports**. **Objectives** are also introduced, so you will be using the **Impetus** and **Cohesion** rules (from p. 52-53 of the rulebook).

**Patrol Clash** uses the Advanced Zeo Genesis rules including **Impetus** and **Cohesion**, **Support** models and skills.

### TABLE SETUP

Place four **Objective** markers, one in each table quarter 12" away from the two closest table edges. Place the buildings as shown on the scenario map.

### DEPLOYMENT ZONES

- Each player rolls a d10. The higher roll is First Player. They deploy a model first. Players then alternate placing models until all have been placed.
- Deployment zones are designated table edges. Models must be deployed more than 12" from the table centerline.

### AIM

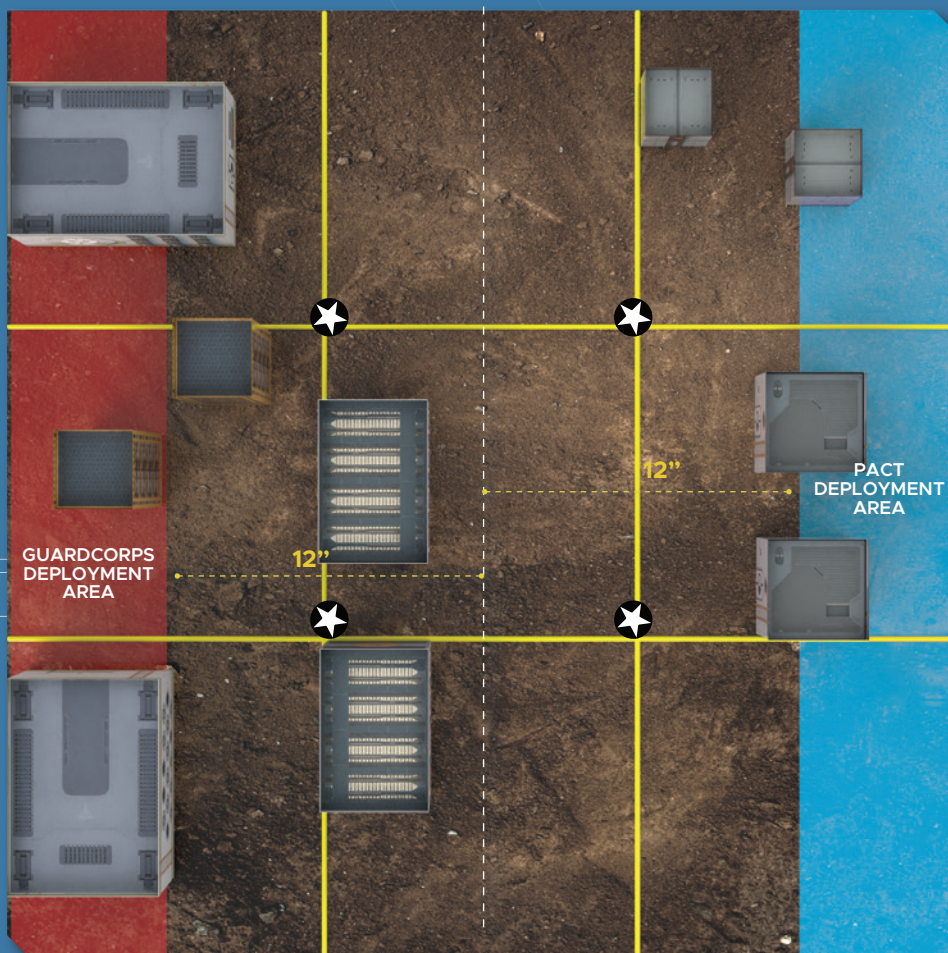
Defeat the opposing team by reducing its **Cohesion** to zero or removing all of their models. The First Player takes the first turn.

### ENDING THE GAME

The game ends when one side loses **Force Cohesion** or wins complete battlefield control (no enemy models remaining on the battlefield).

### VICTORY

At the end of the game the winner is the player with **Force Cohesion** remaining, or complete battlefield control. If both players are reduced to zero **Force Cohesion** at once (i.e. during the same **Activation**) the game is a draw.



### GUARDCORPS FORCES

COHESION: 6 IMPETUS: 1

**Team Alpha:** This is a GuardCorps Lead Team for the purposes of force list choices.

1 × UnS-65 Stormer Tactical Zeoform 'Alpha' 3 × GuardCorps Troopers

### PACT FORCES

COHESION: 6 IMPETUS: 2

This is a Pact Lead Team for the purposes of force list choices.

1 × Amaroq Master-Rig Zeoform 1 × Bokujin  
1 × Bokugyo Gun Buddy Drone 1 × Boku Warper Drone

### CAMPAIGN

In a campaign, keep a note of which **Objectives** have been secured by whom at the end of the battle.

**Zeoforms** will only repair one lost **Defense** before the next scenario takes place. Any **Support** models that are removed from play in this scenario will be replaced in the next scenario, but **Zeoforms** removed in this scenario reappear in the next scenario with only one **Defense**.

### VARIATIONS

- Allow forces to call in one **Structure** listed from **Scenario 3** on a secured **Objective** (see p. 58 of the rulebook).
- **Zeoforms** may exchange their weapons for alternatives and/or try out different **Skills**.
- Roll a d10 at the start of the game. On a roll of 6+, permission has been denied for the use of **Protocol Weapons** in this scenario. Roll again each time the Pact force **Regroups**.
- Play only for complete battlefield control instead of using **Force Cohesion** and **Objectives**.



# SCENARIO 3: SECURE VICTORY



+Krauss? Krauss!?

+Yeah, I'm good. Armor took the worst of it.

+Where'd all these assholes come from?

+I saw Ridgeway badges, figure they're from the mine. Watch your left!

+Shit. Get Victor Team to hold on that side and I'll push around the flank.

+Absolutely not. See that one in sector three? Bokujin.

+Drone ops. So what? Troopers can handle any drones.

+Got hacking skills too. That Bokujin gets into the data node in sector four, they'll be all over our comms and datashields. I need you to send in a Hyäne. Cover my left.

+Acknowledged. Where'd the Amaroq go? Feels like we caught a break.

+Thank the stars. But it'll be back.

+Where's the damn Tech Ops?

+Capresi, get over here and fix up the busted actuators in my left leg. And I need more rounds for the Claviger.

+Acknowledged, Victor Leader. Manufacturing rounds. On my way to you.

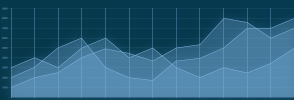
++Power surge detected. + Evasive action initiated.++

+Shit in a sun, what was that, Krauss?

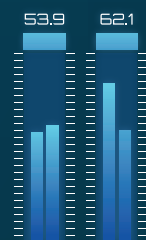
+Some kind of beam weapon. There, marksman up on the hydrolytic convertors.

+I'm taking the bastard out before one of us gets fried.

+Katsumi, hold posit- Damn it. And here comes the Amaroq again. Shit.



Audio log, Affiliated Zeoform Pilot Second-class Hamlet  
Benito Krauss, Saber Ridge Garrison Contingent (SRGC-1)





**Secure Victory** uses the *Zeo Genesis Advanced Rules* including **Structures** (pages 58-63 of the rulebook).

#### TABLE SETUP

Place four **Objective** markers, one in each table quarter 12" away from the two closest table edges. Place the buildings as shown on the scenario map.

#### DEPLOYMENT ZONES

- Each player rolls a d10. The higher roll is First Player. They deploy a model first, starting with their **Static Structure** before any other models. Players then alternate placing models until all have been placed.
- Deployment zones are designated table edges. Models must be deployed more than 6" from the table centerline.

#### AIM

Defeat the opposing team by:

- Securing three **Objectives** **OR**
- By reducing the enemy team's **Force Cohesion** to zero **OR**
- Achieving complete battlefield control (no enemy models left on the battlefield).

The First Player takes the first turn.

#### ENDING THE GAME

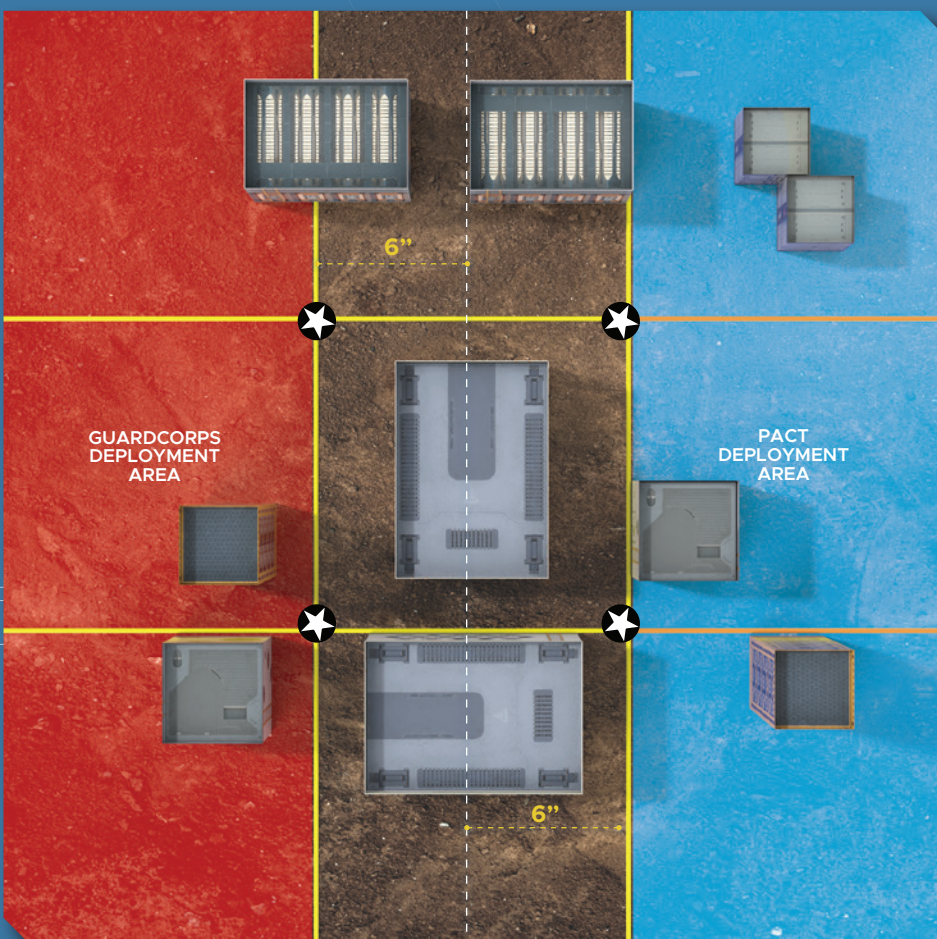
The game ends early if one side loses **Force Cohesion** or wins complete battlefield control. If neither occurs, the game is over if a player has three **Objectives** secured during a **Regroup** turn. It doesn't matter who took the **Regroup** turn, only that three **Objectives** are secured by one player at the time.

#### VICTORY

If the game ends early, the side with any **Force Cohesion** left or complete battlefield control is the winner. Otherwise, the player with three secured **Objectives** at the end of the game wins the scenario.

#### CAMPAIGN

In a campaign, factions retain their previous table edges and the **Objectives** they secured at the end of **Scenario 2**.



#### GUARDCORPS FORCES

COHESION: 10 IMPETUS: 1

**Team Alpha:** This is a GuardCorps Lead Team for the purposes of force list choices.

1 × UnS-65 Stormer Tactical Zeoform 'Alpha' 3 × Guardcorps Troopers

**Team Victor:** This is an Asset Security Team for the purposes of using the force list.

1 × UnS-65 Stormer Tactical Zeoform 'Bravo' 1 × Tech Ops 2 × Ra-4 Hyäne Pursuit Drone

1 × Data Relay Structure (Deployable) 1 × Resource Collector Structure (Static)

#### PACT FORCES

COHESION: 7 IMPETUS: 3

This is a Pact Lead Team for the purposes of force list choices.

1 × Amaroq Master-Rig Zeoform 1 × Bokujin

2 × Bokugyo Gunbuddy Drone 2 × Boku Warper Drone 1 × Skerpskutter

1 × Energy Outlet Structure 1 × Resource Collector Structure

#### VARIATIONS

- Use corner deployment zones (9" from table center) instead of edges.
- Impose a maximum of two **Regroup** turns for each side. Once both sides have used all their **Regroups**, **Activation** tokens and **Impetus** points, victory goes to the player with the greatest number of secured **Objectives**, or the greatest **Force Cohesion** in the event of a tie on **Objectives**.
- Make all **Static Structures** Deployable.
- Give the Bokugyo Gun Buddies and Warpers the **Ranker** skill so they return to play after being destroyed.
- Elevate the Rookie Stormer Bravo to be Experienced instead.
- Make all **Deployable Structures** Static.
- Win the scenario by destroying both opposing **Structures**.
- Win the scenario by securing two **Objectives** with **Structures** on them during a **Regroup** turn.



# GUARDCORPS FORCES

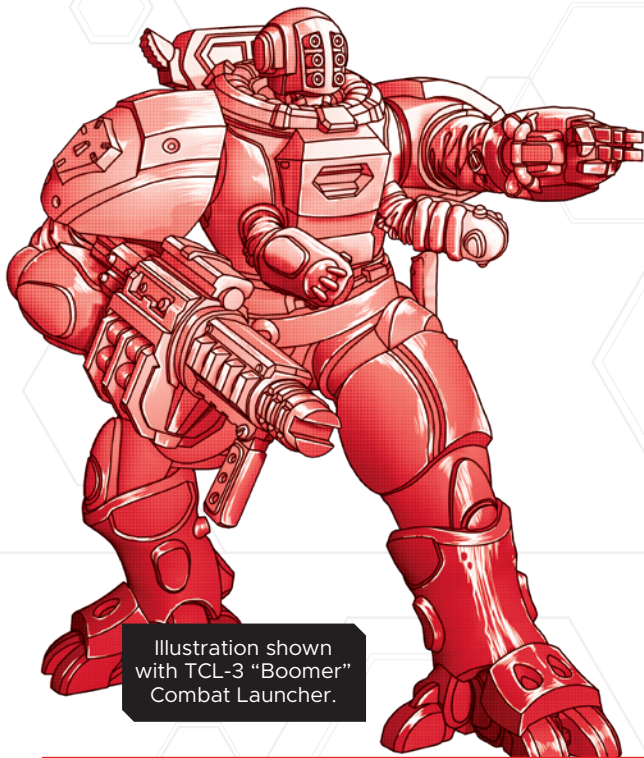


Illustration shown with TCL-3 "Boomer" Combat Launcher.

## UNS-65 STORMER TACTICAL ZEDFORM 'ALPHA'

EXPERIENCED PILOT

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	5+	5	3	3	2	1	3

- **Weapons:** Stormer Alpha is armed with a TBR-1 Claviger Battle Rifle and a Krait V-Blade.
- **Skills:** Stormer Alpha has the **Team Leader Skill**.  
**Team Leader:** After Alpha has **Activated**, GuardCorps Troopers with **Team Player** may immediately **Activate** (see p. 28-29 of the rulebook). Note this skill is not used in **Scenario 1: The Duel**.

## UNS-65 STORMER TACTICAL ZEDFORM 'BRAVO'

ROOKIE PILOT

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	4+	5	2	3	2	0	2

- **Weapons:** Stormer Bravo is armed with a TAR-29d Gulo Assault Rifle and a Krait V-Blade.

MELEE WEAPON		ATTACKS		DAMAGE		ARMOR MODIFIER		SPECIAL RULES
<b>Krait V-Blade</b>		Melee + 2 Dice		7 Impact		-1 Die		-
RANGED WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	
<b>TAR-29d Gulo Assault Rifle</b>	<i>Standard Rounds</i>	5 Dice	7 Impact	16"	-	-	-	
	<i>Smart Rounds</i>	5 Dice	7 Impact	12"	-	-	Seeker*	
<b>TBR-1 Claviger Battle Rifle</b>	<i>Standard Rounds</i>	3 Dice	8 Impact	16"	-1 Target	-1 Die	-	
	<i>Smart Rounds</i>	3 Dice	8 Impact	12"	-1 Target	-1 Die	Seeker*	

\*No **Light of Sight** is needed for attacks with this weapon, but it will always target the closest enemy model, even when used with **Aimed Fire**.



## GUARDCORPS TROOPER

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
4	5+	3	1	1	1	0	1

- **Weapons:** Troopers are armed with a SAR-79 Rifle, Vibro blade, GPG Grenades and Nanowire.
- **Skills:** Troopers have the **Team Player** and **Ranker Skills**.

**Ranker:** If this model is removed, it can be brought back into play as a reinforcement in a subsequent **Regroup** turn. Reinforcements must be able to move onto a friendly table edge not within 9" of an enemy model in order to **Activate**. No **Cohesion** or **Impetus** points are gained from reinforcements.

**Team Leader/Player:** **Team Player** models must be assigned to a model with the **Team Leader Skill** before the game starts. Each **Team Leader** can have a maximum of three **Team Player** models assigned to it. When Stormer Alpha completes its **Activation**, the Troopers may be **Activated** next, before the opposing player takes a turn. The order of **Activation** is determined by the owning player. **Activation** or **Impetus** points must be used for each **Activation** as per normal rules.



## TECH OPS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	5+	2	2	1	1	0	2

- **Tech Ops Weapons:** The Tech Ops is armed with a Vibro blade, Clamp Charge and SCQ-8 'Baby Boomer' Grenade Pistol. They are also armed with GPG Grenades and Nanowire.
- **Tech Ops Skills:** The Tech Ops has the **Engineer** and **Ammo Hauler** skills.

**Ammo Hauler:** A model with an **Ammo Hauler** in base contact gains +1 to the number of **Attacks** one of their weapons makes when shooting.

**Engineer:** An **Engineer** may attempt to remove **Defense Down** or **System Overload** tokens from itself or a **Zeoform** in base contact. Each repair attempt costs one **Action**. Roll a d10. On an 8, 9, or 10 result, one token of the player's choice is removed.

## RA-4 HYÄNE PURSUIT DRONE

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	2	2	1	1	0	0

- **Weapons:** Hyäne are armed with an SAC-53 Carbine and a Vibro blade.
- **Skills:** Hyäne have the **Bodyguard** and **Support Killer Skills**.

**Bodyguard:** If a friendly model in base contact loses a **Defense**, a **Bodyguard** can take the loss on themselves instead.

**Support Killer:** When rolling to hit against a **Support** model, this model may reroll any dice that fail to hit.



## GUARDCORP SUPPORT WEAPONS LIST

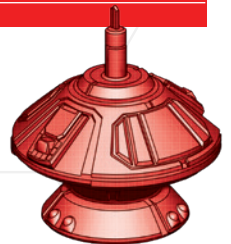
WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES
<b>Vibro blade</b>	Melee +1 Dice	5 Impact	Melee Only	-	-1 Die	-
<b>Nano Wire</b>	Melee Dice	6 Energy	Melee Only	-	-1 Die	System Overload (Inhibit)
<b>Clamp Charge</b>	Melee +1 Dice	7 Energy	Melee Only	-	-1 Die	System Overload (Shock)
<b>GPG Grenade</b>	2 Dice	4 Impact	6"	Snapshot only	-	Blast (2)
<b>SAR-79 Rifle</b>	4 Dice	5 Impact	16"	-	-	-
<b>SCQ-8 'Baby Boomer' Grenade Pistol</b>	2 Dice	6 Energy	8"	-	-	System Overload (Burn)
<b>SAC-53 Carbine</b>	5 Dice	4 Impact	12"	-	-	-

## GUARDCORPS STRUCTURES

### DATA RELAY (DEPLOYABLE)

DAMAGE RATING 16

Each secured **Data Relay** grants the controlling player +1 **Impetus** during a **Regroup** turn. If a model with the **Hacker** or **Tactician** skill is in base contact, this is doubled to +2. In addition, if a model with the **Hacker** skill is in base contact with a **Data Relay**, the **Hacker** may reroll their die when attempting to negate an opposing **Impetus** point being spent.



### RESOURCE COLLECTOR (STATIC)

DAMAGE RATING 18

Each secured **Resource Collector** grants the controlling player +1 **Cohesion** during a **Regroup** turn. If a model with the **Engineer** skill is in base contact, this is doubled to +2. In addition, if an **Engineer** is in base contact with a **Resource Collector** when rolling to restore a **Defense**, the player may reroll the die.

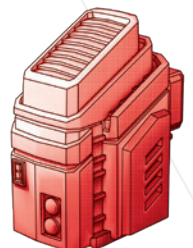






Illustration shown with King Lance, RIP Gun and Combat Blade.

## AMAROQ MASTER-RIG ZEDFORM

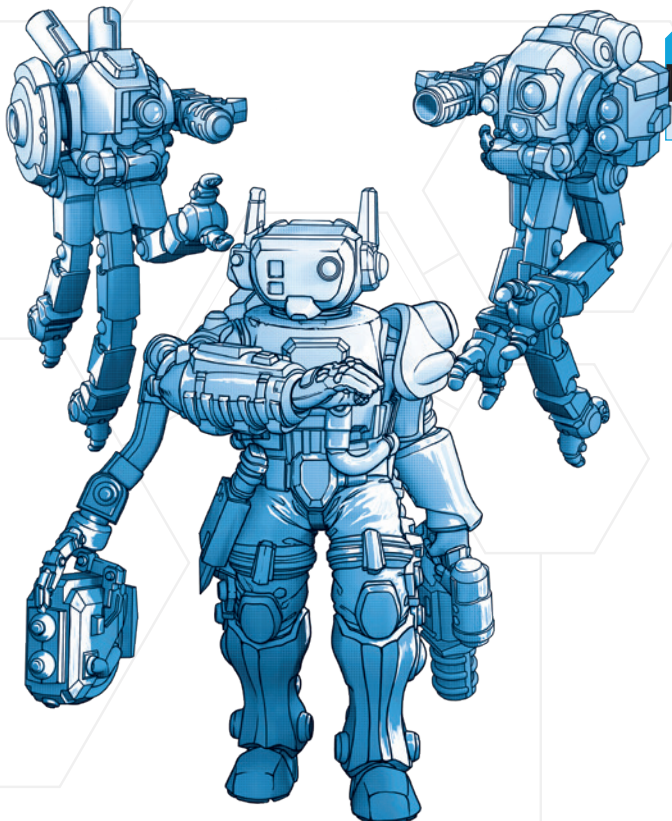
INTEGRATED PILOT

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	6	3	4	2	2	4

- **Components:** Target Lock (Add -1 to the Aim Modifier of the user's weapon)
- **Skills:** The Amaroq has the **Multi-Target** skill.

**Multi-Target:** A model with **Multi-target** can swap one of its **Move Actions** to a second **Shoot (Snapshot) Action** during a **Run and Gun Activation Mode** or take an extra **Shoot (Aimed Fire) Action** on an **Aimed Fire Activation Mode**. Each shot can be taken at the same or a different target but it must be executed with a different weapon. All normal shooting rules apply.

RANGED WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES
Hivestream	EM Chaff	3 Dice	7 Energy	16"	−2 Target	−2 Dice	System Overload (Inhibit), Blast (2), Saturate
	Shatter	4 Dice	7 Impact	16"	−2 Target	-	System Overload (Shock), Blast (2)
Meson Cannon		4 Dice	5 Energy	12"	-	−1 Die	Focus, Saturate
PROTOCOL WEAPON		ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL RULES
NanoSwarm		3 Dice	8 Impact	10"	20"	−1 Die	Blast (4)



## BOKUJIN

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	1	2	1	1	0	2

- **Weapons:** Bokujin are armed with a RIP Pistol and a Utility Blade.
- **Skills:** Bokujin have the **Drone Controller** and **Hacker** skills.

**Drone Controller:** Drone models may be assigned to a model with the **Drone Controller** skill before the game starts. Each **Drone Controller** model can have a maximum of four Drone models assigned to it. When the model with the **Drone Controller** skill **Activates** it can choose the special **Drone Controller Action** instead of one **Shoot Action**. If it does so, its assigned Drone models may be **Activated** next, before the opposing player takes a turn. The order of **Activation** is determined by the owning player. **Activation** or **Impetus** points must be used for each **Activation** as per normal rules.

**Hacker:** Whenever the enemy uses an **Impetus** point, **Hackers** can attempt to interfere. Roll a d10 for each friendly **Hacker** in play. On a roll of 10, the **Impetus** point has no effect. Another **Impetus** point may be spent by the enemy (which can also be negated by **Hackers**). During a **Regroup** turn, each opposing **Hacker** in play will prevent 1 **Cohesion** point from being restored.



### BOKUGYO GUN BUDDY DRONE

SPEED	TARGET	ARMOR	MELEE
7	7+	1	-
DEFENSES	ACTIVATION	IMPETUS	COHESION
0	1	0	0

- **Weapons:** Bokugyo are armed with a RIP Pistol.
- **Skills:** Bokugyo have the **Floater** skill.

**Floater:** A **Floater** model can continue moving when dropping down from an elevation regardless of the distance dropped. A Floater model never rolls for **System Overload** effects from falling.

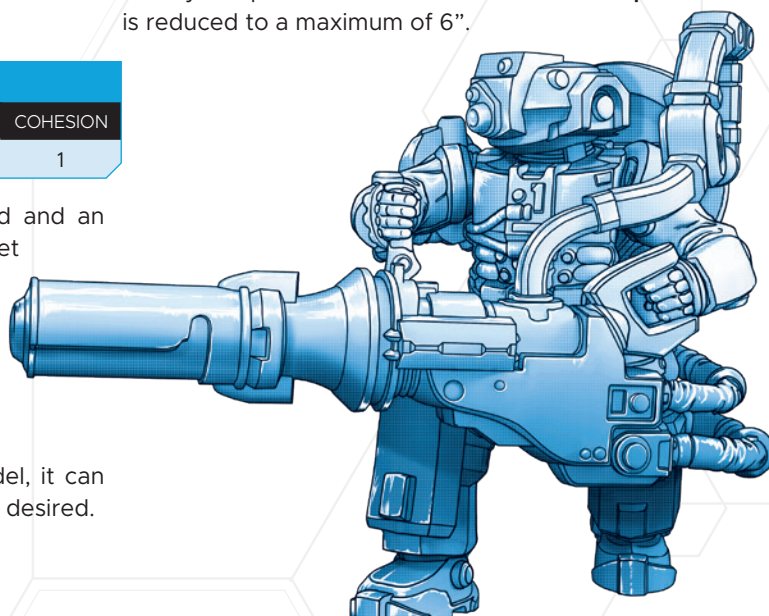
### SKERPSKUTTER

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	7+	3	2	1	2	1	1

- **Weapons:** The Skerpskutter is armed with an E-shield and an AZ Lance. They are also armed with Discus and Hornet grenades.
- **Skills:** The Skerpskutter has the **Zeo Hunter** and **Support Killer** skills.

**Support Killer:** When rolling to hit against a **Support** model, this model may reroll any dice that fail to hit.

**Zeo Hunter:** When this model targets a **Zeoform** model, it can reroll any dice that fail to hit OR reroll the **Combat Die** if desired.



### PACT SUPPORT WEAPONS

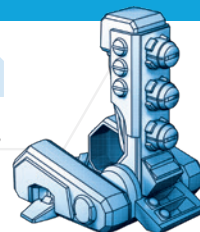
WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES
<b>Utility Blade</b>	Melee +1 Dice	7 Energy	Melee Only	-	-1 Die	-
<b>RIP Pistol</b>	3 Dice	5 Impact	12"	-	-	System Overload (Inhibit)
<b>E-shield</b>	Melee +1 Dice	5 Impact	Melee Only	-	-	+1 Armor (Front)
<b>Discus Grenade</b>	2 Dice	5 Impact	8"	Snap Shot Only	-	Blast (1)
<b>Hornet Grenade</b>	2 Dice	6 Impact	12"	-1 Target	-	System Overload (Shock)
<b>AZ Lance</b>	2 Dice	8 Energy	16"	-	-1 Die	-

### PACT STRUCTURES

#### ENERGY OUTLET

**DAMAGE RATING 16**

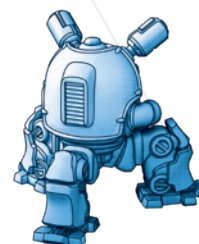
A model that **Activates** or **Reacts** when in base contact with a secured **Energy Outlet** gains +1 to its **Speed**, **Target**, and **Melee** stats during that **Activation** or **Reaction**. If an **Energy Outlet** is destroyed, all models within 3" of the **Outlet** suffer a **System Overload (Inhibit)** token.



#### RESOURCE COLLECTOR

**DAMAGE RATING 18**

Each secured **Resource Collector** grants the controlling player +1 **Cohesion** during a **Regroup** turn. If a model with the **Engineer** skill is in base contact, this is doubled to +2. In addition, if an **Engineer** is in base contact with a **Resource Collector** when rolling to restore a **Defense**, the player may reroll the die.





**From:** Tactical Auditor Vorn

**To:** Chief Security Executive Fahima Campbell

## Z-PILOT KRAUSS

**Role:** Stormer Pilot Alpha

**Full Name and Titles:** Affiliated Zeoform Pilot Second-class Hamlet Benito Krauss, Saber Ridge Garrison Contingent (SRGC-1)

**Other names, nicknames and aliases:** Callsign 'Impulse'

**Gender / Presentation / Sexuality:** Cis, straight Male.

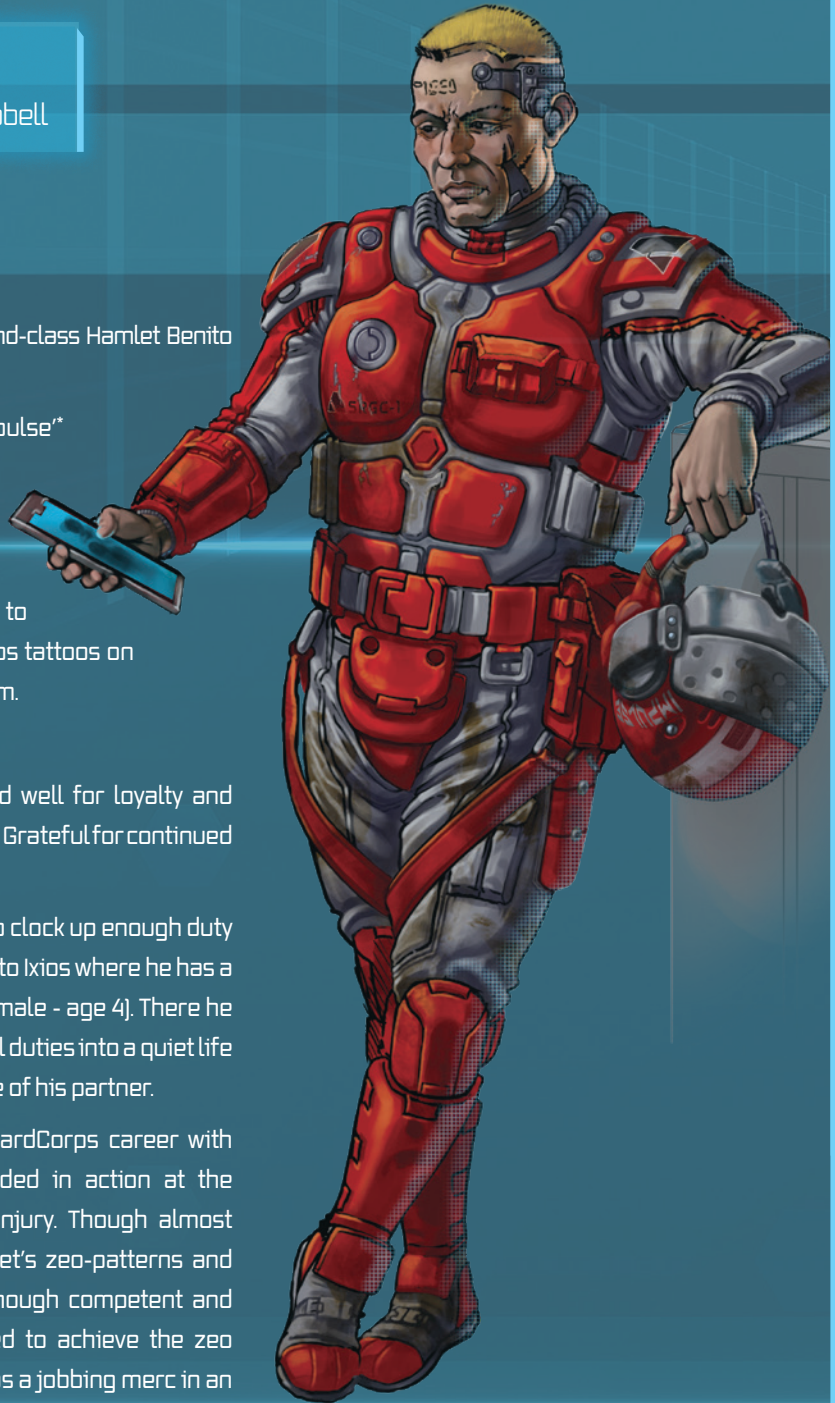
**Appearance:** Short and squat, quite heavily built for a zeo pilot, powerful but not toned. Blond. Buzz cut, clean shaven. Has implant in left temple to amplify zeo connection. Fake swagger. GuardCorps tattoos on arms, including four 'kill' markings on right forearm.

**Age:** 29

**Overview:** A workhorse pilot who has appraised well for loyalty and middling for ability. Steady, usefully unimaginative. Grateful for continued career with Interhelios despite injuries suffered.

**Agenda / Secrets / Motivation:** Hamlet is hoping to clock up enough duty time on Tantalus to qualify for redeployment back to Ixios where he has a young family (partner - female - age 32; child - female - age 4). There he hopes to string out various sentry and urban patrol duties into a quiet life to supplement the Interhelios data analyst income of his partner.

**History:** Hamlet Krauss has struggled in his GuardCorps career with Interhelios. After a bright start, he was wounded in action at the Betagan Intervention, suffering a minor head injury. Though almost inconsequential, the wound subtly altered Hamlet's zeo-patterns and have affected his synching ability ever since. Though competent and tactically minded, Hamlet has consistently failed to achieve the zeo ability scores of his younger days. Several years as a jobbing merc in an off-Prefecture outfit, before he ended up getting an offer to return to Interhelios GuardCorps. In exchange for receiving a new-to-market zeo-boosting implant, he agreed to spend two terms of duty at Saber Ridge. He may regret accepting that offer as the situation escalates.



\*Local unit callsigns are not officially recognized by Interhelios command.





**From:** Tactical Auditor Vorn

**To:** Chief Security Executive Fahima Campbell

## Z-PILOT KATSUMI

**Role:** Stormer Pilot Bravo

**Full Name and Titles:** Affiliated Zeoform Pilot First-class Katsumi Kyobaru, Saber Ridge Garrison Contingent (SRGC-2)

**Other names, nicknames and aliases:** Callsign 'Onyx Cat'

**Gender / Presentation / Sexuality:** Cis gay female.

**Appearance:** Petite, thin but toned.

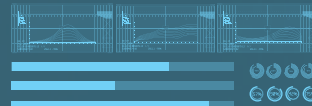
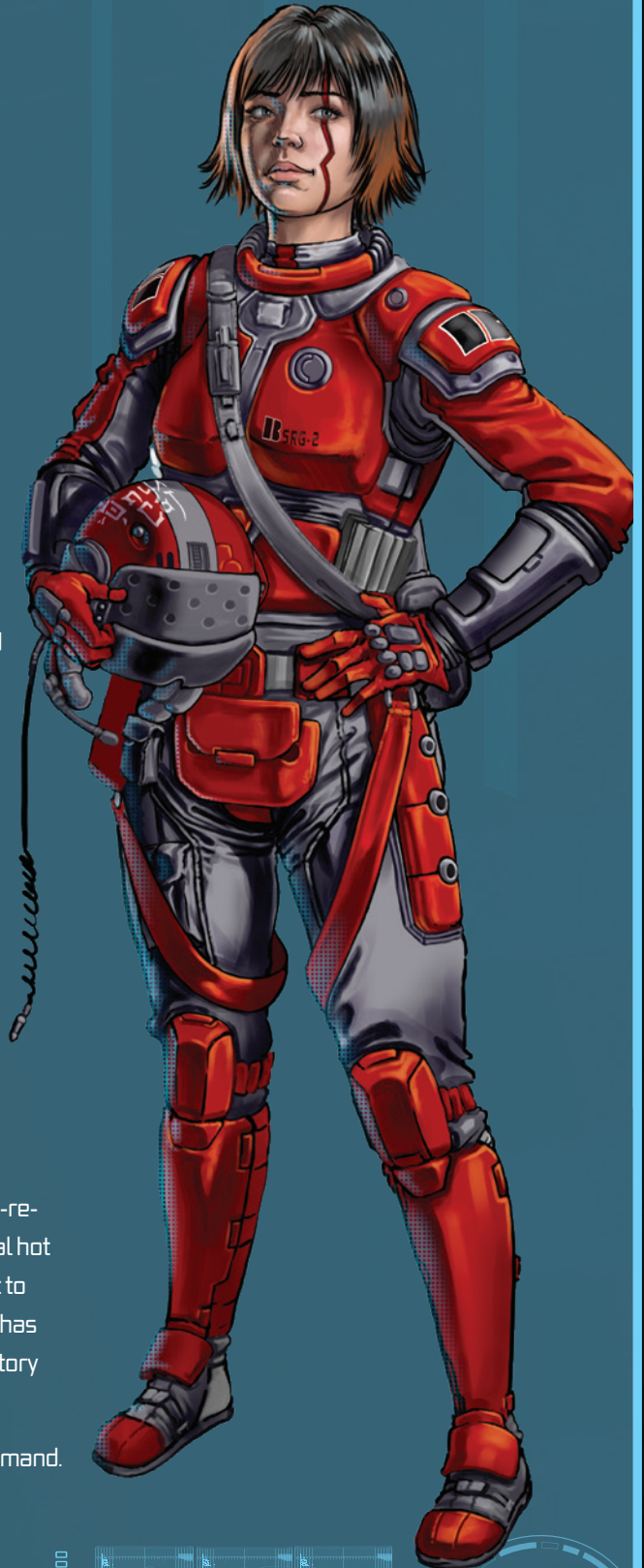
**Age:** 24.

**Overview:** Though having shorter service than her fellow pilot Krauss, Katsumi has moved up to become a Pilot First Class and actually volunteered for duty at Saber Ridge thinking it would be exciting to have a stint out in the newer 'spheres, as well as looking good at her next promotion review. Unfortunately, being stuck in the outer edges of nowhere has turned out to be not nearly as romantic as she originally thought, though following the disappearance of the slipway, her life is about to get far more exciting than she ever bargained for.

**Agenda / Secrets / Motivation:** Katsumi is ridiculously open and honest about herself, her lack of real experience, frequently sharing Too Much Information. She makes no secret of the fact that she wants to climb the GuardCorps ladder and is looking for a way off Saber Ridge as quickly as possible.

**History:** Katsumi has been 'conflict adjacent' since joining up with GuardCorps as early as she could. An avid reader and viewer of zeo-related adventure zines and shows, she has been on station in several hot zones with units that have received combat honors, but she has yet to see an actual gunfight herself. Despite this, she tests very well and has reached Pilot First Class through high scores on scheduled mandatory promotion tests.

\*Local unit callsigns are not officially recognized by Interhelios command.





# THE ZEO GENESIS HOBBY

One of the great things about collecting, painting, and gaming with miniatures is the chance to make them your own. Nobody will have a collection identical to yours, and putting your own stamp on your miniatures is a big part of the fun in the hobby. Whether you favor big guns and heavy hitters or sneaky close-quarters assassin types, the way your collection looks and acts on the table—and in your imagination—is your choice.

Painting your miniatures for battle can be as simple or as complex as you like. It's a good idea to make sure you and your opponent can recognize weapons and equipment at a glance where possible, but the colours and style you choose are entirely up to you. The painted examples, box art, or comic characters of *Zeo Genesis* can inspire your choices, or you can strike out on your own and paint wild patterns, complex camouflage, stripes, or checkerboards.

There's a wealth of great information readily available these days, either online or in print, to help with hobby techniques or to fire up your imagination about how you'd like to outfit and paint your *Zeo Genesis* miniatures. Whether you're watching classic mecha anime, giant robot movies, or playing video games, inspiration can strike at any time! Don't be afraid to "borrow" good ideas where you see them and make them your own!

We've painted an example Amaroq for you over the next few pages, introducing some of the basic concepts for painting your own miniatures. Aimed at the newcomer to the hobby, these tips and suggestions can help guide your next steps.



## ASSEMBLING YOUR MODELS

The miniatures for *Zeo Genesis* are complex models with several weapon choices and other optional parts. Choosing which weapon combinations you wish to arm your Zeos with is an important choice. For the purposes of these scenarios you can assume that your models are equipped with the weapons listed on these pages, even if you want to model them with a different option. Alternatively, some people choose to use magnets to swap the arms of their Zeos, or you could use a temporary putty like blu-tac. For a guide to assembling your miniatures, go to <http://www.zeogenesis.com/downloads/assembly> or scan the QR code above.



A FULLY PRIMED AMAROQ. MAKE SURE TO COVER EVERY ANGLE!

## PRIMING THE MODEL

A primer is a sprayed or painted undercoat formulated to help other acrylic paints adhere to the surface material of your miniatures. When painting bright colors, it's typically easiest to start from a light primer like gray or white, but there are many ranges of colored primer sprays available as well.

## PREPARING TOOLS & THINNING PAINTS

To paint, you'll need brushes! Different manufacturers have different sizing and naming conventions, but you'll find it useful to have a large brush for applying basecoats, two or three smaller brushes for details and highlights, and a couple of "rough" brushes for tasks like stippling and drybrushing.

A wet palette is extremely useful. This is a thin, damp sponge with a sheet of semi-permeable paper over top to help keep paint wet while you're working. A non-porous, glazed surface like a plate, tile, or plastic palette can also do the job.

Clean water is used for washing paint from your brushes and to thin your paints before application, which helps layers to go on smoothly and prevents visible brush strokes



A WATER CUP, WET PALETTE, AND SET OF BRUSHES.



drying in your paint. Thinning different colors can require slightly more or less water—better to use too little water than to make your paint too thin to use!

### PICKING CONTRASTING COLORS

Using small areas of a warm color against a cool color, or vice versa, will make both seem much bolder on a miniature. The same is true of dark and light areas used to create strong visual contrast. Simple color theory guides can be hugely helpful with this!

### BASE COLORS PART 1

When applying the first colors to your miniature, it's a good idea to start in areas where you're likely to make a mess so you can tidy up with your next layers of paint. That way, you aren't undoing any work if you make any mistakes.

Remembering just a tiny touch of water in your paint, this is where to start with things like undersuits, Zeoform frames, and blocking in weapons. If you find that some of the primer color shows through your first layer of paint, don't worry—just let it dry thoroughly, then apply a second coat afterwards in the same way.

Make sure to apply successive layers only once the previous is fully dried. Putting down wet paint over a layer which isn't yet dry will soften and break that half-dried paint, ending up with a chunky, uneven finish. A little patience will save you time!

### BASE COLORS PART 2

The second stage of applying base layers is a good time to start applying some slightly lighter colors. Bright colors like yellows or whites can be tricky to apply over darker colors, so it's a good idea to build them up with a layer or two of something that will cover more easily at first.

Most paint ranges will have colors in multiple values—meaning from dark to light. As an example, first applying a sandy beige or orange will make it easier to paint a bright yellow over top.

You can add tiny amounts of black or white to a paint while on your palette to achieve what are called tints or shades—lighter or darker variations on a color. You can also mix light and dark versions of the same color! Mixing paints can seem daunting, but it's a very useful skill to develop.

### BASE COLORS PART 3

The final stage in applying your base colors is where it's easiest to tidy up your layers and fix little mistakes. Whenever you've splashed a little paint where you didn't want it, or a color is still showing some of the primer beneath, prepare a little fresh paint on your palette and fix those bits now.

A BASIC COLOR WHEEL, SHOWING CONTRASTING COLORS.



APPLYING THE FIRST BASE COLORS, YELLOW AND BLACK. NOTICE THAT THE PRIMER STILL SHOWS THROUGH THE YELLOW.



APPLYING ADDITIONAL THIN LAYERS OF PAINT HELPS SOLIDIFY THE COLOR.



FINISHING UP THE BASE COLORS: BLACK, YELLOW, AND GRAY.





**PAINTING SMALL DETAILS IS EASIEST WITH A FINE-POINTED BRUSH AND A SMALL AMOUNT OF PAINT.**



**IF YOU MAKE MISTAKES WHEN PAINTING SMALL DETAILS, YOU CAN ALWAYS TIDY THEM UP LATER.**



**APPLYING A LIGHTER COLOR ONLY AT THE VERY SHARPEST EDGES CAN GIVE A NEAT, SHINY EFFECT.**



**TO DRYBRUSH, ADD SOME PAINT TO YOUR BRUSH, BUT WIPE MOST OF IT AWAY BEFORE BRUSHING.**



It's usually a good idea to leave mistakes as you go until you have all your basic block colors applied. That way, you can fix all those little blips and splashes at once rather than going back and forth between different brushes and paints.

## PAINTING DETAILS 1

When painting smaller parts of a miniature, it's not always as simple as picking a smaller brush. A large brush with a good point will often make it easier to paint things like straight lines, small armor panels, or weapon details.

Try not to overload your brush with paint. If you've got paint up near the ferrule (the metal bit that holds the bristles to the handle), that's way too much! It's difficult to control how that much paint will flow, and that will eventually ruin your brush besides.

As a rule of thumb, paint should be roughly halfway up the bristles on your brush—enough that there is enough to cover with each brush stroke, but easier to control once your paint has been thinned.

## PAINTING DETAILS 2

When painting smaller details, remember you can go back with your base colors to tidy up if you need to; it's very rare that you can "ruin" a miniature with paint.

For small badges and signs on a miniature, it's easier to get the shape right by "sketching" it out with slightly thinner paint. After a second coat to make it solid, it's easier to see what to paint over to get the shape clean and sharp.

Lenses are a fun detail to add color to a scheme. Pick what color you want it to be, then a darker and lighter version of the same. After painting the base color, apply a dark crescent shape near the bottom of the lens, and a lighter crescent at the top. Add a dot of white and a gloss varnish for a glassy shine!

## PAINTING HIGHLIGHTS

Highlighting is a technique used to suggest the way that light catches the edges and raised areas of certain materials, or to introduce depth to things like cloth or faces. On our miniatures, it isn't always 100% realistic because—unlike a still painting—they're meant to be viewed from multiple angles, so most highlighting is a style choice.

By taking a lighter version of your base color and painting thin lines at the edge of details to define them, you can make some of those elements really stand out! It's also easy on armor panels to use the edge of your brush rather than the tip to get a smooth, straight line.

You can take this further with an even lighter color applied only at the very sharpest corners, which gives a neat, shiny effect to some materials.



## DRYBRUSHING

Drybrushing is similar to highlighting in that we're applying a lighter color to emphasize detail. Most commonly used on areas with a lot of texture such as fur, chainmail, or similar, it can still work well on the edges of armored panels.

This is easiest with a flat-edged brush at first. Load a little paint into the bristles, then wipe most of it away on a piece of paper towel or cardboard until you're leaving very little behind. Then drag the brush lightly back and forth across the detail you want to catch that lighter color for quick highlights!

## SHADES/WASHES

Washes—sometimes called shades, or simply inks—are extremely thin acrylic paints that are translucent, used to create shadows, intensify colors, or accentuate recesses and depth of detail on a miniature.

Most commonly used in one of two ways, a wash can be applied over either an entire miniature, or a whole area of one, such as a face, metallic parts, or armor panels. Especially on large, flat areas, it can sometimes be a challenge to avoid the wash pooling or drying with “tide marks,” though with practice this can still work well to add depth.

Alternatively, a recess shade means to take your wash and paint it directly into the nooks and crannies you'd like to accentuate. Black washes are a simple choice, but brown or other colors can work depending on what you're painting.

## BASING

Painting the base your miniature is standing on is a satisfying finishing touch. Many painters and gamers will finish their bases with sandy surfaces, texture pastes, or small pieces of terrain, but a little paint can work wonders to really make your miniature look done.

Black is a common choice to paint a flat base. As in fashion, it goes with everything! It's simple, and works well if you're aiming to display your miniatures on a shelf or in a cabinet between games. Otherwise, a contrasting or complementary color can be quite striking. If you're stuck for ideas, consider the colors your chosen faction uses!

SHADES CAN BE APPLIED TO NOOKS AND CRANNIES TO ADD “DEPTH” TO A MODEL.



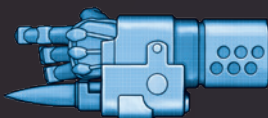
NEUTRAL OR EARTHY COLORS CAN WORK WELL FOR COLORING BASES.



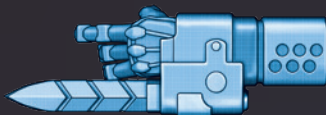


# PACT ARMORY

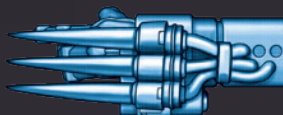
## RAKKE MELEE WEAPONS



Malware Spike



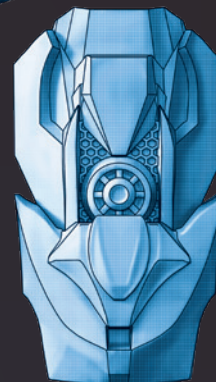
Fusion Razor



Claw

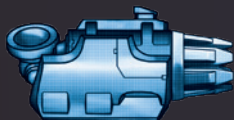
## AMAROQ MELEE WEAPONS

Combat Blade

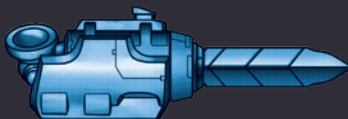


E-Shield

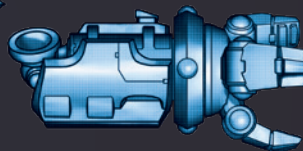
## KULAQ MELEE WEAPONS



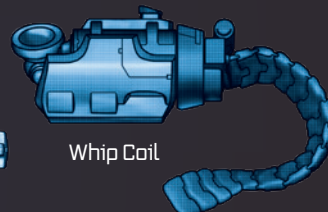
Fusion Jet



Mal-Spear

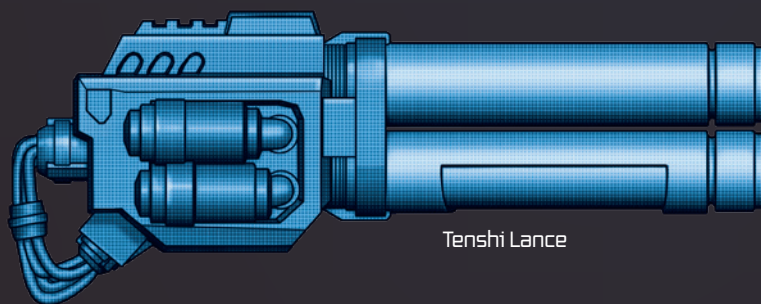


Claw

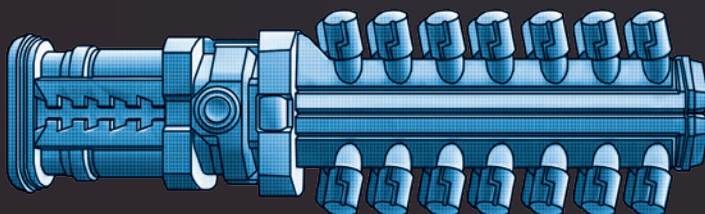


Whip Coil

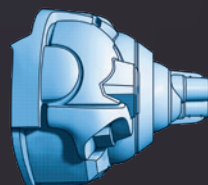
## N.O.V.A CLASS RANGED WEAPONS



Tenshi Lance



Meson Array



RIP Cannon



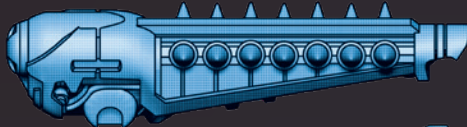
Hivecore



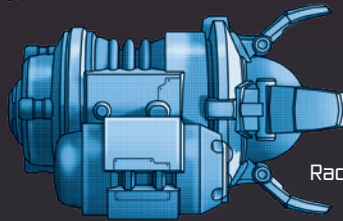
Plasma Furnace



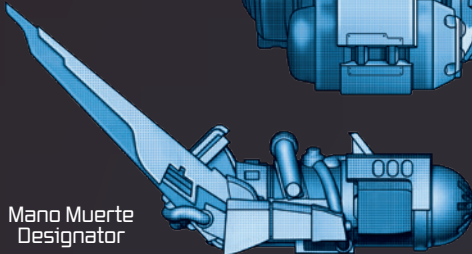
## ZEOFORM PROTOCOL WEAPONS



NanoSwarm



Radstorm



Mano Muerte  
Designator

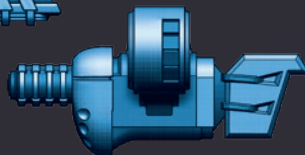
## EXO-RIG RANGED WEAPONS



Light Pulsar

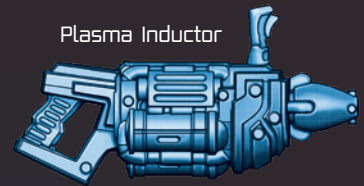


Meson Beamer

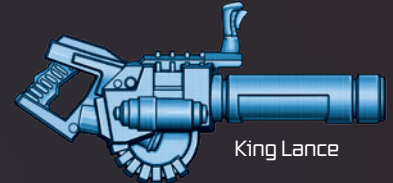


Rakke Light RIP Gun

## MASTER-RIG RANGED WEAPONS



Plasma Inductor



King Lance



Meson Cannon



Hivestream



RIP Gun

## SUPPORT WEAPONS



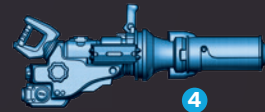
1



2



3



4



5



6



7



8



9



10

1. Pulsar Carbine
2. Pulsar Rifle
3. Mini RIP
4. AZ Lance

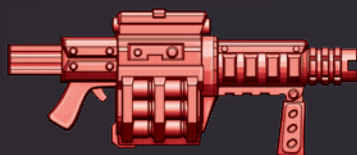
5. RIP Pistol
6. Utility Blade
7. Combat Blade
8. Hornet Grenade

9. E-shield
10. Discus Grenade

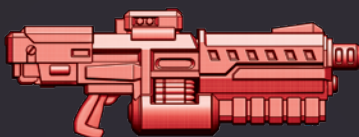


# GUARDCORPS ARMORY

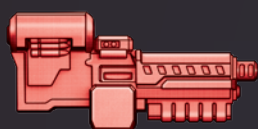
## TACTICAL CLASS WEAPONS



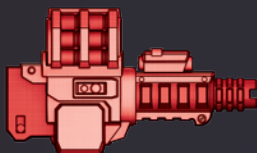
TCL-3 'Boomer' Combat Launcher



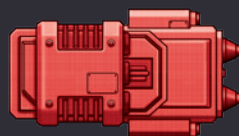
TAR-29b 'Gulo' Assault Rifle



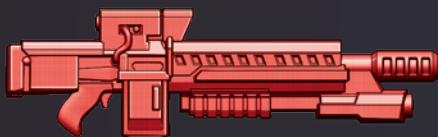
AR-29b 'Gulo' Assault Rifle (Soldat Adapted)



TCL-3 'Boomer' Combat Launcher (Soldat Adapted)



TCL-64 'Fusi' Missile Pack (Soldat Adapted)

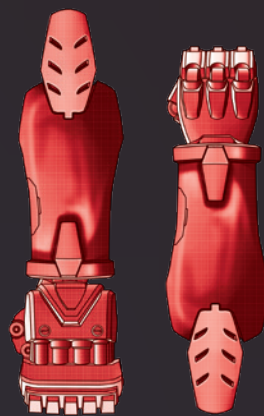


TBR-1 'Claviger' Battle Rifle



CQB-7 'Brutus' Quad-Shot

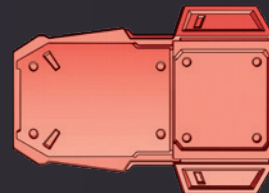
## MELEE WEAPONS



Onslaught Fist  
Energy Impact



Krait V-Blade

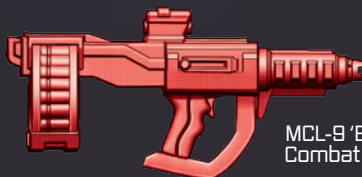


TK-3 'Okhara' Shield

## BATTLE CLASS WEAPONS



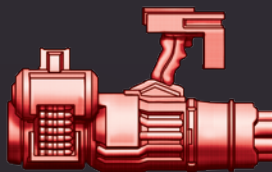
CQB-6 'Maximus' Six-Shot



MCL-8 'Big Daddy' Combat Launcher



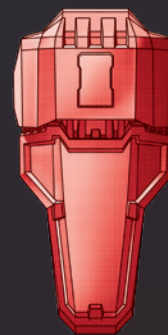
MAR-14 'Ursa' Assault Rifle



BAC-15 Auto Cannon



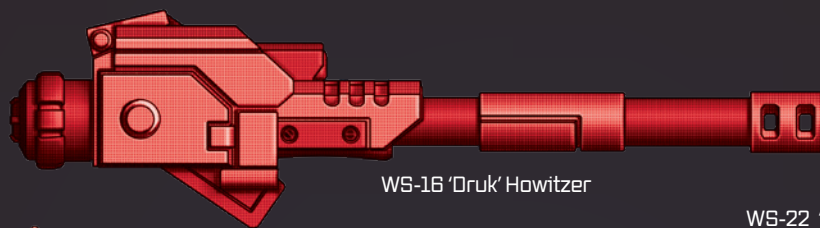
MNL-12 'Jinrai' Shock Rifle



MNL-12 'Hounslow' Shield



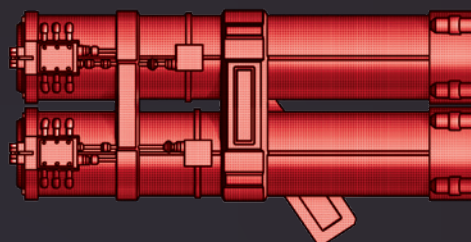
## PROTOCOL WEAPONS



WS-16 'Druk' Howitzer

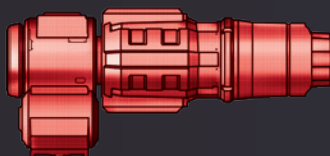


WS-128 'Tordenskrald'  
Missile Designator

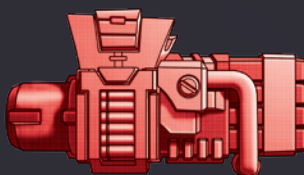


WS-22 'Firestorm'  
Rocket Pod

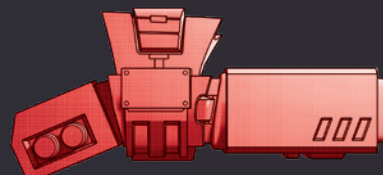
## HEAVY WEAPONS



HAC-20  
Auto Cannon



CQB-9 'Khagan'  
Octo-Shot



HNL-6 'Raimai'  
Shock Cannon

## SUPPORT WEAPONS



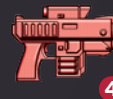
1



2



3



4



5



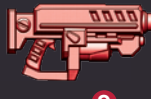
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13

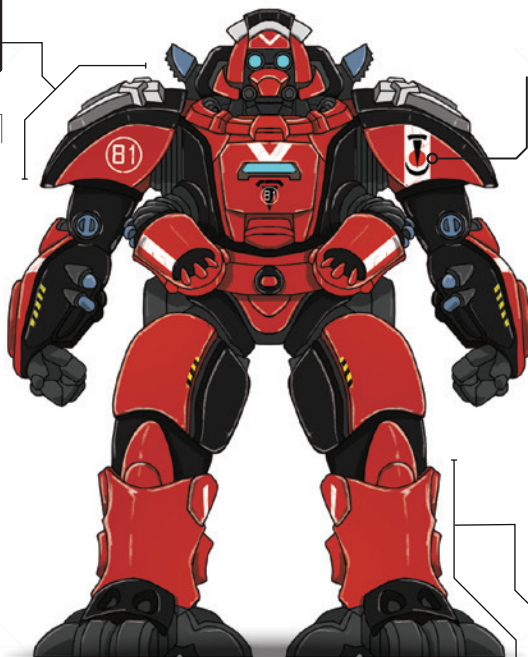
1. AST-10 Sentry Drone Assault Rifle
2. SCL-64 Launcher
3. SAC-53 Carbine
4. SCQ-8 "Baby Boomer" Grenade Pistol

5. AST-6 Sentry Drone Combat Launcher
6. Drone Controller
7. SAC-41
8. SAR-19 Heavy Rifle

9. SAC-43
10. Clamp Charge
11. Vibro Blade
12. GPG Grenade
13. SAR-79 Rifle



Squadron  
Color Band



Saber Ridge Internal Security

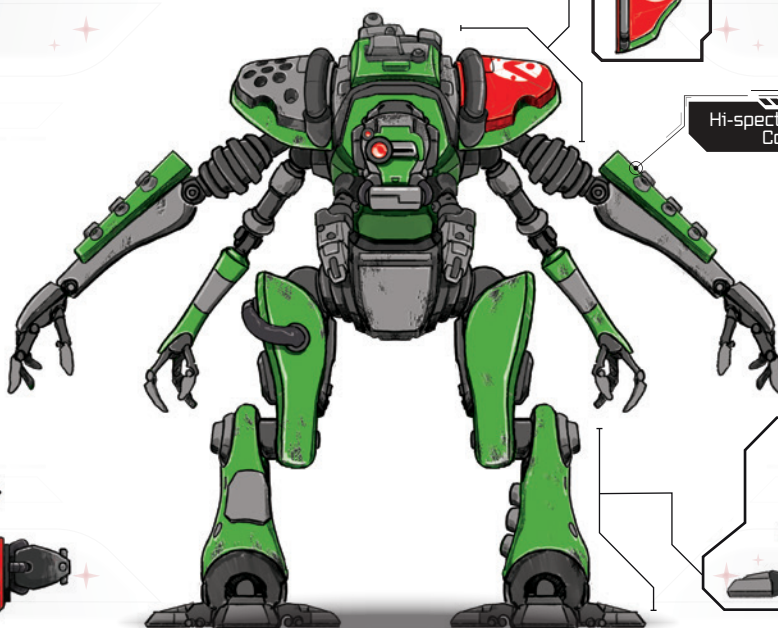
Interhelios  
(Astrapelago)



GuardCorps  
(Interhelios)



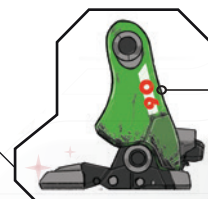
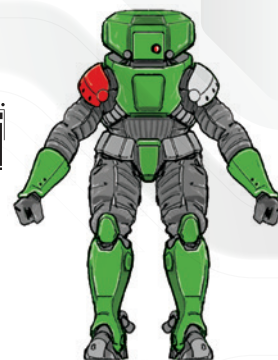
Ridgeway  
Mining Corp



Tantalus 'Stardeep' Operation

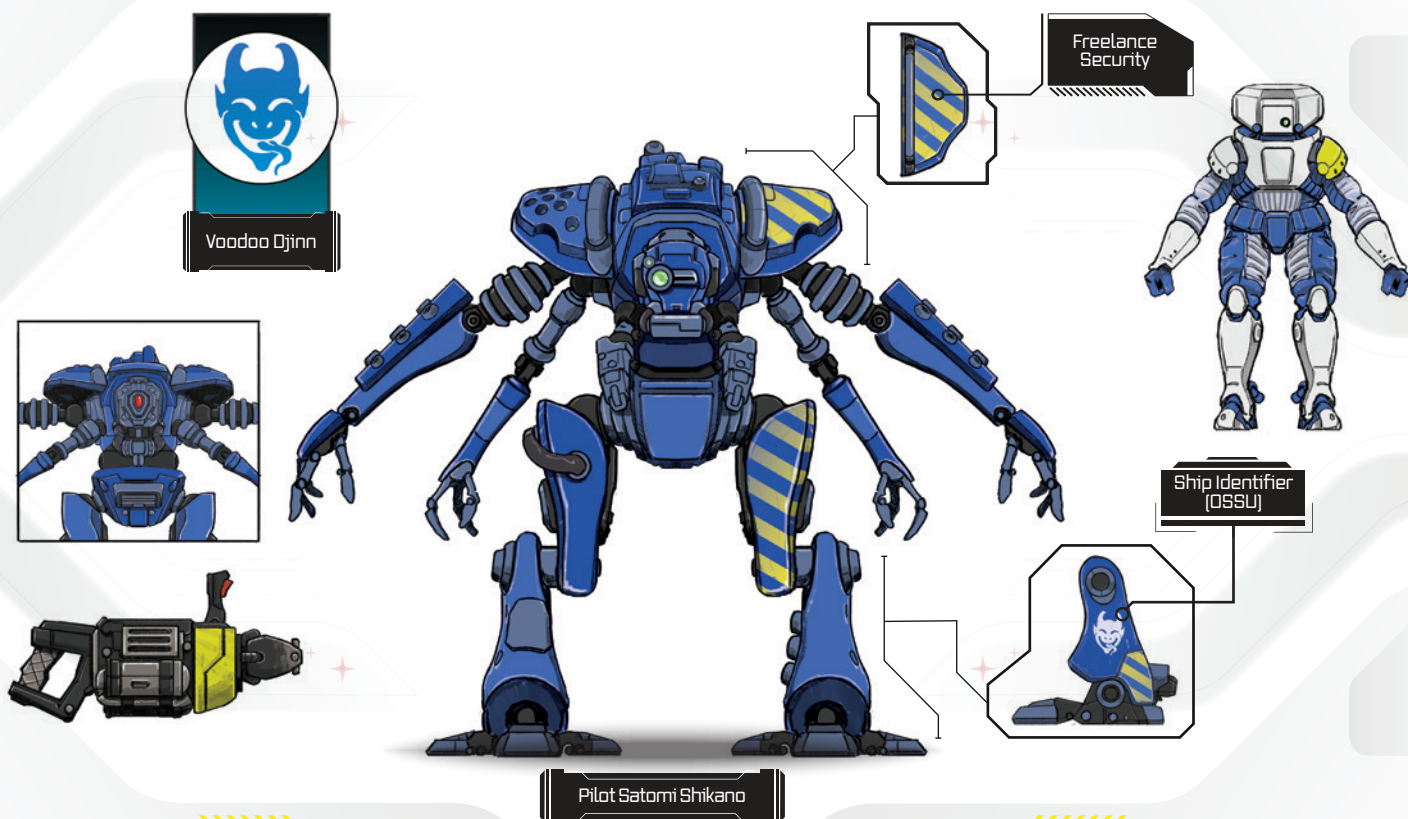
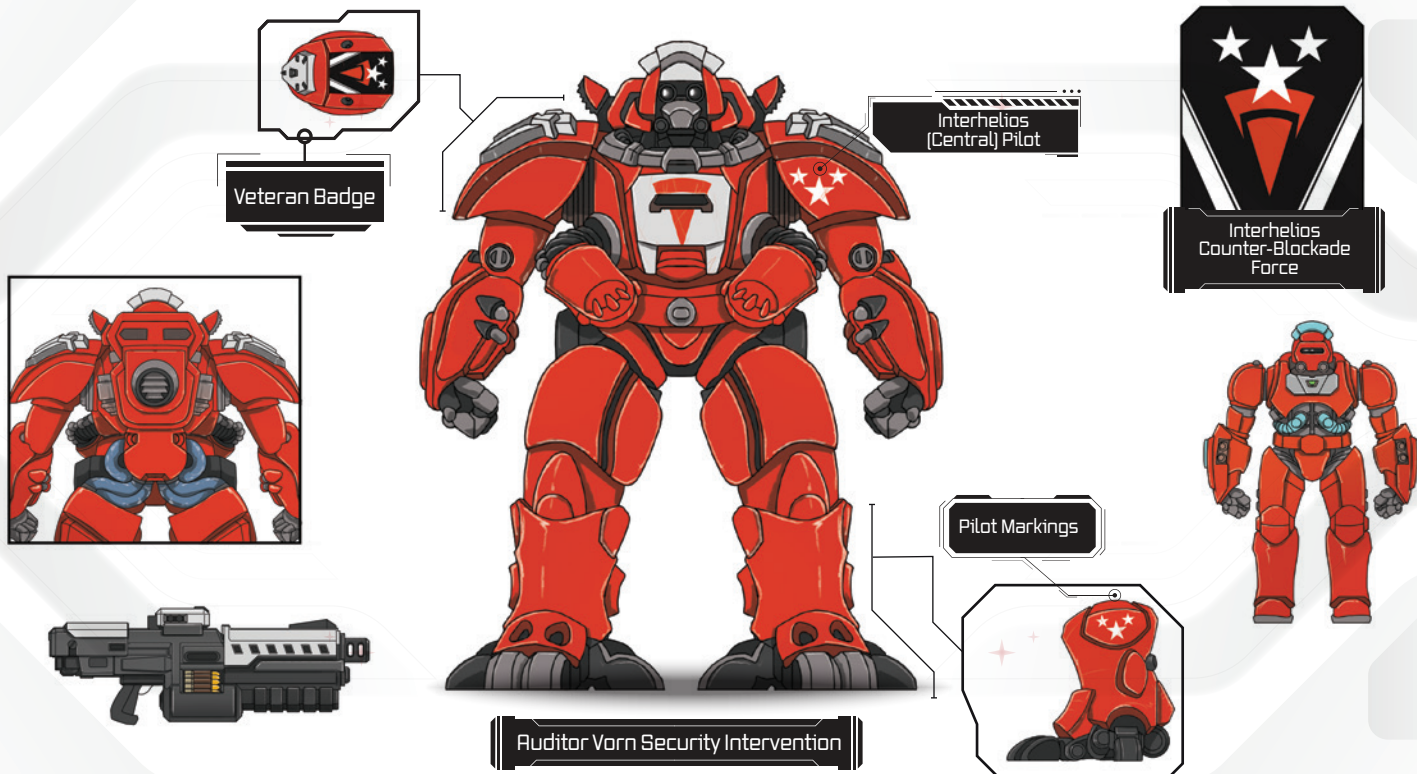


Hi-spectrum Hazard  
Coating



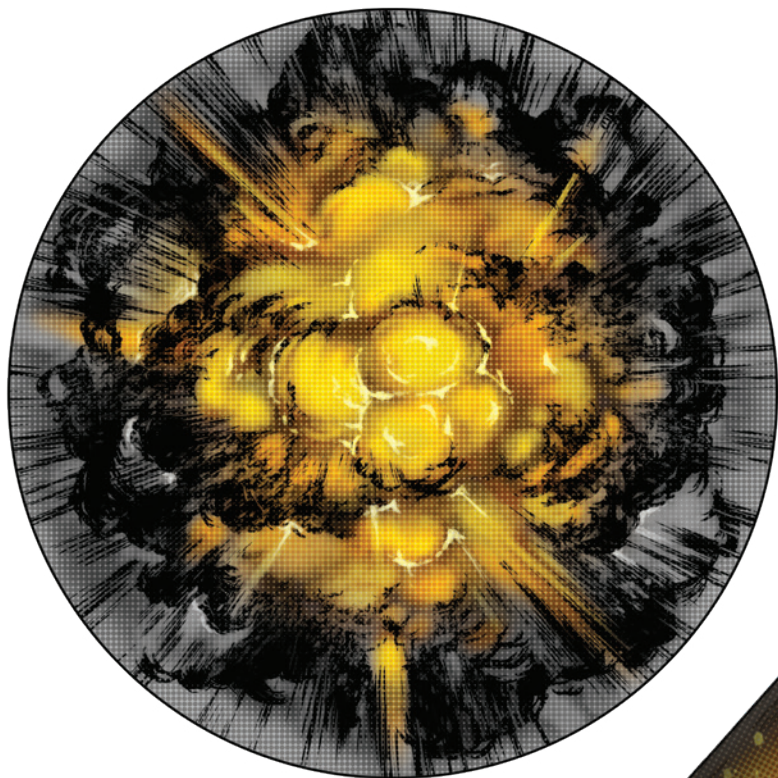
Shift  
Identifier



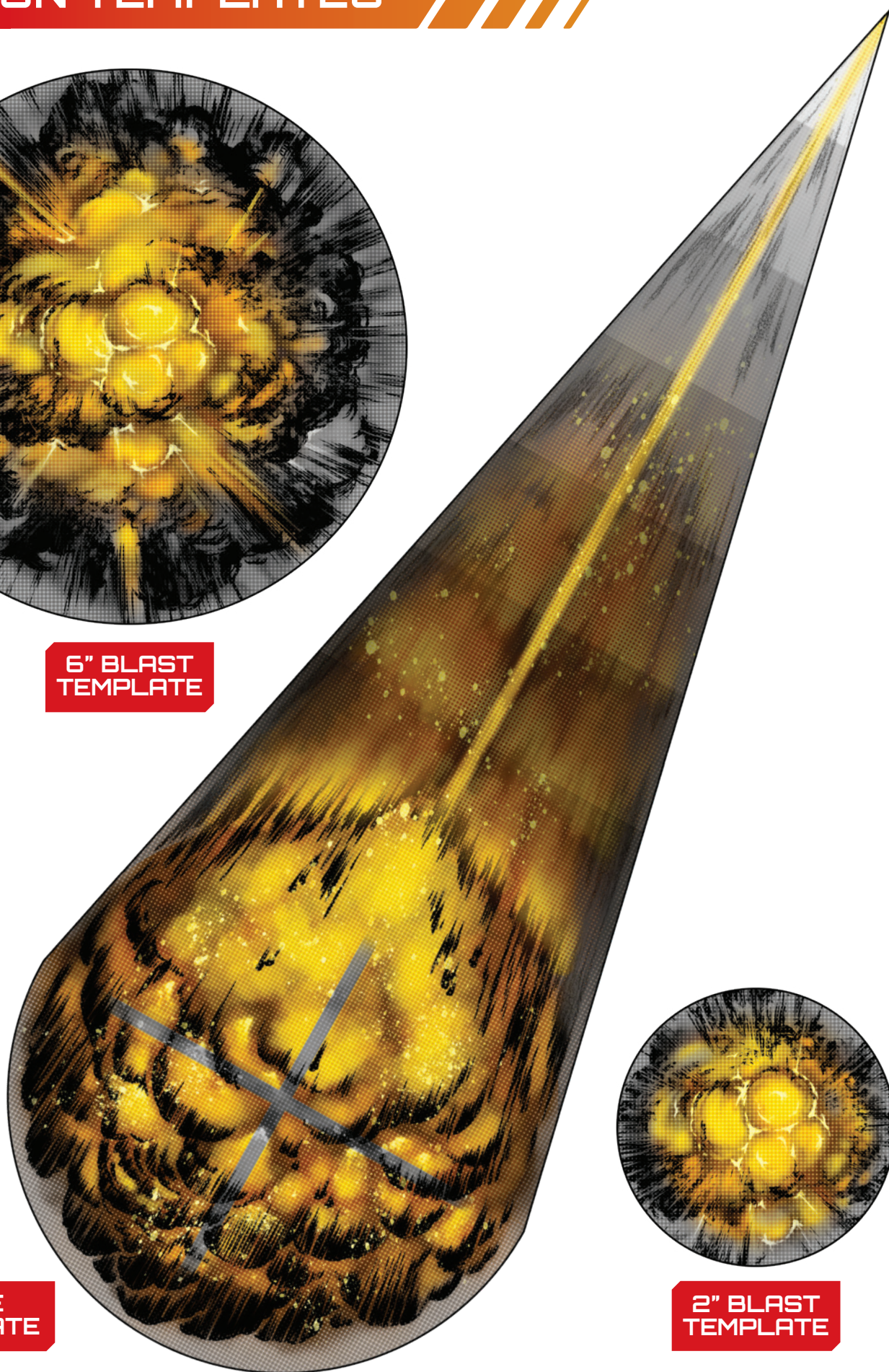




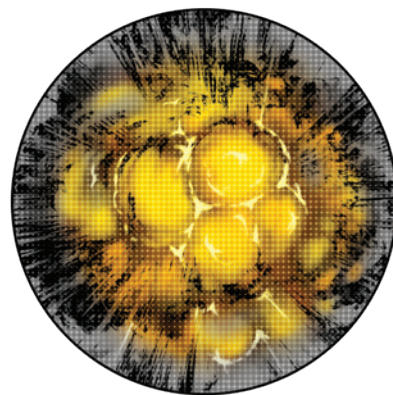
# WEAPON TEMPLATES



**6" BLAST  
TEMPLATE**



**CONE  
TEMPLATE**



**2" BLAST  
TEMPLATE**



ZEO GENESIS FORCE RECORD SHEET

FORCE  
IMPETUS

FORCE  
COHESION

NAME SPEED TARGET ARMOR MELEE DEFENSES ACTIVATION IMPETUS COHESION

COMPONENTS

SKILLS

NAME SPEED TARGET ARMOR MELEE

DEFENSES ACTIVATION IMPETUS COHESION

COMPONENTS

SKILLS

NAME SPEED TARGET ARMOR MELEE

DEFENSES ACTIVATION IMPETUS COHESION

COMPONENTS

SKILLS

NAME SPEED TARGET ARMOR MELEE

DEFENSES ACTIVATION IMPETUS COHESION

COMPONENTS

SKILLS

NAME SPEED TARGET ARMOR MELEE

DEFENSES ACTIVATION IMPETUS COHESION

COMPONENTS

SKILLS



# COLLECT ALL EIGHT ZEO UNITS!



GUARDCORPS ASSET  
SECURITY FORCE



GUARDCORPS PERIMETER  
PATROL GROUP



GUARDCORPS CITADEL  
RESPONSE SQUADRON



GUARDCORPS AGGRESSOR  
SUPPORT GROUP







 PACT ASTROMINER  
SHIFT

 PACT  
SALVAGE TEAM



 PACT DIRECT  
ACTION CELL

 PACT OSSU  
BLOCKADE CREW



AVAILABLE NOW IN STL AND SOON IN RESIN PRINT FORMATS.



# RULES REFERENCE

## WEAPON STATS

Weapons have their own stats that combine with the model wielding them when resolving an attack.

**ATTACKS:** The number of dice the weapon rolls when it attacks. For Melee weapons, **Attacks** is shown as a bonus to the **Melee** stat of the **Zeoform** wielding it.

**DAMAGE:** Measures how hard it is for the target to resist damage from this weapon.

**SNAPSHOT RANGE:** If a model moves during its **Activation**, it may not select a target outside of the **Snapshot Range** of its weapons.

**AIM MODIFIER:** When trying to score hits using **Aimed Fire** with this weapon, the **Aim Modifier** reduces the defending model's **Target** stat.

**ARMOR MODIFIER:** The amount the weapon reduces a defending model's number of **Armor** dice by when attempting to resist damage from this weapon.

## SPECIAL RULES

Weapons may also have special rules to reflect their unique properties. For example:

**System Overload (Burn), Blast, Cone, Knockback, Seeker**

A full listing of weapon special rules can be found starting on p. 38 of the *Core Rulebook*.

## DAMAGE TYPE

The **Damage** stat for a weapon includes its primary damage type in brackets, e.g. **Damage 8 (Impact)**. Due to their technological biases, particular factions and armor configurations are less vulnerable to specific damage types.

## SPECIAL RANGE TYPES

If a weapon's **Range** is listed as "Melee", the weapon may only be used in melee combat range (base-to-base contact). "Aimed Fire only" weapons may only be used by a model taking the **Aimed Fire Action**, while "Snapshot Only" weapons may not be used for **Aimed Fire** at all.

## IMPETUS & COHESION

There are two additional model stats that contribute to the overall effectiveness of the force they are part of—**Impetus** and **Cohesion**.

**IMPETUS:** The total **Impetus** value of all the models in your force supplies your **Impetus** points pool. **Impetus** points are bonus **Activation** points that can be used during the game for various purposes.

**COHESION:** The total **Cohesion** value of all the models in your force supplies your **Force Cohesion**. If your force loses all of its **Cohesion**, it breaks off the engagement and retreats.

## WHAT YOU WILL NEED TO KNOW

**MOVE:** How many inches the model may move when it takes a **Move Action**.

**TARGET:** How difficult the model is to hit when attacked.

**ARMOR:** The number of dice the model rolls to protect itself when it is hit by an attack.

**MELEE:** The number of dice the model rolls when it attacks in **Melee** combat.

**DEFENSES:** How many times the model can take damage from an attack and survive. When all of a model's **Defenses** are gone, the next damaging attack it takes will remove it.

**ACTIVATIONS:** The number of **Activation** tokens the model has. When you **Activate** a model, it must spend an **Activation** token to take any sort of **Action**. **Activation** is explained further in the **Turn Sequence** below.

## TURN SEQUENCE

### 1. CHECK ACTIVATION TOKENS

If you have any models that still have **Activation** tokens left, move to 2. If none of your models have any **Activation** tokens left, you must **Regroup** so all of your models get their **Activation** tokens back, but you make no **Activation** this turn (skip steps 2 and 3).

### 2. ACTIVATE

Choose a model and declare its **Activation Mode**. That model must spend one **Activation** token in order to **Activate**.

### 3. TAKE ACTIONS

The model takes its **Actions**; what they are and what order they occur in depends on the **Activation Mode** chosen.

## ACTIONS SUMMARY

Unless specified otherwise, **Actions** can be taken in any order. Each **Action** must be completed in full before the next **Action** is taken.

**MOVE:** Move a model up to its **Speed** stat in any direction. For vertical moves, pay 1" per 1" when moving upward, but dropping down is free (though check **Dropping vs Falling** for dropping 2× model height or more).

**SNAPSHOT:** Turn and ranged attack the nearest enemy model of a selected type: **Zeoform**, **Structure**, or **Support**. The target must be within the Front Arc, **Line of Sight** (LOS), and selected weapon's **Snapshot Range**.

**AIMED FIRE:** Turn and ranged attack any enemy model in **Line of Sight**.

**MELEE:** Turn and attack an enemy model in base contact.

**REGROUP TURNS:** When you don't have any **Activation** tokens left, you must use your game turn to **Regroup**. As noted, during a **Regroup** turn, you refresh the **Activation** tokens on all of your models but do not **Activate** any of them.



## ACTIVATION MODES SUMMARY

ACTIVATION MODE	ACTIONS		
	MOVE ACTIONS	SHOOT ACTIONS	MELEE ACTIONS
Run & Gun	×2	×1 (Snapshot)	None
Aimed Fire	None (May turn)	×1 (Aimed Fire)	None
Charge	×2	×1 (Snapshot before moving)	×1 (after moving)
Fight	×2 (may trade Move Actions for extra Melee Actions)	None	×1 (or more)

### ACTIVATION MODES

The following **Activation Modes** are available for all factions.

#### RUN AND GUN

The model may take up to two **Move Actions** and one **Shoot (Snapshot) Action** against the closest enemy model within **Snapshot Range**. The **Shoot (Snapshot) Action** can be taken before, between, or after the **Move Actions**. The active model may not move within 2" of an enemy model. A model may not declare **Run and Gun Mode** if there are any enemy models already within 2" of it.

#### AIMED FIRE

The model remains stationary but may turn on the spot. The model may take one **Shoot (Aimed Fire) Action** at any enemy model without being limited by **Snapshot Range** (though most weapons will still require the target to be within **Line of Sight**). A model may not declare an **Aimed Fire Activation** if there are any enemy models already within 2" of it.

#### CHARGE

The model may make one **Shoot (Snapshot) Action** against the closest enemy model within **Snapshot Range**, then up to two **Move Actions** to attempt to move into base contact with an enemy model. If the active model successfully moves into base contact with an enemy model, the active model may then execute a **Melee Action**. A model may not declare a **Charge Activation** if there are any enemy models already in base contact with it.

#### FIGHT

The model may take up to two **Move Actions** and one or more **Melee Actions** against an enemy model in base contact. Each unused **Move Action** can be used for an additional **Melee Action**. **Melee Actions** can be taken before, between, or after **Move Actions**. The model may move into base contact with an enemy model. If a model begins its **Activation** in base contact with one or more enemy models, it must use this **Activation** and take a **Melee Action** against one of the enemy models in contact with it.

### REACTIONS

When an inactive model has an **Activation** or **Impetus** point spent on it, it can **React** to specific enemy **Actions**, choosing one of the single **Actions** below.

#### REACT TO: TARGETED BY AN ENEMY RANGED ATTACK.

**DODGE:** The reacting model may make a single **Move Action**. If this causes the reacting model to no longer be within **Line of Sight** or range of an attack, the attack fizzles and is lost. It cannot move into contact with enemy models.

**COUNTERFIRE:** If the active model is within the reacting model's **Snapshot Range** and **Line of Sight**, the reacting model takes a **Shoot (Snapshot) Action** at the active model. Note that the active model must be in the Front Arc of the reacting model to be in **Line of Sight**. The active model still resolves its attack as the shots are considered to happen simultaneously.

**HUNKER DOWN:** The reacting model gains **+2 Armor** against any attacks made by the active model for the duration of its current **Activation**. If the reacting model is in contact with terrain that is between it and the active model, the **Armor** bonus gained from **Hunker Down** is increased to **+3 Armor**.

#### REACT TO: TARGETED BY AN ENEMY MELEE ATTACK.

**COUNTERATTACK:** The reacting model may turn in place and counterattack the attacking model with a **Melee Action**. The active model still resolves its attack—the attacks are considered to happen simultaneously.

**PARRY:** The reacting model may turn in place and adds its **Melee** stat to its **Armor** when rolling saves against the attack.

**EVADE:** The reacting model may turn in place and adds **+2 Target** against any attacks made by the active model for the duration of its current **Activation**. The reacting model may move up to 50% of its **Speed** stat after the active model completes its **Actions**.

#### REACT TO: A MOVE ACTION THAT WILL BRING THE ENEMY INTO BASE CONTACT.

**DODGE:** The reacting model may **Move** a number of inches equal to its **Speed** stat. It cannot move into contact with enemy models.

**COUNTERFIRE:** The reacting model can **Shoot (Snapshot)** at the active model if it's in **Line of Sight**. Note that the active model must be in the Front Arc of the reacting model to be in **Line of Sight**. The active model is attacked when it moves within **Snapshot Range** and must stop moving if it loses all **Defenses** or gets a **System Overload** token. Otherwise, it finishes its move.

**BRACE:** The reacting model gains **+2 Armor** against any attacks made by the active model for the duration of its current **Activation**.

### REACTION TIMING

A **Reaction** may be declared after the active model has selected a target (or a target point for a **Blast** or **Cone** weapon) and chosen the weapon stat line they intend to use but before any dice are rolled. If multiple models are affected by an attack such as a **Blast**, they all have the opportunity to **React** before the attack is resolved. However, you may not **React** to a **Reaction**.

## MELEE TARGET MODIFIERS

CIRCUMSTANCE	MODIFIER
Attacker is using a ranged weapon in melee	+1 to <b>Target</b> number
Attacker dropped down from higher elevation	-1 to <b>Target</b> number
Attacker is in the defender's Rear 90-degree Arc	-1 to <b>Target</b> number
Defender has a <b>System Overload</b>	-1 to <b>Target</b> number

## RANGED TARGET MODIFIERS

CIRCUMSTANCE	MODIFIER
Attacker is at a higher elevation	-1 to <b>Target</b> number
<b>Aimed Fire only:</b> Weapon Aim Modifier stat	-1 to <b>Target</b> number per point
<b>Blast / Cone Weapons only:</b> Target's base is wholly covered	-2 to <b>Target</b> number
Target has a <b>System Overload</b>	-1 to <b>Target</b> number
Target is <b>Obscured</b>	+1 to <b>Target</b> number

## SHOOTING SUMMARY

### 1. CHOOSE A WEAPON

Select which weapon the model will use to make the attack.

### 2. SELECT A TARGET

For **Snapshot** weapons, the target must be the nearest nearest enemy model (select either **Zeoform**, **Support** or **Structure**) within **Line of Sight** and within the **Snapshot Range** of the weapon being fired. **Range** is always measured between the closest base edges of the two models. If the shooter is taking an **Aimed Fire Action** the target may be any enemy model within **Line of Sight** regardless of range, proximity, or type.

### 3. ROLL ATTACK DICE

Roll a number of d10s equal to the firing weapon's **Attacks** stat, as well as a single **Combat Die** (see p. 46). Compare the rolls to the **Target** stat of the defender after any other applicable modifiers (see p. 36-37). Each die that scores equal to or greater than the defending model's modified **Target** stat scores 1 hit. The icon rolled on the **Combat Die** will add a special effect to the attack, but is ignored if no hits are scored.

### 4. DEFENDER ROLLS ARMOR DICE

If any hits are scored, the target rolls a number of dice equal to its modified **Armor**. The number of **Armor** dice may be modified by cover, status effects, **Reactions**, direction of incoming fire, and the attacking weapon (see p. 37). Each **Armor** die that rolls equal to or greater than the attacking weapon's **Damage** stat cancels out 1 hit. The defending player may use a successful **Armor** die roll to cancel the **Combat Die** if all other hits have been canceled.

### 5. DESTROY 1 DEFENSE ON THE TARGET MODEL IF ANY HITS REMAIN.

Mark one **Defense** lost on the defending model. Resolve the **Combat Die** result if it was not canceled by **Armor**. Models are removed from play if they take damage when all of their **Defenses** are down.

## MELEE SUMMARY

### 1. CHOOSE A WEAPON

If the attacking model has more than one **Melee** weapon, you must choose which weapon it will use.

### 2. SELECT A TARGET

The target must be in base contact with the attacking model.

### 3. ROLL MELEE DICE

Roll a number of d10s equal to the attacking model's **Melee** stat plus the chosen **Melee** weapon's **Attacks** stat, as well as a single **Combat Die**. Each die that rolls equal to or greater than the defender's **Target** stat scores 1 hit. The icon rolled on the **Combat Die** will add a special effect to the attack, but this is ignored if no hits are scored.

### 4. TARGET ROLLS ARMOR DICE

If any hits are scored, the target rolls its **Armor** dice. The number of dice is modified by the attacking weapon's **Armor Modifier** stat and other applicable modifiers, if any. Each **Armor** die that rolls equal to or greater than the attacking weapon's **Damage** stat cancels out 1 hit. The defending player may use a successful **Armor** die roll to cancel the **Combat Die** if all other hits have been canceled.

### 5. DESTROY 1 DEFENSE ON THE TARGET MODEL IF ANY HITS REMAIN.

Mark one **Defense** lost on the defending model. Resolve the **Combat Die** result if it was not canceled by **Armor**. A model is destroyed if it takes damage when all of its **Defenses** are down.

## PROTOCOL WEAPON SUMMARY

### 1. SELECT PROTOCOL WEAPON

If the model has more than one **Protocol Weapon**, select which to use.

### 2. SELECT A TARGET

The weapon's **Lock-on Marker** must be placed on the table outside the **Protocol Weapon's** minimum **Range**. If a **Shoot (Snapshot)** Action is used, the marker must also be within the weapon's **Snapshot Range**. With an **Aimed Fire Action**, maximum **Range** is unlimited. No **Line of Sight** is required.

### 2B. WAIT

Complete the model's current **Activation**. The **Protocol Weapon** will not land and do damage until the model next **Activates**.

### 3. RESOLVE PROTOCOL WEAPON ATTACK

When the model **Activates** with a **Lock-On Marker** already in place, resolve the **Protocol Weapon** effect. This happens before the model takes any **Actions**. Resolve the weapon as a **Shooting Attack**. Enemy models may **React** to the attack.





# COMBAT REFERENCE

## TURN SEQUENCE

- 1. Check Activation Points:** If none of your models have any **Activation** points left, you must **Regroup**—all of your models get their **Activation** points back, but you skip steps 2 and 3.
- 2. Activate:** Choose a model and declare its **Activation Mode**. That model must spend one **Activation** point.
- 3. Take Actions:** The model takes its actions.

## ACTIVATION MODE SUMMARY

ACTIVATION MODE	MOVE ACTIONS	SHOOT ACTIONS	MELEE ACTIONS
<b>Run &amp; Gun</b>	×2	×1 ( <b>Snapshot</b> )	None
<b>Aimed Fire</b>	None (May turn)	×1 ( <b>Aimed</b> )	None
<b>Charge</b>	×2	×1 ( <b>Snapshot</b> before moving)	×1 (after moving)
<b>Fight</b>	×2 (may trade moves for extra <b>Melee</b> actions)	None	×1 (or more)

## ACTIONS

- **Move:** Move up to Speed stat distance in inches in any direction.
- **Shoot (Snapshot):** Ranged attack the closest model in Snapshot Range
- **Aimed Fire:** Ranged attack any model.
- **Melee:** Melee attack a model in base contact.

## REACTIONS

A model may react to an enemy action at a cost of one **Activation** or **Impetus** point.

### REACT TO: RANGED ATTACK OR MOVE TO BASE CONTACT

Dodge	Counterfire	Hunker Down/Brace
Move action.	Snapshot action.	Gain +2 <b>Armor</b> stat.

### REACT TO: ENEMY MELEE ATTACK.

Counterattack	Parry	Evade
Melee action.	Add <b>Melee</b> to <b>Armor</b> stat.	Gain +2 <b>Target</b> stat, <b>Move</b> 50% after combat

## PACT COMBAT DIE

D10	RESULT	EFFECT
10	<b>Malware</b>	Target suffers one <b>System Overload (Inhibit)</b> and loses one <b>Activation</b> point if it has any remaining.
8-9	<b>Nova</b>	Target suffers one <b>Defense Down</b> .
6-7	<b>Ignition</b>	Target suffers one <b>System Overload (Burn)</b> token.
2-5	<b>Under Fire</b>	Reduce the Force Cohesion of the force the target belongs to by one.
1	<b>No Effect</b>	The <b>Combat Die</b> has no effect.

## COMBAT SUMMARY

- 1. Choose a Weapon:** If model has more than one weapon, choose which it will use. Ranged weapons can be used in melee. Cannot use same weapon more than once in an Activation.
- 2. Select a Target:** Target must be in base contact. (**Melee**) or Target must be in Line of Sight (**Ranged**). Snapshot target must be the nearest enemy model (support, zeo or structure) within Snapshot Range. Aimed Fire may target any enemy model within Line of Sight.
- 3. Roll Attack Dice:** Roll d10s equal to weapon Attack stat (**Ranged**) or model Melee stat +Weapon bonus (**Melee**), plus a Combat Die. Each die that equals or beats Target stat scores 1 hit. Icons on the combat die show special effects (see table) if a hit is scored.

CIRCUMSTANCE	MODIFIER
<b>Ranged:</b> Target is obscured	+1
<b>Ranged (Aimed Fire only):</b> Weapon Aim Modifier stat	-1 per point
<b>Ranged (Blast/Cone):</b> Target's base is wholly covered	-2
<b>Ranged:</b> Attacker is at a higher elevation	-1
<b>Ranged/Melee:</b> Target has a System Overload Token	-1
<b>Melee:</b> Attacker dropped down from higher elevation	-1
<b>Melee:</b> Attacker is in the defender's rear 90-degree arc	-1
<b>Melee:</b> Attacker is using a ranged weapon in melee	+1

- 4. Roll Armor Dice:** Roll dice equal to the targets' **Armor** stat. Each die that equals to or beats the attacking weapon's Damage stat cancels 1 hit. A successful roll can cancel the Combat die after all other hits.

CIRCUMSTANCE	MODIFIER
<b>Ranged/Melee:</b> Weapon Armor Modifier	-1 <b>Armor</b> per point
<b>Ranged/Melee:</b> Attacker is in defender's rear arc	-1 <b>Armor</b>
<b>Ranged/Melee:</b> Defender has a <b>System Overload</b>	-1 <b>Armor</b>
<b>Melee:</b> Attacker charged into combat this <b>Activation</b>	-1 <b>Armor</b>

- 5. Take Damage:** If 1+ hits remain, lose one Defense. Resolve combat die effects. Models with 0 defenses are removed if they lose a defense.

## GUARDCORPS COMBAT DIE

D10	RESULT	EFFECT
10	<b>Shockwave</b>	Target suffers one <b>Defense Down</b> and one <b>System Overload (Shock)</b> token.
8-9	<b>Shrapnel</b>	Target suffers one <b>Defense Down</b> .
6-7	<b>Knockback</b>	Target is pushed 5" away from the attacker. The target will suffer one <b>System Overload (Inhibit)</b> token if a model or terrain blocks this move.
2-5	<b>Under Fire</b>	Reduce the Force Cohesion of the force the target belongs to by one.
1	<b>No Effect</b>	The <b>Combat Die</b> has no effect.

UNDER FIRE



KNOCKBACK



IGNITION



SHRAPNEL/NOVA



SHOCKWAVE



MALWARE

