

ZG ZEO GENESIS



**CAMPAIGN &
SOLO RULES**
v0.6

CAMPAIGN RULES

Playing *Zeo Genesis* can be fun and exciting in a tournament setting or when simply taking on your friends in “one off” games, but linking games into a larger narrative can add a whole new level of immersion. To help players get together and play *Zeo Genesis* with this structure in mind, we have crafted the following **Campaign Rules**.

These additional rules allow players to build ongoing narrative elements into their games, like environmental influences over battlefields, new abilities added to the surviving members of the forces they take to battle, and potential lasting injuries to units that sustain severe damage in battle. In effect, these rules allow players to use their in-game experiences to tell a bigger story within the *Zeo Genesis* universe.

HOW TO USE THE CAMPAIGN RULES

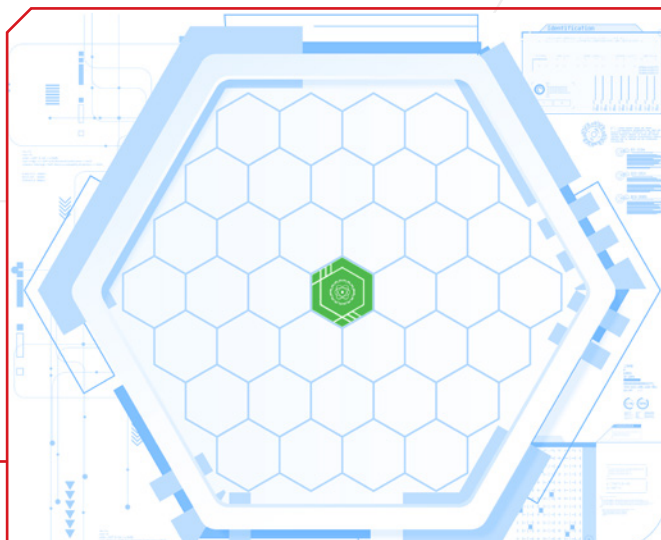
In order to begin a **Campaign** in *Zeo Genesis*, all participants will need to engage in the following steps:

1. Determine **Campaign Length**
2. Determine **Advancement Map**
3. Build **Force Command**
4. Play the **Campaign**

1. DETERMINE CAMPAIGN LENGTH

When starting a **Campaign**, the players must collectively decide how long their **Campaign** should last. This is measured in **Turns**. During each Turn, players will make **Challenges** to each other to play battles, showing the **Challenger's** desire for their respective forces to get into conflict with the **Challenged**. Then, once **Challenges** are made, they are carried out in a series of battles.

A **Short Campaign** lasts for three Turns, a **Standard Campaign** lasts for five, and a **Long Campaign** consists of seven. If this is the group's first **Campaign**, we suggest starting with a **Short Campaign**.



ADVANCEMENT MAP A: Bryan places his Science Advancement hex in the center of the Advancement Map.

2. DETERMINE ADVANCEMENT MAP

One of the measures of success in a **Campaign** is the extent to which a **Force** unlocks its true potential. In order to keep track of each **Force's** progression, each player will maintain a hex-based **Advancement Map**. Over the course of the **Campaign**, the player will use this map to display a number of **Force-wide** bonuses gained through their degrees of success during games. In effect, the more successful a **Force** is, the more resources it can dedicate to expanding what it considers “standard” technology and its applications.

Each player begins with a basic **Advancement Map**, which is a honeycomb-style hex grid with a radius of three hexes (three rings of hexes surrounding a central hex). These hexes begin clear and undefined, but as each **Force** grows in power, players will fill in the hexes with different types of **Advancements**: **Command**, **Science**, and **Tactical**. These **Advancements** will add benefits to that player's **Force** in any future battles; this is covered in the **Battle Phase** (see page @@).

Each player setting up their **Advancement Map** must choose one of three different starting **Advancements** to be their central hex, noting it as such. This shows their **Force Command's** initial focus for the **Campaign**.



COMMAND



SCIENCE



TACTICAL

EXAMPLE *Bryan has decided that his **Force** will begin with a starting **Science Advancement** hex, marking his **Advancement Map** as shown on **Advancement Map A**.*

Once every player has determined their starting **Advancement** hex on their **Advancement Map**, they are ready to build their **Force Command Team**.

3. BUILD FORCE COMMAND TEAM

While the battles making up the **Campaign** will allow the players to build their own **Forces** for each battle, there will be a central **Force Command Team** that will lead these **Forces**. Each player builds a standard Lead Team for their **Force's** faction using all the normal rules but denotes it as a **Force Command Team**; in addition to the normal bonuses for being a Force Leader, roll once on the Force Commander Trait table to give the **Force Command's Zeo** a starting Commander Trait.

When building the **Force Command Team**, players should be sure to give their Lead Team **Zeo** its own name or unique designation—this will be helpful when adding lasting benefits to them over the course of the **Campaign**. Also, it helps build the narrative story told through the events of the **Campaign**.

FORCE COMMANDER TRAITS

1D10	COMMANDER TRAIT
1	Aware
2	Brilliant
3	Brutal
4	Clever
5	Fast
6	Inspiring
7	Merciless
8	Quick-Witted
9	Selfless
10	Warmonger

AWARE

You are always looking over your proverbial shoulder.

While this model has no **System Overload** tokens, it takes no penalties for being attacked in its Rear Arc.

BRILLIANT

Your mind is entrenched with science, logic, and strategy.

If this model fought in a battle and survived during the current **Campaign Turn**, roll one additional d10 during the **Extend Advancement Map** step of the **Force Phase**.

BRUTAL

You are capable of intense and spirited levels of violence.

It takes two successful **Armor** dice to cancel the effects of the **Combat Die** during this model's attacks.

CLEVER

You diligently study your enemy in order to outsmart them.

This model reduces its enemy's **Impetus** by 1 (to a minimum of 1).

FAST

When you push yourself, little can outpace you.

During a **Run & Gun** or **Charge Activation**, this model can forfeit its **Snapshot Action** for an additional **Move Action**.

INSPIRING

Your presence on the battlefield is a morale booster.

Any friendly models with an unblocked **Line of Sight** to this model when its **Force** takes a **Regroup** may remove a **System Overload**.

MERCILESS

You and your forces give no quarter.

During the **Post-Battle Sequence**, one randomly determined enemy model that was removed as a casualty must roll on the **Mishap Table** (this is before rolling for any other potential **Mishaps**).

QUICK-WITTED

You rapidly solve problems in the heat of the moment.

After this model uses an **Activation** token to **React**, roll 1d10. On a result of 8+, the model gets the **Activation** token back.

SELFLESS

You will sacrifice your own flesh, blood, and metal to save your compatriots.

During the **Post-Battle Sequence**, this model may expend 1 **XP** to allow one friendly model to re-roll a **Mishap Table** result.

WARMONGER

You and your forces are always champing at the bit to get in the thick of it.

During the **Battle Phase**, this model's **Force** is always considered to be the **Challenger** (even if **Challenged!**).

4. PLAY THE CAMPAIGN

After all players have denoted their **Advancement Map** and created their **Force Command Team**, the **Campaign** can officially begin. This happens in a series of **Phases** collectively making up the **Campaign Turn**—first a **Challenge Phase**, then a **Battle Phase**, and finishing with the **Force Phase**.

CHALLENGE PHASE

During the **Turn's Challenge Phase**, each player is allowed to issue a **Challenge** to another player in the Campaign, showing their desire to engage them in battle.

This process is easy; each player communicates their **Challenge** to another player. All players need to nominate a **Challenge**, even if this means a player is **Challenged** more than once or two players **Challenge** each other. It may be helpful for one player in the **Campaign** to keep a record or log of who **Challenges** who.

Once all players have made their **Challenges**, the **Battle Phase** can begin.

BATTLE PHASE

The **Battle Phase** is where the players will get to fight their battles, possibly earning **Experience** for their units and **Advancements** for their **Advancement Map**.

Once everyone knows who they will be battling against in the **Battle Phase**, the players can arrange for their battles to take place and play their games.

All of the battles will take place before the next **Phase** can begin. The battles are resolved in any order according to the players' schedules and availability to play.

SETTING UP A CAMPAIGN BATTLE

When players come together to resolve their various **Challenges** through their battles, the encounters are handled in the same fashion as any other *Zeo Genesis* games, albeit with some changes to the **Setting Up The Game** process found in the **Scenarios** section.

To help navigate these changes, this section discusses any differences or adjustments a **Campaign** battle makes to a standard *Zeo Genesis* game.

DETERMINE THE CHALLENGER/CHALLENGED

There will be a number of different elements of setting up a **Campaign** battle that requires one player to be nominated as the **Challenger**, and the other, the **Challenged**.

- A player that used their **Challenge** on the other player is the **Challenger**.
- A player that had another player use their **Challenge** on them is the **Challenged**.

If the battle is the result of two players giving a **Challenge** to the other (or two Warmongers battling), the players each roll a d10 and the higher is considered the **Challenger** for this purpose.

CHOOSING GAME SIZE

When choosing how large a game to play against your opponent, the **Challenging** player chooses whether it will be a **Skirmish**- or **Clash**-sized game. After the **Challenger** chooses the initial **Game Size**, the **Challenged** player may choose to increase the **Game Size** by one level. For example, a **Skirmish** would become a **Clash**, and a **Clash** would become a **Battle**!

SET UP THE GAME

When preparing for a **Campaign** battle, the players involved fulfill the following steps (in order):

1. CHOOSE FORCES

The players build their **Forces** for the battle normally, with the following exceptions:

- Each player *must* include their current **Force Command Team** as the Lead Team. If the **Zeoform** model in the **Force Command Team** is unavailable for a battle, another **Zeoform** model must be nominated as a temporary Leader.
- Each player *may* include any Experienced Teams retained from previous games (see the appropriate section in the **Post-Battle Sequence**, below), filling in the appropriate Team in the **Force's** detachment.



2. SET UP TERRAIN

The players set up the **Terrain** for their battle normally, with one exception: the **Challenger** is allowed to roll randomly on the **Battle Terrain** table for a **Battle Environment**. A **Battle Environment** helps decide what kinds of **Terrain** to set up on a battlefield and potentially adds a narrative element to the battle.

If the **Challenger** has more hexes marked as **Tactical Advancements** on their **Advancement Map**, they can choose their **Battle Environment** instead of rolling randomly. If the **Challenged** has more, that player can force the **Challenger** to roll two results on the table and choose which to apply.

HAZARD ZONE

A hazard zone might be caused by radiation, caustic or acidic atmospheric compounds, chemical weapons, spores, pathogens, nanites, pollen—you name it. Whatever causes it, defenses being breached in a hazardous environment will result in exposure and cause casualties.

In a **Hazard Zone**, the following additional rules apply:

- Models are removed immediately if their **Defense** stat is reduced to zero.

BATTLE TERRAIN

1D10	BATTLE ENVIRONMENT
1	Hazard Zone
2	Low Gravity
3	Low Pressure
4	Low Temperature
5-6	Nothing; this is a standard battlefield with no environmental elements.
7	High Gravity
8	High Pressure
9	High Temperature
10	Vacuum

LOW GRAVITY

Maneuvering becomes easier in places where gravity is substantially below 1G, but impacts can easily 'tumble' support units and zeoforms.

In **Low Gravity** environments the following additional rules apply:

- All models gain +1 to their **Speed** Stat.
- A moving model can ignore **Terrain** up to a height equal to its (modified) **Speed** by bouncing over it.
- Each hit scored with an **Impact** or **Blast** weapon will push the target 1" away from the origin of the attack.

LOW PRESSURE

Within lowered atmospheric pressure, explosive energy dissipates much more easily, robbing blasts of some of their power.

In a **Low Pressure** environment, the following additional rules apply:

- All **Blast** weapons suffer -1 to their **Damage** stat.

LOW TEMPERATURE

At low temperatures, joints rapidly freeze up and systems seize, rapidly degrading one's fighting ability.

In a **Low Temperature** environment, the following additional rules apply:

- Roll a d10 for a model when it completes an **Activation**. On a roll of 8+, it gains a **System Overload (Shock)**.

HIGH GRAVITY

Gravity substantially above normal not only slows combatants, it also puts them in grave danger. Hits that could usually be shrugged off and trivial damage or survivable injuries in 1G can lead to catastrophic structural failures and serious physical trauma in a high G environment.

In **High Gravity** environments the following additional rules apply:

- All models suffer -1 to their **Speed** stat.
- All weapons gain +1 to their **Damage** stat.

3. DETERMINE SCENARIO

The **Challenger** chooses the **Scenario** being played.

4. PLACE OBJECTIVES

The **Scenario** being played will determine where to place Objectives. In any **Scenario** where players are instructed to choose where to place **Objectives**, the **Challenged** player always places the first **Objective**.

5. APPLY ADVANCEMENT MAP ADVANCEMENTS

Each player gains benefits from possessing more **Command Advancement** and/or **Science Advancement** hexes on their respective **Force's Advancement Maps** than their opponent. The following bonuses modify their **Force** joining the battle:

- If both **Forces** are tied at 1 or more **Command Advancement** hexes, both **Force** Commanders add +1 **Force Cohesion** to their stat.
- A **Force** with more **Command Advancement** hexes than their opponent adds +3 to the **Force** Commander's **Force Cohesion** stat for this battle.
- A **Force** with more **Science Advancement** hexes than their opponent adds +2 to the **Force's Impetus Pool** for this battle.

6. DEPLOY FORCES

When it comes time for the players to deploy their **Forces** onto the battlefield, the normal rules apply unless the **Scenario** specifically forces the players into the role of **Attacker** and **Defender**. In those **Scenarios**, the **Challenger** is always the **Attacker**.

HIGH PRESSURE

At high pressures, rapid movement becomes extremely difficult and armor is placed under tremendous strain.

In a **High Pressure** environment, the following additional rules apply:

- All models suffer -1 to their **Melee** stat.
- All models suffer -1 to their **Armor** stat.

HIGH TEMPERATURE

Enough solar or nuclear radiation can set the world on fire, while geothermal sources can turn a planetoid's crust into molten magma. The only real protection is to limit exposure—or avoid it entirely.

In a **High Temperature** environment, the following additional rules apply:

- Roll a d10 for each model when it completes an **Activation**. On a roll of 8+, it gains a **System Overload (Burn)**.
- **System Overload (Burn)** is only removed on a roll of 9-10 instead of 6-10.

VACUUM

With no atmospheric pressure or substance in any capacity, energy dissipation is heightened and even short term exposures can result in deadly decompressions.

A **Vacuum** environment counts as a **Low Pressure** and **Hazard Zone** environment.

7. SPECIAL UNIT DETAILS

After **Deploying Forces**, the players communicate which units are their **Force Command Team**, any Experienced Teams, their names/designations, and what makes them special (Traits, equipment, etc.).

After informing their opponent about their special units, each player then adds a randomly rolled **Personality Trait** to one of their units new to the **Force**.

For each full 100 Points of their **Force**, each player nominates any **Zeo** unit without a current Personality Trait that is not part of the **Force Command Team** or an Experienced Team to gain a new Personality Trait by rolling on the **Team Personality Trait** table.

Players should make notes, give names, and otherwise keep track of which units are given **Personality Traits**, as they will get to carry them forward into future battles if they survive to become part of their Experienced Teams.

TEAM PERSONALITY TRAIT

1D10	PERSONALITY TRAIT
1	Parent and Child
2	Siblings
3	Rivals
4	Lovers
5	Enemies
6	Friends
7	Veteran
8	Scarred
9	Reckless
10	Cautious

PARENT AND CHILD

The selected unit is the Parent. Randomly select one eligible model in the same **Force** to be the Child.

The Parent counts as having the **Team Leader Skill** while the Child acts as a **Team Player**. If either model is removed from play as a casualty, roll 1d10 for the remaining model. On a 1-5 result, that model is also removed; on any other result, the remaining model regains one **Defense** and adds +1 to its **Speed** and **Melee** stats for the rest of the game.

SIBLINGS

The selected unit is a Sibling to a randomly selected eligible model in the same **Force**.

Randomize one Sibling to have the **Team Player Skill** while the other gains **Team Leader**.

RIVALS

The selected unit has a Rival within the same **Force**. Randomly select another eligible model in the same **Force**.

Deduct -1 **Force Cohesion**. Rivals within 6" of one another at the start of their **Action** gain +1 to **Speed** and **Melee** stats but may not use the **Aimed Fire Activation**.

LOVERS

The selected unit has a Lover within the same **Force**. Randomly select another eligible model in the same force to be the Lover.

If a Lover has lost 50% or more of its **Defenses**, the other Lover must move closer to it when **Activating** or **Reacting**. If a Lover has lost all **Defenses** and must be removed, the other Lover can keep them in play if they are within 3" by sacrificing 2 **Defenses** instead.

ENEMIES

The selected unit has a bitter Enemy on the opposing **Force**. Randomly select another eligible model in the opposing **Force** as the Enemy.

Enemies add +1 **Impetus** point to their respective sides at the start of the game and also deduct -1 **Force Cohesion**. If a model is directly responsible for removing their Enemy, their side gains +2 **Cohesion**.

FRIENDS

The selected unit has a good Friend within the same **Force**. Randomly select another eligible model in the same **Force** to be the Friend.

Add +1 to the **Force Cohesion**. If one Friend is removed as a casualty while the other Friend is still in play, add +1 **Impetus**.

VETERAN

Modify the selected model's stat line: +1 **Cohesion**.

SCARRED

Modify the selected model's stat line: +2 **Cohesion**, -1 **Impetus** (minimum 0).

RECKLESS

Modify the selected model's stat line: -1 **Cohesion** (minimum 0), +2 **Impetus**.

CAUTIOUS

Modify the selected model's stat line: -1 **Speed** and **Melee** (minimum 0), +1 **Target**.

8. FIGHT!

Everything is ready and it is time for battle! This is covered in the next section, **Playing The Game**.

Once the battle has officially started (it has reached the **Fight!** segment of playing a game), the game proceeds as normal, with the following differences from a standard game of *Zeo Genesis*:

- Players must be sure to note which of their own **Zeo** and **Support** units remove enemy units or **Structures** as casualties during gameplay. This earns that unit **Experience (XP)** and could lead them to being recorded as part of a **Force's** Experienced Teams.
- Players must set aside any **Zeo** or **Support** unit(s) that are removed as casualties during the battle. These could suffer **Mishaps** after the battle that could affect them in future battles.
- Any player can, after taking a **Regroup**, announce their force's Withdrawal. The opposite player then chooses one unit to **Activate**. When that **Activation** is complete, the game ends and the Withdrawing player loses. The Withdrawing player rolls 1d10 for each individual **Zeo** and **Support** model still on the battlefield at the game's end; on a result of 1, that model is removed as a casualty (and will need to roll accordingly in the **Post-Battle Sequence**).

UNIT EXPERIENCE DURING GAME

Zeo and **Support** units gain **Experience (XP)** through their actions over the course of the battle. The **Experience** awards on the **Unit Experience** table should be noted as soon as they transpire.

POST-BATTLE SEQUENCE

After the battle has ended, there are several post-battle book-keeping elements that each player will need to perform. These range from rolling to see if their models left the battlefield undamaged (or at all!) and seeing if those units suffer any adverse effects from what transpired on the battlefield. Each player performs the following after fighting a battle (in order):

1. The **Force Commander Team's Zeoform** (or battle Leader) of the winning **Force** gains +2 **XP**.
2. Both players nominate one model from the opposing **Force** to be a **Most Valuable Enemy**. That model gains +2 **XP** immediately.
3. The winning player rolls 1d10 for each **Zeoform** and **Support** model that was removed as a casualty during the battle. On a result of 1, that model rolls on the **Mishap Table** (see below).
4. The losing player rolls 1d10 for each **Zeoform** and **Support** model that was removed as a casualty during the battle. A die result of 1-2 means that model must roll on the **Mishap Table**.
5. Players note the current **XP** Total on each of their surviving **Zeoform** and **Support** models.
6. Players may spend their models' **XP** on their appropriate **Improvement Table**, making (or maintaining) them into Experienced Teams for future battles.

SPEND EXPERIENCE

Units in both **Forces** learn from battle (if they survive). This is reflected in the **Experience (XP)** they gained by the units' actions during the game and its outcome. After each battle, units can spend from their total **XP** to purchase **Improvements**.

Once a unit has spent **XP** to gain at least 1 **Improvement**, they (and the other units in their detachment Team) are now part of an Experienced Team and can now be recruited into their player's other **Forces** throughout the **Campaign**—so long as they keep surviving!

UNIT EXPERIENCE

BATTLE EVENT	COST
Model survives the battle	+1 XP
Model inflicts a Defense Down on an enemy model	+1 XP
Model removes enemy Tactical/Exo-rig Zeoform model as casualty	+1 XP
Model removes enemy Battle/Master-rig Zeoform model as casualty	+1 XP
Model removes enemy Heavy/N.O.V.A. Zeoform model as casualty	+1 XP
Model removes enemy Support model as casualty	+1 XP
Model is securing an Objective when game ends	+2 XP
Enemy Force chooses to Withdraw	+1 XP to all surviving models

MISHAP TABLES

The following tables show the unfortunate things that might befall the **Zeoform** and/or **Support** units that were removed from battle as casualties and were determined to have suffered a **Mishap**.

MISHAPS		
ZEOFORM MODEL MISHAP	1D10	SUPPORT MODEL MISHAP
Zeo Destroyed: Zeoform is no longer available for use in Campaign.	1	Support Unit Destroyed: Support model is no longer available for use in Campaign.
Frame Damaged: Zeoform permanently loses -1 Defenses; at 0 Defenses, model is destroyed.	2	Support Unit Destroyed: Support model is no longer available for use in Campaign.
Reflexes Damaged: Zeoform permanently lowers Target number by 1; 4+ to 3+, 3+ to 2+, etc..	3	Support Unit Destroyed: Support model is no longer available for use in Campaign.
Chassis Damaged: Zeoform permanently loses -1 Armor; at 0 Armor, model is destroyed.	4	Support Unit Destroyed: Support model is no longer available for use in Campaign.
Limbs Damaged: Zeoform permanently loses -1 Melee; minimum 0.	5	Support Unit Shaken: Support model gains the Skittish Skill ; if already Skittish , model is destroyed.
Locomotors Damaged: Zeoform permanently loses -1 Speed; at 0 Speed, model is destroyed.	6	Debilitating Wound: Support model permanently loses -1 Armor; at 0 Armor, model is destroyed.
Superficial Damage: No effect.	7	Reflexes Damaged: Support permanently lowers Target number by 1; 4+ to 3+, 3+ to 2+, etc..
Superficial Damage: No effect.	8	Mobility Hindered: Support model permanently loses -1 Speed; if at 1 Speed, model is destroyed.
Superficial Damage: No effect.	9	Superficial Damage: No effect.
Sworn Revenge: The Zeoform gains the Enemies Personality Trait vs. a surviving model on the opposite Force.	10	What Doesn't Destroy Me: The Support model gains +1 Cohesion.

Note: When a model has a stat reduced to 0 (except Cohesion and Impetus), that model is destroyed.

NOTE: Zeo units will often be listed with multiple “ranks” of Pilot, listing their starting stat values. In a Campaign, these Pilots may be promoted from one rank to the next, altering their minimum stat values accordingly. However, no unit in Zeo Genesis can increase their stats to be more than 2 higher than the minimum stats listed for their current Pilot profile (Rookie, Experienced, Integrated, etc.), regardless of how many promotions or **Improvements** they might receive.

UNIT IMPROVEMENT TABLES

The following Tables on pages @@-@@ are used by the applicable Faction/Unit Type to gain a random **Improvement**. Re-roll any result a Unit cannot accept (for any reason).

Additionally, any time a unit spends **XP** to gain **Improvements**, its **Point Cost** to be included in a detachment goes up by an equal amount (a 1:1 ratio). Unused **XP** does NOT add to a unit's Point Cost.

EXAMPLE

Pact Crisis Rakke Exo-Rig Zeoform, with a New Pilot named Vyper, earns 4 XP during their first battle. They spend 2 XP to increase their Speed from 6 to 7 and decide to store the remaining 2 XP for future Improvement. Vyper is now part of an Experienced Team and costs 15 Points (instead of the normal 13).

ZEOFORM UNIT IMPROVEMENTS

Zeoform Units can purchase the following Improvements for the listed XP cost:

IMPROVEMENT	COST
+1 Speed or Melee	2 XP
Increase Target by 1+	3 XP
+1 Armor	4 XP
Roll on this unit's Improvement Table	3 XP
+1 Defenses	6 XP

SUPPORT UNIT IMPROVEMENTS

Support Units can purchase the following Improvements for the listed XP cost:

IMPROVEMENT	COST
+1 Speed or Melee	1 XP
Increase Target by 1+	2 XP
+1 Armor	3 XP
Roll on this unit's Improvement Table	2 XP
+1 Defenses	5 XP
+1 Activation	6 XP

GUARDCORPS TACTICAL ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Earned Reputation: Gain 1 Random Personality Trait
2	Situational Training: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Specialized Upgrade: Model gains 1 Skill from the following: Ammo Hauler , Exhort , or Infiltrator .
5	Prototype Armament: Choose one of the model's weapons to gain +1 Attacks OR +1 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Physical Countermeasures: +1 Defenses
8	Disciplined: +1 Cohesion
9	Officer Training: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Cohesion and minimum stat values change to match new Pilot profile; Rookie to Experienced, Experienced to Veteran, Veteran gains +1 Activation (maximum 3).

GUARDCORPS BATTLE ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Earned Reputation: Gain 1 Random Personality Trait
2	Situational Training: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Munitions Upgrade: Model gains 1 Skill from the following: Demolitions , Explosive , or Spotter .
5	Prototype Armament: Choose one of the model's weapons to gain +1 Attacks OR +1 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Physical Countermeasures: +1 Defenses
8	Disciplined: +2 Cohesion
9	Officer Training: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Cohesion and minimum stat values change to match new Pilot profile; Rookie to Experienced, Experienced to Veteran, Veteran gains +1 Activation (maximum 3).

GUARDCORPS HEAVY ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Earned Reputation: Gain 1 Random Personality Trait
2	Situational Training: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Rear Detachment Training: Model gains 1 Skill from the following: Anchor , Bodyguard , or Trapper .
5	Prototype Armament: Choose one of the model's weapons to gain +2 Attacks OR +2 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Physical Countermeasures: +1 Defenses
8	Unwavering: +2 Cohesion
9	Officer Training: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Cohesion and minimum stat values change to match new Pilot profile; Rookie to Experienced, Experienced to Veteran, Veteran gains +1 Activation (maximum 3).

GUARDCORPS SUPPORT UNIT IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Individuality: Gain 1 Random Personality Trait
2	Specialized Training: Model gains 1 Skill from the following: Ammo Hauler , Engineer , or Trapper .
3	Enhanced Targeting: Model gains the Gunner OR Sniper Skill .
4	Anti-Zeo Munitions: Model gains the Zeo Hunter Skill .
5	Prototype Armament: Choose one of the model's weapons to gain +1 Attacks and +1 Damage .
6	Experimental Augments: Model gains 2 Skills from the following: Agile , Explosive , Floater , or Warper .
7	Survival Instincts: When called to do so, model rolls twice on the Mishap Table and chooses result.
8	Mark II Armor: +1 Defense
9	Determination: +1 Cohesion
10	Strategist: +1 Impetus

PACT CRISIS EXO-RIG ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Made Your Mark: Gain 1 Random Personality Trait
2	Enhancement Module: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Scout Training: Model gains 1 Skill from the following: Agile , Infiltrator , or Spotter .
5	Overclocked Armament: Choose one of the model's weapons to gain +1 Attacks OR +1 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Ablative Upgrade: +1 Defenses
8	Pragmatic: +1 Cohesion
9	Born Leader: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Impetus and minimum stat values change to match new Pilot profile; New to Integrated, Integrated to Veteran, Veteran gains +1 Activation (maximum 3)

PACT CRISIS MASTER-RIG ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Made Your Mark: Gain 1 Random Personality Trait
2	Enhancement Module: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Frontline Modifications: Model gains 1 Skill from the following: Ammo Hauler , Exhort , or Trapper .
5	Overclocked Armament: Choose one of the model's weapons to gain +1 Attacks OR +1 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Ablative Upgrade: +1 Defenses
8	Tactical Uplink: +1 Cohesion
9	Born Leader: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Impetus and minimum stat values change to match new Pilot profile; New to Integrated, Integrated to Veteran, Veteran gains +1 Activation (maximum 3)

PACT CRISIS N.O.V.A. ZEOFORM IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	Made Your Mark: Gain 1 Random Personality Trait
2	Enhancement Module: Model gains 1 additional Skill chosen from Zeoform's allowed Skills .
3	Additional Component: Model gains 1 additional Component chosen from Zeoform's allowed Components.
4	Upgraded Tactical Unit: Model gains 1 Skill from the following: Anchor , Bodyguard , or Medic .
5	Overclocked Armament: Choose one of the model's weapons to gain +1 Attacks OR +1 Damage .
6	Advanced Repair Protocols: When called to do so, model rolls twice on the Mishap Table and chooses result.
7	Ablative Upgrade: +1 Defenses
8	Mobile HQ: +2 Cohesion
9	Born Leader: Gain 1 Random Commander Trait.
10	Pilot Grade Promotion: +1 Impetus and minimum stat values change to match new Pilot profile; New to Integrated, Integrated to Veteran, Veteran gains +1 Activation (maximum 3)

PACT CRISIS SUPPORT UNIT IMPROVEMENT TABLE

1D10	IMPROVEMENT
1	One In A Million: Gain 1 Random Personality Trait
2	Hardware Training: Model gains 1 Skill from the following: Ammo Hauler , Engineer , or Hacker .
3	Offensive Focus: Model gains the Gunner OR Melee Specialist Skill .
4	Enhanced Munitions: Model gains the Support Killer OR Zeo Hunter Skill .
5	Off-Market Armament: Choose one of the model's weapons to gain +1 Attacks and +1 Damage .
6	Forward Deployment Suite: Model gains 2 Skills from the following: Agile , Infiltrator , Spotter , or Stealth .
7	Advanced Medical Access: When called to do so, model rolls twice on the Mishap Table and chooses result.
8	New Pro-tech Armoring: +1 Defenses
9	Trusted Asset: +1 Cohesion
10	Tactically Stubborn: +1 Impetus

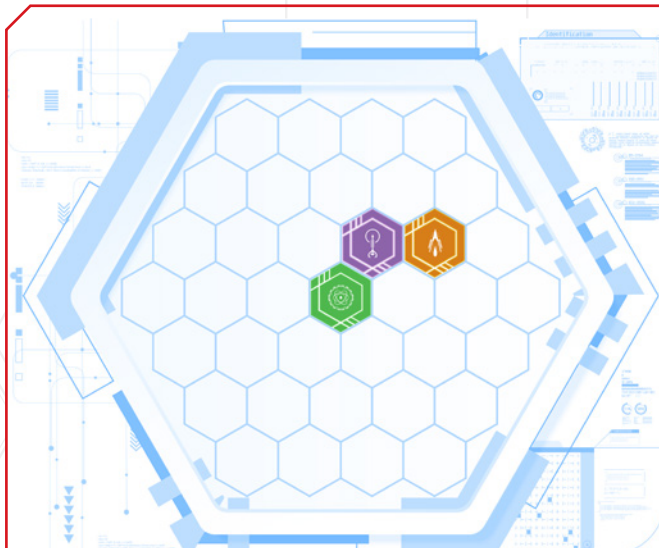
FORCE PHASE

The **Force Phase** is where the players manage the lasting effects this **Campaign Turn**'s battles had upon their **Forces**. All players make the appropriate modifications to their ongoing **Force** as follows:

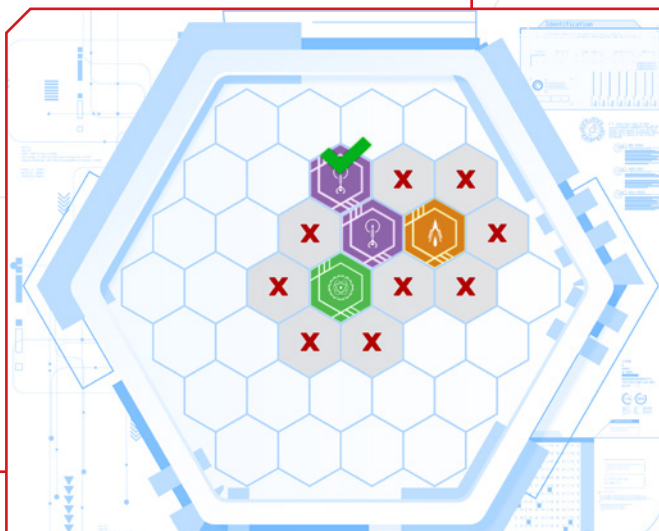
1. **Promote New Force Commander** (if needed)
2. **Extend Advancement Map**
3. **End Campaign Turn**

1. PROMOTE NEW FORCE COMMANDER

If a player's **Zeoform** in their **Force Command Team** did not survive the **Campaign Turn**, another qualifying **Zeoform's** Team must be promoted as the new **Force Command Team**. When this happens, the newly promoted **Zeoform** gains a **Commander Trait** by rolling on the **Commander Trait** table.



ADVANCEMENT MAP B: Bryan places a Tactical and Command Advancement hex.



ADVANCEMENT MAP C: Bryan chooses where to place his second Tactical Advancement hex.

2. EXTEND ADVANCEMENT MAP

One of the goals in a **Campaign** is for the **Forces** to grow and learn as a whole, not just as individual units. This is shown through the expansion of a **Force's Advancement Map** during the **Force Phase**.

Every player rolls 1d10, plus an additional d10 for each battle they won during this **Campaign Turn**. On each result of 4+, the player may nominate one hex to be defined as a new **Advancement** (either **Command**, **Science**, or **Tactical**). These newly nominated hexes must abide by the following rules:

- New hexes can be nominated and defined in any order within the same **Campaign Turn**.
- New hexes must be adjacent to one or more already defined hexes.
- Hexes cannot be placed in a manner where any hexes end up touching two other hexes of the same type of **Advancement** (**Command**, **Science**, or **Tactical**).

EXAMPLE

Continuing the example from page @@, Bryan battled three times this **Campaign Turn**, winning two battles and losing one. He rolls 3d10, resulting in a 5, 7, and a 2. This earns him two **Advancements** for his **Advancement Map**. After making his choices, his **Advancement Map** looks like **Advancement Map B**.

EXAMPLE

After the following turn's events, Bryan has earned only one more **Advancement**. He really wants to add another **Tactical Advancement**, but placing it anywhere around his **Science** or **Command Advancement** hexes will cause the **Science** and **Command** hexes to be touching two **Tactical** hexes, forcing him to nominate it as an extension of the existing **Tactical Advancement** hex, shown on **Advancement Map C**.

3. END CAMPAIGN TURN

Once the players have updated their Experienced Teams, **Force** Command Teams, and **Advancement Maps** as needed, the **Campaign Turn** has ended. Unless the players have decided the **Campaign** has finished (based upon their own goals and parameters), a new **Campaign Turn** begins with a new **Challenge Phase**.

A great way to get players started playing *Zeo Genesis* is through a **Growth Campaign**. This style of **Campaign** is not as steeped in the tactical narrative of claiming territories or conquest over one's foes, but rather about starting with a small **Force** and adding to it over time. This is much more straightforward of a **Campaign** to organize, as it is designed specifically around the stable of options a player has when initiating games to play against others in the **Campaign**.

In order to start a *Zeo Genesis* **Growth Campaign**, you'll need to follow the following steps:

1. Determine Initial **Force Size**
2. Determine **Campaign Length**
3. Determine **Campaign Milestones**

The above steps are divided into their own sections.

1. DETERMINE INITIAL FORCE SIZE

When starting a **Growth Campaign**, the players must choose how small their **Forces** will be at the beginning. The whole point of a **Growth Campaign** is to start small and then increase over time to help new players learn the game and purchase units at a steady rate instead of requiring a large collection right at the beginning.

While the players could choose to start at any point value they want, we suggest beginning things with a detachment made of the mandatory **Force Leader's** team and some additional units adding up to only 50 points. This is smaller than even a normal **Skirmish** kind of game, but it will allow for faster games and leave room for suitable growth. Unless a player group is expecting to push their **Growth Campaign** to a truly massive points level, starting at anything greater than 100 points is not recommended.

2. DETERMINE CAMPAIGN LENGTH

Growth Campaigns have three easy styles to determine how long they should run before a winner is named victorious: **Time-Based**, **Game-Based**, and **Elimination**.

- **Time-Based Campaigns:** This style of **Growth Campaign** simply sets an end date on the calendar, or sets a number of weeks (or months) where the **Campaign** will end automatically when that amount of time has passed. For example, a **Time-Based Growth Campaign** could state that it will last 9 weeks, or "until New Years Day," etc.

- **Game-Based Campaigns:** This style of **Growth Campaign** sets a specific number of games played by each player as the length of the **Campaign**. This can make scheduling much more flexible, but it also could result in an unexpectedly shorter or longer **Campaign** based on the attention of the players. For example, a **Game-Based Campaign** could state that it will last for 12 games played per player.
- **High Score Campaigns:** The players agree to playing every other player in the campaign a set number of times across a set number of **Campaign Milestones**. Each milestone, the player with the highest record or surviving Force Cohesion scores 3 Campaign Points, the second highest scores 2 Campaign Points, and the third scores 1 Campaign Point. After a set number of **Campaign Milestones**, the player with the highest total Campaign Points wins.

3. DETERMINE CAMPAIGN MILESTONES

When planning a **Growth Campaign**, the players must collectively decide how long their **Campaign** should last—by choosing how many **Campaign Milestones** and the growth rate each one represents. **Campaign Milestones** are the points in a **Growth Campaign** where all of the players increase the points value/size of the **Forces** they are bringing to battle.

To best decide how many **Campaign Milestones** the **Campaign** requires, the players need to break up the **Campaign Length** into a set number of equal portions based on the type of **Growth Campaign**. Some examples are:

- A **Time-Based Growth Campaign** with a 12 week length might set their **Campaign Milestone** at every 3 weeks, adding 50 points to each player's **Force** maximum at each **Milestone**.
- A **Game-Based Growth Campaign** set with a final total of 12 games played per player could set their **Campaign Milestone** at every 3 games played, adding 25 points at each **Milestone**.
- A **High Score Growth Campaign** consisting of 6 players could set each **Campaign Milestone** for when the competing players have played three other, different players. At each **Milestone**, the players' **Force** sizes increase by 25 points before moving into the next round of battles.



SOLO SCENARIO RULES

Playing *Zeo Genesis* with a few friends as your opponents is fun, but players might want to hone their skills and tactics on their own, too. To facilitate this, we've crafted the **Solo Scenario Rules** to allow players to experience a solo simulation of a standard game.

This supplement to the *Zeo Genesis* rules allows a single player to set up a battle scenario against an enemy force composed of semi-automated units. These units follow some if/then statements built upon a series of chosen or randomly determined **Team Personas**, allowing a player to test themselves against the game itself rather than another human player.

GETTING STARTED

In order to play a *Zeo Genesis* Solo Scenario, you'll need to perform the following steps:

1. Choose the **Campaign** you wish to play. We suggest the Attack Simulation or Local Trouble Solo Scenarios designed specifically for these rules.
2. Choose **Game Size** (we suggest Skirmish or Clash)
3. Create Solo **Force**
4. Create Opponent **Force**
5. Set Up Terrain
6. Deploy **Forces**
7. Fight!

1. THE SOLO SCENARIOS

The **Solo Scenario Rules** provide two *Zeo Genesis* Scenarios written for Solo play: **Attack Simulation** and **Local Trouble**. Each **Campaign** sets the Solo Player against a **Force** of automated enemy models who are trying to defeat the Solo Player before they can achieve the Solo Scenario's Victory Condition.

2. GAME SIZE

This aspect of setting up a Solo Scenario is no different than a standard game of *Zeo Genesis*. Until a player is fully familiar with how the **Team Personas** function during gameplay, we highly encourage players to keep their **Solo Scenario** games to the Skirmish **Game Size**, only increasing to Clash when comfortable with navigating so many moving parts. A full-scale Battle is possible for seasoned *Zeo Genesis* players, but will require a great deal of note-taking, time management, and asset maintenance to be running both sides of a Solo Scenario.

3. CREATE SOLO FORCE

Creating a **Force** to play a Solo Scenario is the same as any other game of *Zeo Genesis*, as the Solo Player will be playing the game using all of the standard unit rules.

4. CREATE OPPONENT FORCE

Creating the force a Solo Player will be going up against is much like building any other **Force** in *Zeo Genesis*, but with one extra layer: **Team Personas**. The Solo Player puts together the **Force** Detachment they wish to battle against in the Solo Scenario, then rolls on the tables below for each Team making up the **Force** Detachment. NOTE: Lead Teams do not roll randomly for their **Team Persona**; they are assigned by which Solo Scenario the player is playing.

The following tables are divided by what class of **Zeoform** the Team is based upon.

SUPPORT MODEL EXCEPTIONS

Support models often fall into specific roles based on their equipment and training. Because of this, certain **Team Personas** do not work well to represent what a human player would do with these models. If a **Support** model qualifies for any of the below exceptions, that model uses the listed **Team Persona** instead of the randomly determined one based on the **Zeoform**. If the **Support** model...

...has the **Drone Controller**, **Sniper**, or **Tactician Skill**, they follow the rules for **Tactical Persona**.

...has the **Melee Specialist**, **Ranker**, **Stealth**, or **Warper Skill**, they follow the rules for **Assault Persona**.

...has the **Bodyguard**, **Engineer**, **Medic**, or **Hacker Skill**, they follow the rules for **Focused Persona**.

...has the **Gunner**, **Trapper**, or **Zeo Hunter Skill**, they follow the rules for **Aggressor Persona**.

...qualifies for more than one of the above, they abide by their **Zeoform's Team Persona**.

While the details on how each **Team Persona** functions in game are described in the Fight! section below, here is a quick overview in a narrative sense.

- **Aggressor:** Always moving toward the enemy while maintaining progress toward the **Objectives**.
- **Assault:** Always moving toward the enemy in hopes to close into melee combat.
- **Defender:** Moving slowly toward **Objectives** while attacking enemies when possible.
- **Focused:** Moving quickly toward **Objectives** or friendly models before attacking enemies.
- **Tactical:** Moving toward **Objectives** and attacking the enemy in equal priority based upon what is the more immediate need.

Once all the Opponent **Force's** Teams have rolled or determined their **Team Personas**, the Solo Player is ready to create the battlefield for the game.

TACTICAL/EXO-RIG ZEOFORM TEAM

1D10 RESULT	TEAM PERSONA
1-2	Aggressor
3-4	Focused
5-7	Tactical
8-9	Defender
10	Assault

BATTLE/MASTER-RIG ZEOFORM TEAM

1D10 RESULT	TEAM PERSONA
1	Defender
2-4	Focused
5-7	Tactical
8-9	Aggressor
10	Assault

HEAVY/N.O.V.A. ZEOFORM TEAM

1D10 RESULT	TEAM PERSONA
1-4	Aggressor
5-7	Tactical
8-9	Defender
10	Assault

SOLO RULES WITH STANDARD SCENARIOS

These rules were written to use the detailed Solo Scenarios, but players practiced with *Zeo Genesis* should have no trouble playing the other Standard Scenarios found in the **Scenarios** chapter as well. To give those adventurous players a head start, we have listed what **Team Persona** should likely be used for the Lead Team for each of the Standard *Zeo Genesis* Scenarios:

- **Front Lines** – Use the **Tactical Persona**.
- **Raid** – Use the **Aggressor Persona**.
- **Dug In** – Use the **Defender Persona**.
- **Assault** – Use the **Tactical Persona**.
- **Breakthrough** – Use the **Assault Persona**.
- **Escort** – Use the **Focused Persona**.
- **Meeting Engagement** – Use the **Tactical Persona**.
- **Executioner** – Use the **Aggressor Persona**.

5. SET UP TERRAIN

Unlike setting up the **Terrain** for a normal game of *Zeo Genesis*, a **Solo Scenario** requires the **Solo** player to fairly arrange the **Terrain** so that the experience is closer to that of a multiplayer game. This is best achieved by making sure that both sides receive equal numbers of **Terrain** pieces and a modest amount of scattered, smaller **Terrain**.

If using a standardized Map Layout, we encourage the **Crossroads**, **Minehead**, and **Power Plant** sample layouts (see page @@).

6. DEPLOY FORCES

Due to the fact that both **Forces** will be getting deployed by the **Solo** player, they will want to ensure the deployments are not weighted unfairly to one side or the other. The deployments should be alternating from one **Force** to the other, making sure that the **Solo** player maintains roughly even deployment while staying within the **Deployment Zones** of the **Solo Scenario** being played.

DEPLOYING OPPONENT FORCE STRUCTURES

If you decide to purchase **Structures** for the **Opponent Force**, they will need to be deployed. Unless a **Scenario** specifically requires **Structures** to be deployed in a particular way, it is best to deploy the **Opponent Force Structures** semi-randomly based upon the **Team Persona** of the Opponent **Force's** Lead Team. Use the following instructions or completely randomize their deployment for unpredictable results. If the Lead Team's **Team Persona** is:

- **Aggressor:** Set up the first **Structure** on the closest **Static Objective** to the **Force Leader**, then the next closest, etc.
- **Assault:** Set up the first **Structure** on the closest **Static Objective** to the **Force Leader**; then the farthest **Static Objective**, then the next farthest, etc.
- **Defender:** Set up the first **Structure** on the closest **Static Objective** to the **Opponent Force's** table edge, then the next closest, etc.
- **Focused:** Set up the first **Structure** on the closest **Static Objective** to the **Solo Player's** table edge, then the next closest, etc.
- **Tactical:** Set up the first **Structure** on the closest **Static Objective** to the center of the battlefield, then the next closest, etc.

7. FIGHT!

Once the **Objectives**, **Terrain**, and **Forces** have been deployed, the battlefield is ready for combat to begin.

Gameplay functions in the same fashion as a standard game of *Zeo Genesis*, with the difference being how the **Opponent Force's** models behave when **Activated**.

ACTIVATING OPPONENT FORCE MODELS

When it is the **Opponent Force's** Turn, the **Solo Player** determines which model will **Activate** by choosing "Left Side" or "Right Side" and rolling 1d10. Then, starting with the model on the **Opponent Force** closest to the board edge on the chosen side, count a number of models equal to the dice roll (lapping back around if the result is higher than the number of models able to **Activate**). If the determined model has no **Activation** tokens remaining, it must use an **Impetus** point to regain one **Activation** token. If it cannot do so, the next model able to **Activate** in progression is chosen instead.

Once the model being **Activated** has been determined, it is time to check its **Team Persona**.

Every model on the **Opponent Force** has been assigned a **Team Persona**. The **Team Persona** dictates what **Activation Modes** and the general order of **Actions** the models take when they **Activate**.

Each **Team Persona** is a collection of situational prompts, or "If/Then" statements, to be looked at, in order, to determine how a model behaves when it spends an **Activation** or **Impetus** point and how it **Reacts**, whenever possible.

Effectively, whenever the **Opponent Force's** models are chosen for **Activation**, the Solo player checks the board state of the model in question against its **Team Persona**, and it receives the proper **Activation Mode** to perform the speci-

fied **Actions**. Once that model has finished its **Activation Mode**, play will return to the **Solo Player**'s turn as normal.

The rules for each **Team Persona** can be found in their own section.

REACTING WITH OPPONENT FORCE MODELS

Opponent Force models may **React** when in the same situations that allow a player to **React**. When an **Opposing Force** model is in one of the situations, roll a d10 and look up the score listed beneath that situation. If the roll is equal to or higher, the model will (if possible) make the **Reaction** given.

SOLO PLAY EXPECTATIONS

Although not as random or influenced by human strategy or spontaneity, **Solo Scenario** play can be a great way to hone one's *Zeo Genesis* skills. It is an excellent tool for getting used to new additions to a **Force** and how they function—or for simply having a fun time rolling some dice and blasting some **Zeos**!

We encourage players to challenge themselves during Solo Scenario play by considering every **Activation** made by the **Opponent Force** as if it were a human making those decisions. If an interesting situation occurs and the **Team Persona** details an **Action** or **Reaction** that might not make much sense at that exact moment, or if a player feels something else might be more exciting or fun for their Solo Scenario, they can feel free to overrule the **Team Persona** and do what is going to be best for their *Zeo Genesis* experience!

NOTE TO PLAYERS

Some of the **Opponent Force**'s models might have **Skills** that make them part of an **Activation** chain, like **Drone Controller** or **Team Leader/Team Player**. If those **Skills** are present in the model being **Activated**, remember to utilize the effects of those **Skills** just as a human player would.

TEAM PERSONA: AGGRESSOR

1 ST PRIORITY	2 ND Priority	3 RD Priority	4 TH Priority
IF the model is in base contact with an Objective , THEN choose Aimed Fire Activation Mode .	IF the model is within 9" of an Objective and not an enemy model, THEN choose Run & Gun Activation Mode .	IF the model is within 9" of an enemy model and not an Objective , THEN choose Fight Activation Mode .	IF the model is none of the above, THEN choose Charge Activation Mode .
WHEN ON AIMED FIRE ACTIVATION MODE	WHEN ON RUN & GUN ACTIVATION MODE	WHEN ON FIGHT ACTIVATION MODE	WHEN ON CHARGE ACTIVATION MODE
Turn toward closest enemy model. 1	If armed with a Protocol Weapon , place Lock-on Marker as close to closest enemy model as Range allows. 1	Use Move Actions toward closest enemy model without moving farther from nearest Objective . 1	Perform a Snapshot at closest enemy model. 1
If armed with a Protocol Weapon , place Lock-on Marker as close to closest enemy model as Range allows. 2	Use available Move Actions toward nearest enemy model without moving farther away from closest Objective . 2	Once in base contact with the enemy model, use all available Actions to target it with Melee Actions . 2	Use available Move Actions toward nearest enemy model in order to get in base contact. 2
If NOT armed with a Protocol Weapon , Shoot most effective* weapon at enemy model. 3	If NOT armed with a Protocol Weapon , perform a Snapshot at any point in the turn at closest enemy model. 3		Once in base contact with an enemy model, target it with a Melee Action . 3

**this should be the weapon with the highest Damage value, unless targeting something with a Target value of 7+. If the latter, it would be the weapon with the most Attacks or a Blast weapon. If tied, the player can determine randomly.*

COMBAT RESPONSES

Targeted by an Enemy Ranged Attack: 6+, Counterfire	Targeted by an Enemy Melee Attack: 6+, Counterattack	A Move that will bring the Enemy into Base Contact: 4+, Counterfire
--	---	---

TEAM PERSONA: DEFENDER

1 ST PRIORITY	2 ND Priority	3 RD Priority	4 TH Priority
IF the model is in base contact with an Objective , THEN choose Aimed Fire Activation Mode .	IF the model is within 9" of an Objective and not an enemy model, THEN choose Run & Gun Activation Mode .	IF the model is within 9" of an enemy model and not an Objective , THEN choose Fight Activation Mode .	IF the model is none of the above, THEN choose Run & Gun Activation Mode .
WHEN ON AIMED FIRE ACTIVATION MODE Turn toward closest enemy model. 1 If armed with a Protocol Weapon , place Lock-on Marker as close to closest enemy model as Range allows. 2 If NOT armed with a Protocol Weapon , Shoot most effective* weapon at enemy model. 3	WHEN ON RUN & GUN ACTIVATION MODE Use available Move Actions toward nearest Objective in an attempt to get in base contact. 1 Perform a Snapshot at any point in the turn at the nearest enemy model. 2	WHEN ON FIGHT ACTIVATION MODE Use Move Actions toward closest Objective . 1 If a Move Action can reach an enemy model, move into base contact with that model. 2 If in base contact with the enemy model, use all available Actions to target it with Melee Actions . 3	

**this should be the weapon with the highest Damage value, unless targeting something with a Target value of 7+. If the latter, it would be the weapon with the most Attacks or a Blast weapon. If tied, the player can determine randomly.*

COMBAT RESPONSES

Targeted by an enemy Ranged Attack:
4+, Hunker Down

Targeted by an enemy Melee Attack:
4+, Parry

A Move that will bring the Enemy into Base Contact: 6+, Dodge

TEAM PERSONA: FOCUSED

1 ST PRIORITY	2 ND Priority	3 RD Priority	4 TH Priority
IF the model is in base contact with a friendly model, THEN choose Aimed Fire Activation Mode .	IF the model is within 9" of an Objective and not an enemy model, THEN choose Run & Gun Activation Mode .	IF the model is in base contact with an enemy model, THEN choose Fight Activation Mode .	IF the model is none of the above, THEN choose Run & Gun Activation Mode .
WHEN ON AIMED FIRE ACTIVATION MODE Turn toward closest enemy model. 1 If armed with a Protocol Weapon , place Lock-on Marker as close to closest enemy model as Range allows. 2 If NOT armed with a Protocol Weapon , Shoot most effective* weapon at enemy model. 3	WHEN ON RUN & GUN ACTIVATION MODE Use available Move Actions toward nearest Objective in an attempt to get in base contact. 1 If a Move Action can reach an Objective , move into base contact with that Objective . 2 Perform a Snapshot at any point in the turn at the nearest enemy model. 3	WHEN ON FIGHT ACTIVATION MODE Use Move Actions toward closest friendly model. 1 If a Move Action can reach an enemy model, move into base contact with that model. 2 If in base contact with the enemy model, use all available Actions to target it with Melee Actions . 3	

**this should be the weapon with the highest Damage value, unless targeting something with a Target value of 7+. If the latter, it would be the weapon with the most Attacks or a Blast weapon. If tied, the player can determine randomly.*

COMBAT RESPONSES

Targeted by an enemy Ranged Attack:
6+, Dodge

Targeted By An Enemy Melee Attack:
6+, Evade

A Move that will bring the Enemy into Base Contact: 5+, Brace

TEAM PERSONA: ASSAULT

1ST PRIORITY

IF the model is in base contact with an enemy model, THEN choose **Fight Activation Mode**.

2ND PRIORITY

IF the model is within 9" of an **Objective** and not an enemy model, THEN choose **Charge Activation Mode**.

3RD PRIORITY

IF the model is within 9" of an enemy model and not an **Objective**, THEN choose **Charge Activation Mode**.

4TH PRIORITY

IF the model is none of the above, THEN choose **Run & Gun Activation Mode**.

WHEN ON FIGHT ACTIVATION MODE

Use available **Move Actions** toward nearest enemy model in order to get in base contact.

Once in base contact with the enemy model, use all available **Actions** to target it with **Melee Actions**.

WHEN ON CHARGE ACTIVATION MODE

Perform a **Snapshot** at closest enemy model.

Use available **Move Actions** toward nearest enemy model in order to get in base contact.

Once in base contact with an enemy model, target it with a **Melee Action**.

WHEN ON RUN & GUN ACTIVATION MODE

Use available **Move Actions** toward nearest enemy model in an attempt to get in base contact.

Perform a **Snapshot** at any point in the turn at the enemy model.

COMBAT RESPONSES

Targeted by an Enemy Ranged Attack:
6+, Dodge

Targeted by an Enemy Melee Attack: 4+,
Counterattack

A Move that will bring the Enemy into Base Contact: 7+, Brace

TEAM PERSONA: TACTICAL

1ST PRIORITY

IF the model is in base contact with an **Objective**, THEN choose **Aimed Fire Activation Mode**.

2ND PRIORITY

IF the model is within 9" of an **Objective** and not an enemy model, THEN choose **Run & Gun Activation Mode**.

3RD PRIORITY

IF the model is within 9" of an enemy model and not an **Objective**, THEN choose **Charge Activation Mode**. IF model is in base contact with the enemy model, THEN choose **Fight Activation Mode**.

4TH PRIORITY

IF the model is none of the above, THEN choose **Run & Gun Activation Mode**.

WHEN ON AIMED FIRE ACTIVATION MODE

Turn toward closest enemy model.

If armed with a **Protocol Weapon**, place **Lock-on Marker** as close to closest enemy model as **Range** allows.

If NOT armed with a **Protocol Weapon**, **Shoot** most effective* weapon at enemy model.

WHEN ON RUN & GUN ACTIVATION MODE

If starting turn closer to an **Objective** than an enemy model, use **Move Actions** to get into base contact with that **Objective**.

If starting turn closer to an enemy model than an **Objective**, use **Move Actions** to get closer to that enemy model.

Perform a **Snapshot** at any point in the turn at the nearest enemy model.

WHEN ON CHARGE ACTIVATION MODE

Perform a **Snapshot** at closest enemy model.

Use available **Move Actions** toward nearest enemy model in order to get in base contact.

Once in base contact with an enemy model, target it with a **Melee Action**.

WHEN ON FIGHT ACTIVATION MODE

If starting turn closer to an **Objective** than an enemy model, use **Move Actions** to get into base contact with that **Objective**.

If starting turn closer to an enemy model than an **Objective**, use **Move Actions** to get into base contact with that enemy model.

If in base contact with the enemy model, use all available **Actions** to target it with **Melee Actions**.

**this should be the weapon with the highest Damage value, unless targeting something with a Target value of 7+. If the latter, it would be the weapon with the most Attacks or a Blast weapon. If tied, the player can determine randomly.*

COMBAT RESPONSES

Targeted by an Enemy Ranged Attack:
5+, Hunker Down

Targeted by an Enemy Melee Attack:
5+, Evade

A Move that will bring the Enemy into Base Contact: 7+, Counterfire

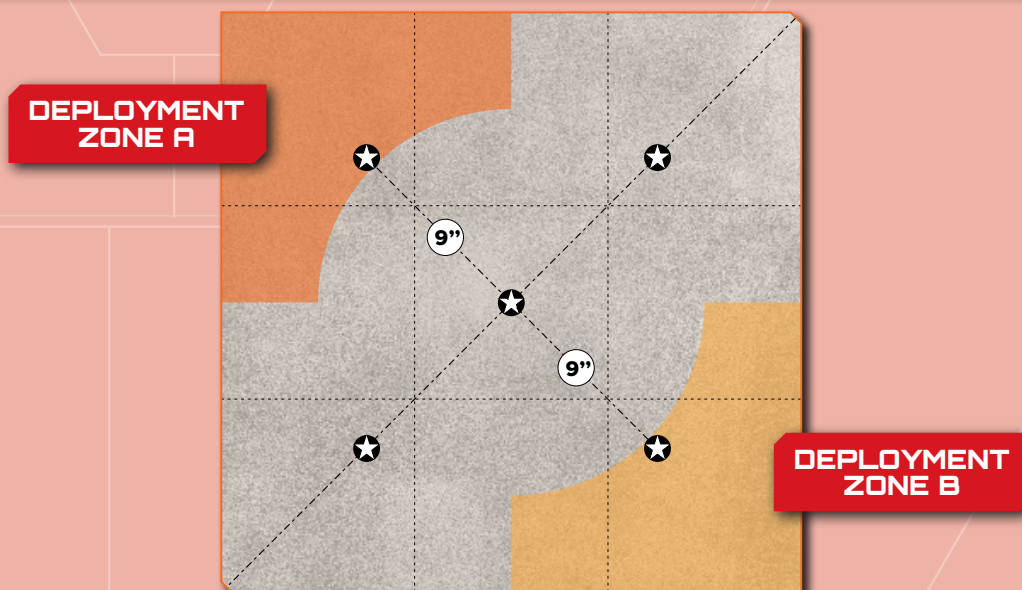
ASSAULT SIMULATION

Doing battle against simulated foes in a controlled recreation of a standard assault on enemy territory. Claiming important forward objectives will be key in acquiring and maintaining control of the area.

DEPLOYMENT ZONES

Solo: Deployment zones are opposite table corners. Models must be deployed more than 9" from the table centerpoint.

Opponent: Models are placed at least 3 inches away from each other within the Deployment zone, facing the **Solo Player's** Deployment Zone and in cover (where possible).



OBJECTIVES

The **Attack Simulation** scenario uses five **Static Objectives**. The first **Objective** is placed in the center of the table and then one is placed in the center of each table quarter.

SUDDEN DEATH TIME LIMIT: 1 REGROUP

Solo: Because of the time pressure, the **Solo Player** may only take one **Regroup** turn during the **Scenario**.

Opponent: The **Opponent** automatically takes a **Regroup** turn when all of its current models are out of **Activation** tokens.

SPECIAL RULES

Solo: No additional special rules apply for the **Solo Player** in this **Scenario**.

Opponent: The Lead Team automatically possesses the **Tactical Persona** when determining the **Team Personas** of the **Opponent's Force**.

ENDING THE GAME

The game ends early if one side loses **Force Cohesion** or wins complete battlefield control. Otherwise, the game ends if any player has three or more **Objectives** secured during a **Regroup** turn. It doesn't matter who takes the **Regroup** turn, only that there are three secured **Objectives** at the time. If none of these conditions occur, the game is over once all **Activation** and **Impetus** points have been used by both **Forces**.

VICTORY

The **Solo Player** achieves victory by qualifying for one of the following situations at the end of the game:

- Complete battlefield control.
- Securing more **Objectives** than the **Opponent**.
- Securing the same number of **Objectives** as the **Opponent Force** but having the greatest remaining **Force Cohesion**.

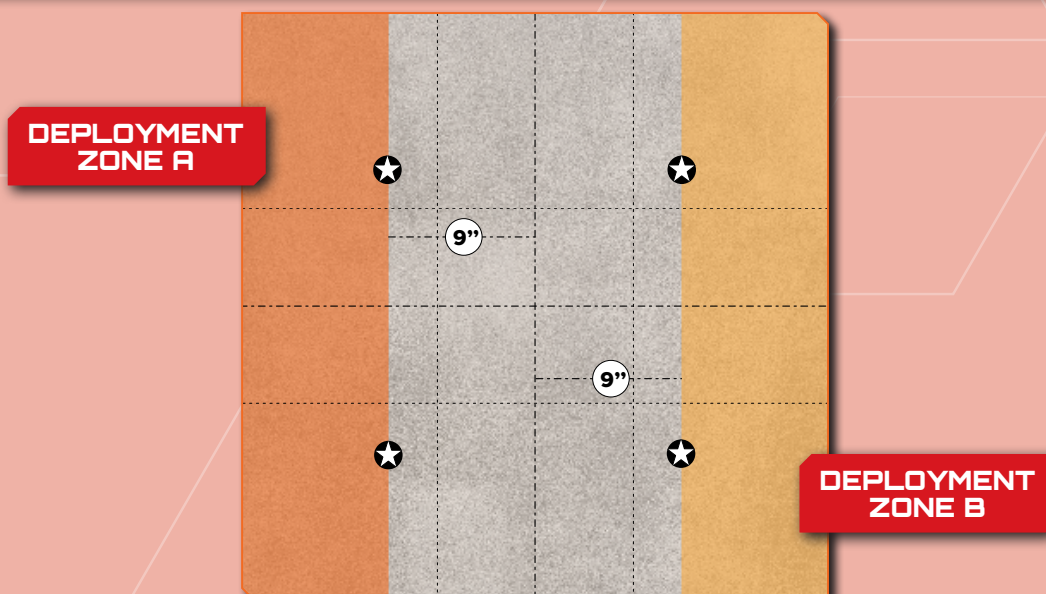
LOCAL TROUBLE

The locals have gotten their hands on some secondhand technology and have been weaponized against a force travelling through the area. That force must try to break their lines without falling to their harassments.

DEPLOYMENT ZONES

Solo: Deployment zones are opposite table edges. Models must be deployed more than 9" from the table centerline.

Opponent: Models must be deployed 10-12" from the table centerline, facing the **Solo Player's** Deployment Zone and in cover (where possible).



OBJECTIVES

The **Local Trouble** scenario uses four **Static Objectives**. One **Objective** is placed in the center of each table quarter.

SUDDEN DEATH TIME LIMIT: 2 REGROUPS

Solo: Because of the time pressure, the **Solo Player** may only take two **Regroup** turns during the **Scenario**.

Opponent: Unlike in a multiplayer game, the **Opponent** in this **Solo Scenario** automatically takes a **Regroup** turn if it starts a turn with all of its current models having spent one or more **Activation** tokens, and then again when all of its current models are out of all of their **Activation** tokens and **Impetus** points.

SPECIAL RULES

Solo: The **Solo Player's** models are allowed to move off the opposing table edge in this **Scenario**. Each model that *willingly* moves off the opposing table edge immediately inflicts two **Cohesion** loss on the **Opponent's Force**. Models that move off the table do not return, but no penalty is suffered to **Force Cohesion** and **Impetus** for their absence.

Opponent: The Lead Team automatically possesses the **Defender Persona** when determining the **Team Personas** of the **Opponent's Force**.

ENDING THE GAME

The game ends early if one side loses **Force Cohesion**. Otherwise, the game ends once all **Activation** and **Impetus** points have been used by all models currently on the battlefield.

VICTORY

The **Solo Player** achieves victory by qualifying for one of the following situations at the end of the game:

- Complete battlefield control.
- Having the greatest remaining **Force Cohesion** between models that willingly moved off the board and those remaining on the battlefield.