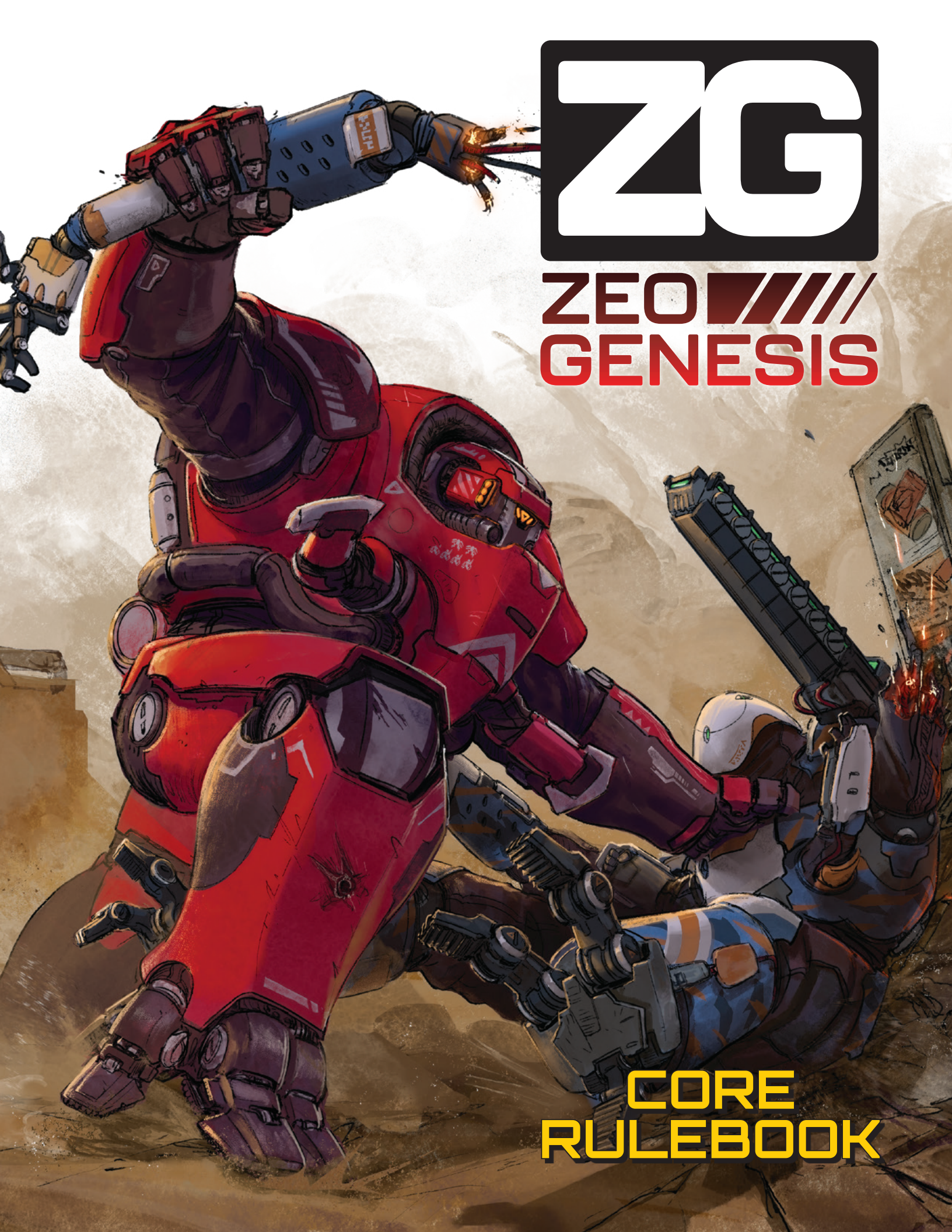
ZG
ZEO
GENESIS
CORE
RULEBOOK

THE SLIP POINT TO PERIPHERY HAS GONE DARK AND TENSIONS ARE RISING...

Shadow war is becoming open conflict as Pact and GuardCorps forces converge on the system, hurling accusations and shots.

Zeo Genesis is a scalable skirmish miniatures game of piloted armored suits locked in kinetic action. Each of these suits, called a 'zeoform' ('zeo' for short), is supported by squads of troops and reinforced by strategically placed structures.

Zeo units fight in scenarios meant to reflect an ongoing shadow war fought between corporations, militias, pirates, and more mysterious forces, who use ambushes, raids, and covert operations to achieve their objectives.

Games usually include one to four Zeoform models, typically accompanied by three to five Support models each. The game is played on a 3'×3' table and takes roughly 30 to 45 minutes to play.

- Alternating activations keep players actively engaged.
- Small choices can lead to big swings, and every choice has meaning.
- Games are scalable from 1 to 4 Zeo units.

BH010901 • ISBN: 979-8-218-83717-4

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ZG ZEO GENESIS

best hobby

Earth is lost, our birthplace and cradle swallowed by millennia and cosmic vastness. Our ships cannot pass through the Limit, confining us to a hundred heliospheres. We see the greater universe but cannot touch it. Are we imprisoned or kept safe?

Zeotech brings us technological marvels. But no matter how far we travel, how far science advances, our shortcomings follow. One hundred suns and we yearn for more. Some must seek further, delve deeper, uncover secrets no matter the warnings that their curiosity will bring disaster. Others are never content with a fair share, needing to dominate and control. History's lessons are ignored. Mistakes of the past hound us.

Humanity struggles to find meaning, ever at odds with itself, and now a whole star system has disappeared. Dread and paranoia threaten to tear us apart. Previously clandestine powers vie brazenly to control humanity's future, undeterred by the growing crisis. Across more and more battlefields elite zeoform pilots lead their specialist support teams in swift, dynamic combat. Limited, covert raids give way to open conflict as we stumble towards all-out war.

CREDITS

GAME LEAD: Andy Chambers

GAME DEVELOPMENT: Gav Thorpe, Ryan Miller, Andy Chambers

ADDITIONAL DEVELOPMENT: Bryan C.P. Steele

NARRATIVE LEAD: Gav Thorpe

NARRATIVE AND WORLD BUILDING: Andy Chambers, Andy Law, Bill Bridges, Daniel Block, Gav Thorpe

EDITING: Andy Law, Skylar Mannen

PROOFREADING: Lindsay Law

ART DIRECTOR: Andy Hepworth

CONCEPT ART LEAD: Dan Morison

CONCEPT ART: Dan Morison, Graey Erb, Rob Turpin, Rick Magto, Kat McGee, Maung Thuta, Patrick Wagesreither

CARTOGRAPHY: Brian Patterson, Mike Johns

COVER ART: Graey Erb

ILLUSTRATION: Dan Morison, Graey Erb, Rob Turpin, Mykell Pledger, Alex Cipriano, Marcin Sciolny, Martin McCoy, Ben Alexander, PJ Holden, Erin Rhea, Andy Hepworth, Aedel Fakhri, Neil Hodgson

PHOTOGRAPHY: Sam Summer

GRAPHIC DESIGN: Carl Brown, Hal Mangold, Tony Mastrangeli, Rob Turpin

LAYOUT: Hal Mangold, Tony Mastrangeli, Katie McCaskill

ZEO GENESIS COMIC: Alec Worley (writer), Pye Parr (artist), Steve Kurth (artist), Martin Eden (editor), Fahriza Kamaputra (colorist), Buddy Beaudoin (letterer)

TRAVELOGUES: Alec Worley, RJ Bayley, Dan Morison, Erin Rea, Rob Turpin, Mykell Pledger, Marcin Sciolny, Graey Erb, Andy Hepworth, Shaya Shan, Nikola Matkovic, Alex Cipriano, Will Tempest, Will Kirkby, PJ Holden

CHAMBERT'S GUIDES: Andy Chambers, Andy Hepworth, PJ Holden, Dan Morison, Alex Cipriano, Aedel Fakhri, Mu Young Kim, Tom Finbar Carroll, Nicola Matkovic, Graey Erb

WORLD ANVIL WRITING: Andy Chambers, Gav Thorpe, Christopher Mahon, Cam Rogers, RJ Bayley

WORLD ANVIL EDITING: Marcie Woods

MINIATURES DESIGN MANAGER: Gordon Davidson

SCULPTING COMPANIES: CAM UK, Dragon's Forge UK, Hot Buttered Elves Inc, Noble Robo Studios LLC

3D MODELLING: Roy Gabriel, David Alegria, Emily Bough, Hot Buttered Elves, Felipe Fontoura, Gino Cruz, Benjamin Wolseley-Charle, Alain Viesca

ENGINEERING: John De Armey

MINIATURE PAINTING: Matt Parkes, Jamie Daggers, Paul Cooke (Pandaemonium Miniatures), Jewell Knight Jess, Andy Clark, Julien Gomez, Mr Justin (Justin McCoy), Tankpot Zoe (Zoe Wright), Zack Reid, Troy Small

BUILDING DESIGN AND ART: Marius de Simón

COMMUNITY: Robert Nolan

PROJECT MANAGEMENT: Christopher Mahon

CREATIVE DIRECTION: Daniel Block

SPECIAL THANKS: Firestorm Games UK, CAM UK LTD, Acid House Terrain

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BEST HOBBY LLC

124 Quantum Drive
Holly Springs, NC 27540
USA

besthobby.com

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Printed in Colombia

THE ZEO GENESIS WEBCOMIC

www.zeogenesis.com/webcomics

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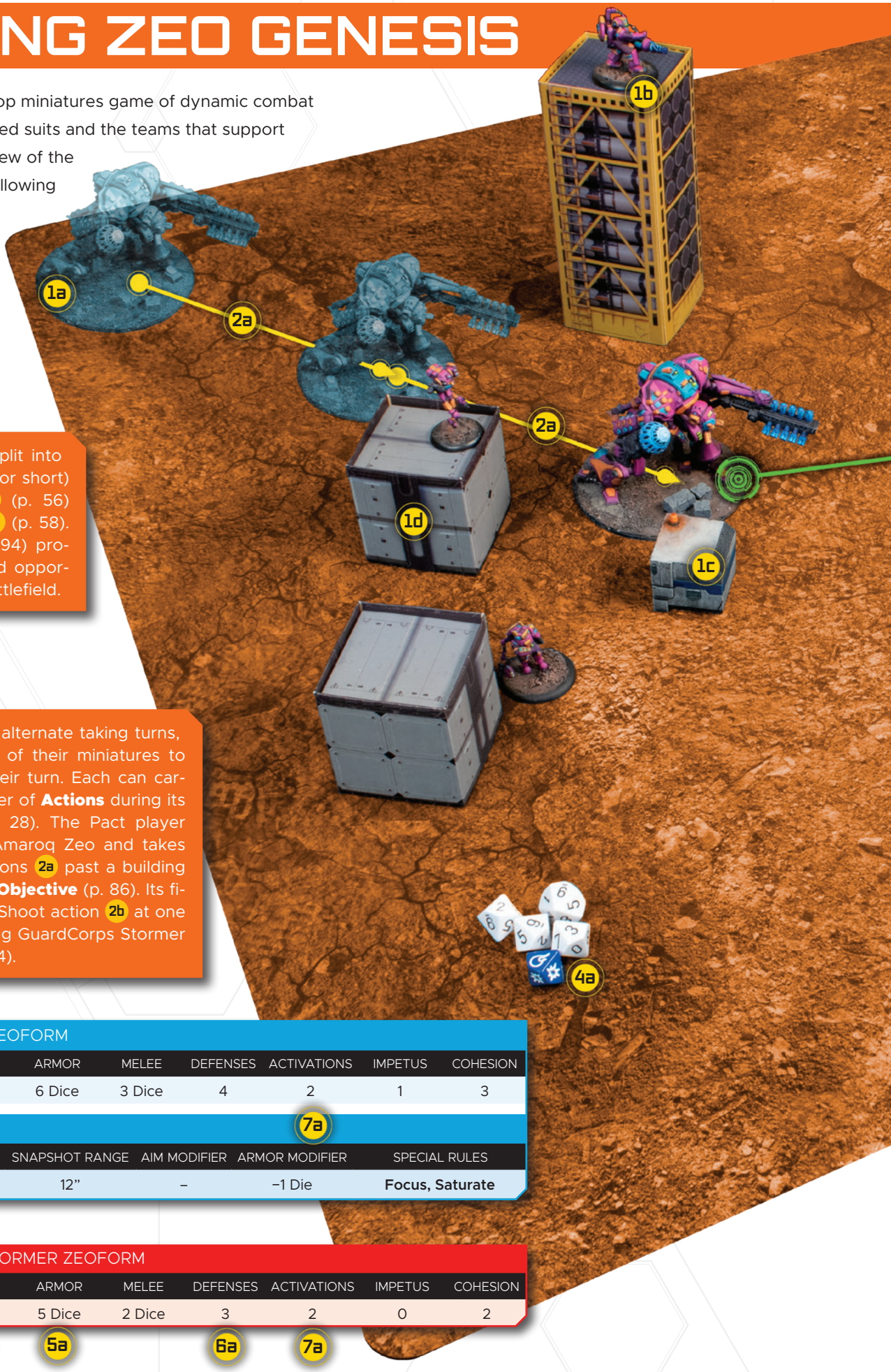
PLAYING ZEO GENESIS

Zeo Genesis is a tabletop miniatures game of dynamic combat between piloted armored suits and the teams that support them. Here is an overview of the gameplay, which the following rules sections explain in more detail.



1

Miniatures are split into **Zeoforms** (Zeos for short) 1a, **Supports** 1b (p. 56) and **Structures** 1c (p. 58). **Buildings** 1d (p. 94) provide obstacles and opportunities on the battlefield.

2

The Players alternate taking turns, selecting one of their miniatures to Activate on their turn. Each can carry out a number of **Actions** during its **Activation** (p. 28). The Pact player selects their Amaroq Zeo and takes two **Move** actions 2a past a building to capture an **Objective** (p. 86). Its final action is a Shoot action 2b at one of the opposing GuardCorps Stormer Zeos 2c (p. 34).

PACT AMAROQ ZEOFORM

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATIONS	IMPETUS	COHESION
6	5+	6 Dice	3 Dice	4	2	1	3

MESON CANNON 7a

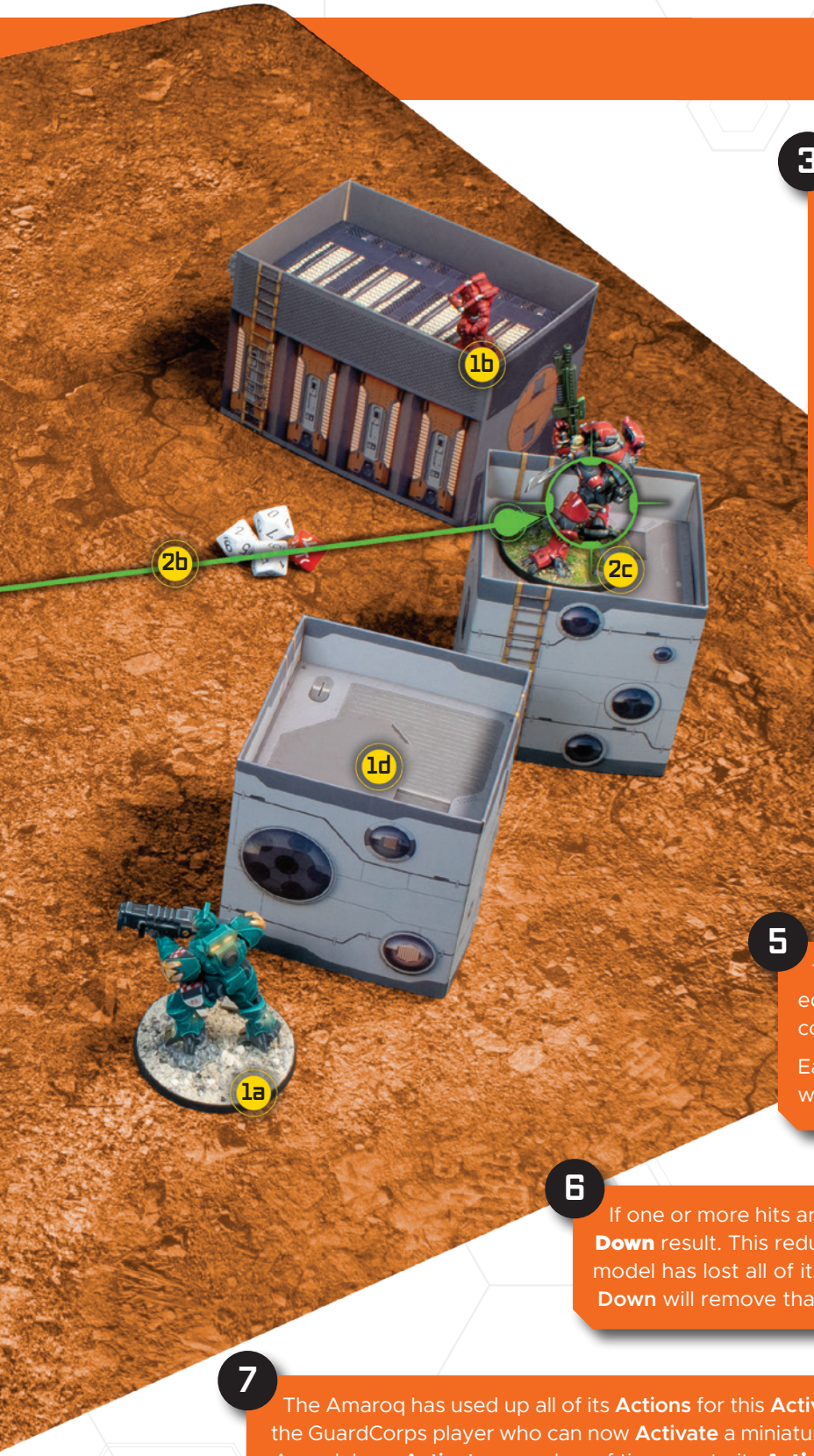
ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES
4 Dice	5 Energy	12”	–	–1 Die	**Focus, Saturate**

3a 5b

GUARDCORPS STORMER ZEOFORM

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

3b 5a 6a 7a



3

Miniatures can attack each other at **Range** (**p. 34**) and in **Melee** (p. 42). A player has the opportunity to **React** with a miniature that has been attacked (p. 30). This includes **Reactions** like moving out of the way, shooting back, parrying in **Melee**, and more.

Attacks are resolved by rolling ten-sided dice (called d10s). The attacking player rolls a number of d10s equal to the **Attacks** stat of the weapon. The Amaroq's Meson Cannon 3a uses four d10s.

Each d10 roll that equals or beats the **Target** number of the targeted model 3b has hit.

4

To represent other consequences of an attack, such as secondary explosions and overloaded systems, players roll a special **Combat Die** whenever they attack 4a (p. 46).

5

The defending player rolls a number of d10s equal to their model's **Armor** stat 5a to resist incoming damage.

Each d10 that scores equal to or more than the weapon's **Damage** stat 5b cancels one of the hits.

6

If one or more hits are not stopped, the target suffers a **Defense Down** result. This reduces its current **Defenses** 6a by one. Once a model has lost all of its **Defenses** it is vulnerable: another **Defense Down** will remove that model.

7

The Amaroq has used up all of its **Actions** for this **Activation** and its turn is over. Play now passes to the GuardCorps player who can now **Activate** a miniature. Play will then come back to the Pact player. A model can **Activate** a number of times up to its **Activations** 7a, alternating players each time.

8

When a player has used up the **Activations** of all their miniatures, they have a special **Regroup** turn during which they do nothing except replenish their **Activations**. They can then **Activate** models as normal from their following turn. Players' **Regroups** aren't simultaneous; they depend on factors like the models in their force and whether they **React**. Timing your **Regroups** is an important part of *Zeo Genesis* tactics (p. 29).

ONE HUNDRED SUNS. A TRILLION HUMANS. TWO WARRING PHILOSOPHIES.

Fleeing a terror only half-remembered, humanity inhabits a hundred heliospheres, surrounded by a mysterious boundary that cannot be crossed. Who created the barrier and what its purpose might be is unknown—a prison to keep humankind captive, or a fortress against some horrifying threat?

Throughout the history of the Hundred Suns, humanity has relied on zeotech, a technology that allows the conscious and unconscious manipulation of machines with thought alone. Zeotech is employed for a wide range of purposes, most notably to pilot zeoforms—armored suits used to wage war.

CAPTAIN STARSLIP'S GUIDE

Welcome, citizen of the {Humanverse!}

Thank you for accessing Captain Starslip's Guide. {Captain Starslip} here to answer your questions about everything in the Humanverse. From general topics to detailed specifics, I can tell you about it.

What do you want to learn today?

You asked, "What is the Humanverse?" [voice input 2/4wlk/4w/548*/9.70.]

HUMANVERSE

The Humanverse is the name given to the star systems populated by human beings. Thanks to mathematician João Sayeh we now know that it consists of one hundred star systems, all contained within the {Limit} that prevents travel beyond. Nobody knows what created the limit or why. Each star system is surrounded by this barrier and is properly known as a heliosphere.

THE LIMIT

The barrier around the Humanverse defies definition by generations of scientists and technologists. It is not natural in occurrence, and all attempts to send ships through—crewed and drone—result in them being destroyed or disappearing. There are many theories as to its workings and origins, but no single answer has been found. Some {celestographers} believe it is supernatural in origin, others that it is simply a form of science beyond our own.

For many, it is a simple fact of existence now, but there are those who still ask if the barrier was created to keep humans in, or to keep something else out?

CELESTOGRAPHER

Celestography is the study and science of celestial objects, with focus on the heliospheres that make up the One Hundred Suns. The "Hundred Suns" references that there are one hundred heliospheres; the current and possibly total extent of the Humanverse. Each heliosphere is centered on a star and is delineated by the force barrier known as {the Limit}.

The heliospheres are connected at discrete points—gaps in the Limit where energy and matter can pass through. These connections are called slipways. This allows travel from one heliosphere to the next, called "slipping."

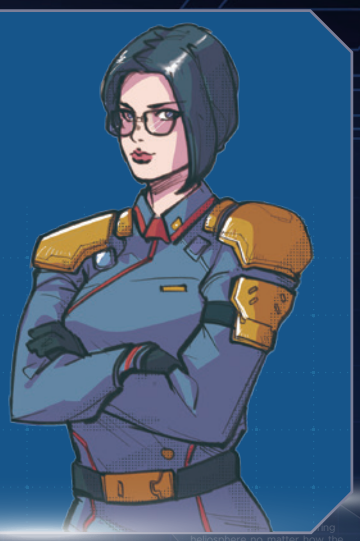
Slipping is a precise maneuver that requires complex calculations and a skilled pilot. If the calculations are wrong, or the pilot makes an error, a ship can be destroyed by the barrier field.

Heliospheres are grouped together into clusters called arrays. An array can have any number of heliospheres within it. For instance, the Pentahelios array comprises five heliospheres: Pinnacle, Juno, Astrapelago, Stars Edge, and Periphery.

Slipping between heliospheres in the same array is much easier than slipping from one array to another. This is because of an effect known as z-space inertia. Different arrays create different amounts of z-space inertia, and the further one travels the greater the z-space inertia experienced.

CAPTAIN STARSLIP

Captain Starslip is a popular character derived from the Captain Starslip's Guide central reference repository, dating back to the 1Gen era. It is claimed she has been designed as a comforting but authoritative personality, but there are no extant records of where she first appeared. Captain Starslip has been turned into comics, cereal mascots, vidviews, and a host of other media and merchandise. There have also been songs, literature, and art created around her, as well as countless homages, mimemes, and parodies. During the New Earth Tyranny, she was even rebranded as a champion of resistance. She has become an emblem of humanity across many divides, a voice of reason and respect. There are groups that maintain that this was her purpose all along.



Cautious pilots could plot courses through these gaps to adjacent systems. Not just ships can pass through these slips - radiation transfers across while spheres "rub" against each other. Monitors pick up on these increases in signals, using them not only for inter-sphere communication, but also to detect when slipping is possible and to triangulate the areas of greatest overlap. These slips are [illegible] but

work by exploiting the interaction with Z-space, so that the ship momentarily passes along an extra dimension and then back into regular spacetime with the two spheres having moved in the intervening period, which brings the slipship back in the destination heliosphere rather than departure sphere. The effect

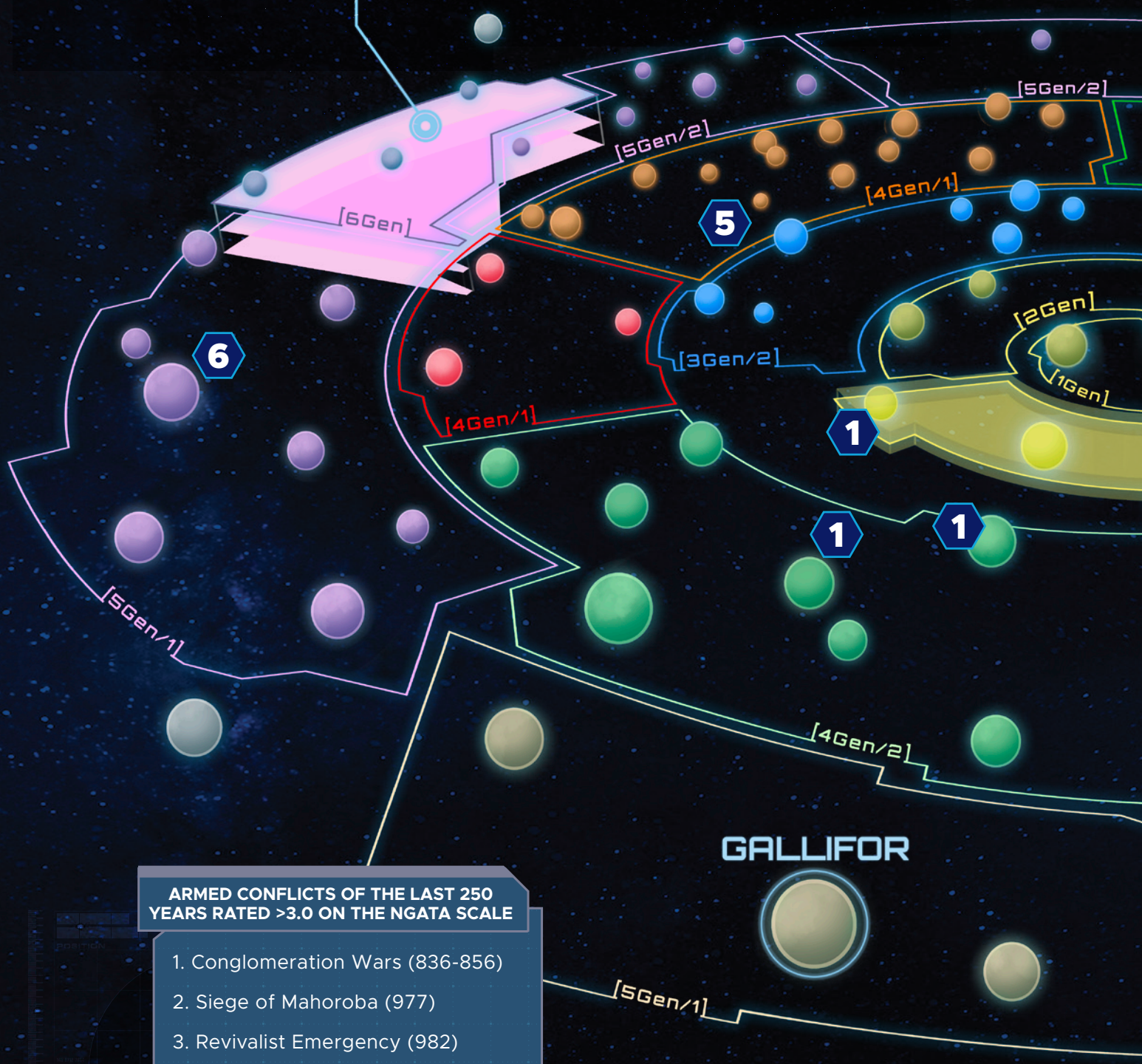
heliosphere no matter how the two move in relation to each other. Slipping can occur within a short distance or arc of the Brouwer point, which in spatial terms would cover several hundred cubic kilometers of space, but the closer to the Brouwer point the origin is, the more accurate the slip will be. A so-called Perfect Slip - or a vee-zero,

Expansionists grew out of the first expeditions to find a third heliosphere after the two 1Gen spheres were connected. Driven by this discovery, the Expansionists set out to find as many heliospheres as possible, thinking this would be a vital step in retracing the route to Earth. It has become their goal to map the entirety of the known Humanverse. It was Expansionist philosopher Yasuhiro Cavalcanti that coined the term 'Humanverse' to describe the current human-occupied galactic zone. Fully embracing the "Ac-

Slips are focused around a Brouwer point, which is the location that is held in common with its neighboring heliosphere no matter how the two move in relation to each other. Slipping can occur within a short distance or arc of the Brouwer point, which in spatial terms would cover several hundred cubic kilometers of space, but the closer to the Brouwer point the origin is, the more accurate the slip will be. A so-called Perfect Slip - or a vee-zero,

_You asked, “I want to see the Humanverse.” [voice input 2/7wfs/4w/578*/9.80.]

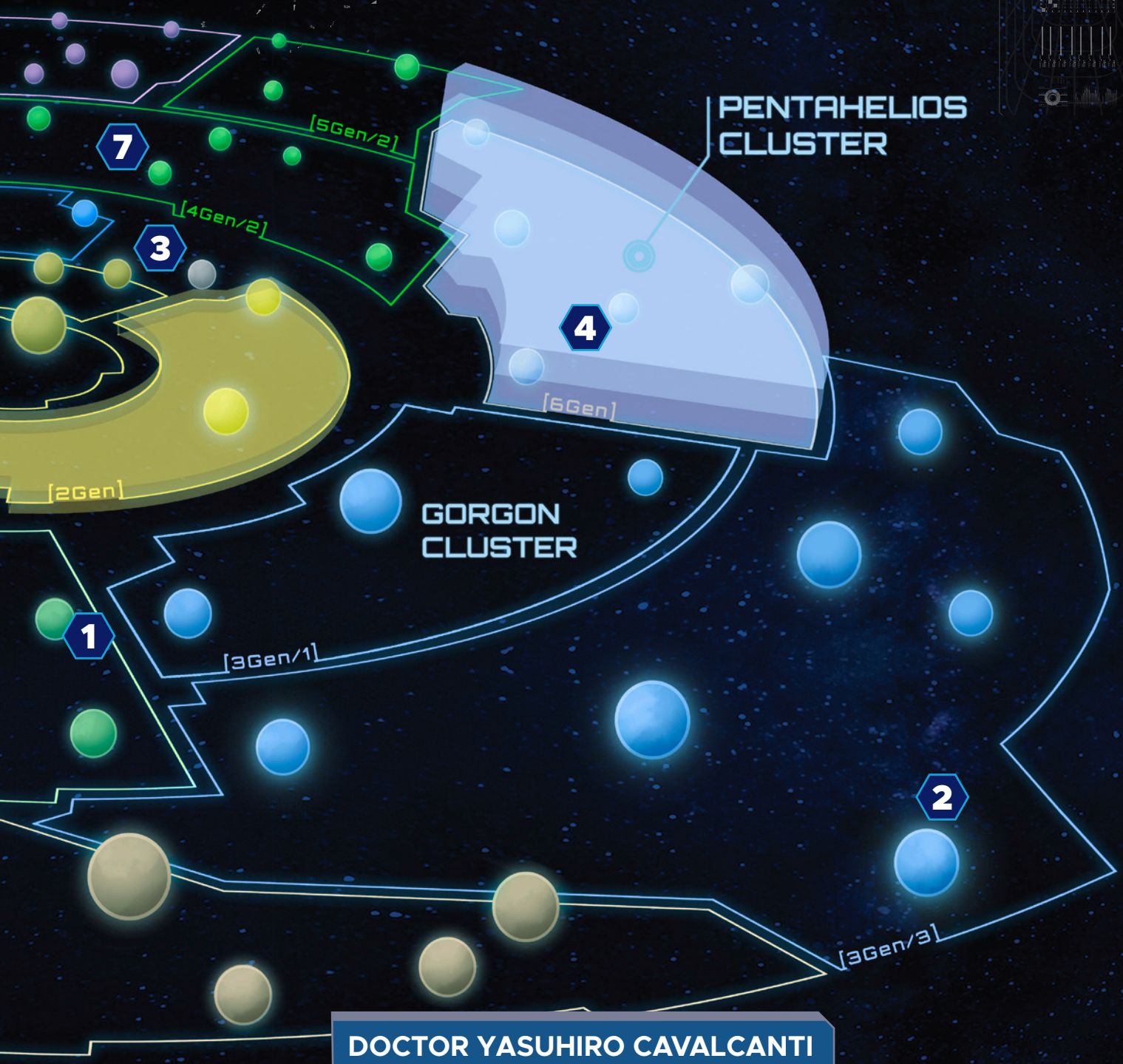
One Hundred Suns - (Yasuhiro) Topological Projection (updated)



ARMED CONFLICTS OF THE LAST 250 YEARS RATED >3.0 ON THE NGATA SCALE

1. Conglomeration Wars (836-856)
2. Siege of Mahoroba (977)
3. Revivalist Emergency (982)
4. Saber Ridge Crisis (994-present)
5. Trystess Insurgency (992-present)
6. Audran Civil War (899-908, 978-present)
7. Kang Tai Uprising (990)

802 UT - João Sayeh coins the term 'One Hundred Suns' and mathematically proves there are 100 heliospheres. He forms the radical expansionist group 'The Starbound' to find the last two missing heliospheres, which he believes lead to passage beyond the humanverse.



DOCTOR YASUHIRO CAVALCANTI

Doctor Yasuhiro Cavalcanti was a {celestographer} who charted the arrangement of the first 48 heliospheres. She disappeared whilst trying to locate one of three other heliospheres she calculated should exist. All three of the "Cavalcanti Heliospheres" were later discovered, proving her calculations correct. Cavalcanti used the term {Humanverse} to describe human-occupied space.

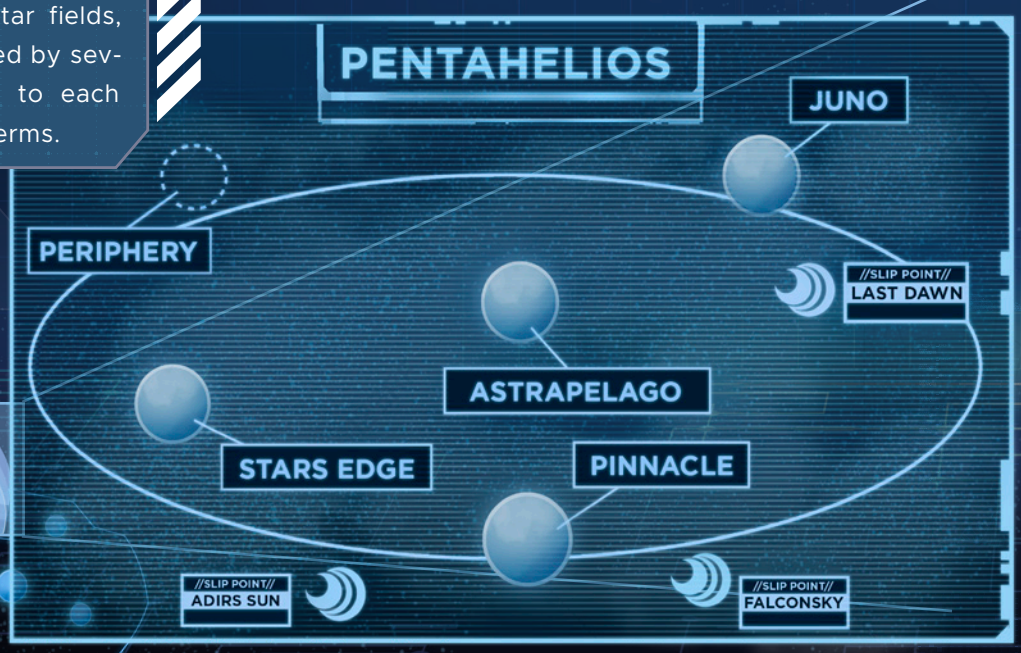
_You asked, “I want to see the Humanverse.” [voice input 2/7wfs/4w/578*/9.80.]

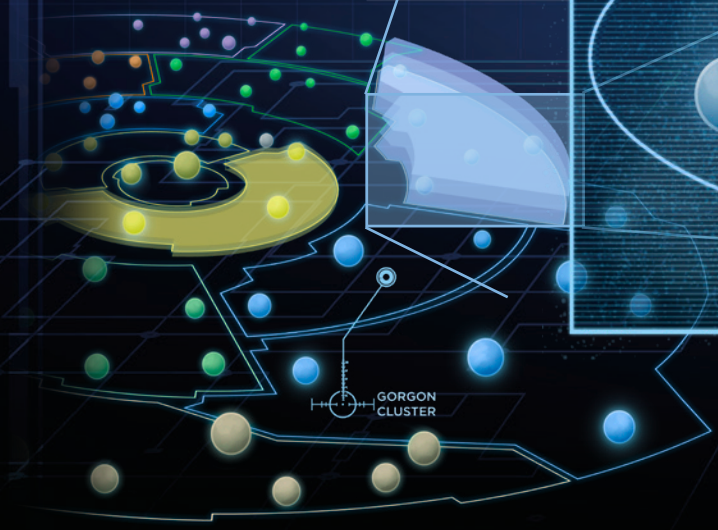
“Cautious pilots could plot courses through these gaps to adjacent systems. Not just ships can pass through these slips—radiation transfers across while spheres ‘rub’ against each other. Monitors pick up on these increases in signals, using them not only for intersphere communication, but also to detect when slipping is possible and to triangulate the areas of greatest overlap. These slips are, after much study, predictable but complex, making their navigation both a science and an art. Those who fail to meet the proper calculations end up crashing fatally into the barrier, or lost forever in the void between systems, their fates unknown.”

By Doctor Hasegawa Valentina, excerpt from *A Brief Guide to Slipways*

THE HELIOSPHERE ANOMALY

Through long study, celestographers have mapped the heliospheres and slipways to understand their relation to each other. Astronomers found that a heliosphere’s position within the Humanverse is not related to the positions of the two star systems in the universe. Two heliospheres that appear to be neighbors might have very different star fields, while heliospheres separated by several slips appear close to each other in astronomical terms.





ASTRAPELAGO

A 6Gen heliosphere, Astrapelago consists of one star, Ereboz, orbited by one large gas giant and four minor planets. The first {slipway} was discovered from Juno in 725 and the last was the discovery of the Periphery heliosphere in 749. Primary industry consists of harvesting resources of the gas giant, Nyx, and its many moons, as well as a transit hub for migrational tradeships across the Pentahelios array and beyond.

HELIOSPHERIC DATA PANEL

1 4*

2 406<

3 As

4 + .. {#.o} .#

5 Astrapelago

6 6E45C12e4

LEGEND

1. Slip Points
2. Main Slip Inertia Value
3. Name abbreviation
4. Celestography Notation:
   - + = Stars
   - . = Rocky planets
   - O = gaseous planets
   - # = Artificial population center
   - > 1k inhabitants
   - {} Natural human biosphere
5. Directory name
6. Navigational and data panel

_You asked, “Who runs the Humanverse?” [voice input 3/5wra/4w/642*/4.80.]

HUMANVERSE GOVERNANCE

There is no single authority that governs all one hundred heliospheres, although some claim that {Fleet} is the greatest authority. There are competing ideas about how the Humanverse should be run. “Hegemony” is the belief that the Humanverse should have one set of laws and government. Counter to this is “Accord,” which is a philosophy that states that nobody should be involuntarily subject to a law or government.

The current driving force for Hegemony is Unitas Consortium. Through the creation and promotion of self-contained Prefectures, Unitas hopes to build a single system of trade and governance across the heliospheres.

The Signatories of the People’s Galactic Assembly, usually known as People’s Galactic, is a group of organizations and institutions whose purpose is to preserve the tenets of Accord philosophy and resist the spread of Hegemony.

Most heliospheres have a mix of adherents to both Hegemony and Accord living as neighbors. Some heliospheres may be dominated by one or the other philosophy, but not exclusively. Only a few heliospheres have a single government or ruling authority; such as a powerful Unitas Prefecture, a long-established trading bloc, or a strong family dynasty.

In recent decades, there have been increasing reports of armed conflict between Hegemony and Accord militant adherents. The military of the Prefectures is known as GuardCorps, opposed by the Heliosphere Mutual Defense Pact that was created during the New Earth Tyranny.

One of the most recent “flashpoints” of tension and potential conflict is the {Astrapelago} heliosphere. The cause is the disappearance of the slipway connecting it to neighboring Periphery in an event known as the Saber Ridge Incident. Both GuardCorps and militant Pact forces have increased significantly in the area since the event.

PACT

Two-thirds of the signatories to the Pan-Galactic Accords also declared in favor of the Heliosphere Mutual Defense Pact. The pact pledged financial, military, and logistical support between the member organizations. Most People’s Galactic paramilitaries are therefore referred to as Pact or Pact forces, even those from organizations that didn’t actually ratify the agreement.

Zeo-centric forces of the Pact are typically made up of full-time fighters sponsored by a cabal of local authorities, powerful families, and other organizations. The sponsors can call on the services of their crowd-funded military unit depending on need. It is rare for Pact operatives to fight outside their heliosphere of origin, but occasionally heliospheres do send relief columns, escorts, reinforcements, or other militia teams into allied space. A small but powerful minority of People’s Galactic members are non-Pact paramilitary or similar forces such as smuggling rings, pirates and brigands, gunrunners, and participants in other activities deemed illegal by some authorities though not at odds with Accord ideals. Such is the nature of life that some People’s Galactic institutions have both standard occupations and sidelines in the criminal underworld.

GUARDCORPS

Unitas Consortium is the direct and sole owner of GuardCorps, the private army at the heart of all Hegemony dealings. Originally an independent military force descended from the Novageon Veterans Mission, rebranded as Star Guardians in 466, GuardCorps was legally incorporated as a semi-autonomous entity within Unitas Consortium in 482.

GuardCorps is not limited to conducting operations solely within Unitas environs; it also exists as many independent operators that fulfill contracts for Affiliated Prefectures across the spheres. The last Military Assessment of GuardCorps report issued in 943 listed 136 separate GuardCorps formations, ranging from single-zeoform teams and starships to vertically-integrated forces of ten or more zeoforms and their attendant support personnel.

This is a form of Hegemony political influence, as many GuardCorps contracts contain literal non-compete clauses when it comes to fighting other GuardCorps subsidiaries. In compensation for this, GuardCorps units have access to the latest weaponry, zeoforms, and starships that Unitas Consortium and its Prefectures can produce. A small GuardCorps contingent is a relatively cheap and painless way to state your loyalty to the Hegemony cause. GuardCorps troops use whatever livery their employers or founders choose, but always incorporate the GuardCorps badge somewhere on their uniforms and materiel.

THE SABER RIDGE INCIDENT

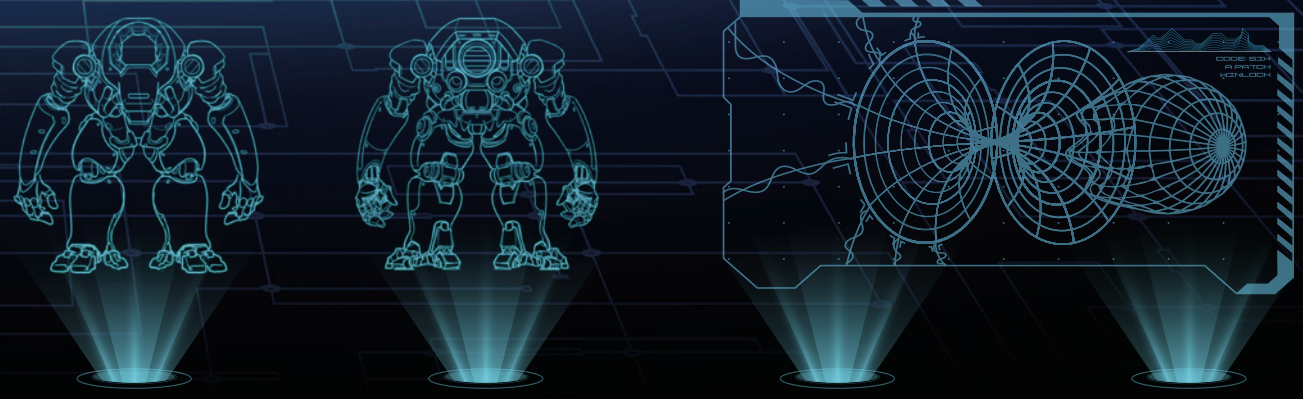
Named after a celestography station on Saber Ridge, Tantalus, in the Astrapelago system, the "Incident" covers the disappearance of a slipway and the subsequent military conflict.

Since the end of the New Earth Tyranny, most armed conflicts have been small and controlled, but observers have noticed an increase in both size and frequency of armed forces clashing in the last one hundred years. These rising tensions threaten to become outright war in the Astrapelago system and surrounding heliospheres.

In 802, a group of Expansionists founded by João Sayeh, calling themselves the Starbound, declared their intent to find a way beyond the Humanverse through the barrier of Periphery—the last discovered heliosphere.

In 993, the slipway between Astrapegalo and Periphery disappeared. Several ships were destroyed trying to cross a gap that was no longer there. Declarations from local Unitas affiliates and People's Galactic organizations accused each other of possessing a device that could close slipways.

Pact forces mobilized in Periphery to create a blockade near the missing slipway. GuardCorps moved substantial resources to Astrapelago before the slipway from Pinnacle was also blockaded. A spokesperson for Interhelios has accused the Outer Spheres Shipping Union of harboring extremists and terrorists, including the infamous "Prospero" cell that has supposedly been in action across several heliospheres in recent years. Tabari El-Shanawee of the OSSU has denied this and counter-accuses GuardCorps of having a "covert, off-books assassination and kidnapping" program via third-party contractors.



_You asked, “What is a Zeo?” [text input 33/4wlk/7w/58*/7.73.]

For certain topics Captain Starslip will refer you to a specialist archive to best answer your inquiries. For the topic of “zeoforms” the following answers have been taken from the texts of the Chambert’s Defense Guides and associated volumes.

345 763 9852
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CHAMBERT’S DEFENSE GUIDES

POSITION
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G277 D98 526

While zeoforms are used in many aspects of daily life, it is their military application that draws the most interest. Zeo manufacturers like Zentai Specials, SUCo, and the Matsumoto Foundation are understandably tight-lipped about their specifications and designs, especially pre-release of new models and variants. Special closed patent courts exist for a reason. However, once production models are in the populace, a number of enthusiasts are keen to analyze and share the details, leading to something of a secondary market in mil-zeo data. One of the most respected analysts, known both for highly detailed breakdowns and post-engagement evaluation, as well as more informal “pop” texts, is “Drew Chambert” (a nom de plume). Little is known about this writer except that it is evident they are or have been a zeo designer, possibly even a pilot at some point, and have some quite deep connections to both Pact and GuardCorps operations. Their writings and audiocasts are available across all one hundred heliospheres to a greater or lesser extent.

The following are excerpted notes from D. Chambert’s *A Comparative Analysis: The Case For Defense* (889, Guilt Free Publishing).

The Outer Spheres Shipping Union (OSSU) is a constitutional body operating across the heliospheres of Pentahelios array. Its stated aim is to preserve the rights and freedoms of its signatories, among whom are numbered shipping lines, teamster guilds, pilots’ associations and u[illegible] and surveying [illegible]nies, and ma[illegible] based and [illegible]

The OSSU was founded shortly after Juno was discovered, in direct response to an influx of interhelios {Interhelios} personnel. Since then Juno has been an economic, political, and occasionally physical battleground between the two organizations. Each has drawn considerable resources from the other in this tug-of-war, allowing other interests to gain firmer hold in the other heliospheres of Pentahelios: several Prefectures of Ridgeway Mining in Pinnacle, Obguago Dynasty {Obguago Dynasty} in Astrapelago {Astrapelago}, Ex[illegible]ansionists {Ex[illegible]ansionists} in Per[illegible] [illegible]

WHAT IS A ZEO?

We see them all over the place and use the word in everyday conversation, but what exactly are these machines that we depend upon so much?

"Zeo" is short for "zeoform," the name given to large mechanized vehicles controlled by zeotech. Zeotech uses special scanners to read the brain of the pilot. This is then processed through z-space, a form of alternate reality that enables data transmission at greater than light speed. The results of these computations are then channeled into the zeoform.

The most important element of the zeotech link is the use of unconscious brainpower to regulate background systems. This allows zeoform pilots to maintain balance for their massive machines without having to specifically think about it ("equilibrioception").

Most zeotech systems, as well as having AR or VR feedback systems, also require some physical interaction. This can be control columns, triggers, small joysticks, keyboards, fingerpads, throttles, and so on, to give a grounding to the operator in the real world. This allows focus to be maintained as it anchors the mind to the physical body. Despite this, it is common for pilots at the height of interface to "z-out," to work on the boundary between physical and digital without conscious deliberation between the two. Some operators experience a euphoric sense of dislocation and otherness when they do this.

Most zeoforms are mapped closely to the human body to allow the straightforward integration of zeotech control systems. Operators of non-humanoid zeosystems spend far longer adapting their thought patterns to control their "unnatural" machines.

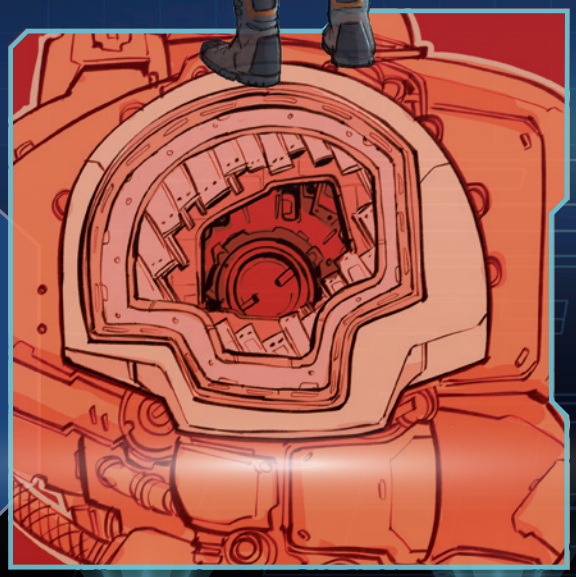
Piloting zeotech is a learnable skill, but some show more aptitude than others. Because of this, brain-mapping often forms part of Unitas recruitment. This process streams those with the most suitability for zeoform operation toward GuardCorps careers. Some People's Galactic cultures also empower, lionize, or institutionalize zeoform suitability, creating castes or classes around it. A few have "royal" bloodlines based on the belief that they concentrate zeo-suitability within the ruling class.

UNS-65 STORMER TACTICAL ZEOFORM

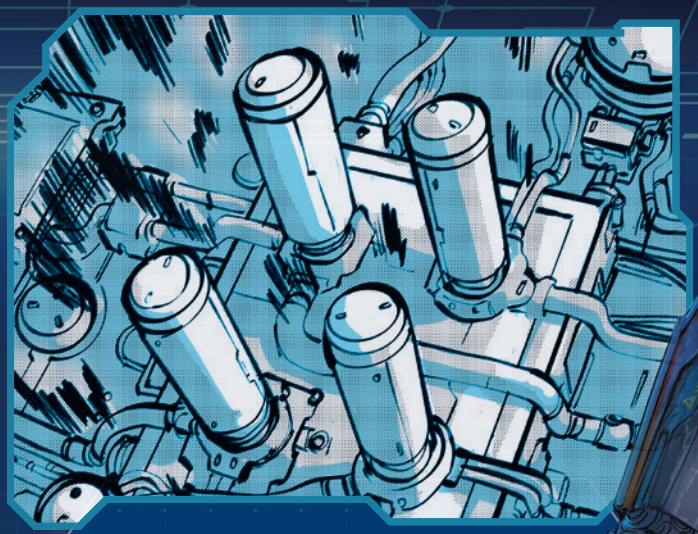
The Stormer Tactical Zeoform is synonymous with the GuardCorps and sees widespread use. Although larger and bulkier than the preceding tactical zeoform model, the UnS-62 Soldat, the Stormer has superior maneuverability and input sensitivity plus a more flexible suite of weaponry.

The bulky, simple-looking armor plates of the GuardCorps Stormer are the product of advanced materials science techniques. Individual plates feature anywhere from dozens to hundreds of layers of absorbent and dispersant materials arranged in scale-like "petals" at an atomic level.

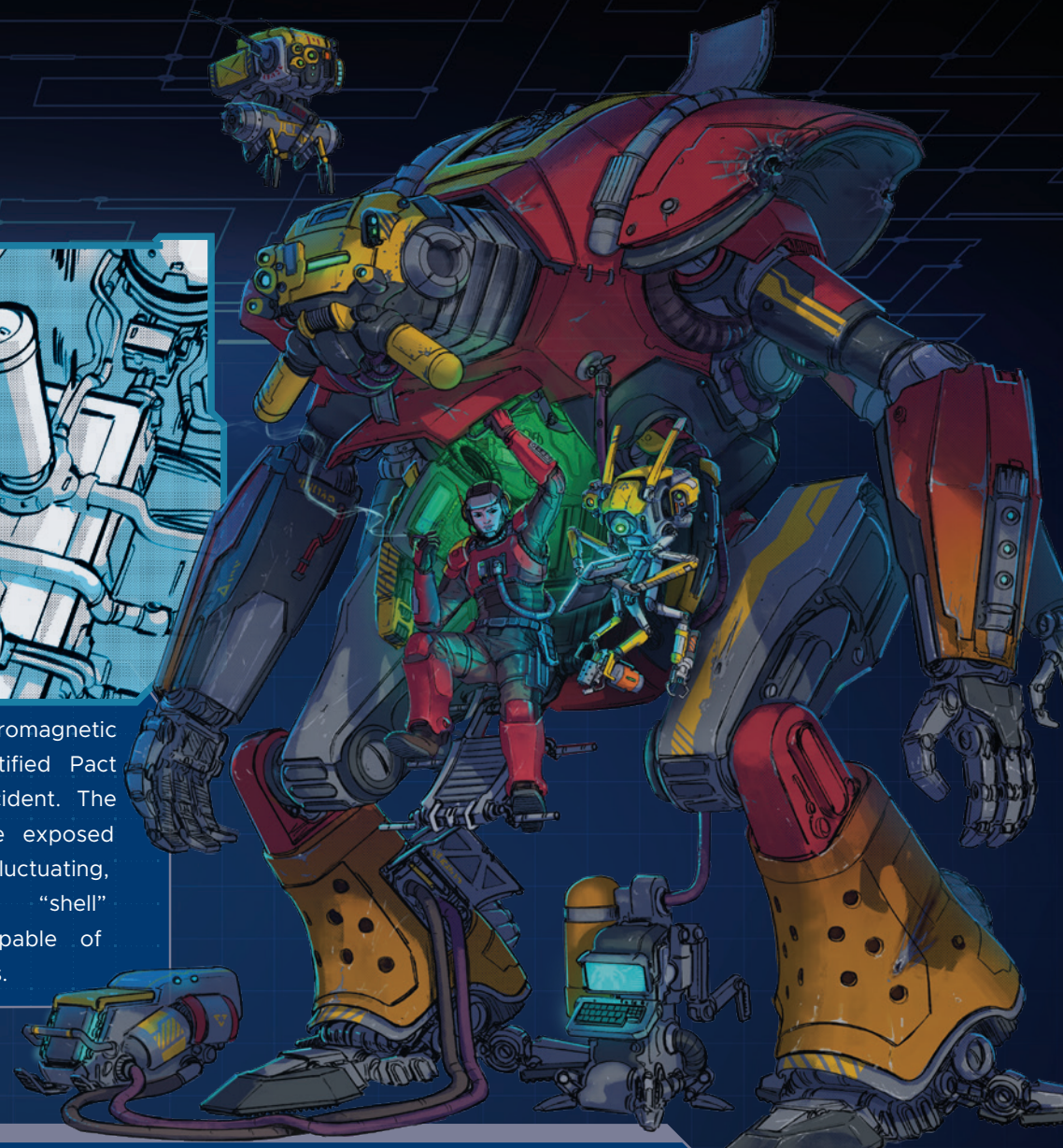
Each armor layer in a plate is engineered to deflagrate violently outwards in locations where its maximum tolerance is achieved, pushing its remaining energized mass against the incoming attack. As a result, GuardCorps zeoforms and troopers can appear heavily holed and scarred after heavy combat, when in fact the real damage accrued, if any, is largely superficial.



Cutaway showing the armor layers of a UnS-65 production Stormer shoulder plate. From the outermost layer inward it is possible to see the arming shell, inner and outer sheathing layers, smart-metal lameller, frangible wafers, inner shell, and finally the articulation clamp. The entire shoulder plate can potentially be destroyed without impeding the functional operation of the zeoform.



Detail of an anterior electromagnetic emitter array on an unidentified Pact zeoform during the Zabor Incident. The combined manipulation of the exposed rods assists in creating a fluctuating, multilayered electromagnetic "shell" surrounding the zeoform capable of resisting high-energy attacks.



'AMAROQ' MASTER-RIG ZEOFORM

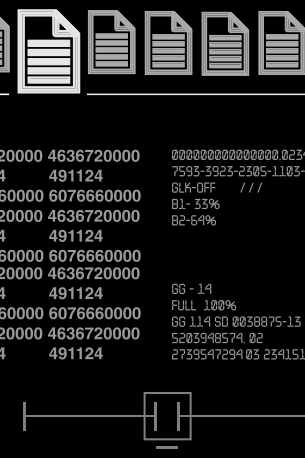
The Amaroq is a dedicated combat zeoform built and used by the Pact in considerable numbers. The Amaroq's size makes it roughly analogous to the GuardCorps' Battle classification of zeoform. However, the Amaroq's exoskeleton has reduced plating and its lower weight makes it notably faster and more responsive than equivalent GuardCorps' models.

The Amaroq's defenses are formed of electromagnetic fields interlinked with z-processor technology fast enough for them to shunt aside energy and impact damage. Physical armor is much more limited: simple casings with enough rigidity to prevent crush damage and absorb any low-velocity "overspill" that gets past the fields.

This field armor has several advantages. Clever field manipulation can be used to mask or exaggerate the detectable footprint of Pact forces, or to simply jam enemy sensors and communications in close proximity. However, one downside to Pact field armor is that the heavy power drain incurred by intense combat can mean a Pact force needs to withdraw before their opponents.

BK-12 'Hounslow' shielded rocket cluster

DATABASE
SAKURA



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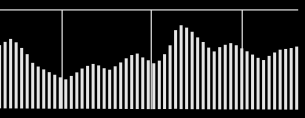

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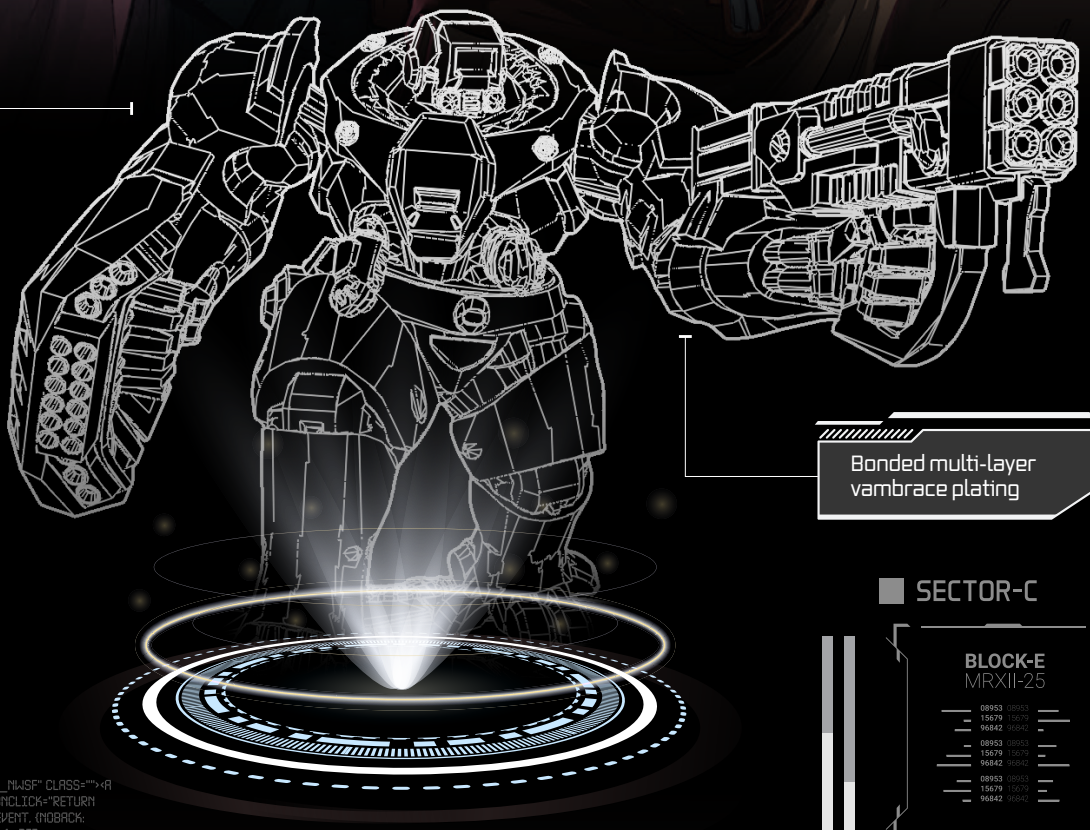


Bonded multi-layer vambrace plating

SECTOR-C

BLOCK-E
MRXII-25

CQB-6 'Maximus' Six-shot shrapnel discharger

In observance of Section Four of the GuardCorps Engagement Protocols, Pentagal Operations hereby acknowledges and accepts the call from a legally recognized plebiscite of the peoples of Trystess in Akket Heliosphere, to provide armed assistance in replacing the regime of the Ercali Collective, in pursuit of status as an Affiliated Prefecture.

Commander Vedeymyer

CEO of Pentagal Operations, GuardCorps Subsidiary

On the main display of her Rakke, Bemjamina surveyed the target. Starlight glittered purple and blue from giant crystals that jutted like broken girders. Beyond them, the darkness of the four-kilometre-high curtain wall around the primary basin of the asteroid cryptically named Kudos to Angelico. In the middle distance, gray streamed from the particle exhausts of the K2A Superdense Matter Mobile Extraction Plant, pride of the local Ridgeway Mining operation. The twenty-metres high, multi-tracked vehicle was parked near a break in the North Canyon crater rim. Flood lights prismatically fractured across the surrounding crystals. Boring towers were deployed into the azure sands, steam wreathed from their plasma drills. Around it, figures on foot moved, the colour of their plated armour masked by the kaleidoscopic environs.

"Ridgeway's brought in GuardCorps," she signalled to Guardian Celeste, her father.

"Yeah. I count at least a dozen troopers. Guess our raids are hitting home."

A smudge of sensor static from the processor's heavy element exhaust obscured the top half of Bemjamina's scan. The pseudo-hemispherical projection burst with red flecks as a patrol's scanner washed over it. Amber alerts glowed into life and resolved into three arrows.

"How'd they spot me?"

"Don't matter, Bem. Keep their eyes on you while I move in for the haul, like always," Guardian replied from his Amaroq, somewhere in the crystal about a kilometre to her right.

The HUD flashed red. Incoming threats

"I got signals moving on me fast."

Her first real contact with the enemy.

With a thought and a thumb on a control stick she spiked the reactor, the zeo's systems powering up even as adrenaline flushed her body.

Three signals had halved the distance.

"Really fast."

She armed the meson beamer mounted over the right shoulder of her rig. Through the Z-bridge, its target locks were a warmth in her right eye.

"What you doing? We aren't here for killing. No escalation."

Bemjamina angled her run back towards the mining behemoth, using a rock upthrust to shield her from the incoming signals. They arced toward her, faster than anyone could run, not fast enough for missiles.

"What in the Stars are they?"

"Drones," growled Guardian. "And don't blaspheme."

"What kind—"

Three canine shapes, heavy-chested, scrabbled over the ridgeline and leapt towards her. Pings of warning accompanied targeting from their spine-mounted guns.

"Hyänes!"

The trio of pursuit drones closed in through the azure clouds kicked up from the sprinting zeo. Red eyes blazed as they locked on.

"Drones aren't living," her father told her. "Waste them."

With an explosive exhalation, Bemjamina spun and skidded to a stop, the sighting array of the beamer centering on the closest Hyäne. Synapses fired and a moment later so did the beamer. The drone exploded into alloy droplets and sparks.

Bullets rattled off her zeo as the remaining drones opened fire. Bemjamina threw herself sideways behind a crystal column. She dodged out the other side and melted another Hyäne before it could attack.

The third pounced. The impact spun her sideways, sending zeoform and Hyäne crashing to the floor in a welter of purple dust and shattering crystal. Whirring bladefangs slashed through the flexible casing of the zeo's upper left arm, chewing through to the workings beneath.

The limb went dead.

"Void take you!" Bemjamina snarled. Her hand formed a fist and the cutter tipping the rig's right arm burned into white-hot life.

BASIC RULES

Zeo Genesis is a tabletop skirmish battle game featuring "**Zeoforms**"—futuristic armored fighting suits renowned for their speed, protection, and fighting power. The **Basic Rules** cover how to move and fight with **Zeoforms** on the tabletop battlefield. Here you'll find rule conventions like what dice to use and how to measure between models, descriptions of the game stats of **Zeoform** models and their weaponry, the game turn sequence, model **Activations**, taking **Actions** and **Reactions**, **Terrain** effects on movement and combat, how to resolve ranged and melee attacks, special rules for weapons and attacks, and the effects of the damage they cause. These core mechanics are at the heart of the *Zeo Genesis* tabletop game. You will find several solo walkthrough "Calibration Trials" dotted throughout the **Basic Rules** as examples.

WHAT YOU NEED

DICE

Zeo Genesis uses ten-sided dice (d10s), with each player needing a minimum of six. Each player will also need a **Combat Die**, a special d10 that is explained in the combat section (just a differently colored d10 will do for now).

MEASURING TOOLS

Zeo Genesis uses inches (”) as the standard method of measurement for miniatures and feet (’) for tabletop size. The players will need a ruler or tape measure to measure these. During play, players can freely measure distances while deciding what to do.

THE PLAYING SURFACE

An area of 3’×3’ or 4’×4’ is considered the default table size, with an honorable mention to 6’×4’.

THE RULE OF ONE

When making a die roll in *Zeo Genesis*, 1s always fail regardless of modifiers—there’s an ammo misfeed, system hiccup, a glitch in the Matrix; something conspires to make that particular die fail altogether.

TERRAIN

Each square foot of the playing surface should have at least 1 **Terrain** piece in it large enough to break **Line of Sight** (see p. 35) entirely.

OPPONENTS

The game was designed primarily for two players, but three- or four-player games are options as well.

MODELS

Of course, you will need models. This game has its own line of *Zeo Genesis* models, but you can always use something else suitable. See the model stats on p. 26 to get an idea of the different sizes and attributes of models used in the game.

TOKENS

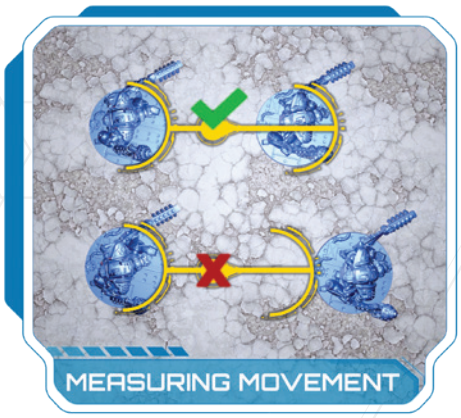
You will need tokens or markers to show the following three things: **Activations**, **Defenses**, and **System Overload**. When a model is in play, the preferred method is to show how many **Defenses** it has left (e.g. with a die) and its remaining **Activations** (e.g. with markers) on the model’s base. **System Overload** is an occasional, temporary effect that can be shown with an appropriate marker or wisp of cotton wool, as preferred.

RE-ROLLING DICE

Some rules allow you to re-roll a result. Re-rolls allow you to take dice you just rolled and roll them again. The result is the second roll, even if it’s worse. You can never re-roll a re-roll—you must accept the second result.

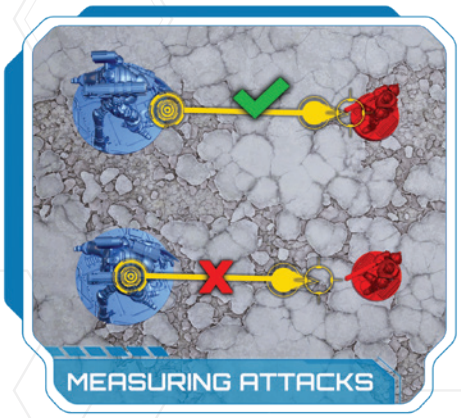
MEASURING

In *Zeo Genesis*, measuring distances for movement and shooting is done from a model's base.



When moving, no part of a model's base can travel beyond the allotted distance. When shooting, measure from the closest point on the shooting model's base to the closest point on the target model's base.

Always ignore weapons, limbs, or other parts of the model that are projecting over the edges of the base for **Line of Sight** and measuring purposes.



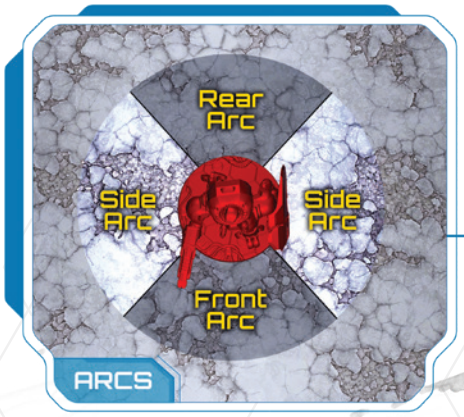
MODEL HEIGHT

Models have a notional height equal to their base size (e.g. a model on a 60mm base is 60mm tall for game purposes). This abstracted approach is used as it allows for flexibility in model pose and designs without unduly rewarding or punishing any configuration.

FRONT AND REAR ARCS

When a model makes an attack, the target must be in the attacker's Front 90-degree Arc. When a model comes under attack, it is more vulnerable in its Rear 90-degree Arc.

Some (rare) models may have exceptional Arcs as specified in their descriptions. As with measuring, players can check Arcs at any time.



WHAT YOU WILL NEED TO KNOW

MODEL STATS

Each model is defined by a set of stats. These stats tell you how the model operates during the game.

SPEED

How many inches the model may move when it takes a **Move Action** (see p. 31).

TARGET

How difficult the model is to hit when attacked (see p. 36-37 and 42-43).

ARMOR

The number of dice the model rolls to protect itself when it is hit by an attack (see p.37 and 43-44).

MELEE

The number of dice the model rolls when it attacks in **Melee** combat (see p. 42).

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 (see p. 37 and 44).

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 section starting on p. 28.

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** tokens that can be used during the game for various purposes, as described starting on p. 52.

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.

DESIGNER'S NOTE ON DEFENSES

The weapons in this far-future universe are capable of so much destructive power that only the most sophisticated protections can slow them down. While the term "shields" can be used for some cases, the tech that applies varies by zeoform and faction. **Defenses** can also represent any type of finite protection that keeps the model active and fighting after taking a hit like armor plating, interceptors, quantum energy barriers, instantaneous nano-repair capacity, etc.

EXAMPLE MODEL STATS

	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATIONS	IMPETUS	COHESION
STORMER ROOKIE PILOT	6	4+	5 Dice	2 Dice	3	2	0	2
NEW AMAROQ PILOT	6	5+	6 Dice	3 Dice	4	2	1	3

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 **Armor** by when attempting to resist damage from this weapon.

SPECIAL RULES

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

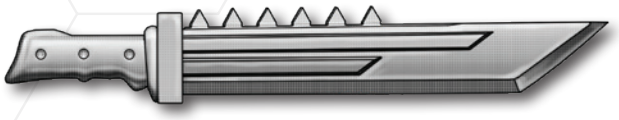
System Overload (Burn) **Blast** **Cone**
Knockback **Seeker**

A full listing of weapon special rules can be found starting on p. 38.

WEAPON NOTES

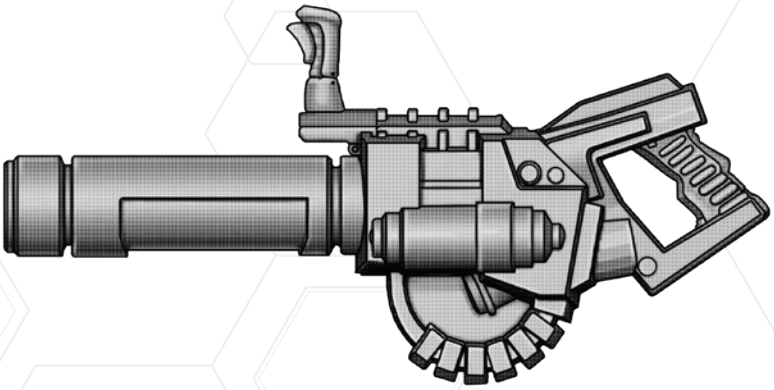
Damage Type: The **Damage** stat for a weapon includes its primary damage type (see **Example Melee** and **Ranged Weapons** below) in brackets, e.g. Damage 8 (Impact). Due to their technological biases, particular factions and armor configurations are less vulnerable to specific damage types.

Special Range Types: If a weapon's **Snapshot Range** is listed as "Melee Only", 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** (see p. 28), while "Snapshot Only" weapons may not be used for **Aimed Fire** at all.



EXAMPLE MELEE WEAPON: KRAIT V-BLADE

ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES
Melee +2 Dice	7 Impact	–1 Die	–



EXAMPLE RANGED WEAPON: KING LANCE

ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES
3 Dice	9 Energy	12"	-	-2 Dice	**Beam (4)**

GAMEPLAY OVERVIEW

Roll a die for each player, with the highest roller becoming First Player. The First Player takes the first turn of the game, activating a single model to let it move and fight. First Player is only determined once at the beginning of the game. After that, game turns alternate between players, each making one **Activation** in their turn.

On their game turn, a player selects one of their models to **Activate** and expends one of that model's **Activation** tokens. That active model can now perform **Actions**. What **Actions** can be performed and in what order depends on the **Activation Mode** the player chooses for the active model (see below).

When you run out of **Activation** tokens on all of your models, instead of **Activating** a model, you must use a game turn to refresh the **Activation** tokens for all of your models. This process is called "Regrouping" or "taking a Regroup turn".

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.

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

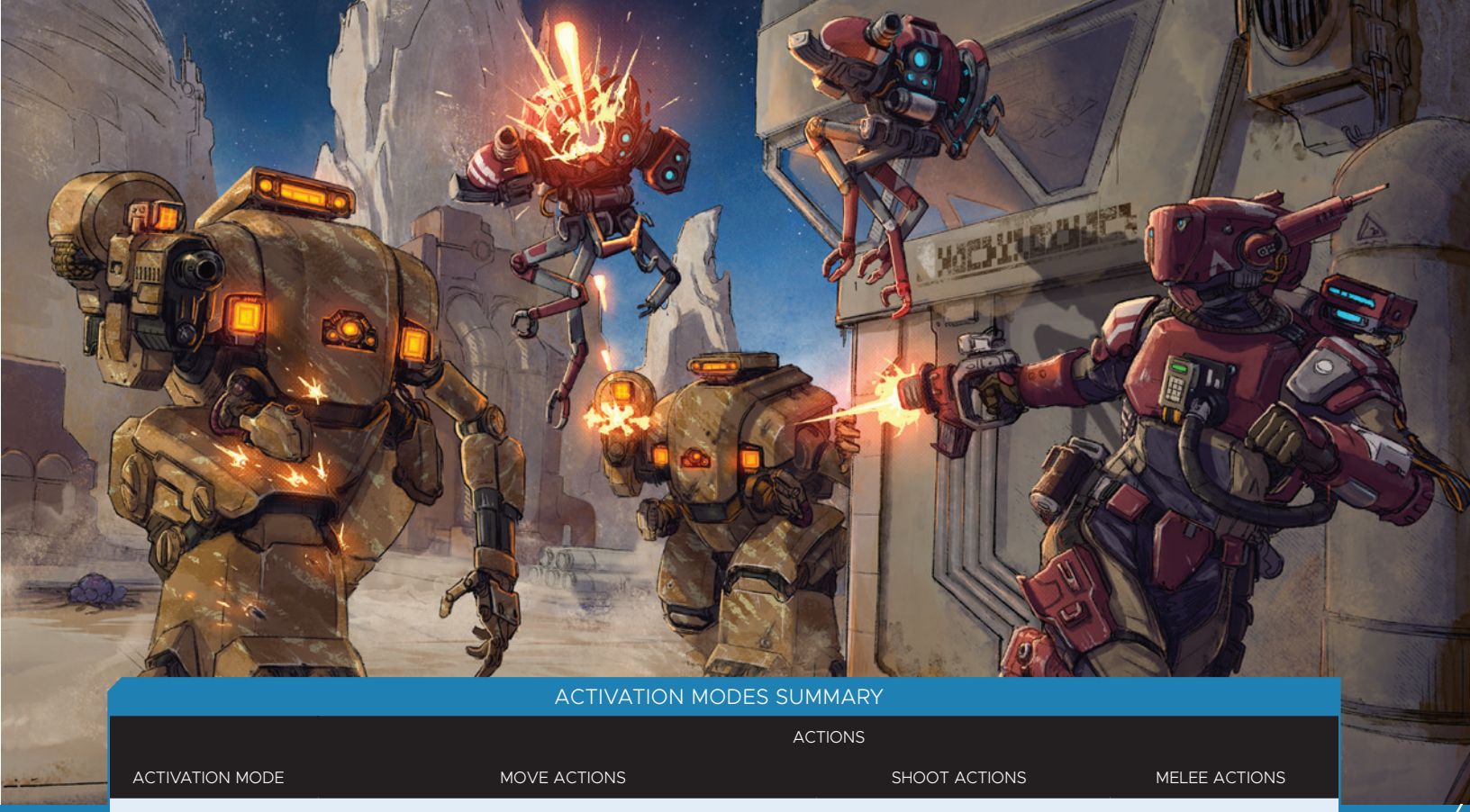
The model remains stationary but may turn on the spot. Afterward, the model may take one **Shoot (Aimed Fire) Action** at any enemy model without being limited by **Snapshot Range** (though most weapons will still require the target to be within **Line of Sight**). A model may not declare an **Aimed 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 Mode** and take a **Melee Action** against one of the enemy models in contact with it.



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)

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** on p. 33 for dropping 2× model height or more).

SHOOT (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**.

SHOOT (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.

REACTIONS

When an inactive model has an **Activation** or **Impetus** point spent on it (see later), 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**.

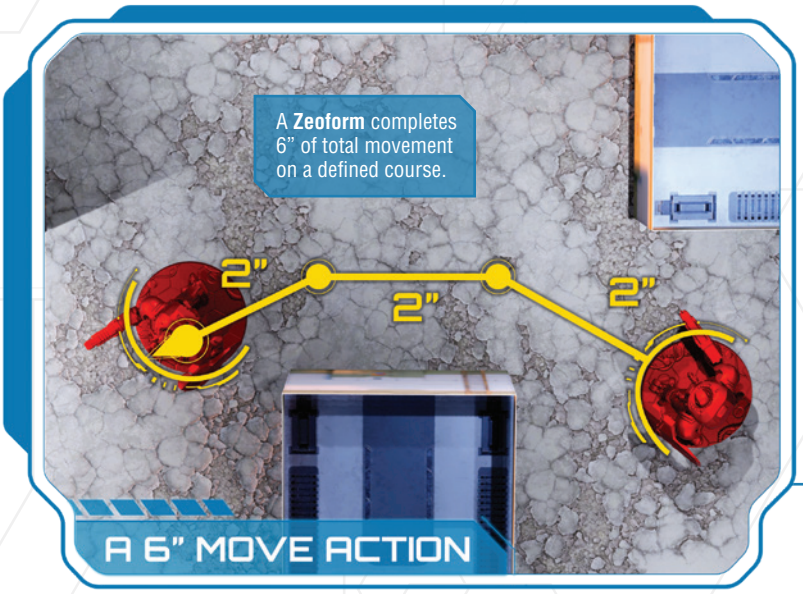
ACTIONS

A model may perform one or more **Actions** during its **Activation** in accordance with its selected **Activation Mode**. The following section details each **Action** and its effects, including how it interacts with other models and tabletop features like **Terrain**.

MOVE ACTIONS

Whenever you move a model, distances are always measured from the base edge. The facing of the model does not affect the model's movement—it may move in any direction, change direction any number of times, and end its move facing any direction. Movement does not have to be in a straight line, but it must follow a defined course, and the total inches a model moves in a single **Action** may not exceed the model's **Speed** stat.

Most **Activation Modes** permit up to two **Move Actions**, while a **Move Reaction** is a single **Move Action**. Models may move through friendly models, but may not end a **Move Action** on top of a model or with bases overlapping.

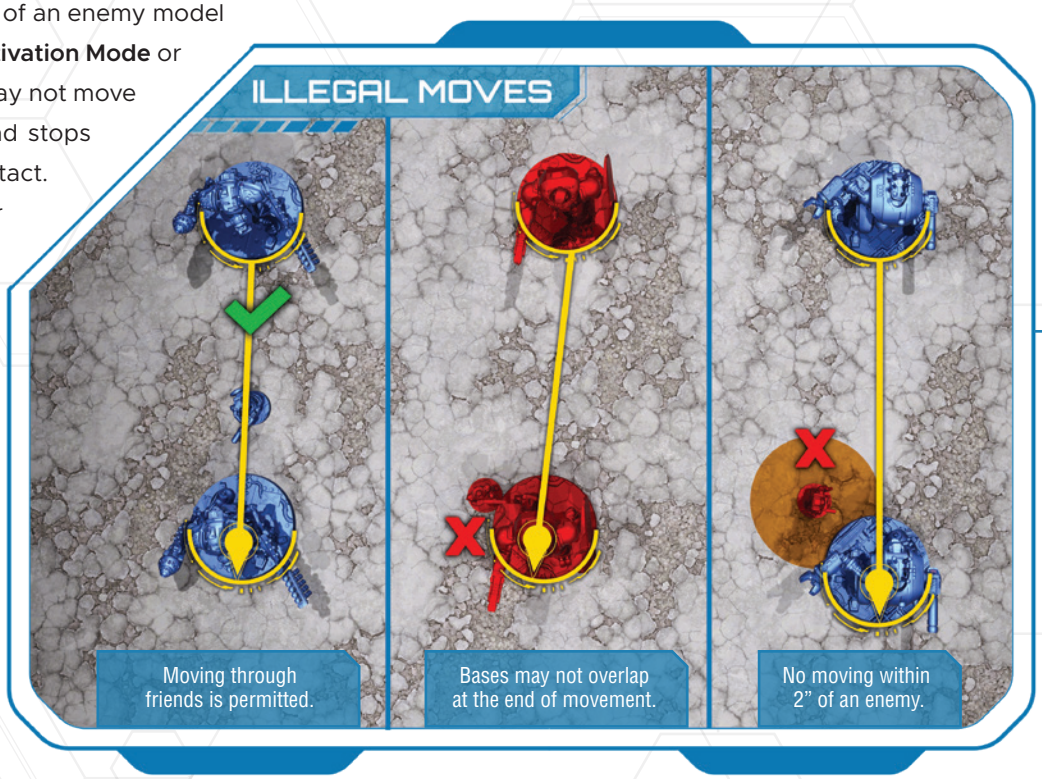


A model may not move within 2" of an enemy model unless it is using a **Fight** or **Charge Activation Mode**.

MOVING INTO OR THROUGH ENEMY MODELS

A model may move within 2" of an enemy model if using a **Charge** or **Fight Activation Mode** or a **Move Reaction**. A model may not move through an enemy model and stops on reaching base edge contact. Models may not end their move on top of models or with bases overlapping.

A model that begins an **Activation** in base contact with an enemy model must choose the **Fight Activation Mode**. It can then move out of base contact during its **Activation**, if desired (and even into base contact with a different model).



TERRAIN EFFECTS, VERTICAL MOVES, AND FALLING

OPEN TERRAIN

Most **Terrain** is quick to navigate and is designated as "open" **Terrain**. Examples of **Open Terrain** might include broken, rocky, or obstacle-strewn ground or open woodland. Vertical obstacles like walls or fences that are shorter than the model count as **Open Terrain**.

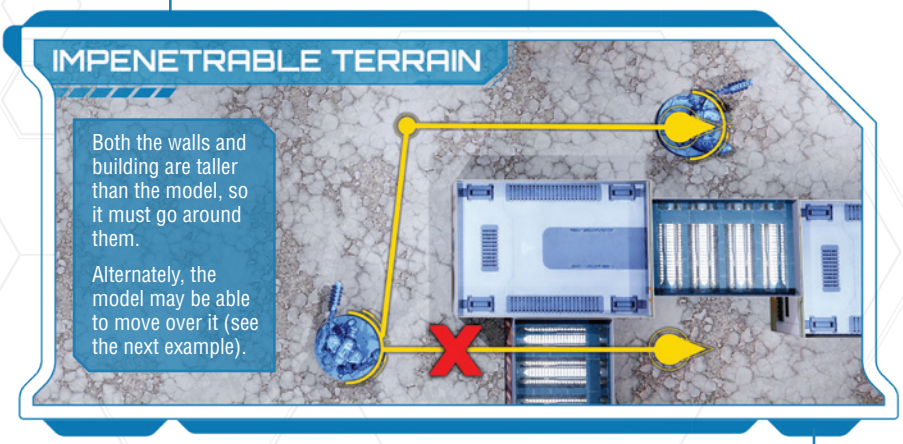
Open **Terrain** is likely to provide cover and obscure enemy shooting but does not impede movement.

DENSE TERRAIN

Dense Terrain is so tricky to navigate that models may become stuck or entangled by it. If a model makes a **Move Action** into, out of, or through **Dense Terrain**, roll a d10 at the end of the **Move Action**; on a roll of 8+ the model gains a **System Overload (Inhibit)**. Examples of **Dense Terrain** include: thick jungle or very dense woodland, collapsing ruins, tangled wreckage, marsh, bog or swamp areas.

IMPENETRABLE TERRAIN

Impenetrable Terrain is anything that cannot be moved through at all, though it may possibly be moved over or around. Examples of **Impenetrable Terrain** might include: buildings, slabs or pillars, large wrecks, and vertical obstacles of any kind (e.g. walls, fences) that are taller than the model.

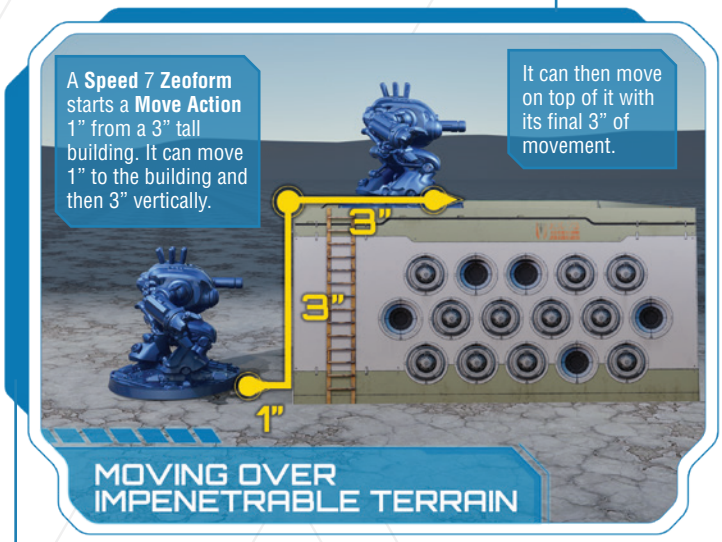


MOVING OVER TERRAIN

All models can move vertically in order to get onto and over **Impenetrable Terrain**. Once the model is in base contact with the **Terrain**, each 1" moved upwards counts against the model's movement allowance for the **Action**. Vertical movement can come at any point in the **Move Action** and is measured from the base of the model. A model may not end its **Activation** partway up **Impenetrable Terrain**.

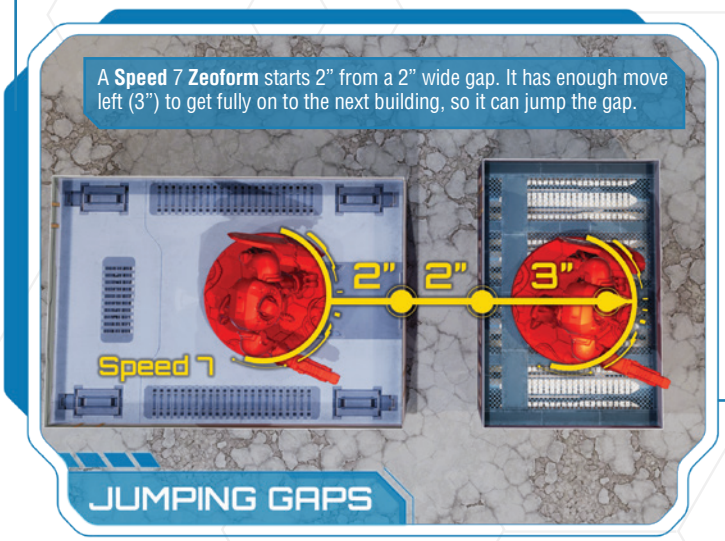
EXAMPLE *A* **Speed** *7* **Zeoform** *starts a* **Move Action** *3" away from a 3" tall building. This would only leave 1" of movement on top of the building, which is not enough for its base to fit, therefore it cannot climb the building in one* **Action**. *If it has two* **Move Actions**, *it can combine them for* **Speed** *14, more than enough to climb over.*

Moving downwards is always free, although see **Dropping Versus Falling** below.



JUMPING GAPS

A model can move across gaps (e.g. between buildings) as a part of a **Move Action**. A gap can be crossed if the model can get its whole base onto the other side of it with a single **Move Action**. Measure from the back of the model's base to the further edge of the gap to see if it can make the jump.



STRADDLING GAPS (LIKE A COLOSSUS)

Sometimes the base of a model will simply be too big to fit on rooftops and also too big to fit down the alleys between them. In these cases, it is acceptable for a model to straddle a gap with its base on both sides of it at once. However, please take care when positioning models this way. If by chance they fall down, see **Dropping Versus Falling** below for the outcome.

CHAINING MOVE ACTIONS

A model can chain multiple **Move Actions** together to gain the **Speed** necessary to reach the top of an **Impenetrable** obstacle or jump a gap, but may only do so if at the end of its **Activation** the whole of the model's base can fit.

DROPPING VERSUS FALLING

A moving model can drop down up to its own height with no penalty at all. It can drop up to twice (2×) its height without risk of harm, but it will not be able to move any further as part of the same **Move Action**.

For longer drops, the model will not be able to move further in the same **Activation** and it may suffer harm. Roll a d10. On a roll of 8+, the model suffers a **System Overload (Shock)**.

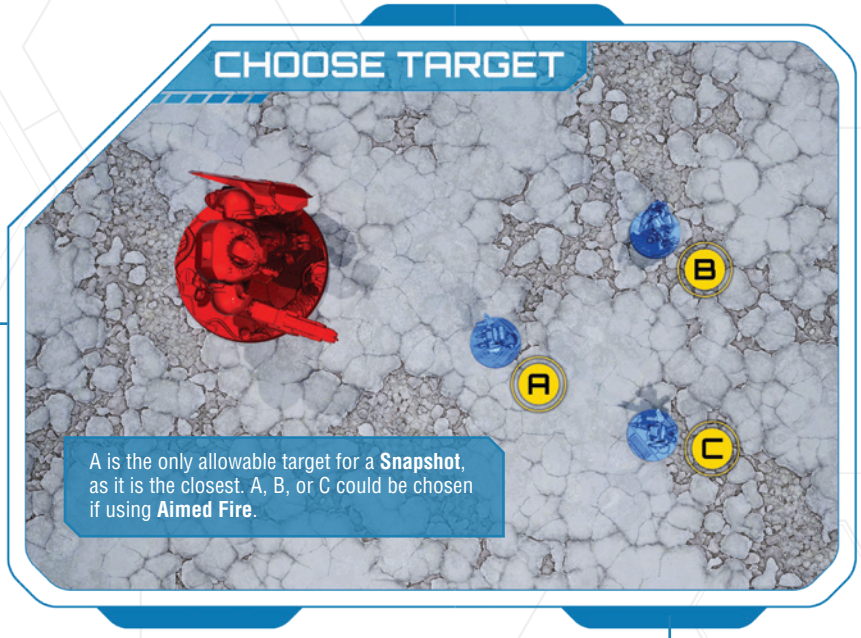
Falling only occurs involuntarily, usually because of a **Combat Die** result or weapon special rule that causes a model's base to no longer be fully on top of a **Terrain** piece.

Falling is always treated as dropping more than twice a model's height regardless of the actual distance fallen, so roll for potential harm. On a roll of 8+, the model suffers a **System Overload (Shock)**.

SHOOT ACTIONS

General **Shoot (Snapshot) Actions** cover firing-on-the-move, area fire, and other ranged attacks without much preparation in general. It is limited by the **Snapshot Range** of the weapons being used and is normally directed at the closest enemy target.

Shoot (Aimed Fire) Actions represent more deliberate shots taken from a static point. **Aimed Fire** enables targets to be chosen freely and **Snapshot Range** to be ignored as a factor, but at the cost of being unable to move. For an **Aimed Fire Action** to occur, the attacking model must be activated using the **Aimed Fire Activation Mode**.



1. CHOOSE A WEAPON

If the shooting model has more than one ranged weapon, you must choose which weapon it will fire for the attack. Only a single weapon can be fired per **Action**.

2. SELECT A TARGET

CHOOSE TARGET

Unless **Aimed Fire** is used, the attacking model attacks the nearest enemy model within **Snapshot Range** and **Line of Sight**.

When choosing a target for a **Snapshot**, the attacking model can select either **Support**, **Structures**, or **Zeoforms** as their target type and make their attack against the closest model of the se-

lected type. More on **Support** models and **Structures** can be found in the **Advanced Rules**.

If **Aimed Fire** is being used, simply select any enemy model in **Line of Sight**.

RANGE

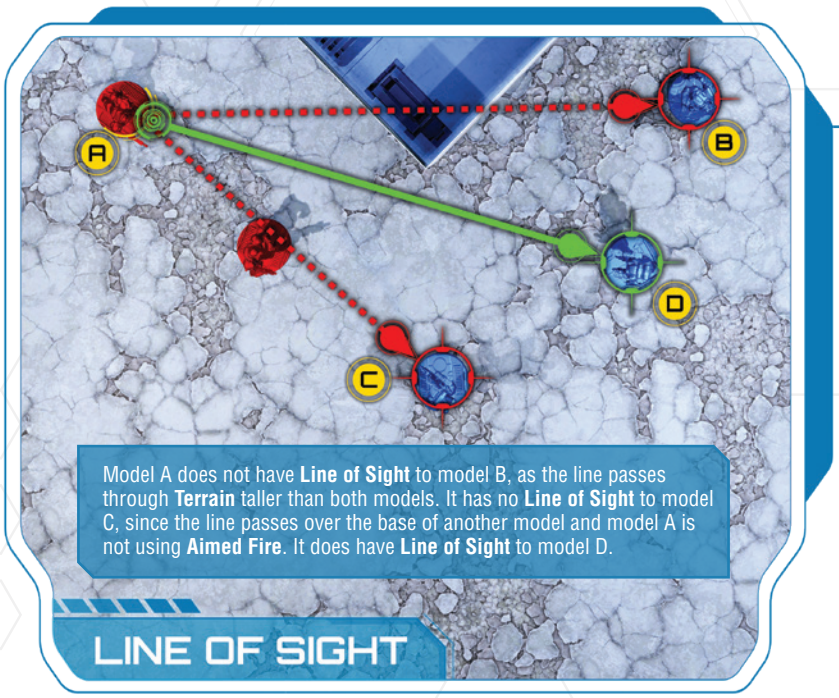
Range is measured from the closest point on the attacking model's base edge to the closest point on the target model's base edge. If **Aimed Fire** is being used, ignore the **Range**.

LINE OF SIGHT

Since a model's physical pose and position on the battlefield may not reflect what the character would actually be doing, it's necessary to establish a rule to determine what a model can "see".

- **Line of Sight** is determined by drawing an imaginary line between the closest point of the bases of the attacker and target models.
- **Line of Sight** is limited to a model's Front 90-degree Arc, so make sure to turn towards your intended target before attacking.
- **Line of Sight** is blocked if it passes over **Terrain** that is the same height or taller than both the attacker and the target model. This holds true for both **Snapshots** and **Aimed Fire**.

If the **Line of Sight** passes over the base of other models of any size, friend or foe, the **Line of Sight** is blocked for **Snapshots** but open for **Aimed Fire**. **Aimed Fire** can target any model provided the attacker and/or target are taller than intervening models, in this case the target model will count as **Obscured** (see p. 37).



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.

3. ROLL ATTACK DICE

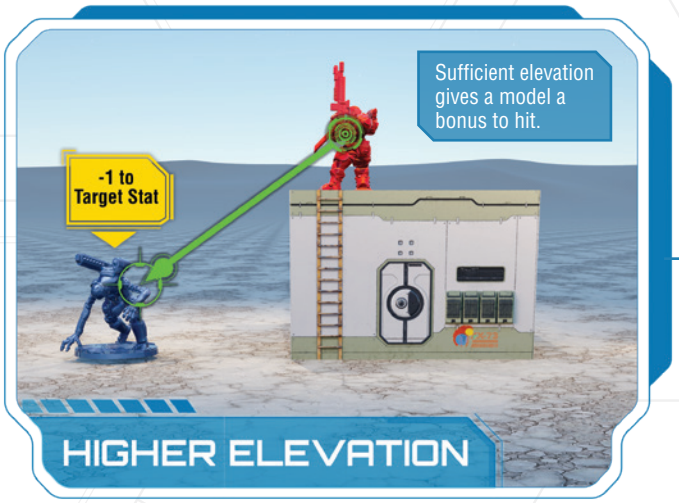
Take a number of dice equal to the weapon's **Attacks** stat and roll them. The **Target** stat of the model under attack is modified as shown below. Roll **Attack** dice and a **Combat Die**. Each die roll that scores equal to or higher than the defending model's modified **Target** stat scores a hit.

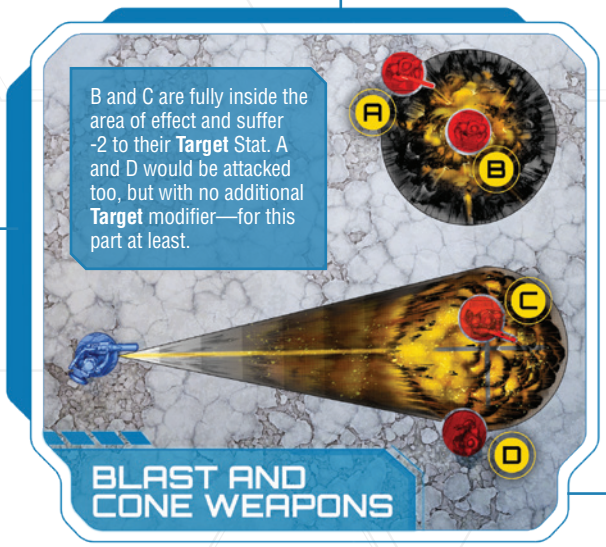
RANGED TARGET MODIFIERS

Target Modifiers are tactical effects that make a model's **Target** stat change according to circumstances. All **Target Modifiers** are cumulative. Reference the **Ranged Target Modifiers** table.

RANGED TARGET MODIFIERS

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





HIGHER ELEVATION

If the attacker's base is level with the top of the defending model or higher, modify the defending model's **Target** stat by −1.

AIMED FIRE: WEAPON AIM STAT

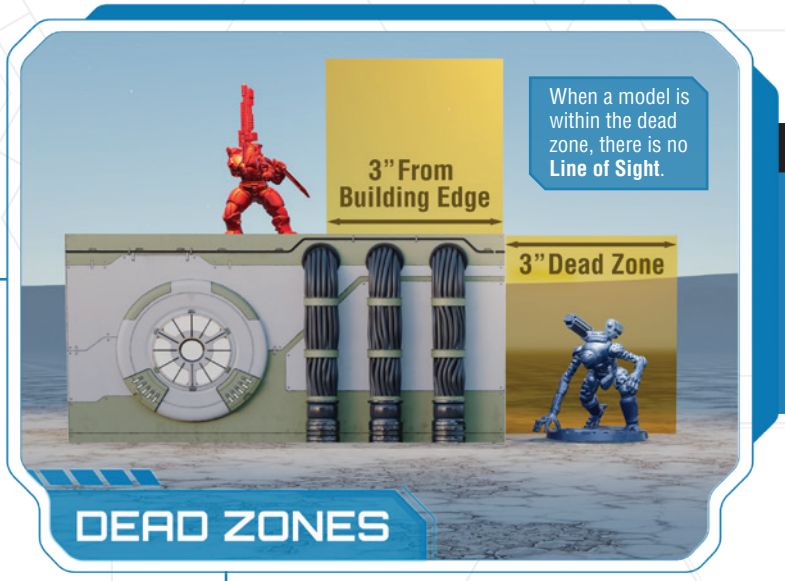
If **Aimed Fire** is used, reduce the defending model's **Target** stat by the attacking weapon's **Aim Modifier** stat.

BLAST AND CONE WEAPONS

If a **Blast** or **Cone** weapon is being used, reduce the defending model's **Target** stat by −2 if the target's base is entirely within the area of effect.

SYSTEM OVERLOAD TOKEN

If the target model has a **System Overload**, reduce its **Target** stat by −1.



DEAD ZONES

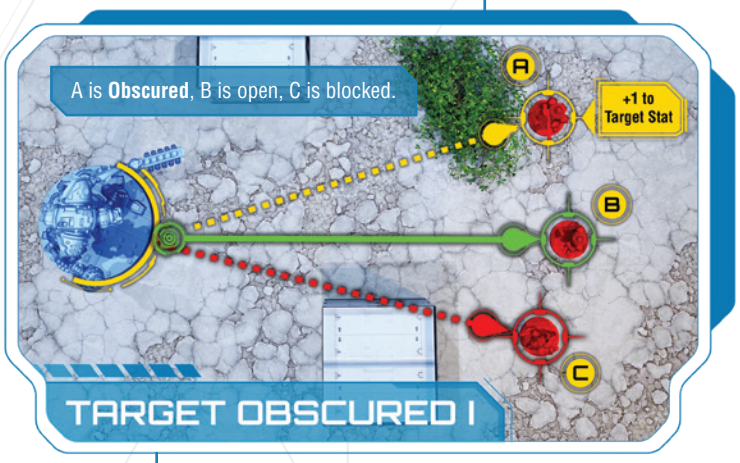
Note that higher elevation can create a **Line of Sight** "dead zone" if the elevated model is too far away from the edge. For our sanity we abstract this zone to be 1" for every full 1" the elevated model is away from the edge. Round numbers down so that if a model is within 1" of an edge, there is no dead zone.

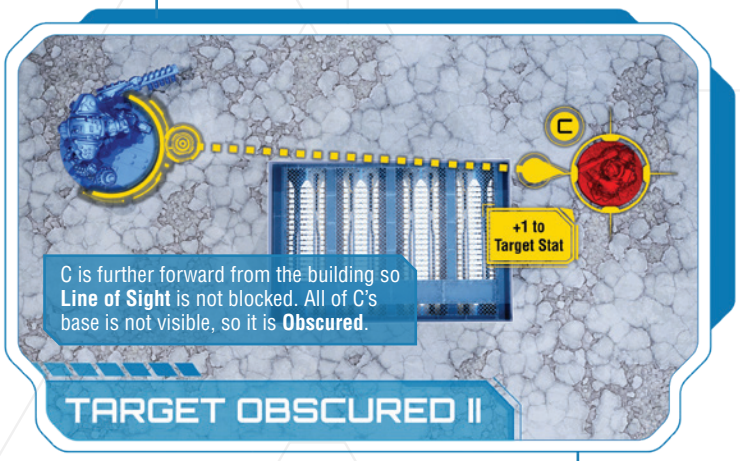
TARGET OBSCURED

Models are assumed to take advantage of every scrap of cover on the battlefield. If the attacker's **Line of Sight** to the target crosses any **Terrain** (or another model's base if using **Aimed Fire**), modify the defending model's **Target** stat by +1.

Target Obscured applies whenever the target model's base is not entirely visible to the attacker, e.g. partially hidden by the corner of a building. Note, however, that if the **Line of Sight** between closest base edges passes through **Terrain** that is taller than both attacking and target models, the **Line of Sight** is blocked.

EXAMPLE *A* **Zeoform** *is shooting at an enemy* **Zeoform** *that has a* **Target** *stat of 6+. The enemy is at a lower elevation (***-1 Target***) but is also* **Obscured** *(***+1 Target***), so those modifiers cancel out, leaving the* **Target** *number unchanged at 6+. If a* **Blast** *or* **Cone** *weapon were used and covered the enemy entirely, a -2 modifier would apply, reducing the* **Target** *number down to 4+.*





4. TARGET ROLLS ARMOR DICE

The player defending against the attack takes a number of dice equal to the target model's **Armor** stat modified as shown below. The target rolls the modified number of dice and each result equal to or greater than the attacking weapon's **Damage** stat cancels one incoming hit.

RANGED ARMOR MODIFIERS

All modifiers are cumulative.

WEAPON ARMOR MODIFIER

The defender's number of **Armor** dice versus the attack is reduced by the attacking weapon's **Armor Modifier** stat.

REAR ARC

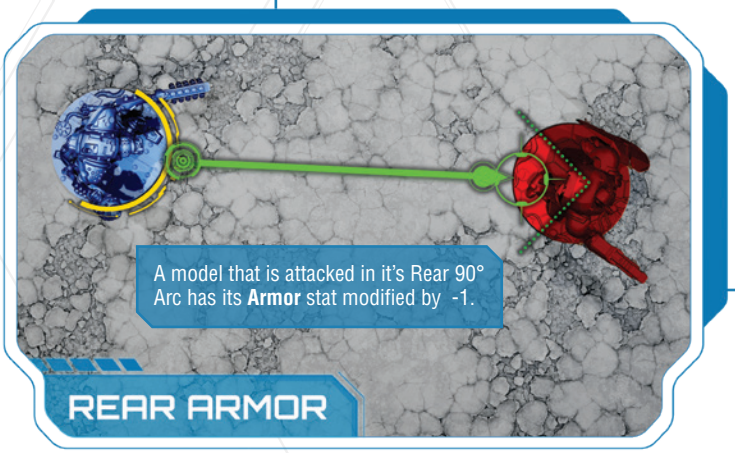
If the attack originated in the Rear 90-degree Arc of the defending model, reduce its number of **Armor** dice versus the attack by –1.

SYSTEM OVERLOAD TOKEN

If the target model has a **System Overload**, reduce its **Armor** stat by –1.

RANGED ARMOR MODIFIERS

CIRCUMSTANCE	MODIFIER
Weapon Armor Modifier Stat	–1 **Armor** die per point
Attacker is in defender's Rear 90-degree Arc	–1 **Armor** die
Target has a **System Overload**	–1 **Armor** die



5. ALL REMAINING HITS DESTROY ONE DEFENSE

If any of the hits are not canceled by successful **Armor** rolls, the target's **Defenses** stat is reduced by one. Adjust the **Defenses** die on the target model's base to show a **Defense** has been lost. Models are removed from play if they take uncancelled hits when all of their **Defenses** are down.

WEAPON SPECIAL RULES

Weapon special rules apply to some weapons to represent their unique capabilities. Many **Zeoform** weapons have more than one stat line with different stats and/or special rules that apply according to the firing mode used.

AIMED FIRE ONLY

The weapon has no **Snapshot Range** and may only be fired using an **Aimed Fire Activation**.

AREA EFFECT WEAPONS

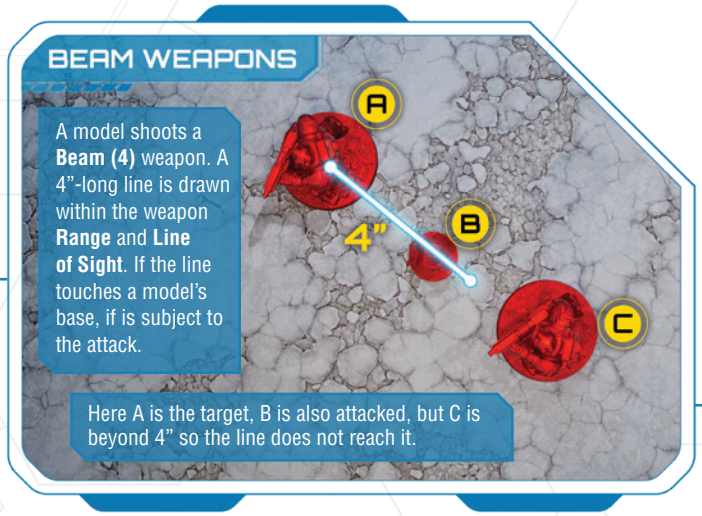
Several weapon types in *Zeo Genesis* have special areas of effect. They are as follows.

BEAM (X)

Beam weapons attack all models, **Terrain**, and **Structures** along a line extending up to (x).

Pick a model as the initial target, then draw a straight, infinitely thin line up to X inches from the center of the target in any direction; anything touched by the line will be attacked by the weapon.'

The line cannot extend out of **Line of Sight** from the shooter, or beyond **Snapshot** range unless **Aimed Fire** is used.



BLAST (X)

Blast weapons attack all models, **Terrain**, and **Structures** within (x) of a chosen point. Apply a −2 modifier to the **Target** stat of affected models when rolling to hit if their base is fully inside the **Blast** radius.

When fired using **Aimed Fire**, the **Blast** can be centered on any point within **Line of Sight**.

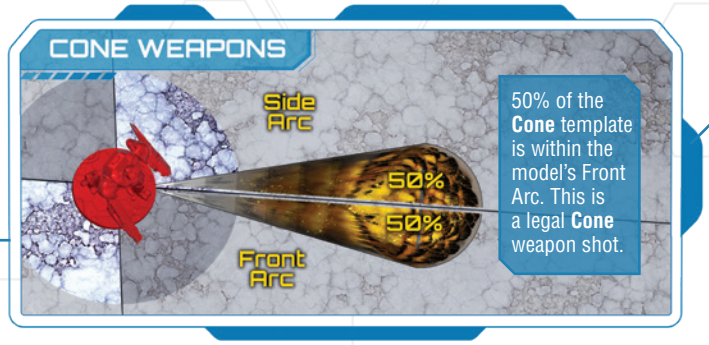
When fired using **Snapshot**, the **Blast** must be centered on the closest model of the selected target type (**Zeoform**, **Support**, or **Structure**).

When fired while in base contact with an enemy, the **Blast** must be centered on that enemy, potentially catching the attacking model within their own **Blast**.

Assess **Line of Sight** for obscurement, cover, and armor angles as coming from the center of the **Blast** rather than the shooting model.

CONE (X)

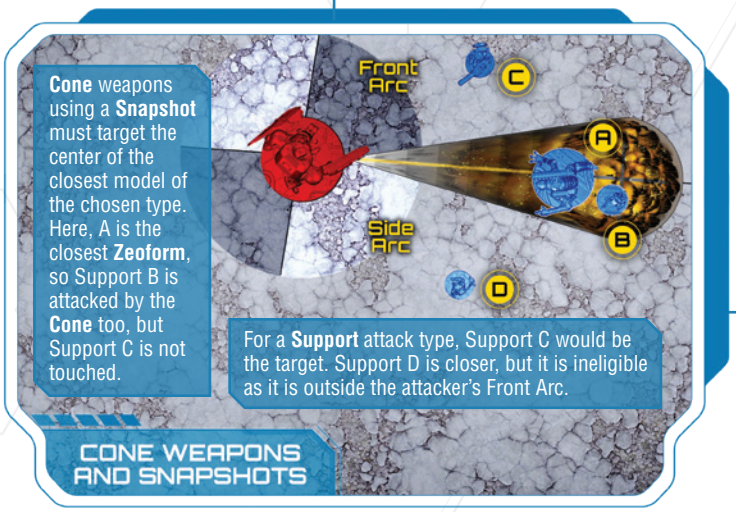
When a **Cone** weapon is used to make a ranged or **Melee** attack, the **Cone** template is always positioned so that the point of the narrow 'tail' is touching the base of the firing model and at least 50% of the template is within its Front Arc.

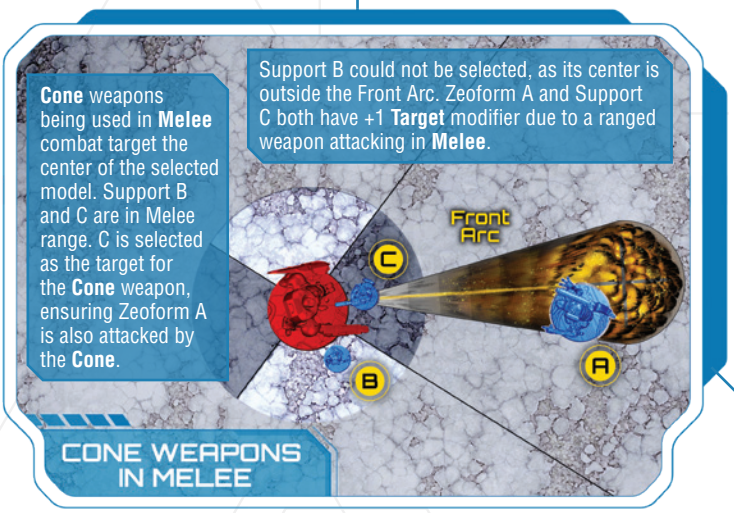


For a **Snapshot** or **Fight Action**, the template must also be aligned to pass through the center of the base of the closest model of the selected target type (**Zeoform**, **Support** or **Structure**) if possible, or to cover as much of the closest target model's base as possible if the model is out of **Range** or Arc.

For an **Aimed Fire Action**, the template may be aligned as desired within the restrictions listed above (template in the firer's Front Arc and tail touching the firer's base).

Cone weapons attack all models, **Terrain**, and **Structures** that are under or touching their template when aligned.





Apply a −2 modifier to the **Target** stat of affected models when rolling to hit if their base is fully inside the cone. On a **Fight Action**, the +1 **Target** modifier for ranged weapons being used in **Melee** range applies to all models attacked by the **Cone** weapon, as well as the original target.

+(X) ARMOR (FACING)

Some weapons provide an **Armor Bonus** equal to (x) to the model using them in a specific 90-degree facing, usually (Front). Multiple **+(x) Armor** weapons do not add their bonuses together but instead extend it into adjacent Arcs, e.g. having two **+1 Armor (Front)** weapons would mean the model gains **+1 Armor** to its (Front) and (Side) Arcs.

FOCUS

Focus weapons increase their **Damage** stat depending on how many hits they score in an attack. Each hit increases the **Damage** stat of the Focus weapon for that attack by +1.

FUSILLADE (X)

The weapon gains +(x) to its **Attacks** stat when fired at a target within **Snapshot Range**.

GUIDED

When choosing a target, any model may be targeted, not just the closest.

INSTANT

Models may not **React** to an **Instant** weapon attack.

PULL

Each uncancelled hit scored with a **Pull** weapon will pull the target 1" closer to the origin of the attack. The target will suffer one **System Overload (Inhibit)** if a model or **Terrain** blocks this move.

REPEL

Each uncanceled hit scored with a **Repel** weapon will push the target 1" away from the origin of the attack. The target will suffer one **System Overload (Inhibit)** if a model or **Terrain** blocks this move.

SATURATE

The weapon saturates the target location. Ignore any obscurement modifiers and cover bonuses.

SNAPSHOT ONLY

The weapon is limited to its **Snapshot Range** and gains no special benefits from using an **Aimed Fire Activation**.

SEEKER

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

SYSTEM OVERLOAD (TYPE)

The weapon inflicts a **System Overload** instead of a **Defense Down** when it scores an uncancelled hit. A **System Overload** may be blocked by the appropriate component..

⚠ WARNING! ⚠

BEGIN CALIBRATION TRIALS

INCOMING TRANSMISSION

Ok, pilot, you've got your shiny new combat zeoform. It's time to put it, and you, through your paces. Step up to the combat simulator!

TRIAL 1: RUN & GUN ACTIVATION MODE

Trial 1 takes you through basic moving and shooting.

SETUP

Place two buildings, two **Objective** markers, a target, and a **Zeoform** as shown below.

SEQUENCE

A **Run & Gun Activation Mode** gives you three **Actions**—two **Moves** and a **Snapshot** attack—that you can take in any order.

In this trial, you will use those three **Actions** to **1)** move out from behind cover **2)** shoot a target and then **3)** move in to cover behind a different building.

1 Move

The **Zeoform** is **Speed** 6 so it can move 6". Move the **Zeoform** 6" into base contact with Objective 1 and rotate it 90 degrees to get **Line of Sight** on the target.

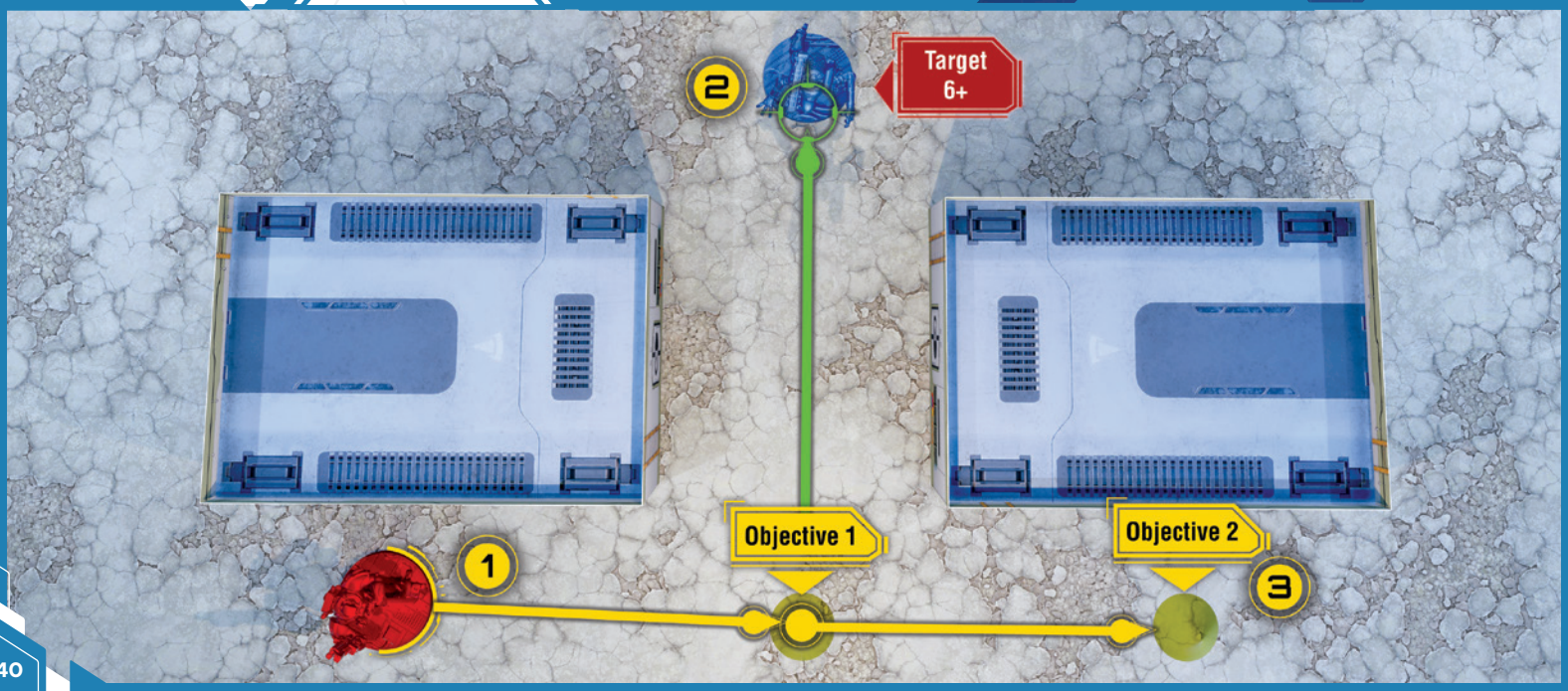
2 Snapshot Attack

The **Zeoform**'s weapon has an **Attacks** stat of 5 so roll five d10s to hit the target. Die rolls of 6 or higher score hits.

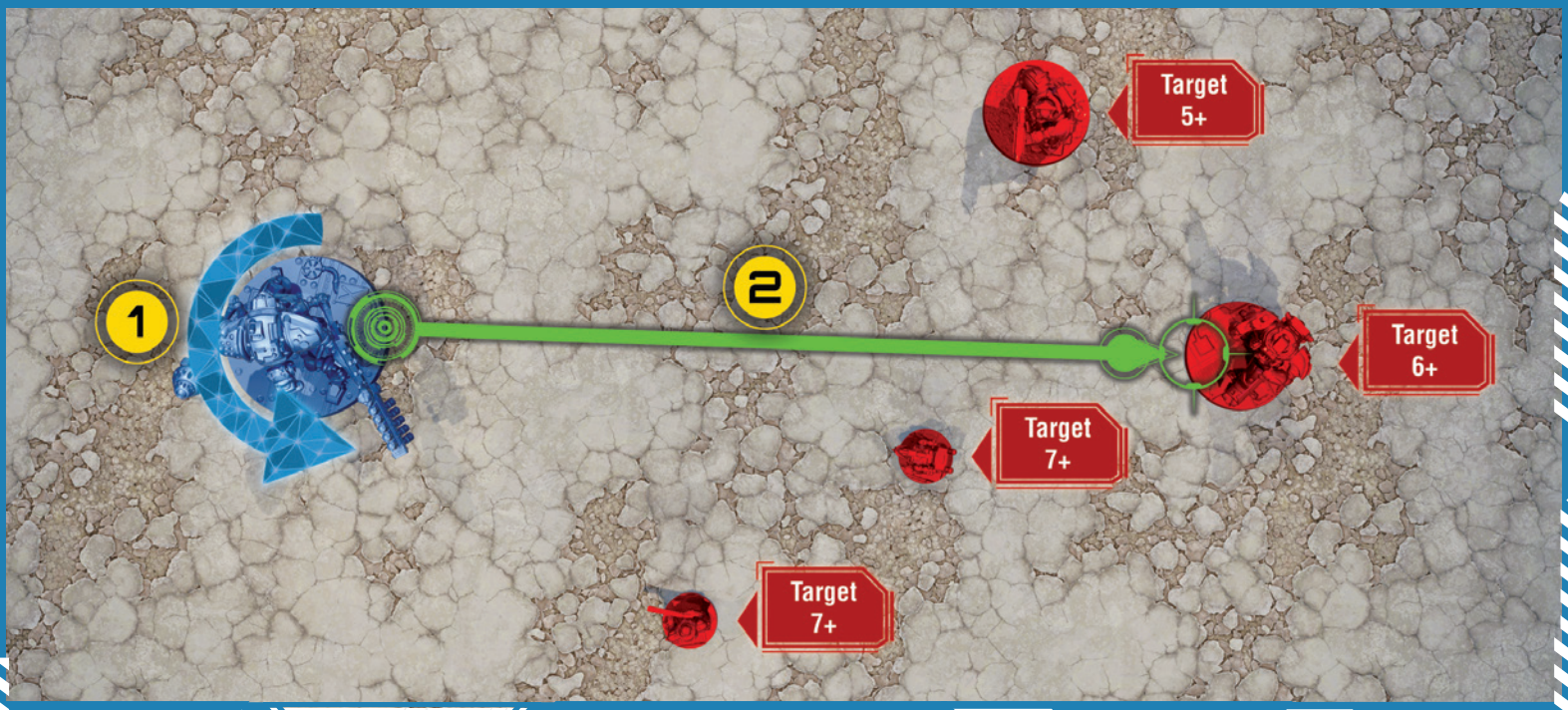
3 Move

Move 6" into base contact with **Objective** 2.

Trial 1 complete! *Keep in mind that in a real engagement, you can choose to take the* **Move** *and* **Snapshot Actions** *in any order.*



⚠ WARNING! ⚠



TRIAL 2: AIMED FIRE ACTIVATION MODE

Trial 2 will illustrate picking off a specific target in a busy battlefield.

SETUP

Place four targets and a **Zeoform** as shown below.

SEQUENCE

An **Aimed Fire Activation Mode** gives you two **Actions**: a turn in place and an **Aimed Fire** attack, which lets you pick your target freely instead of having to attack the nearest, as with a **Snapshot**.

In this trial, you will use **Aimed Fire** to hit a target that couldn't be hit using a **Snapshot**.

1 Turn in Place

Turn the **Zeoform** in place until it faces the 6+ target.

2 Aimed Fire Attack

The **Zeoform**'s weapon has an **Attacks** stat of 5, so roll five d10s to hit the target. Rolls of 6+ score hits.

INCOMING TRANSMISSION

Trial 2 complete! *Remember, pilot, that the* **Aimed Fire Activation Mode** *gives you an attack with unlimited range and the ability to choose a specific target but at the cost of staying still during your* **Activation**.

CALIBRATION TRIALS COMPLETE

MELEE ACTIONS

Melee Actions are attacks made when in base-to-base contact with an enemy model. These attacks follow the same procedure as shooting, with the exception of target selection.

1. CHOOSE A WEAPON

If the attacking model has more than one weapon, you must choose which weapon it will use to make the attack. Only a single weapon can be used per **Action**, and each weapon may only be used once per **Activation**.

Ranged weapons that have a **Snapshot Range** listed can be used to make **Melee** attacks, although they are generally less effective than dedicated **Melee** weapons.

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.

A model can always opt to make a slam attack using its bodyweight and strength. Count this as a **Melee** weapon attack with an attack bonus of zero and a **Damage (Impact)** value equal to the attacking model's **Armor** stat.

2. CHOOSE A TARGET

The attacking model must select an enemy model in base contact with it. The attacking model must turn to bring the target into its Front Arc.

3. ROLL ATTACK DICE

Take a number of dice equal to the attacking model's **Melee** stat plus its weapon's **Attacks** bonus and roll them.

If a ranged weapon is used, the **Attacks** stat for the ranged weapon is used in place of the model's **Melee** stat; no bonus **Attacks** for using a **Melee** weapon apply.

Roll **Attack** dice and a **Combat Die**. Each die roll that scores equal to or higher than the defending model's **Target** stat scores a hit.

MELEE TARGET MODIFIERS

All modifiers are cumulative.

RANGED WEAPON IN MELEE

If a ranged weapon is being used to make a **Melee** attack, apply a +1 modifier to the defender's **Target** number.

MELEE TARGET MODIFIERS

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

SHOOTING INTO MELEE

If models outside **Melee** range opt to attack models that are in base contact, roll for hits as normal, counting the targeted model as **Obscured**. Any **Attacks** that miss the intended target are rerolled against another model in base contact selected by the opposing player, also counting it as **Obscured**. The **Combat Die** result is applied to whichever model receives the greatest number of hits, or the intended target in the case of a tie.

Area effect weapons like **Blast** and **Cone** weapons attack everyone in the area.

HIGHER ELEVATION (DEATH FROM ABOVE)

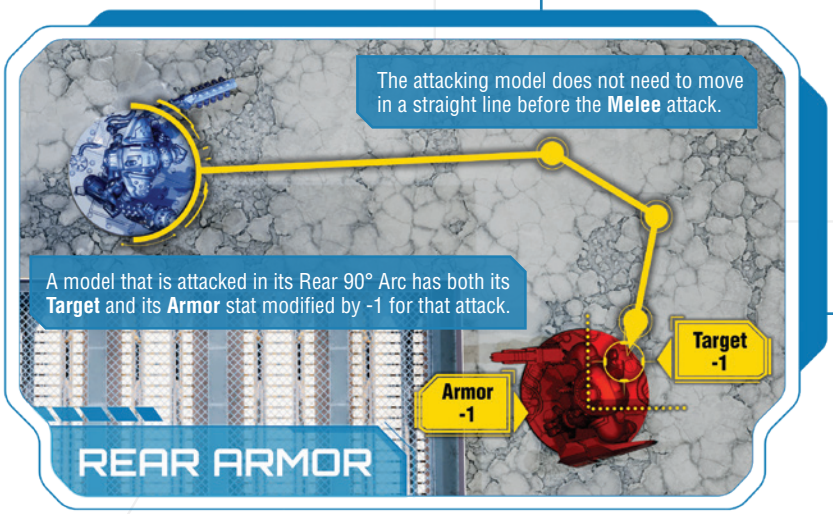
If the attacker's previous **Action** was to move into contact with the defending model from a higher elevation, apply a –1 modifier to the defender's **Target** number.

REAR ARC

If the attack is made against the Rear 90-degree Arc of the defending model, apply a –1 modifier to the defender's **Target** number.

DEFENDER HAS SYSTEM OVERLOAD

If the defending model has a **System Overload**, apply a –1 modifier to the defender's **Target** number.



4. TARGET ROLLS ARMOR DICE

The player defending against the attack takes a number of dice equal to the target model's **Armor** stat modified as shown below. The target rolls the modified number of dice and each result equal to or greater than the attacking weapon's **Damage** stat cancels one incoming hit.

MELEE ARMOR MODIFIERS

All modifiers are cumulative.

WEAPON ARMOR MODIFIER STAT

The defender's number of **Armor** dice versus the attack is reduced by the attacking weapon's **Armor Modifier** stat.

CHARGED

If the attacking model is using a **Charge Activation Mode**, reduce the defender's **Armor** dice by one to represent the additional impact and momentum. This modifier does not apply when a ranged weapon is being used.

REAR ARC

If the attack originated in the Rear 90° Arc of the defending model, reduce its number of **Armor** dice versus the attack by one.

DEFENDER HAS SYSTEM OVERLOAD

If the defending model has a **System Overload**, reduce its number of **Armor** dice versus the attack by one.

MELEE ARMOR MODIFIERS

CIRCUMSTANCE	MODIFIER
Weapon Armor Modifier	–1 **Armor** per point
Attacker has charged into combat this **Activation**	–1 **Armor**
Attacker is in defender's Rear Arc	–1 **Armor**
Defender has a **System Overload**	–1 **Armor**

5. ALL REMAINING HITS DESTROY ONE DEFENSE

If any of the hits are not canceled by successful **Armor** rolls, the target's **Defenses** stat is reduced by one. Adjust the **Defenses** die on the target model's base to show a **Defense** has been lost. A model is destroyed if it takes damage when all of its **Defenses** are down.

BEGIN CALIBRATION TRIALS

INCOMING TRANSMISSION

Are you ready for your next trial, pilot?

TRIAL 3: CHARGE ACTIVATION MODE

Trial 3 will demonstrate use of the **Charge Activation Mode** to attack multiple times while moving.

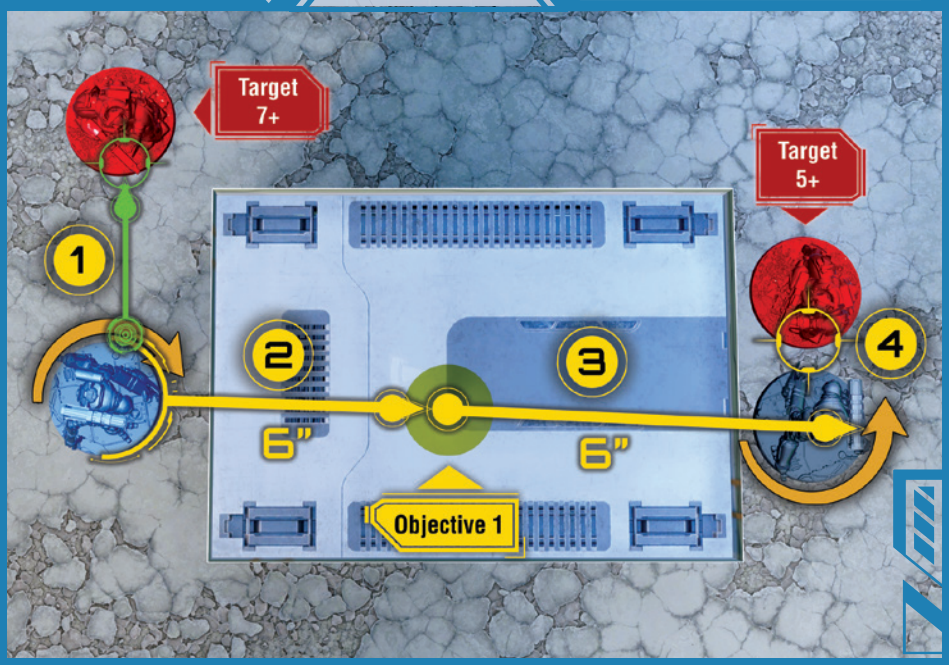
SETUP

Place two targets, one building, an **Objective**, and a **Zeoform** as shown below.

SEQUENCE

A **Charge Activation Mode** gives you four **Actions**: a **Snapshot** attack, two **Moves**, and a **Melee** attack. Unlike a **Run and Gun Activation**, a **Charge Activation Mode** must be resolved in the following order: **Snapshot**, **Move**, **Move**, **Melee**.

In this trial you will use those four **Actions** to engage one target then move to attack another target that was out of sight at the start of the **Activation**.



1 Snapshot Attack

The **Zeoform**'s weapon has an **Attacks** stat of 5, so roll five d10s to hit the target. Die rolls of 7 or higher score hits.

2 Move

The **Zeoform** is **Speed** 6 so it can move 6". it can climb upwards as part of the move by paying one inch of movement for each inch climbed. **Move** the **Zeoform** 3" up the building and another 3" into contact with **Objective** 1.

3 Move

Move 6" into base contact with the 5+ target. The distance moved dropping down from the building is free. Turn to face the target.

4 Melee Attack

The **Zeoform's Melee** stat is 4, so roll four d10s to hit the target. Die rolls of 5 or higher score hits.

INCOMING TRANSMISSION

Trial 3 complete! *A* **Charge Activation Mode** *is a powerful attacking tool, but be wary of pushing a* **Zeoform** *too far into enemy-held territory unsupported.*

CALIBRATION TRIAL COMPLETE

THE COMBAT DIE

Each faction has its own unique **Combat Die** to reflect its distinct weapons and tactics. The **Combat Die** is effectively a bonus "critical hit" so long as the original attack connects. The effects of that bonus hit can vary from negligible to inconvenient to potentially catastrophic.

Roll a **Combat Die** when making an attack of any kind. The effects apply only if at least one hit is scored by the attack.

The defending player may use a successful **Armor** dice roll to cancel the **Combat Die**, but normally only after all other hits have been canceled.

If the model has an **Armor Bonus** against the attack type of the weapon (E.g. Impact or Energy), the **Combat Die** can be canceled *before* any other hits have been canceled.

If the **Combat Die** is not canceled, apply the effect as the last step in the attack, after weapon effects have been resolved.

GUARDCORPS COMBAT DIE

KINETIC ORIENTED, KNOCKBACKS, AND EXTRA DAMAGE

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

PACT COMBAT DIE

ENERGY ORIENTED, SYSTEM OVERLOADS, AND DRAIN

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

SYSTEM OVERLOAD

System Overload effects represent temporary debilitating effects to a model; these could be caused by electric shorts, stunning hits, enemy hacking attempts, or even physical impediments like webs, nets, adhesives, or cables.

In addition to **Defense Down** results, many combat effect results generate **System Overload** results and some weapons inflict it instead of **Defense Down**.

Mark models suffering **System Overload** with an appropriate token. Models with a **System Overload** token suffer a –1 penalty to their **Speed**, **Target**, **Armor**, and **Melee** stats until the token gets removed. The following examples demonstrate the difference with and without a **System Overload**.

EXAMPLE: UNS-65 STORMER EXPERIENCED PILOT **WITHOUT** A SYSTEM OVERLOAD

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

EXAMPLE: UNS-65 STORMER EXPERIENCED PILOT **WITH** A SYSTEM OVERLOAD

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
5	4+	4	2	3	2	1	3

MULTIPLE SYSTEM OVERLOAD TOKENS

A model can only have a maximum of one **System Overload** token at a time. If additional **System Overload** tokens are suffered before the current token is removed, count each additional result as a **Defense Down** instead.

EXAMPLE *A* **Zeoform** *with a* **System Overload** *token suffers a damaging hit from a weapon that inflicts* **System Overload** *damage. As it already has a* **System Overload** *token, this causes the target to suffer a* **Defense Down** *result instead. If the model had no* **Defenses** *left at the time, it would be removed.*

DESIGNER'S NOTE: SYSTEM OVERLOAD

System Overload can be represented however you deem fit as long as all players are aware the status is in effect. We have supplied markers for this, but some players prefer to use colored wool or similar for smoke effects as a more visually pleasing solution.

EXAMPLE *In a worst case scenario, a* **Zeoform** *with a* **System Overload** *token suffers an uncanceled hit from a weapon that inflicts a* **System Overload** *AND a* **Combat Die** *result that causes both a* **System Overload** *result and a* **Defense Down** *result. The* **Zeoform** *suffers a total of three* **Defense Down** *results from the hit—one for the* **Combat Die Defense Down** *result and two more for the* **System Overload** *results being converted into additional* **Defense Down** *results. The original* **System Overload** *token would remain in place. If the* **Zeoform** *had only two* **Defenses** *left before taking this hit, it would be removed.*

REMOVING SYSTEM OVERLOAD TOKENS

There's an automatic chance a **System Overload** token will be removed each time a model **Activates** (but not when it **Reacts**). Roll a d10 before the model's **Activation Mode** is chosen. On a roll of 6–10, the **System Overload** token is removed.

System Overload tokens can also be removed with special skills or equipment or by using the **System Reset Action**.

SYSTEM OVERLOAD DEFENSES

System Overload effects have an associated tag depending on the attacking weapon type or situation: **(Burn)**, **(Shock)**, or **(Inhibit)**. A **Zeoform** with the correct protective component installed has a special saving throw against **System Overload** results of the specified type, potentially blocking the **System Overload** entirely.

COMPONENTS

COMPONENT	PROTECTS AGAINST
Ablative Armor	Burn
Auxiliary Plating	Shock
Power Spikes	Inhibit

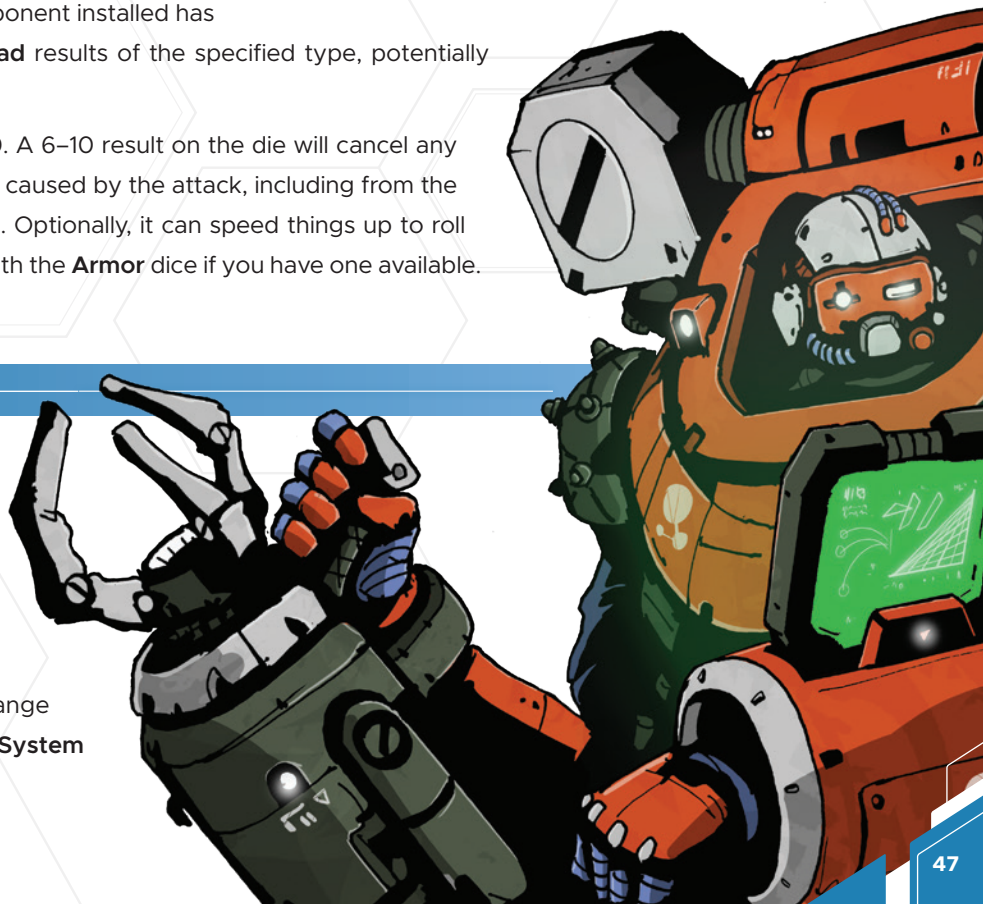
When a protected model is attacked, roll a d10. A 6–10 result on the die will cancel any **System Overload** results of the protected type caused by the attack, including from the attacker's **Combat Die** as well as their weapon. Optionally, it can speed things up to roll an extra d10 of a different color for this along with the **Armor** dice if you have one available.

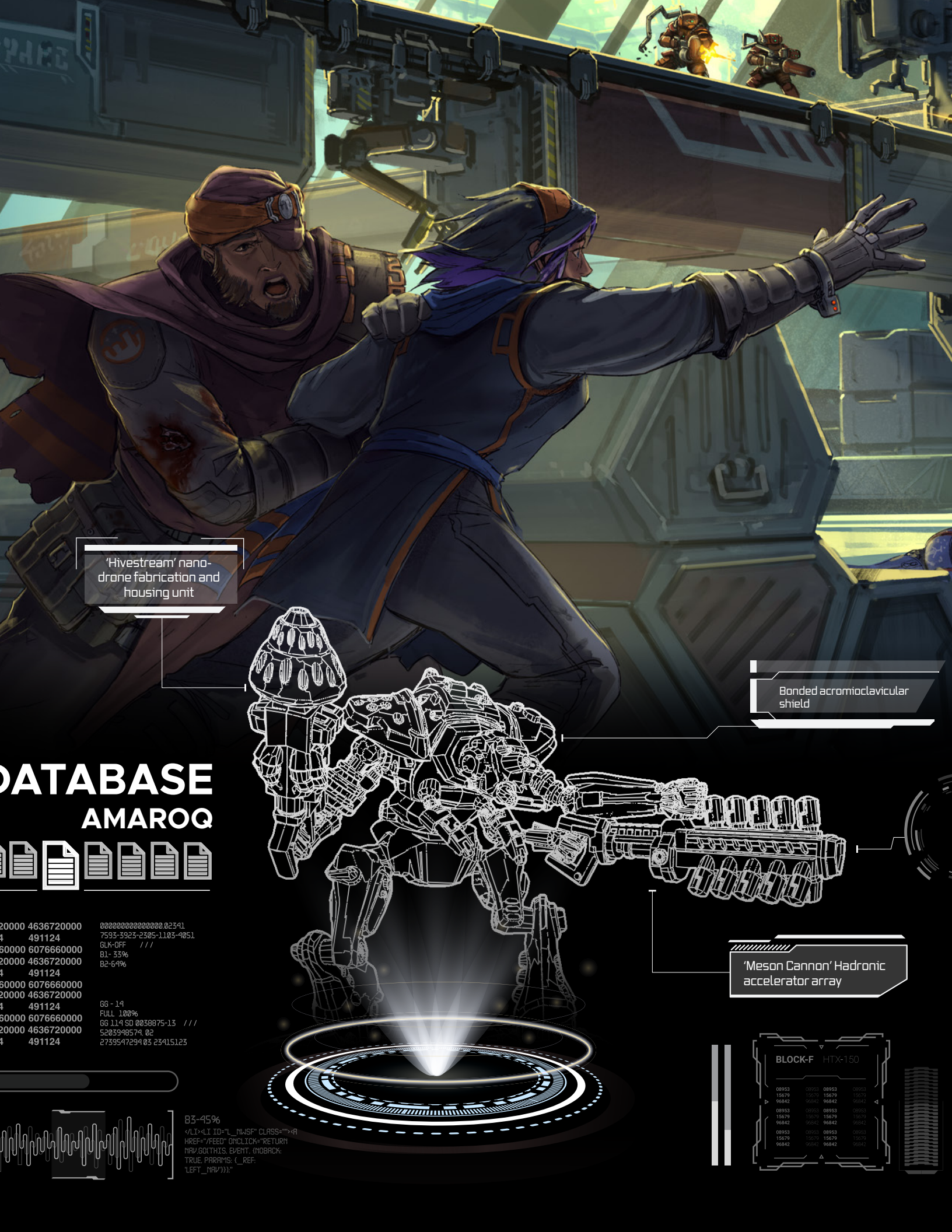
For more on **Components**, see p. 56.

SPECIAL ACTION: SYSTEM RESET

Removing **System Overload** tokens can become critical. A special **Action** called **System Reset** can be chosen by a model when it **Activates** or if it **Reacts** while it has a **System Overload** token on its base.

The model must give up one **Move** or **Shoot Action** during its **Activation/Reaction** in exchange for the **System Reset**. When it does so, the **System Overload** token is automatically removed.




'Hivestream' nano-drone fabrication and housing unit
Bonded acromioclavicular shield
'Meson Cannon' Hadronic accelerator array
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The Revolutionary Council of the Ercali Collective called upon their Pact allies to maintain resistance to the hegemonic intentions of Unitas. In response, Pentagal Operations escalated the conflict considerably, bringing in further GuardCorps companies to enforce their occupation of the major population centers.

Excerpt from T.J. Byazak's *The Truth of the Trystess Subjugation*

"Don't blaspheme."

Guardian strafed his Amaroq right, crouching to avoid the intermittent sensor waves that billowed out from the mining behemoth. He glanced at the status feed from Bem's zeo. Damage to the arm, but nothing else major. Motive was at full power, and he assumed she was moving again. On the main display, he watched a squad of troopers detach from the others. They headed towards the Rakke.

Guardian smiled. Just as planned.

Behind the M.E.P., a tracked drone harvester collected mined superdense matter and compacted it, its extractor manipulators working furiously like the mouthparts of a ravenous mechanical insect. The trailer behind it filled up with glistening cubes, each about the size of a man's head. With each cube able to power at least five slip jumps, the trailer contained enough energy for a quarter of the Starbound fleet. More importantly, it was destined for Interhelios shipyards in Juno, where it would end up in the new flotilla of GuardCorps corvettes being assembled.

The Starbound would make far better use of it than Interhelios warmongering.

Moving his zeo as smoothly as though its giant limbs were his own, Guardian stepped between the crystal towers, one eye on the readouts. There was no interference, no delay between his thoughts and the motion of the Amaroq. Even the secondary utility arms helping to hold the weapons felt as natural as if he'd been born with two extra limbs.

He hadn't told anyone this, but sometimes, when he was out of the master rig, he occasionally had a faint sense of loss; phantom limb syndrome for appendages that had never been his. Nobody said it out loud, but all the talk of Z-bridge connections only going one way was bullshit. Any veteran zeo pilot knew that. Physicians called it psychosomatic, but when you'd been in the Zee for long enough, you knew that mind and body were not separate.

He glanced at the scan again. The other troopers were lost in a fuzz of static from the extraction. They were staying too close to the M.E.P.

"Bem, I need you to come a bit closer. They aren't taking the bait."

"That means getting within range."

"It does."

"But I can't shoot back?"

"Keep moving, keep in cover."

The route to the harvester was open, but Guardian stayed still. Bem's line of movement arced back towards the rear of the small convoy. Scan returns shifted in response. A few flickers of energy spikes—gunfire. Sporadic, extreme range. Bem would have nothing to worry about.

Sudden movement brought a shrill detection warning. Guardian's view zoomed in on a larger humanoid shape detaching from the scanner shadow of the M.E.P.

GuardCorps Stormer. The tactical zeo held a long battle rifle in its hands. Anti-zeo weaponry, brought in just for them. The GuardCorps zeo set off towards Bem with purposeful strides.

"Pa?"

The edge of fear in Bem's voice was like a punch in the chest. Guardian fought back his own apprehension. A Stormer was no match for an Amaroq.

"Just keep moving," he forced himself to say. "Circle round behind me. I got you."

No need to reveal his position just yet. Guardian prepped the king lance but kept the charge in idle mode.

"Come right this way," he whispered.

ADVANCED RULES

A fun game of fighting **Zeoforms** against **Zeoforms** can be played using the **Basic Rules**, but the **Advanced Rules** expand the basic game into a "full-spectrum battlefield" by introducing new elements—firstly, non-**Zeoform** models in the shape of **Support** models: troopers, specialists, and drones that fight alongside **Zeoforms** in battle. **Structures** are another new model type added in the **Advanced Rules**; these player-controlled **Terrain** pieces can be used to control and fortify areas of the battlefield. Command and control elements are introduced to the game in the form of **Impetus** points and **Force Cohesion**, making the game into a more cut-and-thrust affair of balancing risks to your own forces against rewards in pressuring the foe. Not to be left out, **Zeoforms** also gain access to a powerful new category of armaments in the shape of **Protocol Weapons**, plus additional components for customizing their individual capabilities in unique ways. A list of model **Skills** is also summarized here that allow both **Zeoforms** and **Support** models to perform specialized roles.

IMPETUS

Impetus points represent a wide range of "soft" battlefield factors, from command and control functionality to advanced communication and real-time intelligence from a variety of sources. **Impetus** can also come from exceptional training, zeal, élan, desperation, and bloody-minded determination. **Impetus** points enable the battlefield commander (you) to get the most out of their available forces.

Each player begins the game with a number of **Impetus** points equal to the total **Impetus** point value of all the models in their force. **Impetus** points are a finite resource, and unlike **Activation** tokens, **Impetus** points are not automatically refreshed during the game by **Regrouping**.

EXAMPLE *A player's force contains two* **Zeos** *that have* **Impetus** *1 each, plus a* **Support** *model with a point of* **Impetus**. *They have a pool of three* **Impetus** *points to spend during the battle, on any models in their force.*

SPENDING IMPETUS POINTS

Impetus points can be spent by the owning player on models that don't have any **Activation** tokens left, allowing the model to **Activate** an extra time or to **React** to an enemy **Action** when it normally couldn't. In this sense, **Impetus** represents additional **Activation** tokens that you, as commander, can choose to spend to keep specific models fighting for longer.

For a **Reaction**, simply spend the **Impetus** point immediately when required and resolve the appropriate **Action**.

For reactivating a model that has used its **Activation** tokens, select the model on your turn and spend an **Impetus** point to return one of its **Activation** tokens. The model will now be able to **Activate** when chosen on a *subsequent turn* (or potentially make a **Reaction** before then).

You can also elect to spend one **Impetus** point to restore two points of **Force Cohesion** (see following) during a **Regroup** turn.

FORCE COHESION

Force Cohesion represents the overall morale and "will to fight" of a force. If your force loses all of its **Cohesion** it breaks off the engagement and retreats. The game can be won by destroying the **Force Cohesion** of the opposing player before they destroy yours.

Normally, each player starts the game with an amount of **Force Cohesion** equal to their models' total combined **Cohesion** stat, but specific scenarios may vary this amount.

EXAMPLE *Andy's Pact Salvager force has four* **Zeoforms** *and three* **Support** *models. All of the* **Cohesion** *stats of those models added together totals 20, so Andy has a starting* **Force Cohesion** *of 20.*

COHESION LOSS

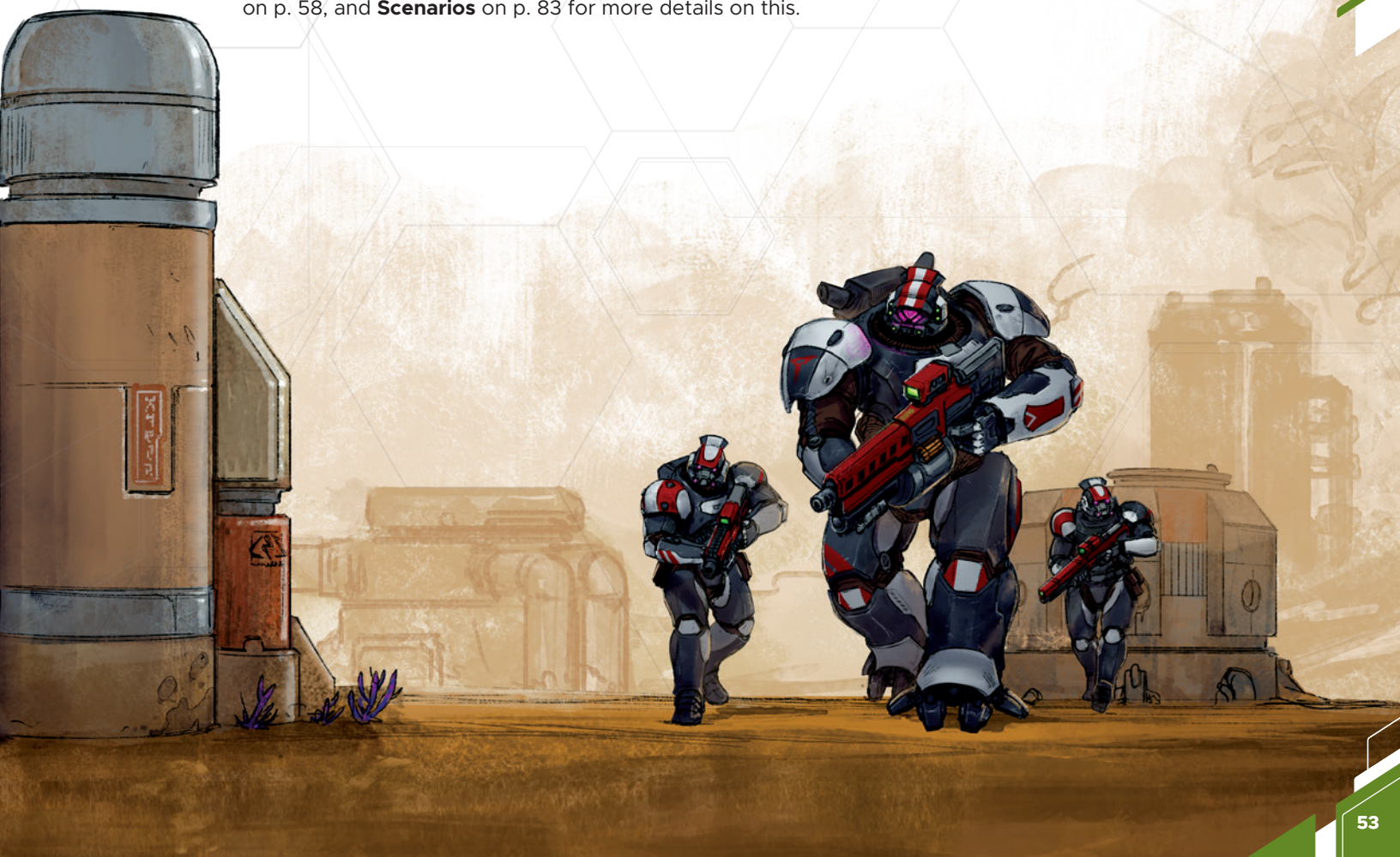
A player loses **Force Cohesion** in the following ways:

- A 2–5 **Under Fire** result of the **Combat Die**.
- When a friendly model is removed, lose 1 **Force Cohesion** for each point of **Cohesion** the model contributed at the start of the game.
- When you take a **Regroup** turn, you lose 2 **Force Cohesion** for each **Objective** that is currently secured by the enemy.

REGAINING COHESION POINTS

A limited amount of **Force Cohesion** points can be regained during the game. When you take a **Regroup** turn you can spend one **Impetus** point to restore up to 2 **Force Cohesion**. Note that spending **Impetus** can only restore lost **Cohesion**, it can't take **Force Cohesion** above its starting amount.

Certain **Structures** and securing **Objectives** in specific scenarios can also restore **Cohesion**. See **Structures** starting on p. 58, and **Scenarios** on p. 83 for more details on this.



PROTOCOL WEAPONS

Weapons that carry a high risk of collateral damage and biosphere degradation are proscribed by Protocol One of the Ells Valley Conference, and have come to be known as **Protocol Weapons**. **Protocol Weapons** commonly use indirect or saturation fire to indiscriminately bombard a large area with missile barrages, artillery strikes, or energy waves.

A **Protocol Weapon** is Locked On as a **Shoot Action** (**Aimed Fire** or **Snapshot**), but they may not be fired as part of a **Charge Activation Mode**. They do not take effect immediately. Instead, the attack **Action** is used to place a **Lock-On Marker** on the location the weapon will attack at the start of the firing model's next **Activation**.

When placing a **Protocol Weapon**'s **Lock-On Marker**, the attack counts against the number of **Shoot Actions** the model uses during an **Activation**. Once a **Lock-On Marker** has been placed, each subsequent time that model **Activates** (before nominating its **Activation Mode**), resolve the **Protocol Weapon**'s attack.

1. CHOOSE A WEAPON

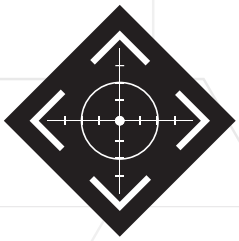
If the firing model has more than one **Protocol Weapon**, you must choose which weapon it will Lock-On with. Each **Protocol Weapon** must have its own dedicated **Lock-On Marker**.

2. CHOOSE A TARGET

Instead of targeting an enemy model, place the firing model's **Lock-On Marker** on any spot on the battlefield that is within **Snapshot Range** of the chosen weapon. **Line of Sight** is not required for **Protocol Weapons**.

If the firing model is using an **Aimed Fire Activation** you may choose any spot on the battlefield.

The **Lock-On Marker** may not be placed closer to the firing model than the **Protocol Weapon**'s **Minimum Range** under any circumstances.



LOCK-ON MARKER

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.

PROTOCOL WEAPON STATS

Protocol Weapons have a slightly different set of stats from non-**Protocol Weapons** as they have a minimum as well as a **Snapshot Range** and always have a **Blast** radius.

ATTACKS

The number of dice the **Protocol Weapon** rolls against the **Target** stat of each model in the **Blast** radius when it attacks.

DAMAGE

Measures how hard it is for a target model to resist damage from the **Protocol Weapon** and its Type.

MINIMUM RANGE

The **Lock-On Marker** may not be placed closer to the firing model than its minimum **Range**. If the firing model moves within minimum **Range** of one of its **Lock-On Markers**, the marker is removed.

SNAPSHOT RANGE

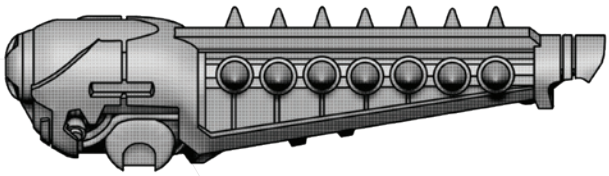
You must place the **Lock-On Marker** within this **Range** unless the model is using an **Aimed Fire Activation**.

ARMOR MODIFIER

The amount the weapon reduces the target model's **Armor** stat by when rolling to prevent damage.

SPECIAL RULES

These include the weapon's **Blast** radius, a radius measured from the **Lock-On Marker**. Each model whose base is even partially within the **Blast** radius will be attacked when the **Protocol Weapon** is resolved. Other special weapon rules may apply.



EXAMPLE: PACT 'NANOSWARM' PROTOCOL WEAPON

	ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL
NANOSWARM	3 Dice	8 Impact	10"	20"	-1 Die	Blast (4)

3. RESOLVING PROTOCOL WEAPON ATTACKS

Once a **Lock-On Marker** has been placed, the next time the firing model **Activates**, its **Protocol Weapon** attack is resolved before that model takes its **Actions**.

If the firing model is removed, any **Lock-On Markers** for it are also removed.

Use the Shooting rules to resolve an attack against each model wholly or partially in the **Blast** radius. Assess **Range**, **Line of Sight** for **Obscurement**, cover, and armor angles as coming from the center of the **Lock-On Marker** rather than the shooting model.

LEAVE THE LOCK-ON MARKER IN PLACE

When a **Lock-On Marker** has taken effect, the shooting player can opt to remove it in order to place it on a different point by using a subsequent **Shoot Action** OR leave it in place to attack the same spot again the next time the firer **Activates**—a powerful ability against **Structures** or other immobile targets.

Once the marker has been placed, the **Protocol Weapon** attack does not require an **Action** to attack the same point again, only to move the **Lock-On Marker**. However, if the shooting model moves within minimum **Range** of one of its **Lock-On Markers**, the marker is removed.

EXTENDED EXAMPLE

A Pact Amaroq equipped with a NanoSwarm **Protocol Weapon** *is activated, choosing to use* **Aimed Fire** *mode. For its* **Aimed Fire**, *the Amaroq places its* **Protocol Weapon Lock-On Marker** *behind a distant building (outside its minimum* **Range**) *since it requires no* **Line of Sight**. *The Amaroq has the* **Multi-target Skill**, *so it is able to use another weapon to shoot at a target before or after placing the* **Lock-On Marker**. *The Amaroq's* **Activation** *is then over.*

By its next **Activation**, *the Amaroq is in base contact with an enemy and must choose* **Fight Activation Mode**. *The* **Protocol Weapon** *still attacks, centered on the location of the* **Lock-On Marker**, *before the Amaroq takes any* **Actions**. *The fact it can't shoot this* **Activation** *does not stop the* **Protocol Weapon** *attack occurring. However, the* **Lock-On Marker** *can't be moved and remains in place. By using the* **Fight Activation Mode**, *the Amaroq is able to separate itself from the enemy model and move away.*

The Pact player uses an **Impetus** *point to allow the Amaroq, now free of any enemies in base contact, to* **Activate** *again, selecting* **Run and Gun Mode**. *The* **Protocol Weapon** *attacks at the marker before the Amaroq takes any* **Actions**. *During its* **Activation**, *the Pact player uses a* **Shoot Action** *to move the* **Lock-On Marker** *to a new location and can opt to trade one of its two* **Move Actions** *for a* **Shoot** *with a different weapon within its* **Snapshot Range** *due to having the* **Multi-target Skill**. *The* **Protocol Weapon** *will not attack its new location until after the Pact player* **Regroups** *and chooses to* **Activate** *the Amaroq again.*

COMPONENTS

Components enable modifications to individual **Zeoforms** and are represented visually on the model. Most components improve a **Zeoform**'s game stats, but some grant additional special rules or bonus effects. Components available for different **Zeoforms** can be found in their data entries.

COMPONENTS

COMPONENT	PROTECTS AGAINST
Ablative Armor	Burn
Auxiliary Plating	Shock
Power Spikes	Inhibit

Protective components against **System Overload** tokens have been mentioned in the **Basic Rules** and are repeated here for completeness.

System Overload results have an associated tag depending on the attacking weapon type or situation: **(Burn)**, **(Shock)**, or **(Inhibit)**. A **Zeoform** with the correct protective component installed has a special saving throw against **System Overload** results of the specified type, potentially blocking the **System Overload** result entirely.

When a protected model is attacked, roll an extra d10 along with the normal **Armor** dice. A 6–10 result on the die will cancel any **System Overload** results of the protected type caused by the attack—including from the attacker's **Combat Die** as well as their weapon.

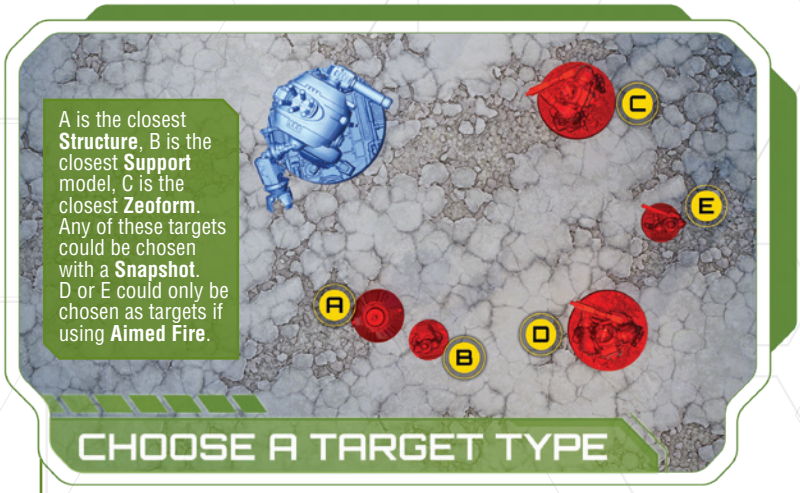
SUPPORT MODELS

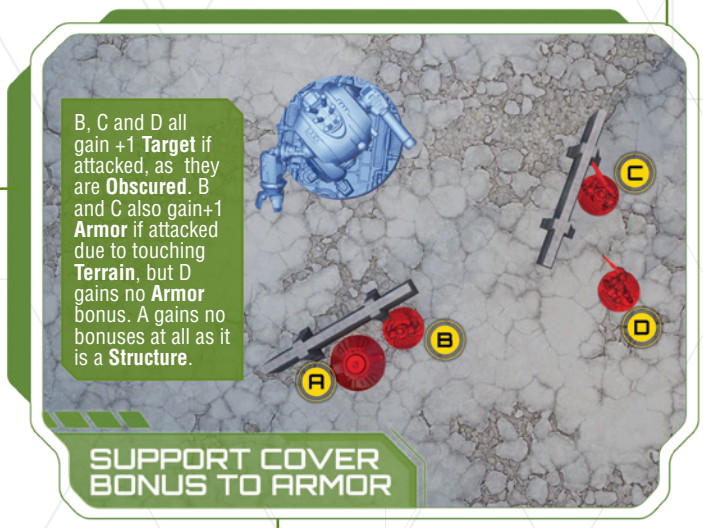
Support is a category of models that includes drones plus all basic infantry and specialist troops that do not pilot a **Zeoform**. **Support** models follow the game rules already established for **Zeoforms** with a few exceptions, but they are generally less capable and more…expendable.

CHOOSING A TARGET

When choosing a target model for a **Snapshot**, the attacking model must select either **Support**, **Structures**, or **Zeoforms** as the target type and make its attack against the closest model of the selected type.

Note that **Line of Sight** rules do still apply; **Line of Sight** may not be traced across an intervening model's base regardless of its type when taking a **Snapshot**. **Aimed Fire** can target *any* model provided the attacker and/or target are taller than intervening models, but if so, the target model will count as **Obscured**.





ARMOR SAVES

Support models gain **+1 Armor** if they are in base contact with **Terrain** that the attacker's line of fire crosses. Trace **Line of Sight** from the centerpoint of blast for weapons with the **Blast** special rule.

Note: Attacks from weapons with the **Saturate** special rule ignore this **Armor Bonus**.

SUPPORT AND DENSE TERRAIN

Support can slip easily through **Dense Terrain**, so they take no penalty when moving through it.

SUPPORT AND SYSTEM OVERLOAD RESULTS

Support models are a fraction of the size and weight of the smallest **Zeoform**. Because of this any **System Overload** results applied to **Support** models count as **Defense Down** results instead.

SUPPORT SKILLS

Support models are defined by their special **Skills** as well as their stat lines and weaponry. They are intended to act as supporting members of an integrated team built around a **Zeoform** to maximize its potential. **Support** might include medics, engineers, drone operators, snipers, line troops, or many others; each **Zeoform** pilot has their own preferences.

Support model **Skills** can be found in their individual data entries, while a full list of **Skills** can be found on p. 64-67. Some examples are:

- **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.
- **Sniper:** When this model uses a **Shoot (Aimed Fire) Action**, it can reroll one die to hit and reroll the **Combat Die**, if desired.
- **Team Leader/Team Player:** When the model with the **Team Leader Skill** completes its **Activation**, the assigned models with the **Team Player Skill** 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.

DRONES

Drones are a subcategory of **Support** models specifically covering non-biological autonomous robots performing a variety of battlefield roles. Due to their nature, **Drones** interact with some **Skills** differently than other **Support** models, specifically: **Drone Controller**, **Medic**, and **Engineer**.

STRUCTURES

Structures are another category of models. They are static, player-placed models that are used to "cap" the more generic **Static Objectives** in scenarios (for more on **Static** versus **Portable Objectives**, see **Objectives** on p. 86-87). By placing a **Structure** on a **Static Objective** a player can add special qualities to it, enhancing its value in some way.

GETTING STRUCTURES

Structures are chosen as part of a player's force (see p. 84), just like **Zeoforms** and **Supports**. When they are chosen the player picks whether to make them a **Static Structure**, which begins the battle on the tabletop, or to bring them onto the battlefield later as a **Deployable Structure**.

PLACING STRUCTURES

- **Static:** During setup, **Static Structures** are deployed along with the models in a player's force. A **Static Structure** can be placed on any **Static Objective** on the battlefield, but it cannot displace a **Structure** that has already been placed.
- **Deployable:** During the game, a player can choose to place an unused **Deployable Structure** instead of activating a model on their turn. A **Deployable Structure** must be placed on a **Static Objective** currently controlled by the player that has no other **Structure** already in place on it.

SECURING STRUCTURES

A **Structure** is secured by a model ending its **Activation** in base contact with it when there are no opposing models in base contact with that **Structure**.

If a **Structure** is deployed to a **Static Objective** *within* a player's deployment zone, it is automatically counted as secured at the beginning of the game.

It's important to note that a **Structure** is not considered under a player's control until it has been secured, and it is controlled by the most recent player to secure it. In other words, it doesn't matter who placed a **Structure**, only who took it over most recently.

STRUCTURE BENEFITS

Most secured **Structures** can have additional effects if a model is in base contact. However, a model cannot gain a benefit from a **Structure** if an opposing model is also in base contact with that **Structure**.

DESTROYING STRUCTURES

Structures can be destroyed to deny them to the enemy, usually fairly easily or even accidentally by area effect attacks. **Structures** count as **Terrain** for damage purposes; they are removed by any hit that equals or exceeds their **Damage Rating** (see **Structure and Terrain Destruction** on p. 59). A destroyed **Structure** is removed and has no further effect.

The **Objective** a **Structure** was previously placed on is unaffected by the **Structure**'s removal and remains a "vital point" valuable for control simply due to its location (exception—see **Cryo-Crate**). **Deployable Structures** may be brought down to occupy an **Objective** previously occupied by another **Structure** after its destruction.

STRUCTURE AND TERRAIN DESTRUCTION

Powerful, high-tech weaponry and even **Zeoforms** themselves can make a mockery of obstacles by simply smashing straight through them. A model can elect to destroy **Terrain** pieces and **Structures** when moving or shooting. Area attacks like artillery can potentially make a real mess of the area they hit.

There are two potential methods of **Structure** and **Terrain** destruction: **Blast It** and **Break It**.

BLAST IT

A model can use a **Shoot Action** to attack a **Terrain** piece or **Structure**. No roll is required to hit, but **Range** and **Line of Sight** rules do apply. At the option of the attacking player, **Blast**, **Beam**, and **Cone** weapons may affect **Terrain** and **Structures** in their area of effect without needing to be specifically targeted at them.

Roll a d10 and add the **Damage** and **Attacks** stats of the weapon to the result. If the total equals or beats the **Damage Rating** of a **Structure**, the model is removed.

For **Terrain**, compare the total to the **Terrain Damage Rating** chart to see if the attack is strong enough to damage it.

Note that there is no reduction to the total for weapons that inflict **System Overload** results; their more persistent effects more than make up for them being marginally less damaging.

BREAK IT

A model can use a **Move** or **Melee Action** to smash a **Terrain** piece or **Structure** in base contact. This can happen at any part of the **Move Action**.

For a **Move Action**, roll a d10 and add the **Speed** and **Armor** stats of the attacking model.

For a **Melee Action** with a weapon, roll a d10 and add the model's **Melee** (modified by the chosen melee weapon if applicable) stat. Add the result to the player's choice of either; the **Armor** stat, or the melee weapon **Damage** of the attacking model. The total is the final result.

When using a **Slam** attack, roll a d10 and add the **Zeo**'s **Melee** and **Armor** to the result.

TERRAIN DAMAGE RATING	
TERRAIN MATERIAL TYPE	DAMAGE RATING
Energy walls/barriers	24
Fortress/starship armor plating	22
Stone, rock, hi-tech alloys, heavy polymers, or composites	20
Concrete, metal, light polymers, or composites	18
Trees, logs, sand bags, cargo containers	16
Crates, barrels, planks, thin metal, or plastic	14
Boards, fencing	12

STRUCTURE DAMAGE RATING	
STRUCTURE NAME	DAMAGE RATING
Cryo-Crate	22
Data Relay	16
Defense Node	N/A
Energy Outlet	16
Refueling Bay	16
Field Generator	18
Munitions Stockpile	14
Resource Collector	18
Sensor Array	14

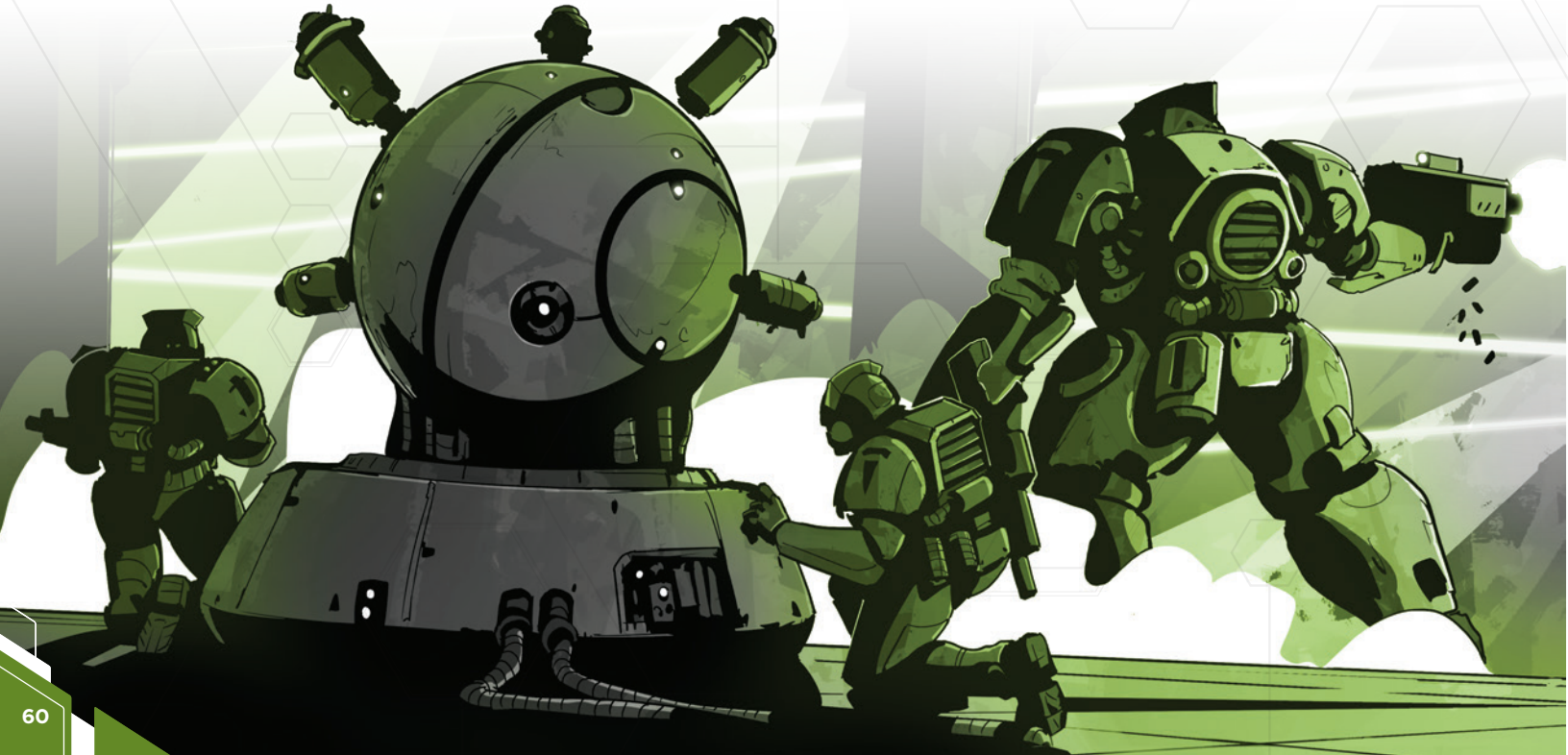
DAMAGE EFFECTS

Compare the total to the **Structure's Damage Rating** or the material type on the **Terrain Damage Rating** chart to see if the attack is strong enough to damage it.

Structures and Small or Very Small **Terrain** pieces are destroyed by a damage roll that equals or beats their **Damage Rating**. Remove them from the table.

Equaling or beating the **Damage Rating** of a Medium or larger **Terrain** piece will leave a **Dense Terrain** "hole" in it the size of the attacking model's base. Use a spare base, piece of card, or paper to mark the location of the damage.

In practical terms it's normally best to ignore incidental damage to Medium and larger **Terrain** pieces unless it will have a direct bearing on the game—i.e. causing a model to fall, opening up a **Line of Sight**, etc.

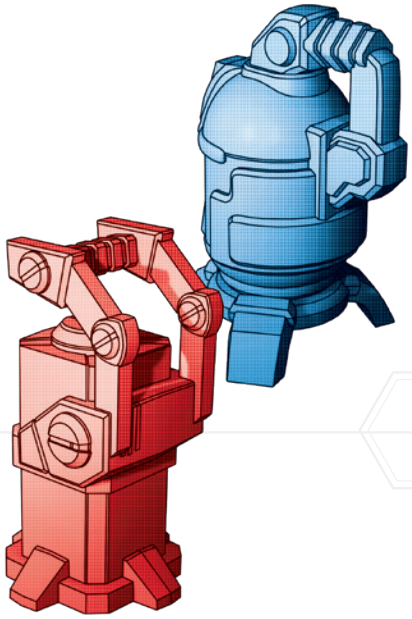


STRUCTURES LIST

CRYO-CRATE

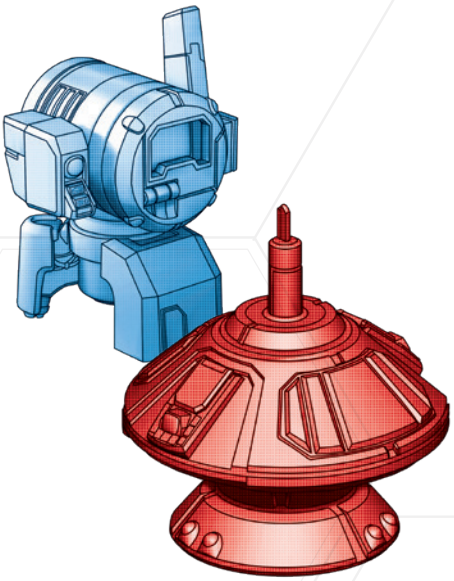
DR 22

Even with slip travel between heliospheres, it still takes days, weeks, or even longer to traverse from world to world, and for time-sensitive cargos the only secure means of transportation are cryo-crates. These are large, extremely well-protected boxes or pods containing all manner of important goods, including weapons with unstable ammunition or energy sources, perishable foodstuffs, decaying elements, or perhaps even lifeforms. Cryo-crates can survive re-entry, and in desperate times they have been used as lifeboats.



EFFECTS

A Cryo-Crate turns a **Static Objective** into a Large **Portable Objective**. Ending a **Move Action** in base contact with a Cryo-Crate allows a **Zeoform** to pick it up and carry it with a –1 **Speed** penalty. The **Objective** is then counted as secured by the model carrying it and may not be transferred. If the model is removed as a casualty, the **Objective** is dropped and is no longer secured (see p. 86-87 for more on **Portable Objectives**). If the Cryo-Crate is destroyed, the **Objective** is lost along with it.



DATA RELAY

DR 16

Whether microwave transmitter, blip-laser link, hardwire cable, tachyogram, or digital satellite connection, a myriad of communications systems link the One Hundred Suns together, from the 1Gen arcologies to the most recently founded asteroid mines. These connection points to local data networks not only boost personal and zeoform communication ranges, they also allow skilled users access to associated data systems. When performing an unauthorized connection this is known as hacking, or zishing.

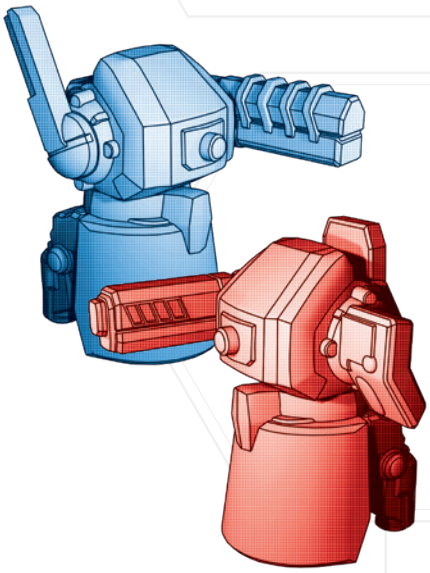
EFFECTS

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.

DEFENSE NODE

DR N/A

Semi-intelligent security drones are not all mobile, and many automated defense systems are deployed across the One Hundred Suns in support or instead of security personnel. Some locations make patrols or sentries impractical, so highly mobile zeoform warfare often uses orbit-deployable defense nodes to secure static locations, thus freeing up limited zeoform teams to perform more offensive operations. Such defenses, however, have limitations, not least of which is the opportunity presented to foes to repurpose them against their owners.



EFFECTS

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
Node	0	3+	4	0	2	1	0	0

A Defense Node acts as a **Static Support** model with a weapon. When a Defense Node **Activates**, it can only use the **Aimed Fire Activation Mode**.

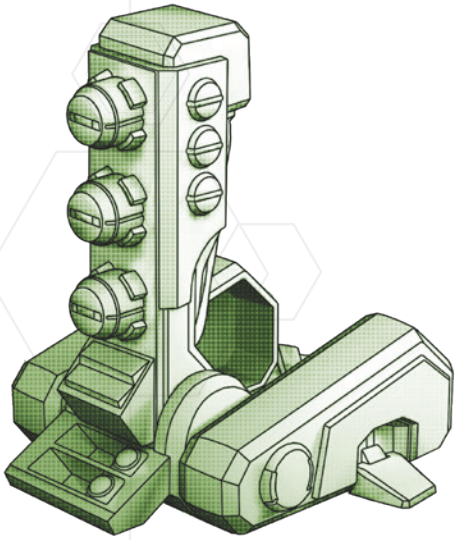
ENERGY OUTLET

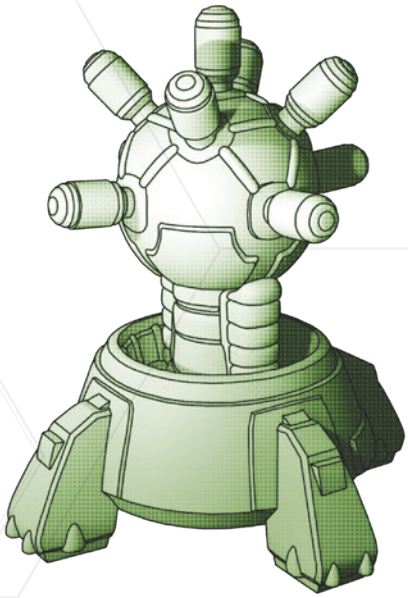
DR 16

There are many forms of energy generation and transmission based on solid, gaseous, liquid or atomic fuel, as well as renewable resources like wind, solar, geothermal, tectonic, volcanic, and tidal power. Nearly all end up transformed into a stable electrical form for powering everything from common appliances to the latest high-grade battle zeoforms. Energy outlets capable of deploying the power loads for the largest machines can be directly accessed by zeoforms, but they also carry sufficient volatile energy that damage or destruction can result in brief but extensive exothermic reactions.

EFFECTS

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)**.





FIELD GENERATOR

DR 18

The most common type of protective fields (sometimes also called screens, shields, bubbles, or domes) are low-energy atmospheric or vacuum seals to create stable living environments within. Some field generators create a far more active interference waveform that can deflect, dissipate, or otherwise absorb incoming kinetic energy and matter. In combat situations, they can be incorporated into zeoform or starship defenses or used as discrete emplacements to protect areas of tactical or strategic importance.

EFFECTS

Any model that is within 3" of a Field Generator gains **+1 Armor** against attacks. Exotic environment rules do not apply within 3" of a Field Generator.

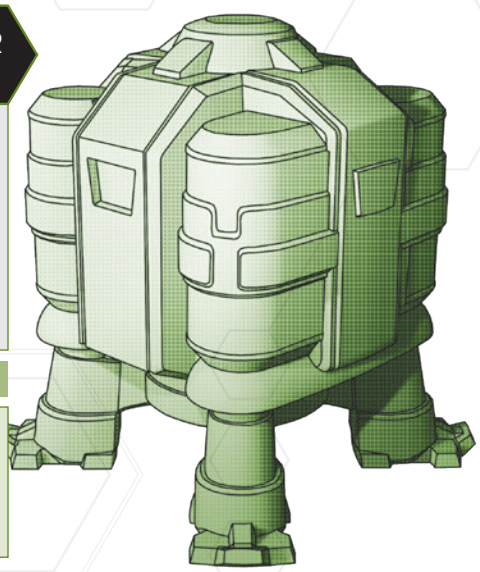
MUNITIONS STOCKPILE

DR 14

As part of the logistics chain required to keep combat zeoform teams operational, ammunition is a vital supply and the closer to battle such stockpiles can exist the easier they are to access. Some munitions may be simple piles of standardized, manufactured rounds or energy cells, but others might contain localized matter replication facilities to create bespoke munition types on demand. Such stockpiles are universally unstable and prone to explosive combustion if hit with a force of sufficient power.

EFFECTS

A model that **Activates** or **Reacts** while in contact with a secured Munitions Stockpile gains +1 to its **Attacks** during its next **Shoot** or **Melee Action**. If a Munitions Stockpile is destroyed, all models within 3" of the Stockpile suffer a **System Overload (Shock)**.



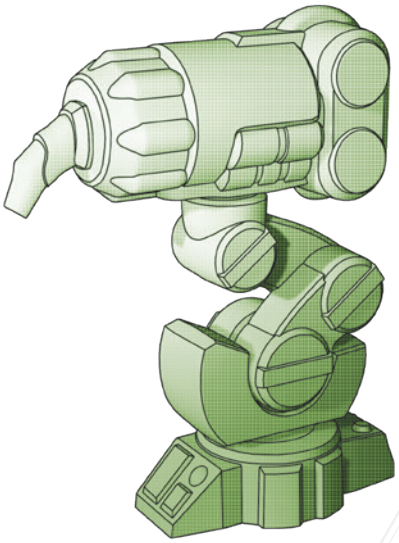
REFUELING BAY

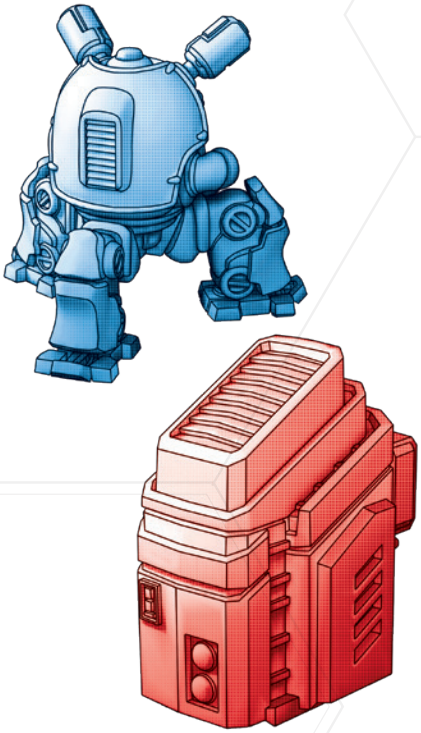
DR 16

Zeoforms consume prodigious amounts of power during combat, giving them limited operational timespans. However, defense degradation and fuel loss can be rectified via specialized on-site refueling points, extending that combat standing. Refueling bays can use solid blocks, pressurized liquid or gas tanks, energized crystals, high-grade batteries and capacitors, power network cables, or supercooled elements. One significant commonality is that refueling bays are liable to explosion if hit, endangering any zeoform currently in their vicinity.

EFFECTS

A model in base contact with a Refueling Bay can restore one point of lost **Defense** by spending the last **Action** of its **Activation** to refuel. If a Refueling Bay is destroyed, all models within 3" of the Bay suffer a **System Overload (Burn)**.





RESOURCE COLLECTOR

DR 18

"Resource collector" is a catch-all term for an automated silo, cache, hopper, or similar used for collecting refined or unrefined resources, either alongside or instead of manual workers. Non-combat resource collectors can be up to building-sized, fully automated harvesters capable of aggregating numerous different substances. Resource collectors utilized by combat zeoform teams are smaller, often deployed by pioneer teams, supply aircraft, or from orbit as part of combat operations, either on offense or defense. They are used to extend logistics chains to the battlefield where resources can be directly processed during actual combat, often to affect repairs. Given that many conflicts are over access to resources, possession of active resource collection sites is a major tactical boost to combatants.

EFFECTS

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.

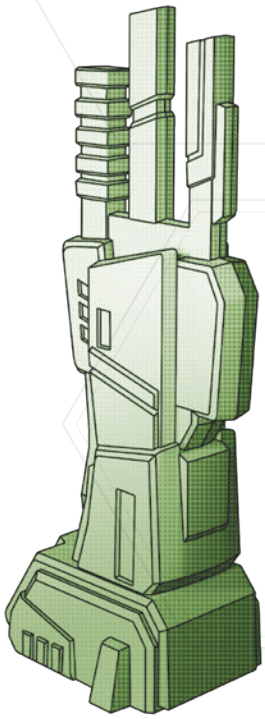
SENSOR ARRAY

DR 14

The majority of facilities and locations across the One Hundred Suns use self-monitoring environmental systems to maintain temperature and atmospheric pressure, to respond to seismic or geomorphic shifts, and to perform other life-supporting functions. Networks of these existing hardwired sensory equipment can be brought online to boost the utility of a zeoform's native sensor suite. Such arrays typically comprise several connected sensors—receiver dishes, spectromatic cameras, seismic sensors, heat detectors, neutrino registers—that enhance the pilot's conception of their immediate surroundings.

EFFECTS

During deployment, enemy models with the **Infiltrator Skill** may not be deployed within 6" of a Sensor Array. While a friendly model is in base contact with a secured Sensor Array, all friendly models can select any target when taking **Snapshots** instead of having to target the closest. Enemy models with **Stealth** and/or **Warper Skills** have their abilities rendered ineffective while the model is within 9" of an enemy secured Sensor Array.



SKILLS

Skills are special rules that may apply to models due to their role, training, and/or specialized equipment.

AGILE

Agility turns obstacle-strewn terrain into a playground.

When moving through **Dense Terrain** or falling, an **Agile** model may reroll the die to avoid taking a **System Overload**.

AMMO HAULER

Not glamorous or safe, but an essential role and always welcome.

A model with an **Ammo Hauler** in base contact gains +1 **Attacks** to one of their weapons for one **Shoot Action** per **Activation**.

"Am I worried about Unitas? My great-great-great-great-great grandmother found the first slipway to Kyoko's Reach. My family made this 'sphere great. I have eight hundred and seventy million subjects. That's why Unitas don't want to cross me."

Shoguna Ksatriya, Rani Principal of the Dai Ran.

ANCHOR

Anchor yourself and brace well against the coming fury.

If a model with the **Anchor Skill** does not **Move** when it **Activates**, it gains +1 bonus **Defense**. When an anchored model **Moves**, it loses the **Anchor** bonus **Defense**.

BODYGUARD

Bodyguards are ready to put themselves directly in harm's way to protect their assigned charge.

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

COMBINE FIRE

If having one gun is good, having two is surely better.

If this model has two of the same weapons it can fire both of them together during any **Aimed Fire** or **Shoot (Snapshot) Action**—including a **Counterfire Reaction**. When rolling to hit with a Combine Fire attack, resolve that attack using the stats for a single weapon with +1 to its listed **Damage** stat and reroll any dice that fail to hit.

DEMOLITIONS

Controlling the battlefield often means taking down enemy structures and fortifications. The demolitions expert has the tools and training to do so.

If this model begins an **Activation** in base contact with a **Structure**, it can use the **Demolitions Action** in place of one **Shoot Action**. Use a marker to denote the affected **Structure**. The **Structure** is automatically destroyed if the **Demolitions** model is subsequently removed or moves more than 5" away from the marker.

DRONE CONTROLLER

Drone operators interface with normally autonomous drones to improve their response time and tactical reasoning.

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.

ENGINEER

Engineers carry tools, charge packs, and spare parts to make running repairs on damaged zeoforms.

An **Engineer** may attempt to restore one lost point of **Defenses** or remove a **System Overload** token from itself or a **Zeoform** in base contact.

Each repair attempt costs one **Action**. Roll a d10. On an 8, 9, or 10 result, restore one **Defense** or remove a **System Overload** token.

EXHORT

A true leader can push their troops beyond their limits.

When a model with the **Exhort Skill Activates**, it can use the **Exhort** special **Action** in place of one **Move**, **Melee**, or **Snapshot Action** during its **Activation**. When a model uses the **Exhort** special **Action**, all friendly **Support** models within 6" regain one used **Activation** token.

EXPLOSIVE

Some things tend to go out with a bang rather than a whimper.

When an **Explosive** model is removed, it triggers a **Blast 3** at its location. **Attacks** are equal to the original model's starting **Defenses** +2. **Damage** is equal to the original model's **Armor** stat +2.

FLOATER

Falling with style.

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.

GUNNER

More accurate or more weight in firepower—it all goes to the same place.

When rolling to hit with a shooting attack, this model may reroll any dice that fail to hit.

HACKER

Hackers specialize in breaking into enemy command and communication networks in order to disrupt them.

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.

INFILTRATOR

Infiltrators are slippery customers that use a mix of technology, training, and their innate special talents to sneak past enemy guards and alarm systems.

At the beginning of the game, during deployment, **Infiltrator** models deploy after all other models have been placed. If both sides have **Infiltrators**, roll off to see who places the first **infiltrator** and then alternate. An **Infiltrator** can be deployed anywhere on the table that is outside the opponent's deployment zone and more than 6" from any enemy models. **Infiltrators** may not be deployed within 9" of a Sensor Array.

MEDIC

Trained battlefield medical personnel can often keep people not only alive but fighting in all but the most traumatic cases.

If a non-Drone **Support** model within 6" of a **Medic** is removed, the **Medic** can spend an **Activation** token to take a special 'Savior' **Reaction**. If the Savior **Reaction** is used, roll a d10 for the casualty. On a 2–10, the model remains in play.

MELEE SPECIALIST

Close-quarters combat is an art unto itself. Brawlers need to be quick or strong—or preferably both.

When rolling to hit with a **Melee Action**, this model may reroll any dice that fail to hit.

MULTI-TARGET

What's better than a gun? Two guns and the ability to shoot them both.

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.

RANKER

Foot soldiers, spear carriers—the poor bloody infantry. These individuals fill out the ranks. They are well-trained, highly motivated, and ultimately disposable.

If a model with this skill is removed, it can be returned to play counting as a **Reserve** in a subsequent **Regroup** turn. When a model In Reserve is chosen to Activate, it must select an **Activation Mode** that gives it one or more Move Actions, and its first **Action** must be **Move** onto the tabletop from a friendly table edge (i.e. one that is part of the player's deployment zone). **Ranker** models re-entering the table from **Reserve** may not **Move** onto the table within 9" of an enemy model. **Ranker** models that have special Deployment rules (e.g. GuardCorps Huntsmen, models with the **Infiltrator** Skill, etc) may be re-deployed after being removed using the same rules as their initial deployment.

No **Cohesion** or **Impetus** points are gained from returned **Rankers**. When a **Ranker** model is first removed, you lose **Force Cohesion** as normal. Subsequent removals do not result in a **Force Cohesion** loss, but effects from **Combat Dice** still inflict Cohesion loss on them. Additionally, returned **Ranker** models assigned to another model via the **Team Player** or **Drone Controller** Skills are still assigned to those models when returned.

SKITTISH

If you run often enough, it'll start to become a habit.

A **Skittish** model must attempt to make a **Move Reaction** when attacked. Roll a d10. On a 6-10, the **Move Reaction** does not cost an **Activation** token and may be taken even if the model has no **Activation** tokens left.

SNIPER

Snipers emphasize pinpoint accuracy and long-range hitting power over sheer weight of fire.

When this model uses an **Aimed Fire Action**, it can reroll one die to hit and reroll the **Combat Die**, if desired.

SPOTTER

Spotters are communications and reconnaissance specialists. They report enemy contacts and assist bringing down supporting fire at the right coordinates.

At the end of its **Activation**, a **Spotter** can place an unused **Lock-On Marker** on behalf of a friendly **Zeoform**. If a **Lock-On Marker** is not placed by the **Spotter**, it can instead trigger a previously placed **Lock-On Marker** that is within its **Line of Sight**.

STEALTH

Technology can make individuals extremely hard to detect—and even harder to keep track of.

No **Reactions** can be taken against a **Stealth** model except by another **Stealth** model.

Models with **Stealth** capabilities can also rapidly shift position when moving out of **Line of Sight** of the enemy. A model with the **Stealth** rule that begins an **Action** out of **Line of Sight** of all enemies, or moves out of **Line of Sight** of all enemies at any point in its movement, gains d10" of temporary additional **Speed**. This bonus movement may only be used for movement made while out of **Line of Sight** and will not carry over into another **Action**.

SUPPORT KILLER

Hunting down and destroying enemy support elements is a specialized role for some.

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

TACTICIAN

Tacticians are trained and equipped to coordinate and direct small teams in action.

When an **Impetus** point is used and at least one friendly **Tactician** model is in play, roll one d10 per Tactician. On a roll of 10, the **Impetus** point is restored.

During a **Regroup** turn, restore **+1 Impetus** per friendly **Tactician** in play.

TEAM LEADER/PLAYER

Team players have learned to operate as a tightly coordinated group with their team leader.

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 the model with the **Team Leader Skill** completes its **Activation**, the assigned models with the **Team Player** special rule 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.

TRAPPER

Trappers use specialized gear in conjunction with terrain and the environment to hinder and disable zeoforms.

When a **Zeoform Activates** within 6", or moves within 6", of an opposing **Trapper**, pause the movement and roll a d10 per opposing **Trapper** within 6". For each roll that equals or beats the **Zeoform**'s **Armor**, it suffers a **System Overload (Inhibit)**.

WARPER

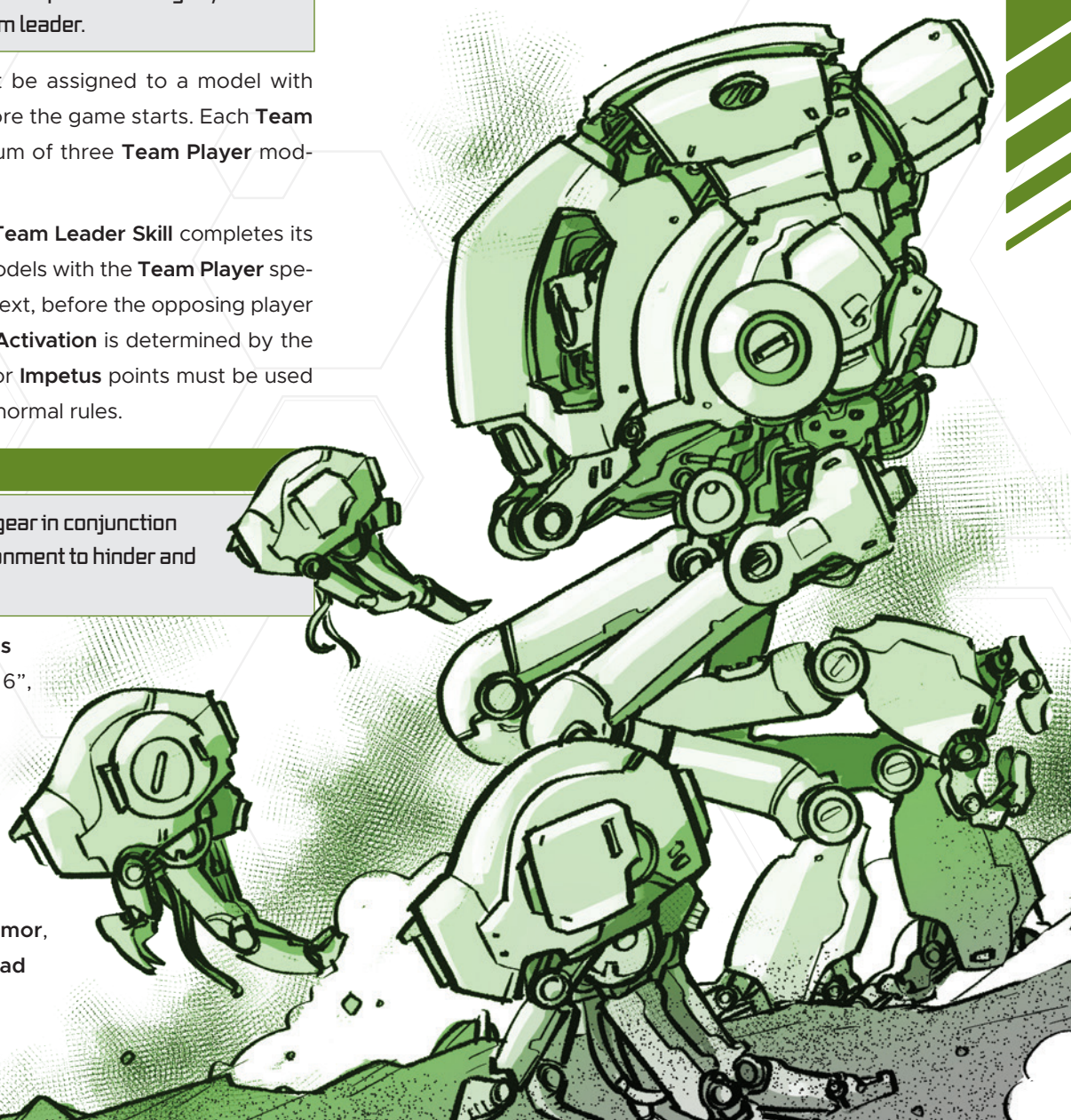
A warper can use technology to create localized visual and sensory distortions that help obscure friends from enemy fire.

Any **Line of Sight** (see p. 35) that passes within 6" of a **Warper** is considered **Obscured** when determining **Target** stats for ranged attacks. The **Snapshot Range** of weapons on enemy models within 6" of a **Warper** is reduced to a maximum of 6".

ZEO HUNTER

No man or beast can equal the danger posed by a zeoform, but there are those that make it their mission in life to take the giants down.

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

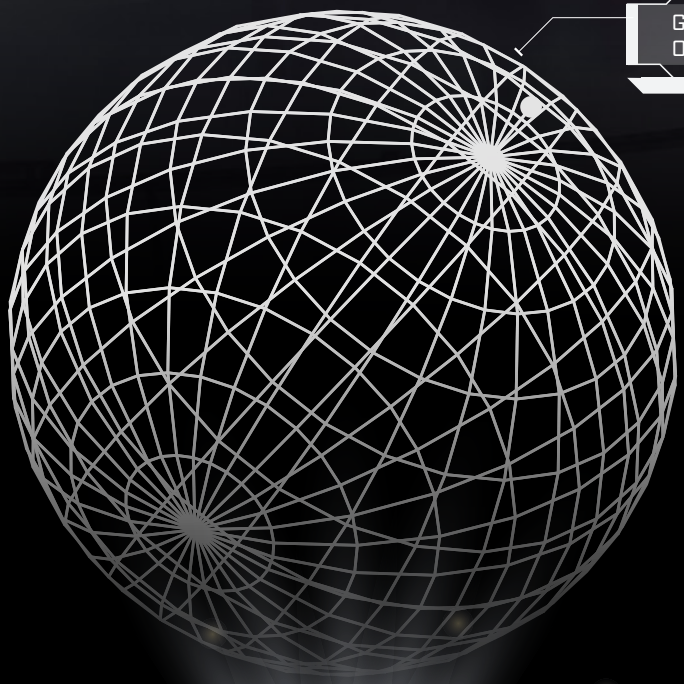


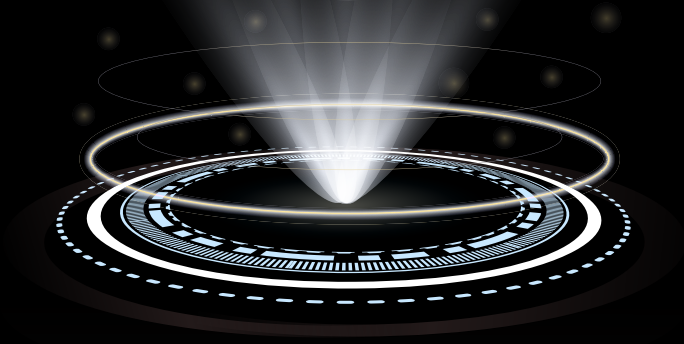
GuardCorps Polar Garrison.
Operator: Panjagan

Destination: Equatorial
Elevator station.
Operator: Orbitrex

Rehousing: Baker's Keep,
Kellar arcology.

DATABASE
PLANET X





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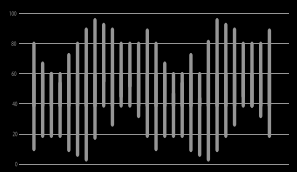
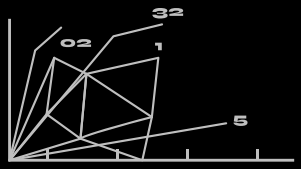
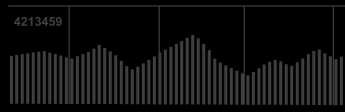
77241551.0 0000x3







a
<b
= 0xFF & (val_>>>0x00)
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ty> $Hex2rgb = 0xFF «there is a probability of collision» >> 0x001

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.124 0000x1
551.0 0000x3

83-45%
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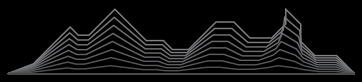


Pentagal medics did what they could, though there were thousands of us and only dozens of them. The worst had been taken to a hospital ship, the Juski Aladon. Those of us good enough to travel were treated on this amazing generation ship, though our journey only lasted months, not lifetimes.

Recollections of time aboard the *Freedom to Grow*

Unwillard Threp Mowfast

HUMANVERSE TIMELINE

As can best be determined, it is many thousands of years since humanity first left Earth and ventured to other star systems. Earth itself and that history has been lost to time, and records from before the Founding are virtually non-existent. What remains is fragmentary and hard to decipher. What can be known for sure is that humankind found itself in the two 1Gen star systems just under one thousand years ago in strange circumstances.

Six periods of expansion have followed, each known as a Generation. Hence 1Gen for First Generation, 2Gen for Second Generation and so forth. These Generations of exploration equate to the discovery of new Heliospheric Arrays—clusters of star systems that share mutually navigable slip points. Each Gen thus equates to a particular array or arrays, though slipoints between heliospheres continued to be discovered within and between arrays dating from previous generations of discovery. These generations are uneven in time and dispersal.

As it seems that no new heliospheres can be discovered, we are set in the 6Gen, though there are advocates for this post-Gen period to be called something else.

FIRST GENERATION HELIOSPHERES DISCOVERED

1 THE BEGINNING OF THE CURRENT AGE

Several million humans, possibly the last of Humanity, find themselves in one of two unknown star systems, separated from each other. Both groups are stopped from leaving their system by a strange force barrier. After losing several ships, the people in 'System A' (later called New Sol) abandon attempts to leave and begin to settle on the main life-bearing planet, calling it Prime. Adopting a systematic search, the people in 'System B' start to look for a way back to their old systems. They name the system Future's Hope.

12 FIRSTGEN SPHERES UNITED

After losing many ships, explorers from Future's Hope find the first slip point and emerge in another system, New Sol. Both sides are surprised to find they are not the only survivors. Ships continue to look for more ways out of Future's Hope and many explorers pass through the slip into New Sol to seek other routes there. Settlers also move from New Sol onto the third and fourth planets of Future's Hope, naming them Ki2 and Foundation Home.

SECOND GENERATION HELIOSPHERES DISCOVERED

13-16 2GEN SPHERES DISCOVERED

A slip point out of New Sol is discovered by Expansionist pioneers. Political and physical conflict follows over which of the two factions–New Solarians or Expansionists–has jurisdiction over the slip points. Two more slip points are discovered, one each in New Sol and Future's Hope. The system next to New Sol is named Novageon; the other takes its name from the main arcology that settles there—Khau's Haven.

17 NOVAGEON SUMMIT

An attempt is made to reconcile the slip point territory issue. The New Solarians' proposal to create an independent authority is rejected. While political leaders wrangle, ships are regularly using slip points.

FIRST PHASE OF THE THIRD GENERATION OF HELIOSPHERES DISCOVERED

53-55

CLUSTER OF THREE SLIP-LINKED STAR SYSTEMS FOUND

NEW INTRA-CLUSTER SLIPS DISCOVERED BETWEEN EXISTING SYSTEMS

75

89

BEGINNING OF THE NEW EARTH TYRANNY

Prime renamed New Earth. Aggressive Hegemony colonization and integration begins. New Earth fleet interdicts unregistered ships at slip points.

SECOND PHASE OF THIRD GENERATION HELIOSPHERES DISCOVERED

102-118

RAPID DISCOVERY OF SIX NEW SYSTEMS

PAN-GALACTIC ACCORDS SIGNED TO OPPOSE NEW EARTH

113

Alongside the Pan-Galactic Accords, over two-thirds of the signatories also declare favor for the Heliosphere Mutual Defense Pact. The pact pledges financial, military and logistical support between the member organizations.

116

WAR BREAKS OUT

Fighting erupts between New Earth and Pact signatory forces.

THIRD PHASE OF THIRD GENERATION HELIOSPHERES DISCOVERED

247

THE KISH-1 ANNIHILATION

TREATY OF NOVAGEON

248

New Earth forces surrender and the Tyranny ends. Demilitarization of the 1-3Gen spheres begins. New Earth renamed Palingena. Pan-Galactic Alliance agrees to remove Pact forces from central systems over the next forty years.

UNITARY TIME

Unitary Time is a concept conceived when the first slipways were opened and has become popularized in recent centuries through its use by Unitas Consortium and Affiliated Prefectures. UT is based on the conditions of the 1Gen world of Palingena, New Sol. A UT year is one Palingena orbit, approximately 375 rotations, and is the basis for this timeline.

FIRST PHASE OF FOURTH GENERATION AND FIFTH GENERATION HELIOSPHERES DISCOVERED

Concurrent, rapid expansions across several clusters and generational phases. Expansion slows after roughly a hundred years.

400 ATTEMPT TO RE-RATIFY MUTUAL DEFENSE PACT SEES ONLY A THIRD OF ORIGINAL MEMBERS COMMIT

421 DOCTOR YASUHIRO CAVALCANTI CREATES THE FIRST MAP PROJECTION OF 'THE HUMANVERSE'

396 KINDER'S WAR, FIRST OF THE 'BARREN WARS' BEGINS

Fought over an early, strategically placed 4Gen heliosphere, Kinder's War leaves the system irradiated and dangerous. Becoming known as Barren Star, or the Scorched Worlds, the system becomes a crucible of sporadic warfare. With little indigenous population, Barren Star is a default battleground for humankind, with many factions fighting to control passage through the strategically important heliosphere.

SECOND PHASE OF FIFTH GENERATION HELIOSPHERES DISCOVERED

382 PEOPLE'S GALACTIC FORMED

Less than half of the Pan-Galactic Accord signatories reaffirm their membership. The new organization is called the People's Galactic Assembly.

401 UNITAS CONSORTIUM FOUNDED

SECOND PHASE OF FOURTH GENERATION HELIOSPHERES DISCOVERED

341 CHILD PROTECTION UNION

380 signatories agree to outlaw zeotech integration in minors.

482 STAR GUARDIANS INCORPORATED BECOMES THE SOLE DEFENSE CONTRACTOR TO UNITAS CONSORTIUM AND IS RENAMED GUARDCORPS.

520 PYTHON REBELLION

First GuardCorps deployment outside of 1-3Gen heliospheres.

564 'OVERGROWTH' CREATED

A Unitas Consortium seed ship goes terribly wrong and its overstimulated terraforming spreads from celestial body to celestial body, bringing virulent growth. The slip routes are still viable, but every planet is overrun with hyper-aggressive flora and fauna. Contaminants from Overgrowth could cause healthy worlds to begin hyperactive growth phases, risking wider catastrophe. The system is officially quarantined, though reckless groups sometimes try to get past the Overgrowth Interdiction Force.

648 'PROTOCOL ONE' AGREED TO LIMIT DEPLOYMENT OF HIGHLY DESTRUCTIVE ZEOFORM WEAPONRY

The Ells Valley Conference on Gallifor is attended from across the One Hundred Suns by military contractors as well as GuardCorps senior officers, Prefecture legal teams, People's Galactic representatives, and arms manufacturers. To limit biosphere degradation and collateral damage, certain weapons are placed on a proscribed list by an agreement known as Protocol One. The deployment of these weapons is closely monitored and subject to harsh censures and threat of military intervention by the participating parties. It is a rare example of both Hegemony and Accord cultures agreeing on a common purpose, brought about by increased uncertainty and growing conflicts in some heliospheres.

726 PRINCIPLES OF THE OSSU RATIFIED BY 45 SIGNATORIES IN THE PENTAHELIOS CLUSTER

SIXTH GENERATION HELIOSPHERES DISCOVERED

750 JOÃO SAYEH DECLARES NO MORE HELIOSPHERES TO BE DISCOVERED

Several new slip points are discovered between existing heliospheres, but João Sayeh's calculations seem proven correct by lack of new star systems.

801 MILITANTS OF THE EPISTATIC PHROURARCHY GAIN UNILATERAL CONTROL OF THE GORGON CLUSTER

802 JOÃO SAYEH FORMS THE RADICAL EXPANSIONIST GROUP 'THE STARBOUND' TO FIND PASSAGE BEYOND THE HUMANVERSE

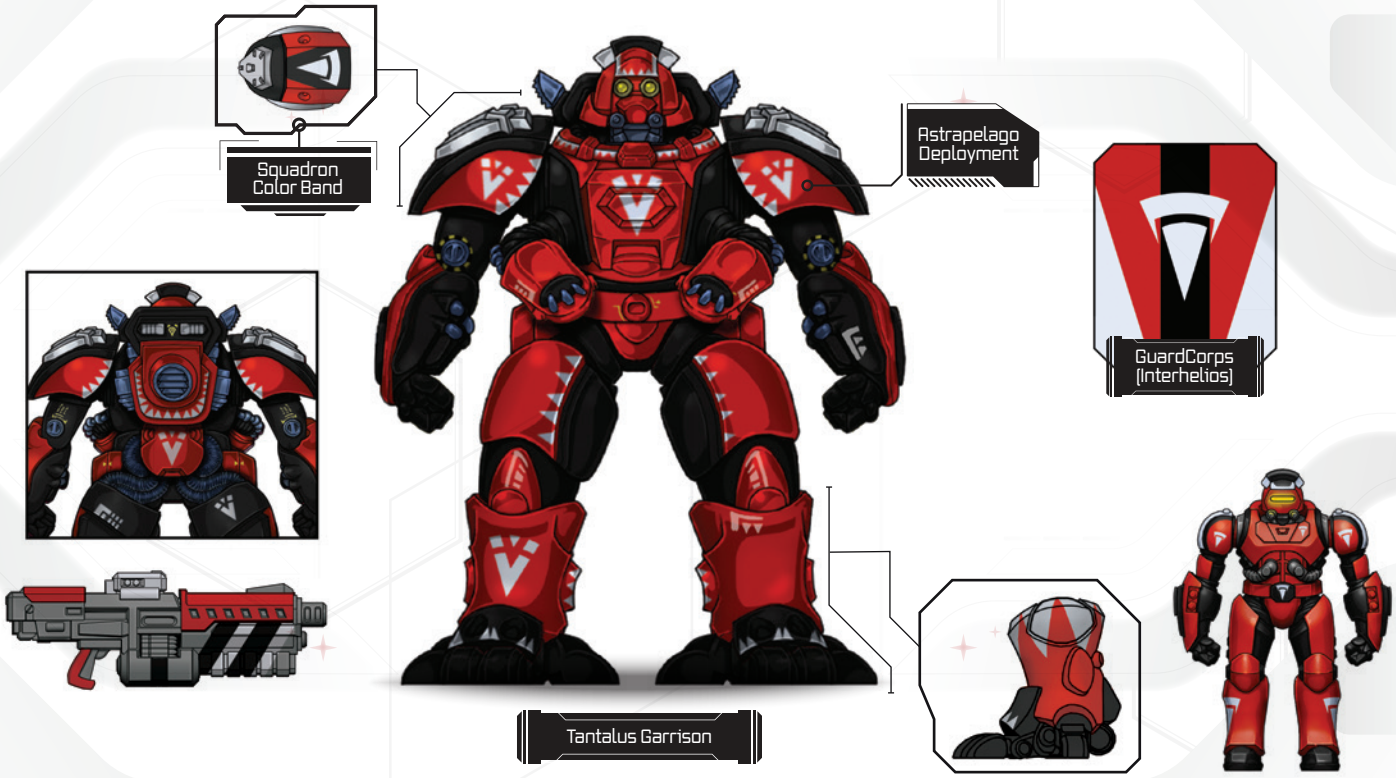
836-856 CONGLOMERATION WARS

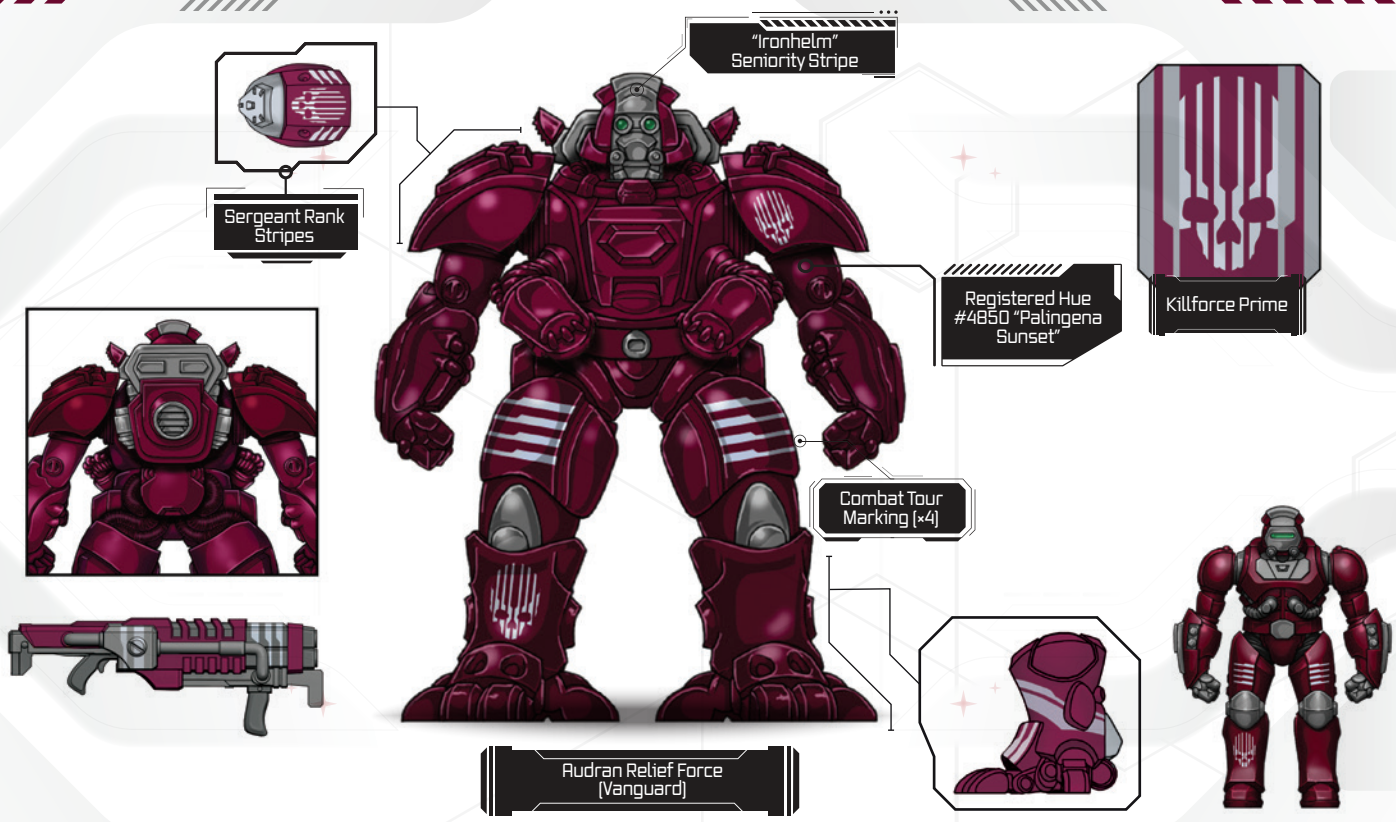
Power struggle within Unitas Consortium; Prefecture vs Prefecture fighting.

978 ALYSHA SERRA MADE PRESIDENT-GENERAL OF CITADEL

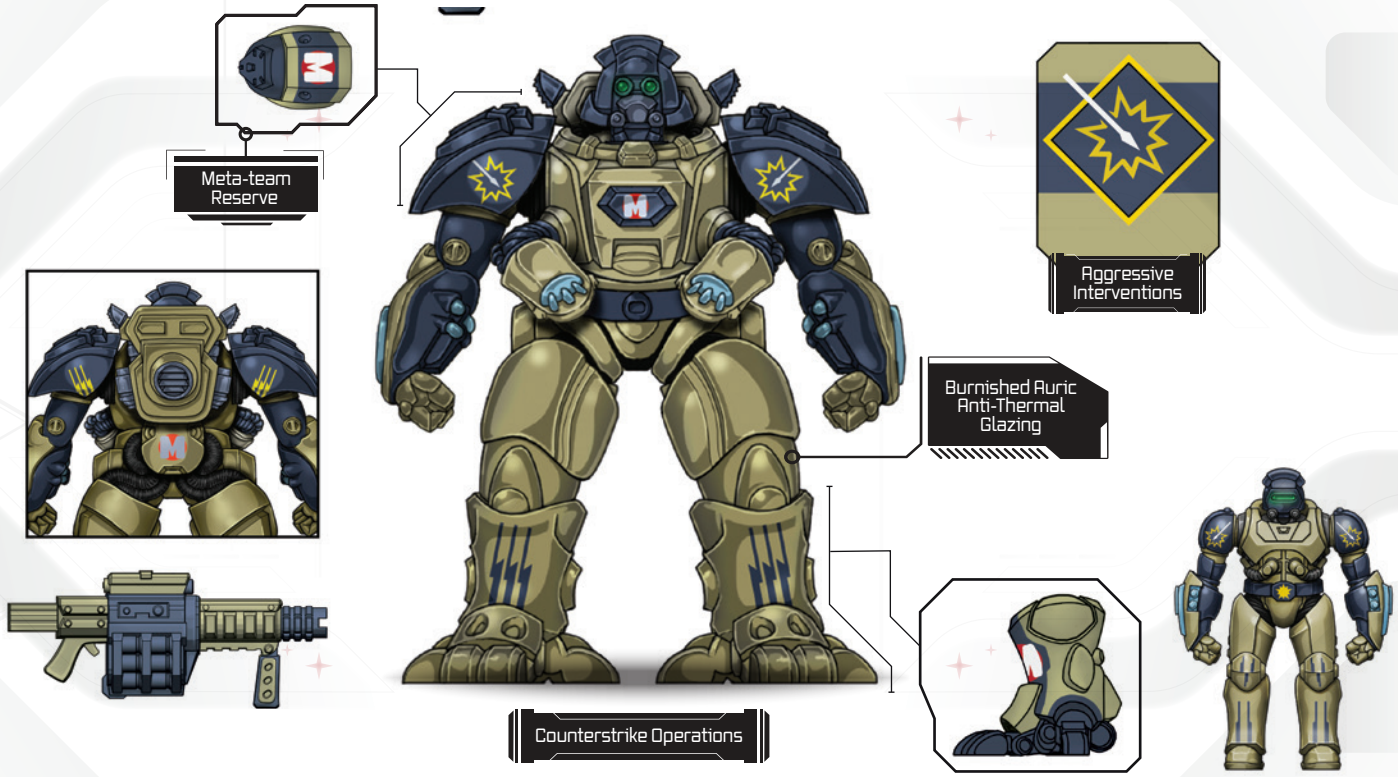
993 PERIPHERY SLIP DISAPPEARS

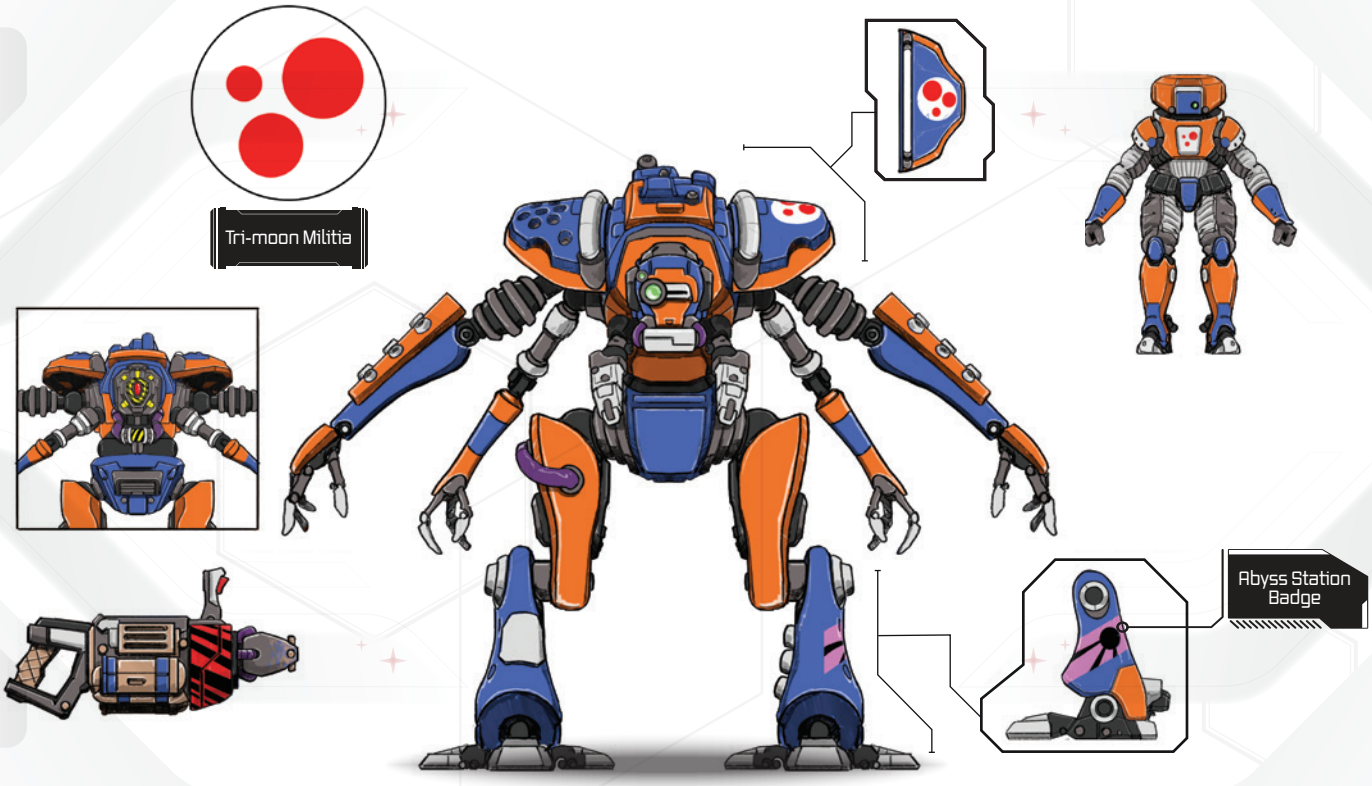
994 CRISIS AT SABER RIDGE


Squadron Color Band
Astrapelago Deployment
GuardCorps (Interhelios)
Tantalus Garrison

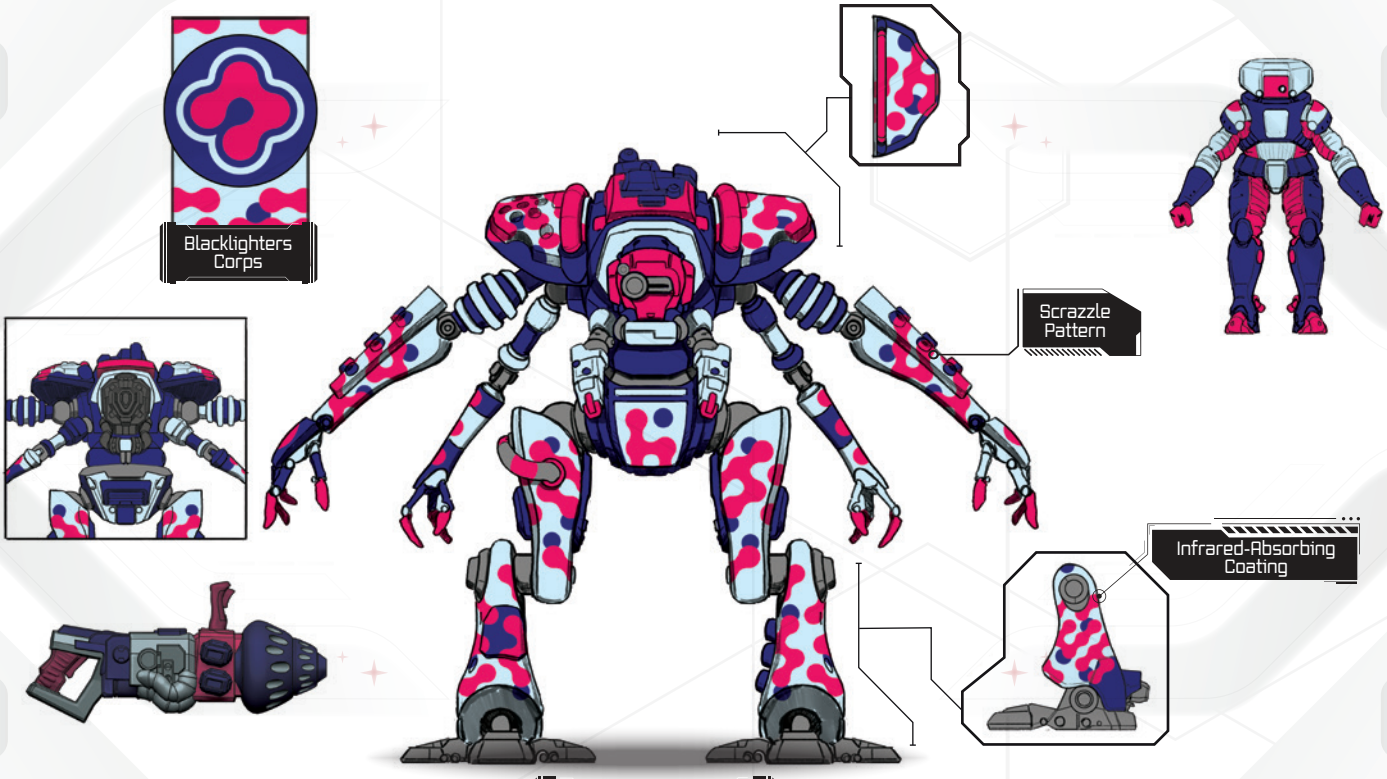

"Ironhelm" Seniority Stripe
Sergeant Rank Stripes
Registered Hue #4850 "Palingena Sunset"
Killforce Prime
Combat Tour Marking (×4)
Audran Relief Force (Vanguard)

Deadeye Sniper Award
Zentai Supers Sponsorship
Unitas Preferred Affiliate
Benteng Persadan Enforcement Operations
Pilot, Second Class
Orbital Intercept Team

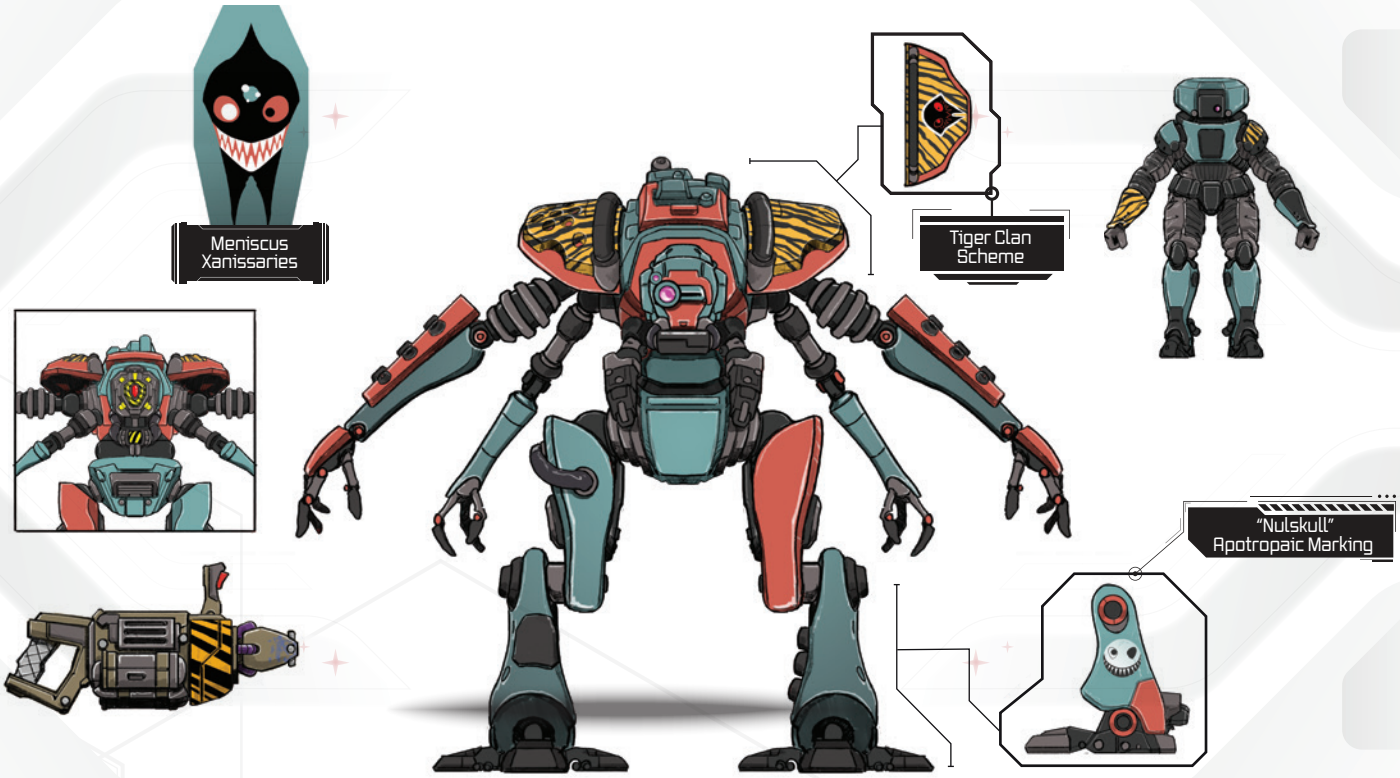

Meta-team Reserve
Aggressive Interventions
Burnished Auric Anti-Thermal Glazing
Counterstrike Operations



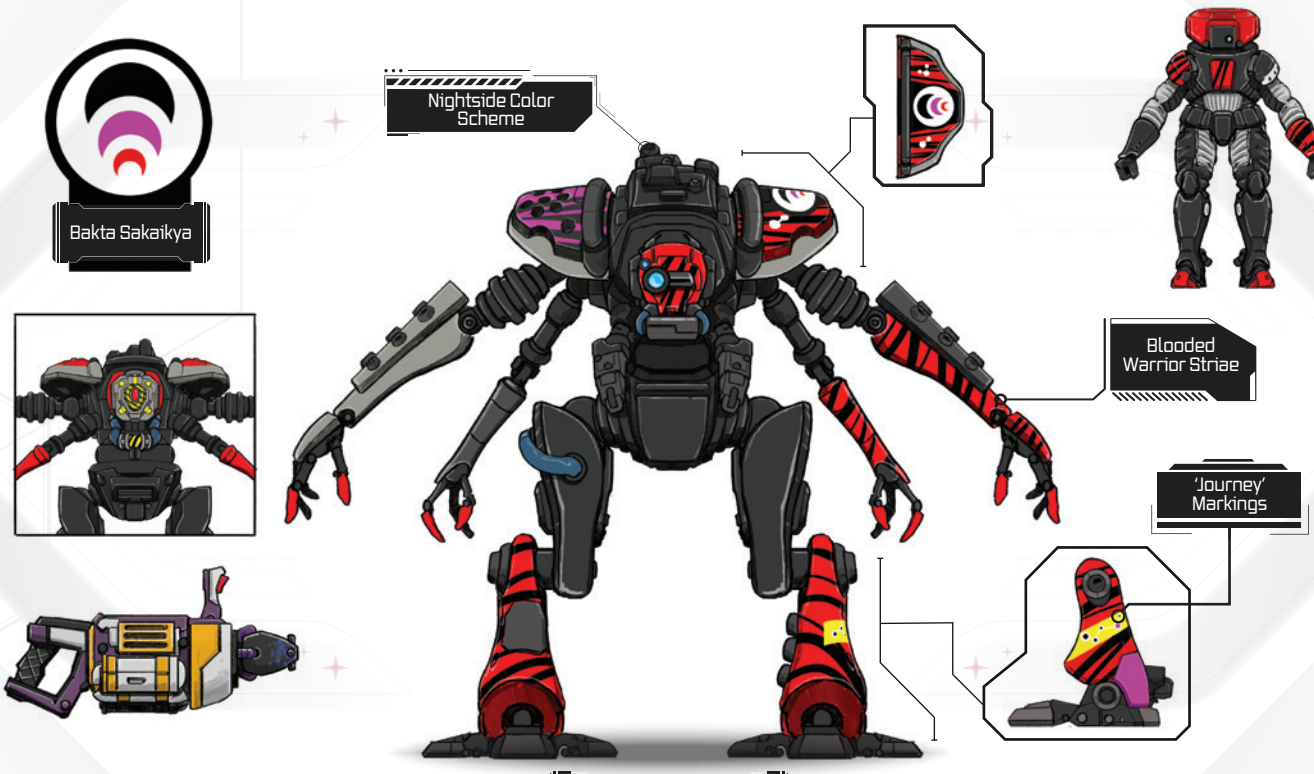
Tantalus Blockade Crew



Panoptic Shocktroopers



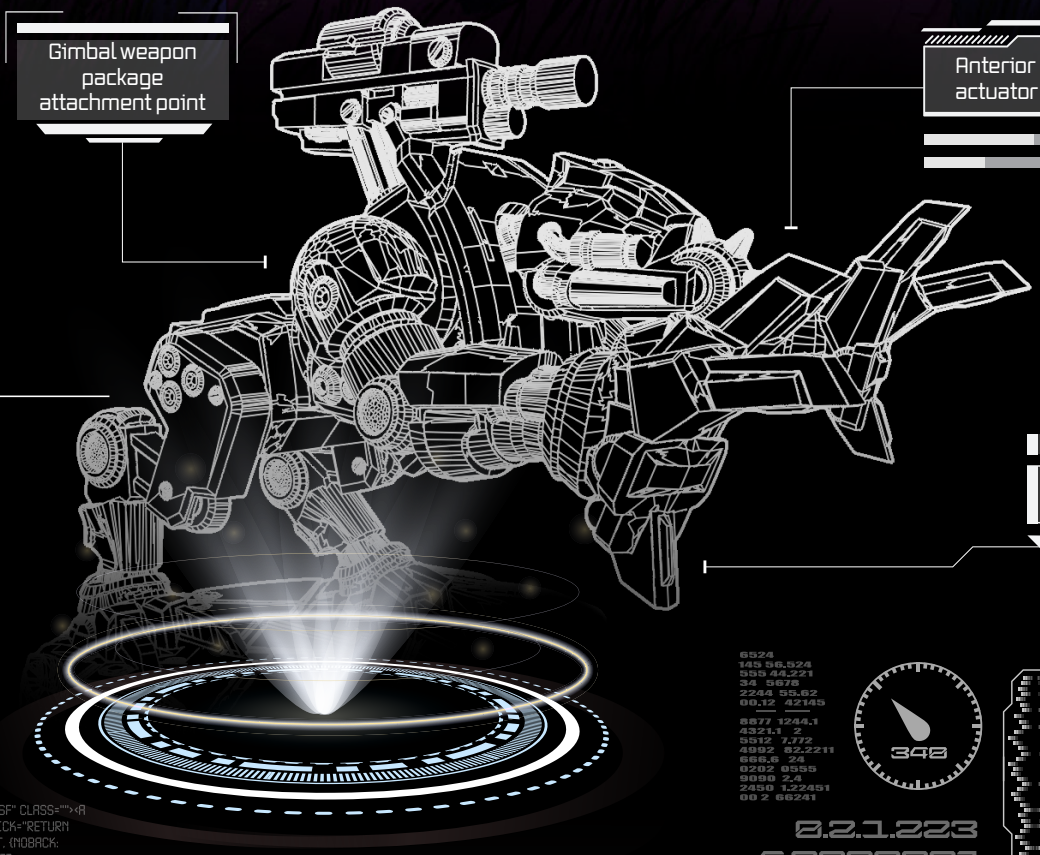
Sky-Palazzo Guard



Kang Tai Uprising

GUARDCORPS

PACT



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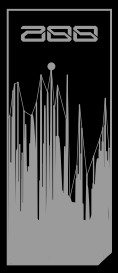

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Picking shankleaf to be mushed into carbo-logs ain't glorious, but it's better'n being under the boot of the Collective. I remember my great-pa's stories from the Ercali revolution, and it feels good to be part of something bigger than misself. My team have a right good time swapping stories from all over the Hundred Suns.

Guylian Shel Newstrop

Shift Supervisor, Third Harvest Battalion

"Masterstroke moving to engage."

Ojilima watched as Sergeant Vronski's Stormer powered away into the crystal upthrusts in pursuit of the raider's Rakke. She kept her zeo idling where it was hidden beneath an arch of glassy purple, still swathed in the shadow of the crater rim.

"Enjoy your run, sarge."

The readings on the scan told the veteran an obvious story: one visible target, making only half-hearted approaches to the objective. The refraction effect of the crystal beds made a perfect ambush site, combined with the mining rig blotting out orbital scans. Where was the Amaroq they'd heard about?

Kenzo and her troopers were doing an admirable job of fanning out on search, but they'd have to be exceptionally lucky to stumble on something across several square klicks of maze-like mineral growths. The sarge acting as double-bait—chasing the enemy lure—was the best way of triggering the main attack.

And then...

A flare of power smudged the scan screen. Its exact source was obscured by the crystal distortion. About five hundred meters to Ojilima's left.

"Ridgeway wants prisoners for interrogation," the sarge reminded her.

"Acknowledged." Ojilima slid the safety on her quadshot. "Alive doesn't mean untouched, right?"

"Affirmative. They shot first. Live fire is authorized."

To illustrate the point, Vronski stopped and fired off a salvo from his Claviger. Smart rounds ripped past crystal towers, seeking the Rakke. Ojilima's signal intercept flickered briefly as it picked up an encrypted short range transmission. Call for help? Warning the Amaroq?

A meson beam slashed out of the shadow, catching Vronski across the chest. Layers of armor steamed away into the cold air.

The scanner spiked again. Energy and movement. The system triangulated with readings from Kenzo's squad and the other Stormer. A smudge of red became a more distinct dot, moving towards Vronski.

"I've got incoming," reported the sarge. 'I'll hold position and target. Ready to intercept?"

Ojilima checked the chronometer. Sunrise was almost upon them.

"Nearly there."

More Claviger fire, the rounds snaking towards the retreating Rakke. The ruddy bubble of the Amaroq was moving perpendicular to Ojilima's position. It was about two hundred meters away when the first sunlight spilled over the mountainous crater rim.

The pale light hit the crystals and immediately splintered like glass. It bounced from one pillar to the next. Refracted and reflected, the dazzle splashed across the visual and broad spectrum wavelengths, blinding real and artificial eyes equally.

Except for Ojilima.

She locked onto the Amaroq's position and trajectory as she fired the reactor to full. Leaping out of her ambush site, she sped toward the target. Crystal crunched underfoot. Shorter-ranged sonic scans homed in on the Amaroq. It had slowed but not turned towards her. As the light show dissipated, a scarlet beam erupted from its king lance, shattering crystal around the sarge, slashing through heat-shielded plate on his zeo. His return fire zipped back.

Ojilima saw the Amaroq and fired a full burst. The quadshot hit full-on, shredding armor and ripping through internal systems. The Amaroq stumbled sideways, falling to one knee as it crashed into a meters-thick crystal trunk.

Pulling free her vibro-blade, Ojilima charged up a slope of rock and leapt in for the kill.

SCENARIO RULES

The **Scenario Rules** section covers the fundamentals of setting up and executing a tabletop battle of *Zeo Genesis*. Feel free to dive into these rules once you've grasped the **Basic Rules**, as the full game really starts here. Within this section you will find rules for **Terrain** placement, a set of pre-chosen **Terrain** maps for inspiration in creating a tabletop battlefield, and how to start a game—everything from choosing forces to rules for deploying models into battle and taking the first turn. On-table **Objectives** and how to capture them are introduced as a key part of winning a scenario game of *Zeo Genesis*. In scenario play, securing victory can be achieved via multiple paths, so the **Scenario Rules** also cover the different ways to win and how a scenario can end. Eight specific scenarios are detailed in this section that can be played utilizing all of these rules in different ways, ranging from simple clashes to raids and breakthroughs.

CHOOSING YOUR FORCES

At its heart, choosing a force can be as simple as just picking out some models you like and playing a game with them. Most players, however, prefer to use a system where they pick their forces from a list whose contents are themed to create forces from different factions—Pact, GuardCorps, and so on. We call these 'army lists'.

ARMY LISTS

Army lists are used to pick your fighting force from among your available models. What you pick and how you equip or upgrade your force are your decisions to make. The force must include **Zeoforms** and may also include a number of **Support** models and **Structures**.

You can find the official *Zeo Genesis* army lists online at **http://www.zeogenesis.com/downloads/army-list**.

GAME SIZES

Forces are picked according to agreed points values, usually with each player having an equal number of points to spend, but narrative games, campaigns, and special scenarios may vary this. Each model, upgrade, and weapon has its own assigned points value. Add up the points for all the models chosen with their weapons and upgrades; the total of the points you spend cannot exceed the agreed total points for the game. Some suggested force sizes are as follows:

GAME SIZES

POINTS VALUES	GAME SIZE	ESTIMATED PLAY TIME
Up to 100	Skirmish	40 minutes
Up to 150	Clash	1.5–2 hours
Up to 250	Battle	3–4 hours

ZEOFORM MODELS

Zeoform models form the core of the force and have a lot of flexibility in weapons choices, **Skills**, and components.

SUPPORT MODELS

Support models are specialist infantry and drones. They have less options than **Zeoforms** but are a lot cheaper.

There are limits on the maximum number of **Support** models that can be taken per **Zeoform** model present in the force, typically 0–3 per **Zeoform**.

DRONES AND DRONE CONTROLLER MODELS

Drones gained by including models with the **Drone Controller** skill DO NOT count towards the total number of **Support** models. **Drones** can also be purchased separately, but these will count towards the number of **Support** models.

STRUCTURES

Structures are included on the army lists with values for **Static** (deployed at the start of the game) and **Deployable** (called in during gameplay). The total number of **Structures** that may be chosen is limited by the number of teams in action. Also, different **Structure** types may have limited availability as shown in the army lists.

YOUR LEADER

The last part of choosing a force is to decide which model is acting as its glorious and beloved leader, your personal manifestation on the battlefield.

- The leader must be a **Zeoform** model.
- The leader model must have **Impetus** and **Cohesion** stats of 1 or more.
- The leader model adds +4 to their forces' **Cohesion** total. This bonus is **not lost** if the leader model is removed.

ENDING THE GAME

Zeo Genesis is not played for a fixed number of game turns. Instead, the game ends when conditions are met. Each scenario will specify one or more game end conditions. The game is over if any of the designated conditions are fulfilled at the end of a model's **Activation**. The first two conditions are common to all scenarios, so take heed.

CONTROL OF THE BATTLEFIELD (AKA LAST ONE STANDING)

If a player is the only one with models left on the tabletop for any reason, and the opposing player has no models left in Reserve, the game is over with victory awarded to the surviving player.

COHESION LOSS

If a player's **Force Cohesion** is reduced to zero, their force's will to fight has gone. The player's force must immediately retreat and their models are removed. If all enemy players are forced to retreat, the scenario ends immediately with victory for players that remain in control of the battlefield. A player loses **Force Cohesion** in the following ways:

- A 2–5 result of the **Combat Die**.
- When a friendly model is removed, lose 1 **Force Cohesion** for each point of **Cohesion** the model contributed at the start of the game.
- During a **Regroup** turn, lose 2 **Force Cohesion** for each **Objective** currently secured by the enemy.

SUDDEN DEATH

Some scenarios include other "Sudden Death" conditions that will end the game before **Cohesion** loss or full battlefield control. Examples might include securing vital **Objectives** or assassinating an opposing leader.

SECURE (X) OBJECTIVES

A scenario may specify a number of **Objectives** that must be secured (see p. 86 for more on **Objectives**) in order to win. If a player succeeds in securing the stipulated number of **Objectives**, the game ends immediately with victory for that player.

ELIMINATE

A scenario may specify one or more enemy models that must be removed in order to win. If a player succeeds in removing the stipulated enemy models, the game ends immediately with victory for that player.

LIMITED REGROUPS

In a Limited Regroups scenario, each player can only **Regroup** a set number of times as detailed by the scenario (typically one or two times) before the game ends. Use tokens or keep a note to track of how many **Regroup** turns each player uses. When all players have used all of their **Activation** and **Impetus** points and can no longer **Regroup**, the game is over. In a Limited Regroups scenario, victory is awarded to the player with the greatest remaining **Force Cohesion** when the **Regroup** limit is reached unless stipulated otherwise by the scenario victory conditions.

TIME LIMIT

A time limit such as 'play for 90 minutes' can apply for lots of different real-world reasons, especially at an organized event, during a lunch break, and so on. It's best to have established a clear idea of how long you'll be playing for when you begin—no point in playing cautiously if you'll run out of time, after all! Keep in mind that setting up the table and deploying your forces can also cut into the play time available, so make sure to prepare accordingly (and allow time to pack away afterwards). When the time limit is reached, complete the current model **Activation** and check victory conditions to see if there is a clear winner; if not, the game is a draw.

OBJECTIVES

Victory in a scenario often hinges on control of **Objectives**. These are things deemed important enough by your faction to send a team to secure them.

Objectives are represented by markers placed on the tabletop before the start of the game and come in two types: **Static** or **Portable**.

STATIC OBJECTIVES

Static Objectives are the most common type and represent vital "fixed points on the map."

Each **Objective** is an overall tactical goal and could be almost anything: a vantage point, choke point, resource node, data hub, bunker entrance, uplink port, cargo drop zone, or any one of a hundred other important but fundamentally immovable locations. The key thing is that command says to go and take/hold onto that particular patch of dirt, so players should feel free to weave a suitable narrative for what they are fighting over.

Player-controlled **Structures**, such as Resource Collectors and Data Relays, can be deployed to upgrade **Static Objectives** to have additional functionality during the game. See **Structures** on p. 58 for more details.

SECURING A STATIC OBJECTIVE

To secure a **Static Objective**, you must simply end a model's **Move Action** in base contact with it when there are no opposing models also in base contact. Mark the **Objective**'s ownership with a suitable marker, flag, or icon for the force currently controlling it.

Static Objectives that are within a player's deployment zone at the start of a scenario are considered already secured by the player.

LOSING A STATIC OBJECTIVE

You are free to move your model away once an **Objective** is secured, but an enemy model will then also be free to secure it during its **Activation**.

DESTROYING A STATIC OBJECTIVE

Static Objectives normally cannot be destroyed in the course of a game. Anything devastating enough to wipe out a **Static Objective** would take out the entire tabletop.

For narrative purposes, however, you may wish to have **Static Objectives** that have a limited duration, e.g. a drop zone that becomes irrelevant once the drop has occurred or a resource node that becomes worthless after it's extracted. Alternatively, you might have **Static Objectives** that only appear after other conditions are met (e.g. the drop zone only appears once a signal array is secured).

PORTABLE OBJECTIVES

Portable Objectives are valuable things that can be moved: a drive full of encrypted intel, vital engine components, experimental fuel cells, crop samples, cryo-coffins, crates of viral munitions, bullion, or even cold, hard cash. You name it.

Whatever they represent, **Portable Objectives** must be categorized into one of three size classes: **Small**, **Medium**, or **Large**.

- **Small Portable Objectives** can be moved by a **Support** model or **Zeoform** with no **Speed** penalty.
- **Medium Portable Objectives** can be moved by a **Zeoform** with no penalty, but a **Support** model suffers a −1 **Speed** penalty when moving a Medium **Objective**.
- **Large Portable Objectives** can only be moved by **Zeoforms** at a −1 **Speed** penalty.

A **Zeoform** can carry multiple Small or Medium **Portable Objectives**, but a maximum of one Large **Objective**. A Large **Objective** is equivalent to two Medium **Objectives** or four Small **Objectives**, or a combination thereof. **Support** models may only carry *one* **Portable Objective**, and it can only be Small or Medium.

PICKING UP A PORTABLE OBJECTIVE

A model can pick up a **Portable Objective** by ending a **Move Action** in base contact with it. Once a **Portable Objective** has been picked up, it is considered attached to the model carrying it and *cannot be transferred*.

LOSING A PORTABLE OBJECTIVE

If a model is removed, any **Objective**(s) it was carrying will be dropped at the location from where the model was removed.

Optional. Portable Objectives may be designated "fragile". Roll a die for each fragile **Portable Objective** when it is dropped. On an 8+, the **Objective** is removed along with the model that was carrying it.

SECURING A PORTABLE OBJECTIVE

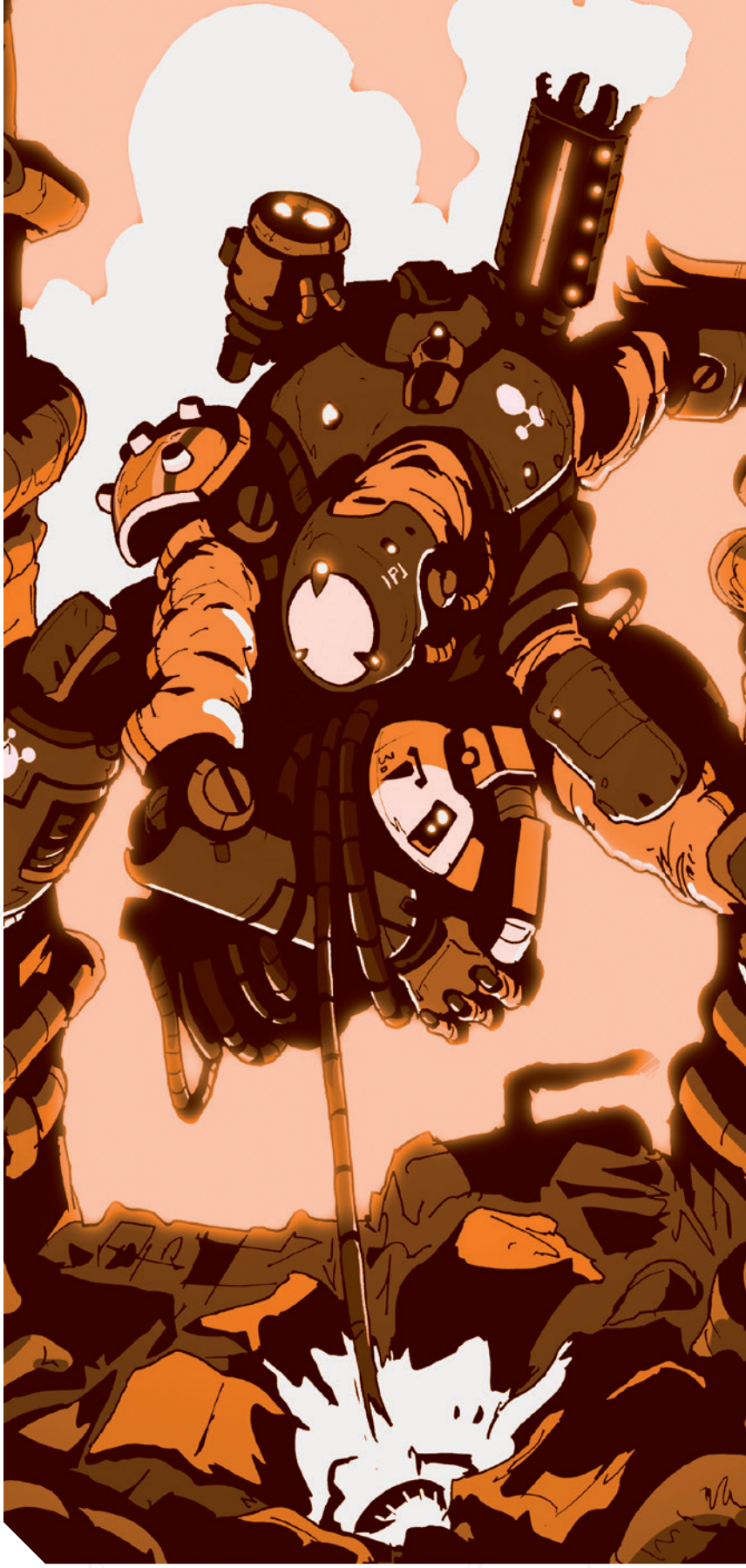
Portable Objectives can normally only be secured by moving them off a table edge. By default, a friendly table edge is required, but some scenarios will specify a different table edge to be used (e.g. Escort). Note that a model that moves off the table to secure a **Portable Objective** it is carrying does not return.

DESTROYING A PORTABLE OBJECTIVE

A **Portable Objective** being carried by a model cannot be destroyed separately. However, a **Portable Objective** that is not currently being carried by a model can be targeted and destroyed and will be hit by area attacks. These **Portable Objectives** have a **Damage Rating** of 22, or a **Damage Rating** of 8 if they are fragile.

RANDOM PORTABLE OBJECTIVE SIZE

By default, **Portable Objectives** are **Large**; however, if all players agree, you can randomize their size. Roll per **Objective**. If multiple **Objectives** are indicated, they are placed together in the same location and all parts of the designated **Objective** must be secured to count as one full **Objective**.



PORTABLE OBJECTIVE SIZE

D10 ROLL	PORTABLE OBJECTIVE
7–10	Large
3–6	2 × Medium
1–2	3 × Small (Roll again, 6+ = Fragile)

RESERVES

In some scenarios, models may begin the game "In Reserve". This simply means they are not deployed on the tabletop before the game begins.

When a model In Reserve is chosen to **Activate**, it must select an **Activation Mode** which gives it one or more **Move Actions**, and its first **Action** must be to **Move** onto the tabletop from a friendly table edge (i.e. one that is part of the player's deployment zone) at a point not within 2" of an enemy model. Note that some models have special rules for deploying from Reserve.

Models in Reserve still contribute their **Cohesion** and **Impetus** to the force's totals. Note that models currently still in Reserve do not influence when regrouping can occur, so models can be kept in Reserve indefinitely.

SETTING UP THE GAME

Ultimately, how you wish to play a game is up to you. There are pros and cons to different approaches and no definitive right or wrong ways to set up a game; it very much depends on the players themselves and the time and space they have available.

For a narrative or campaign game, most of the following steps can be left for the game organizer to decide beforehand. For a head-to-head pick-up or competitive game, the order of events when setting up is important since each step tends to influence the next when it comes to making tactical decisions.

SETTING UP THE GAME SUMMARY

1. **Choose Forces**
2. **Set Up Terrain**
3. **Determine Scenario**
4. **Place Objectives**
5. **Deploy Forces**
6. **Fight!**

1. CHOOSE FORCES

Before the game begins, each player must construct a force using their faction's force list. To make sure the game starts on even footing, players should agree on a points total for their forces before the game begins.

For two players, around 100 points or fewer per side is sufficient for a small skirmish lasting less than forty minutes. 150 points gives a larger game of an hour or two, and 250 points or more per player will generally make for an all-day battle. A lot depends on individual players and their familiarity with the game, but in general, it's best to start small.

2. SET UP TERRAIN

Terrain is normally set up before players have selected a scenario and a table edge to deploy their models from. The simplest approach is to make a nice-looking table with the available **Terrain** distributed fairly evenly. Alternatively, **Terrain** can be placed competitively with participation of all players using the optional **Terrain Placement Rules** (see p. 92-93). The **Terrain** placement rules can be a useful compromise if one side emphasizes longer range and wants more open sight lines while the other prefers denser **Terrain** to promote close-range assaults.

3. DETERMINE A SCENARIO

You can choose a scenario by mutual consent or roll for a random scenario on the Scenario Generator.

SCENARIO GENERATOR

D10 ROLL	TYPE
1	Front Line
2	Raid
3	Dug In
4	Assault
5	Breakthrough
6	Escort
7	Meeting Engagement
8	Executioner
9+	Choose or roll again

4. PLACE OBJECTIVES

Each scenario will tell you where to place **Objectives**. **Objectives** are placed after the **Terrain** is set up and before players pick sides and begin to deploy their armies.

Scenario **Objectives** cannot normally be placed within 6" of each other or within 6" of a table edge unless the scenario specifies otherwise.

EXAMPLE *In the Front Lines scenario, there are 5* **Objectives** *placed along the centerline of the table. These* **Objectives** *are placed before table edges are chosen and models are deployed.*

PLAYER-PLACED OBJECTIVES

Several scenarios allow players to choose the locations of some or all of the **Objectives**. Player-placed **Objectives** follow the general rules for **Objectives**: they may not be placed within 6" of another **Objective** or a table edge.

If more than one player is placing **Objectives**, each player rolls a d10 and highest roll places an **Objective** first.

If a player is unable to place an **Objective** without it being within 6" of a previously placed **Objective** or a table edge, they must put it on top of an existing **Objective** to effectively double that **Objective**'s value.

OBJECTIVE SPACING GUIDE

Several scenarios require **Objectives** to be spaced out evenly along the centerline of the table top. Depending on your table size, this can mean different amounts, so the following guide may be useful.

OBJECTIVE SPACING	
TABLE WIDTH OR DEPTH	OBJECTIVES ARE SPACED OUT...
3'	6" apart
4'	8" apart
5'	10" apart
6'	12" apart

5. DEPLOY FORCES

Before deploying any models, each player rolls a d10, rerolling in the case of any ties. The highest rolling player is First Player and has the initiative.

The First Player goes first during deployment, placing the first model, and gets the first turn during the battle. Sometimes scenarios will assign the role of First Player to be either the attacker or defender with specified deployment zones.

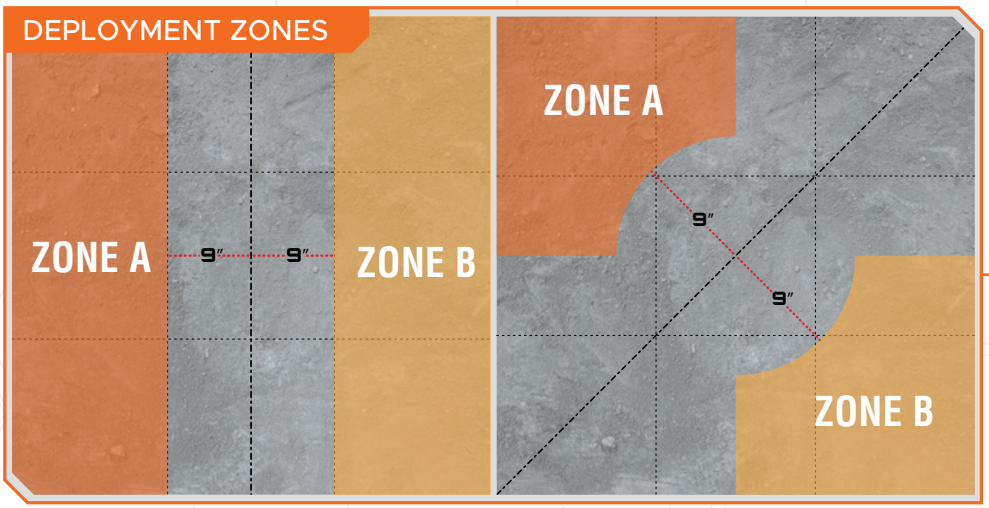
The First Player and their opponent(s) alternate placing their models in accordance with the scenario's deployment rules. Note that **Static Structures** *must* be placed first before any **Support** or **Zeoform** models.

SEIZING THE INITIATIVE

Not so fast! Players that lose the die roll to become First Player can spend an **Impetus** point to gain the initiative. If they do, the other player may spend an **Impetus** point or pass. This continues until all players have passed. The last player that spent an **Impetus** point gets the initiative. That player chooses who will become First Player. The First Player will then deploy first and take the first turn, as normal.

DEPLOYMENT ZONES

By default, the First Player chooses a table edge for deployment; the next player must then choose the opposite table edge. Specific scenarios may vary this by using table corners instead. In this case, the First Player chooses a table corner and the next player must choose the opposite corner.



MULTIPLE PLAYERS

If more than two players are involved in the game, the next player can choose one of the unused "neutral" edges or corners, and the fourth player will get the opposing edge or corner. If you have more than four players, split the available deployment zones as evenly as possible.

DEPLOYING STRUCTURES AND MODELS

Once deployment zones have been selected, starting with the First Player, players take turns placing a single **Structure** or model at time (whether **Structure**, **Zeoform** or **Support**).

When placing a **Structure**, it may be placed anywhere on the battlefield so long as it is placed on a **Static Objective**, but it cannot displace a **Structure** that has already been placed.

By default, when placing **Support** and **Zeoform** models, you must place them so that their entire base is more than 9" from the table halfway line if playing edge to edge, or 9" from the center if playing corner to corner. See the individual scenarios for variant deployment zones.

6. FIGHT!

Once all models have been placed the First Player chooses a model to **Activate**. It is time for the battle to begin!

SCENARIO SUMMARY

TYPE	DEPLOYMENT ZONES	**OBJECTIVES**	SUDDEN DEATH	SPECIAL
Front Lines	Opposite edges more than 9” from centerline	5 **Static** All centerline	Time Limit: 1 **Regroup**	None.
Raid	Opposite quarters more than 9” from center	Roll a d10 for the **Objective(s)** to determine quantity/size.	Time Limit: 2 **Regroup**	**Objectives** may be moved off any table edge to secure them .
Dug In	Opposite edges more than 9” from centerline	5 **Static** 3 centerline +1 player-placed per player	None	None.
Assault	Opposite quarters more than 9” from center	5 **Static** 1 center 1 centered in each quarter	Time Limit: 1 **Regroup**	None.
Breakthrough	Opposite edges more than 9” from centerline	4 **Static** 1 centered in each quarter	Time Limit: 2 **Regroup**	Each model that moves off the opposing table edge inflicts −2 **Force Cohesion**.
Escort	Opposite edges more than 9” from centerline	1-3 **Portable** (varying sizes) All placed by First Player.	None	First Player must move **Objectives** off the opposing table edge to secure them; opposing player can use any other edge.
Meeting Engagement	Opposite quarters more than 9” from center	5 **Static** 3 centerline +1 player-placed per player	None	Only one model is placed at the beginning of the game; the rest enter using Reserves rules.
Executioner	Opposite edges more than 6” from centerline	None	Game ends when an execution target is removed.	Players nominate an enemy model as their target for the scenario.

TERRAIN PLACEMENT RULES

Terrain pieces are categorized into one of six classes according to their **footprint** and **height.**

FOOTPRINT

First measure the **Terrain** across the widest dimension of its base.

- **Very Small** (Class 0) = Pieces up to 1”
- **Small** (Class 1) = Pieces up to 2”
- **Medium** (Class 2) = Pieces up to 4”
- **Large** (Class 3) = Pieces up to 6”
- **Very Large** (Class 4) = Pieces up to 11”
- **Huge** (Class 5) = Pieces 12” or more

When measuring a piece:

- If the **Terrain**’s shortest dimension is 50% of its widest dimension or less, reduce its Class by 1.
- If the **Terrain**’s shortest dimension is 25% of its widest dimension or less, reduce its Class by 2.
- A piece that is more than 12” in any dimension is automatically classed as Class 5—Huge.

HEIGHT

Measure the height of the **Terrain** piece from ground level up to the highest point a model can be placed on and have none of its base overhanging any edges.

- Up to 1” Height = Class –1
- Up to 5” Height = Class +/–0
- Up to 8” Height = Class +1
- Above 8” Height = Class +2

Add the height class to the footprint class to get the total size class of the **Terrain** piece.

TABLE DIVISION

The table is divided into 12” squares for **Terrain** placement:

- **3’ × 3’** = 9 squares
- **4’ × 4’** = 16 squares
- **4’ × 6’** = 24 squares

TERRAIN PLACEMENT POINTS

Each player receives a number of **Terrain** placement points to build the table for a game (see the **Terrain Placement Point Summary** table).

Divide the available **Terrain** placement points among the number of players as evenly as possible and roll off to see who gets leftover points (e.g. 2 players on a 2'×2' table is 1 point each and the players roll off to see who gets the one remaining **Terrain** placement point).

TERRAIN PLACEMENT POINT SUMMARY

TABLE DIMENSIONS X	2'	3'	4'	5'	6'
2'	3	4	5	6	8
3'	4	6	8	10	12
4'	5	8	12	14	16
5'	6	10	14	16	20
6'	8	12	16	20	24

SPENDING TERRAIN PLACEMENT POINTS

Players alternate spending points and placing their **Terrain** purchases. Each point will purchase a number of **Terrain** pieces in a selected class. Players do not 'buy' **Terrain** pieces in advance, they simply spend a point each time it is their turn to place **Terrain**, until they have no points left. This means they can base their decisions depending on how the battlefield evolves.

Each point will purchase a number of **Terrain** pieces in a selected class.

- **Very Small** (Class 0) 1 point = 5 Pieces*
- **Small** (Class 1) 1 point = 4 Pieces
- **Medium** (Class 2) 1 point = 3 Pieces
- **Large** (Class 3) 1 point = 2 Pieces
- **Very Large** (Class 4) 1 point = 1 Piece
- **Huge** (Class 5) 2 points = 1 Piece**

** Very Small* **Terrain** *pieces can be clumped into twos or threes to be treated as Small* **Terrain** *pieces (e.g a stack of three 1" square crates or a stand of three Very Small trees may be treated as a single Small piece rather than three Very Small pieces)*

*** A Huge* **Terrain** *piece costs two* **Terrain** *points to place, so a player must spend a* **Terrain** *point and then wait to spend a second point in order to place the piece. If another player chooses to pay the second point before that, they get to place the Huge* **Terrain** *piece.*

- All of the pieces chosen for a single point may be placed across up to two adjacent (not diagonal) squares. Huge (Class 5) choices may be placed across any number of squares.
- No piece can be placed closer to the table edges than its size class (e.g. Class 2 must be 2" or more from any table edge).
- Pieces may not be placed in a square already occupied by **Terrain** unless no other squares are unoccupied.
- All pieces chosen for a single point must be placed so that they are touching or up to a maximum of their size class in inches apart.
- Pieces may be stacked, if viable, but no more than two high from a single placement choice. Higher-class pieces placed later will stack *under* lower classes, if viable, or supplant them entirely if not.
- Once a square has a **Terrain** choice in it, a player can use one of their **Terrain** points to declare it "full." No further pieces may be placed in a square once it is declared full.

OPTIONAL: RANDOMIZING VERY SMALL TERRAIN PIECES

In practice, almost no one spends **Terrain** points to place Very Small pieces, instead focusing on Medium and Large pieces.

If you aren't hurting for **Terrain** choices, a better option for Very Small or "scatter" type **Terrain** is simply to roll a d5 for each 12" square after all other **Terrain** points have been spent.

Place the indicated number of Very Small pieces so that they work with the **Terrain** pieces already in the square (e.g. crates outside buildings, smaller trees and bushes among larger trees).

Place these Very Small pieces mainly for aesthetics to tie the existing **Terrain** pieces together, but also to give **Support** models a few more places to hide. If you consistently find yourself with a lot of leftover Small **Terrain** pieces, you might include these in the scatter **Terrain** rolls as well.

TABLETOP BATTLEFIELDS

On p. 96-97 are a selection of example battlefields you can create using the buildings supplied in the *Battle for Saber Ridge* boxed set. They have all been created using the **Terrain** placement method on p. 92-93. All of these are based on a 3'×3' square table, which means the marked squares in the provided maps are 12".

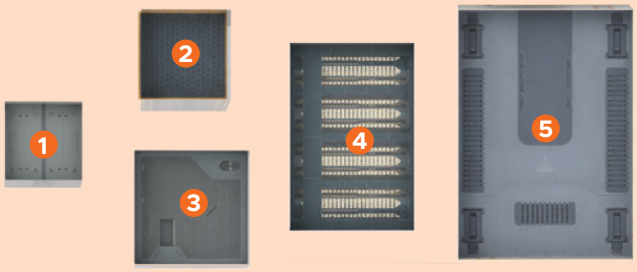
The set used comprises:

- 2 towers and 2 Small buildings **(Class 2)**
- 2 Medium buildings **(Class 3)**
- 2 Large buildings **(Class 4)**

As well as serving as inspiration for your own layouts, these maps can be used as they are for your games. Instead of placing **Terrain** individually, simply agree with your opponent which layout you want to use, or you can both agree to roll a d6. Then continue the scenario sequence as normal.

MAP LAYOUT 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



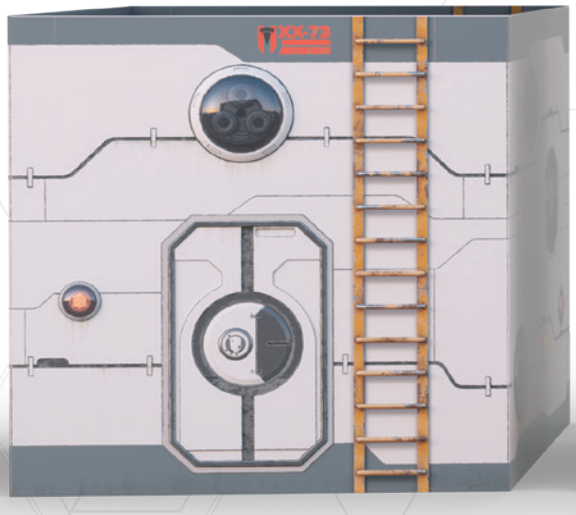
VARYING YOUR LAYOUTS

One simple way of varying these layouts visually is to change the type of building to another in the same size class. Of course, you should feel free to substitute other **Terrain** in your collection or add scatter pieces to personalize your battlefield. When using these maps, note that the buildings of the same size that have been placed together have a maximum distance they can be apart from each other.

- **Small Buildings and Towers:** 2" apart
- **Medium Buildings:** 3" apart
- **Large Buildings:** The largest buildings are always placed individually, so this doesn't apply.

Whenever placing **Terrain**, it is important to pay attention to the gaps between buildings since it affects what base size can pass through. Areas where **Supports** can elude **Zeoforms** are always good, while larger **Zeos** need space to move on the ground as well as being able to climb over (or go through!) bigger buildings.

UNITAS CONSORTIUM MULTICLAMP TRANSPORTATION SYSTEM



C-85 INTERHELIOS CONTROL CENTER

NR-GIZE FUEL CELL TOWER

SABER RIDGE INSTALLATION

Left to right, the buildings are as follows:

UNITAS CONSORTIUM MULTICLAMP TRANSPORTATION SYSTEM — CLASS 2 — DR 22

Using magnetic bonding, these storage containers are self-affixing, but can also be given extra stability with the Unitas Consortium Exo-magnetic Frame, which comes with crane clamps as standard. The containers conform to Unitas Standards TS65d and TS65f-j, covering cryo-crates, biologicals, superheated, and superfrozen materials, as well as ensuring minimum TS3a standards on environmental protective measures during transportation.

C-85 INTERHELIOS CONTROL CENTER — CLASS 3 — DR 20

The heart of the Interhelios Modular Colony System, the Control Center is an automated or semi-automated hub for any number of attendant colony and survival systems. With its own independent energy generation system in the event of power outage, the Control Center can maintain life support for a command crew equivalent to five individuals for ten circadian cycles, and a built-in intra-orbit microwave transmitter for summoning assistance before that time fully elapses.

NR-GIZE FUEL CELL TOWER — CLASS 2 — DR 16

Storage for NR-Gize standard commercial atomic fuel cells (four kilons, Unitas Scale), both new and used. Side-loading soft settle bays give the cells ample protection in mild seismic activity and intemperate atmospheric conditions. Not impact resistant.

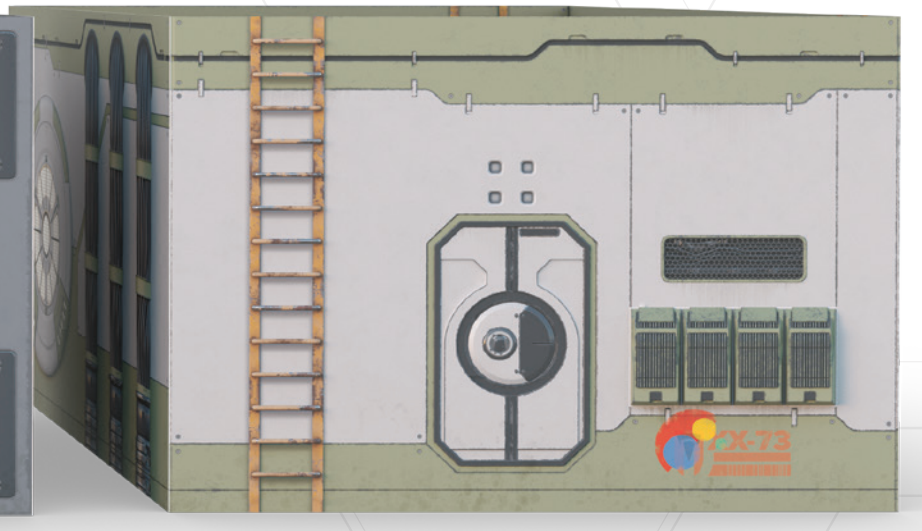
ARCHIMEDIA THOR-PATTERN TORUS GENERATOR — CLASS 3 — DR 20

With a high-powered magneto-torus at its heart, and stable polarity exchanges registered in the fifty gigons range, the Thor-pattern generator is suitable for most surface and vacuum operations. After initial start-up, the Thor-pattern has a ten-year (UT standard) generation cycle and easily maintained and accessed replacement parts for many cycles of usage. Sequential and consecutive generation systems can be created with multiple units.

UNITAS CONSORTIUM MK.5 MASS POWER DISTRIBUTOR — CLASS 4 — DR 20

An orbit-deployable power transmission system with 68% efficiency rating in all environments. Using a combination of nanostack arrays and cross-fertilizing automatic switching, the Mark 5 is capable of carrying enough power expenditure for a fully functional settlement of up to 1,000 inhabitants.

ARCHIMEDIA THOR-PATTERN TORUS GENERATOR

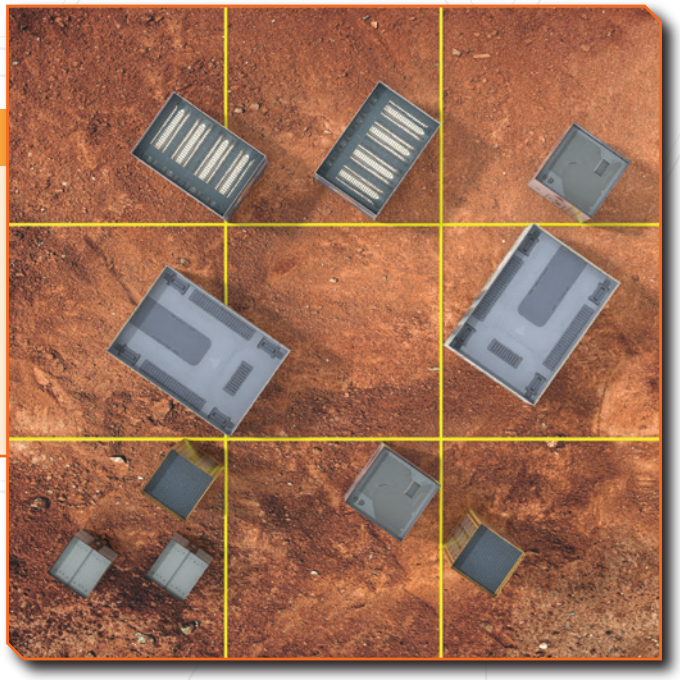


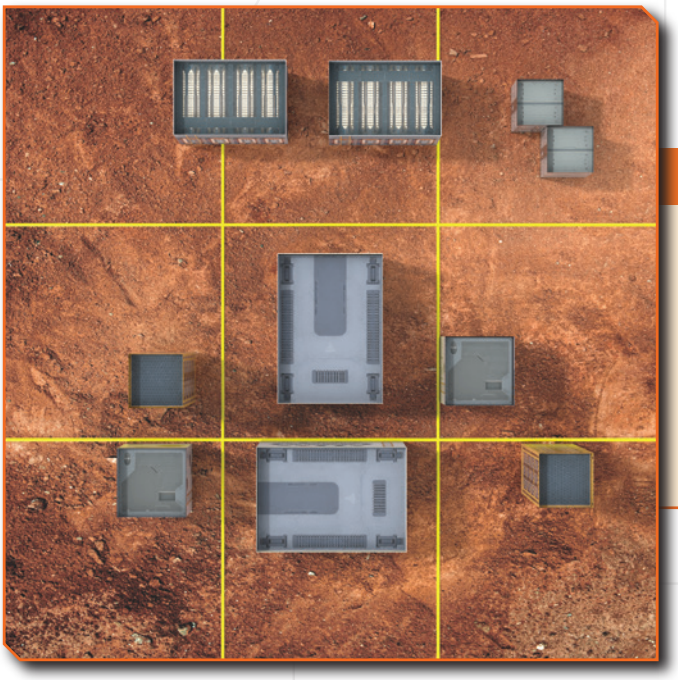
UNITAS CONSORTIUM MK.5 MASS POWER DISTRIBUTOR

SUGGESTED MAP LAYOUTS

CROSSROADS

A meeting point giving **Zeoforms** ground route access from all directions. **Objectives** in the central area can be seen from every direction too. The slight offset angle is to limit straight lines of sight between opposing deployment zones. Higher elevations are spread across the map.



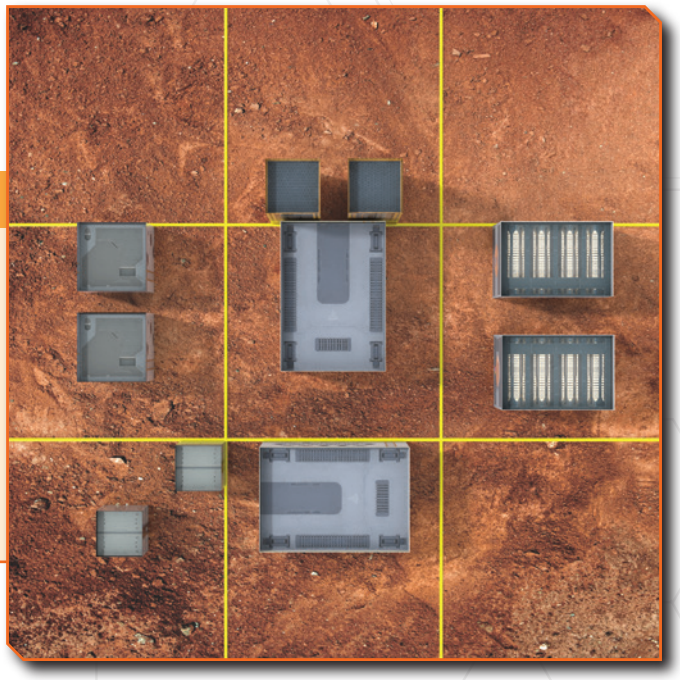


OUTPOST

A central cluster of evenly spaced buildings gives **Zeoforms** plenty of ground space around the edges, but they will need to go higher to access the middle area. In many scenarios some **Objectives** will be on rooftops, with the highest elevations located on the outer buildings.

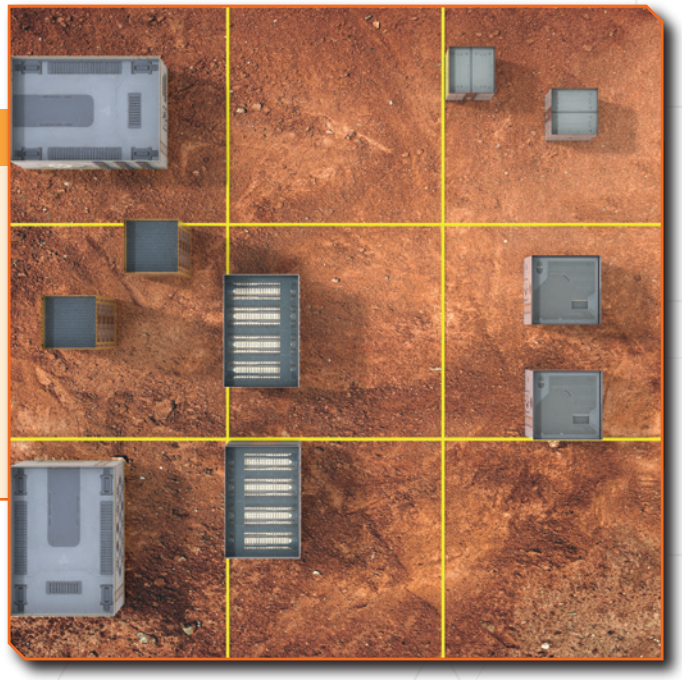
MINEHEAD

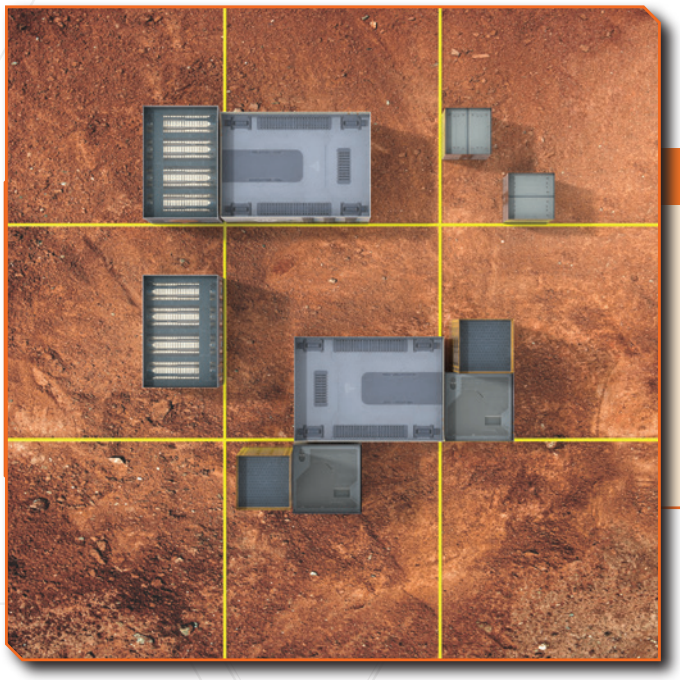
This layout consists of several distinct building clusters, with a main feature at the center that also contains the two tallest buildings, allowing **Zeoforms** or specialist **Supports** to dominate from the central high position. **Zeo** access on the ground is restricted in some areas, and particular attention should be paid to this, especially with corner deployment zones.



PERIMETER

Not all terrain is evenly distributed. This offset layout shows a part of the periphery of a larger installation. High, dense buildings on one side create a useful strong-point from which to cover the battlefield, but remember that lines of sight work both ways and units high up can also be seen from everywhere, and are much more limited in the room they have to dodge and maneuver.



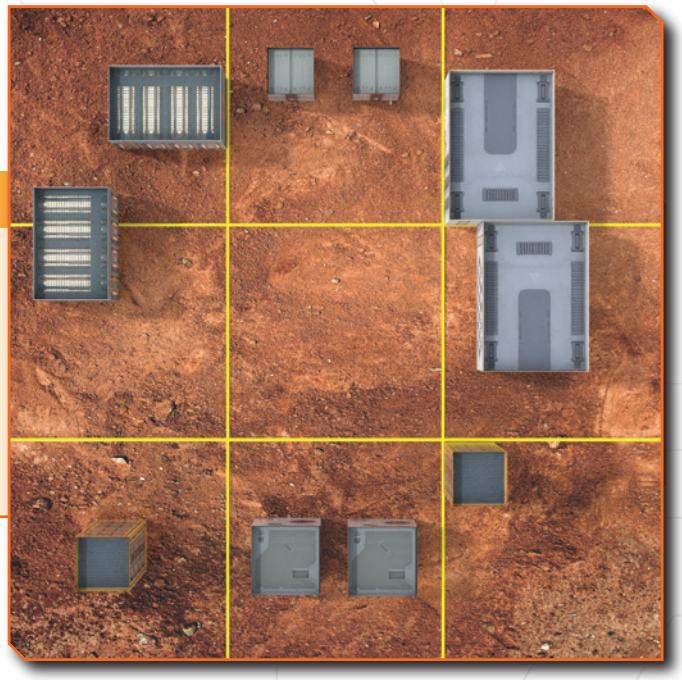


POWER PLANT

Two separate areas of interconnected buildings make this an interesting set-up for both diagonal and perpendicular deployment zones. Depending on **Objective** placement, the inner area could be a sheltered, highly defensible position or a death trap attacked from every direction...

LANDING GROUND

Intended to show an open landing area for shuttles and merchant craft, this battlefield layout gives good initial cover and firing positions, but units venturing out to capture **Objectives** in the center will be very exposed. Using **Supports** well and timing your **Zeos**' attacks will be vital to secure victory on such an open battlezone.

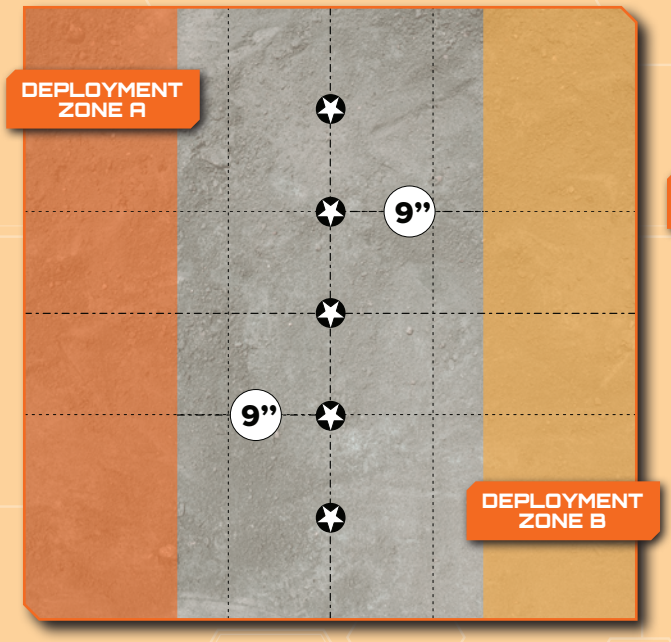


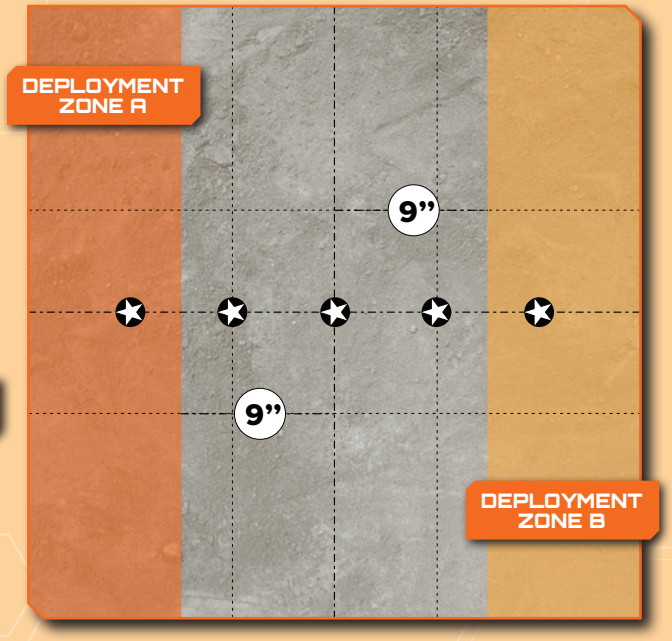
FRONT LINES

Opposing forces are deployed against one another intent on seizing control of a broad front in a direct confrontation, pitting strength against strength. Reinforcements will soon be on their way, so any gains must be made quickly. Quick reaction teams will be on-site in minutes to stabilize the front lines wherever they lie.

DEPLOYMENT ZONES

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





OBJECTIVES

The Front Lines scenario uses five **Static Objectives**. The first **Objective** is placed in the center of the table and the remaining four spaced out equally either along the centerline between the opposing forces OR in a line running from one deployment edge to the other (see above). Players can agree on either option; roll randomly for which to use if no agreement is reached.

SUDDEN DEATH TIME LIMIT: 1 REGROUP

Due to time pressure, each player may only take one **Regroup** turn during the scenario.

SPECIAL RULES

No additional special rules apply in this scenario.

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 once all **Activation** and **Impetus** points have been used by all players.

VICTORY

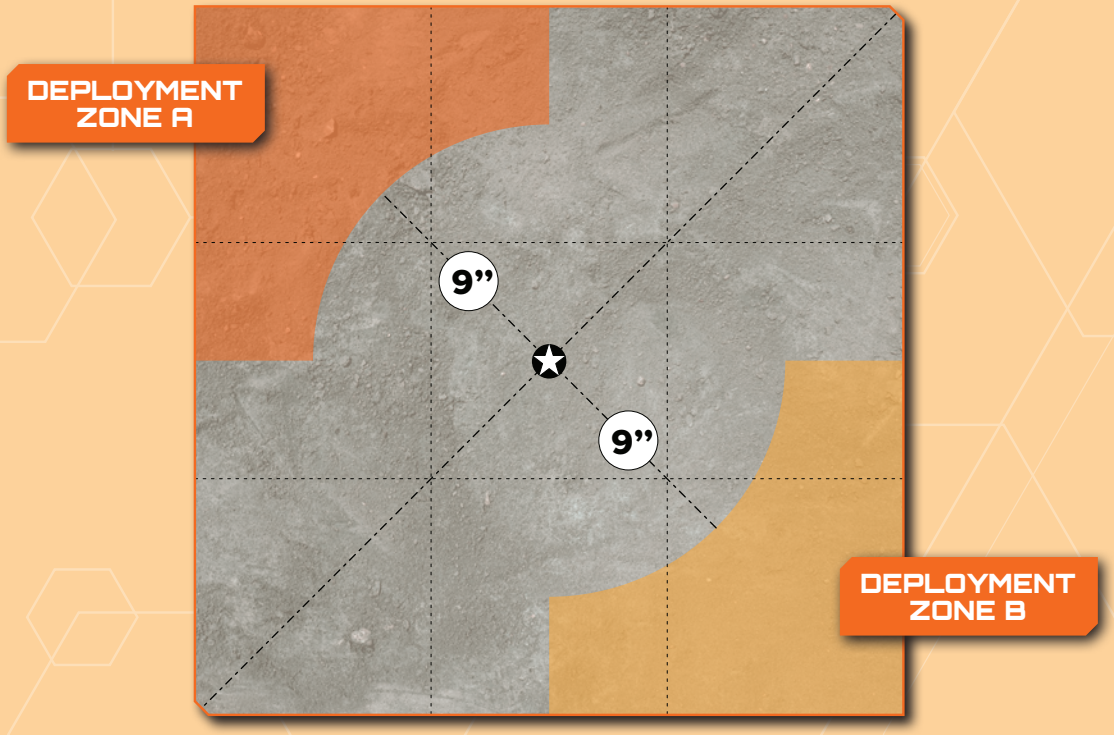
If the game ends early, the side with complete battlefield control is the winner. Otherwise, the player with the most secured **Objectives** at the end of the game wins the scenario. If **Objectives** are tied, victory is awarded to the player with the greatest remaining **Force Cohesion**.

RAID

Opposing forces are dispatched to secure vital shipments. Opponents must balance their attention between capturing their objectives and disrupting the enemy's efforts to do the same. Anything seized must be evacuated within a limited time frame.

DEPLOYMENT ZONES

Deployment Zones are opposite table corners. Models must be deployed more than 9" from the table center point.



OBJECTIVES

The Raid scenario uses one **Portable Objective**, which must be placed in the center of the table (see below).

Roll a d10 for the **Objective** to determine what size it is. If multiple parts are indicated, they are placed together. All parts of the **Objective** must be secured to count as the full **Objective**.

RAID OBJECTIVES

D10 ROLL	PORTABLE OBJECTIVE
7–10	Large
4–6	2 × Medium
1–3	4 × Small (Roll again, 6+ = Fragile)

SUDDEN DEATH TIME LIMIT: 2 REGROUPS

Due to time pressure, each player may only take two **Regroup** turns during the scenario.

SPECIAL RULES

This scenario uses the **Portable Objectives** rules that can be found on p. 86-87.

ENDING THE GAME

The game ends early if one side secures all parts of the **Objective**, loses **Force Cohesion**, or gains complete battlefield control. Otherwise, the game is over once all **Activation** and **Impetus** points have been used by all players.

VICTORY

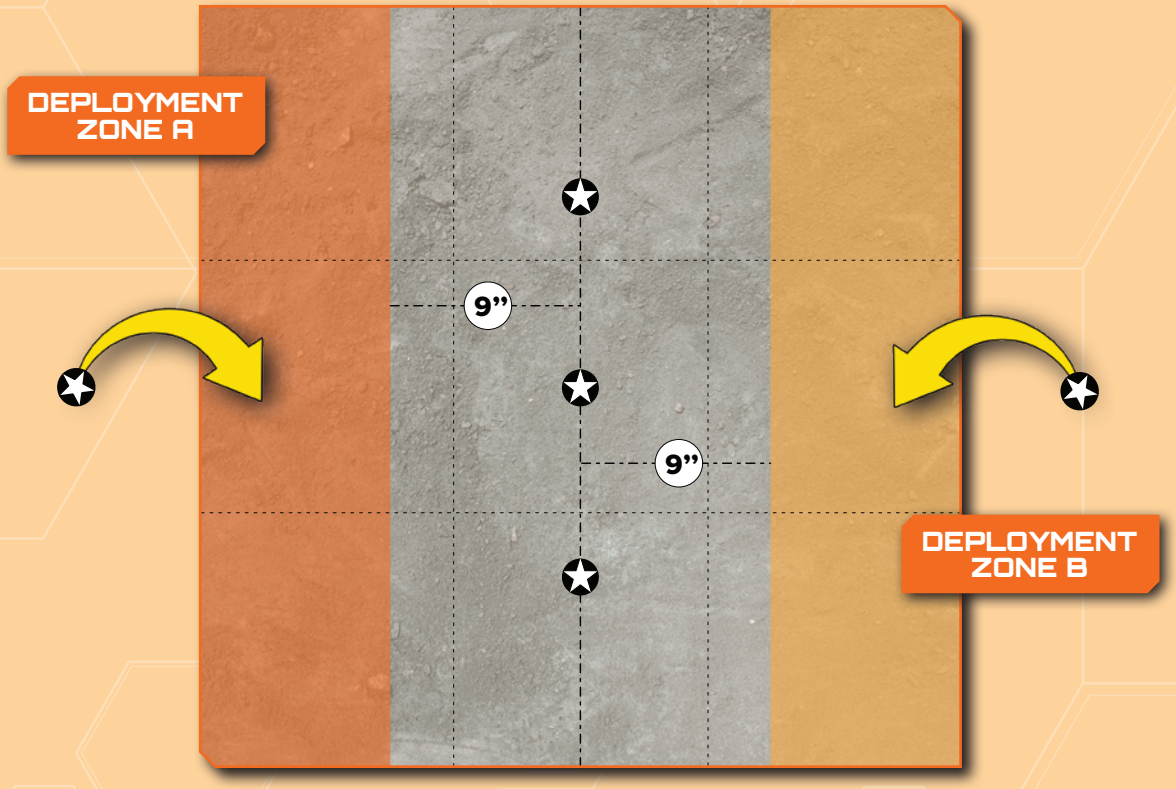
If the game ends early, the side that secured all parts of the **Objective** or complete battlefield control is the winner. Otherwise, the player with the most secured **Objective** parts at the end of the game wins the scenario. If **Objectives** are tied, victory is awarded to the player with the greatest remaining **Force Cohesion**.

DUG IN

Both sides have seized vital objectives in close proximity and now look to expand their control of the area while maintaining their own holdings.

DEPLOYMENT ZONES

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



OBJECTIVES

The Dug In scenario uses five **Static Objectives.** The first **Objective** is placed in the center of the table. Two more are spaced out equally along the centerline between the opposing forces. Each player places one **Static Objective** in their deployment zone but not within 6” of a table edge.

SPECIAL RULES

No additional special rules apply in this scenario.

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 any player has four or more **Objectives** secured during a **Regroup** turn. It doesn’t matter who takes the **Regroup** turn, only that there are four secured **Objectives** at the time.

VICTORY

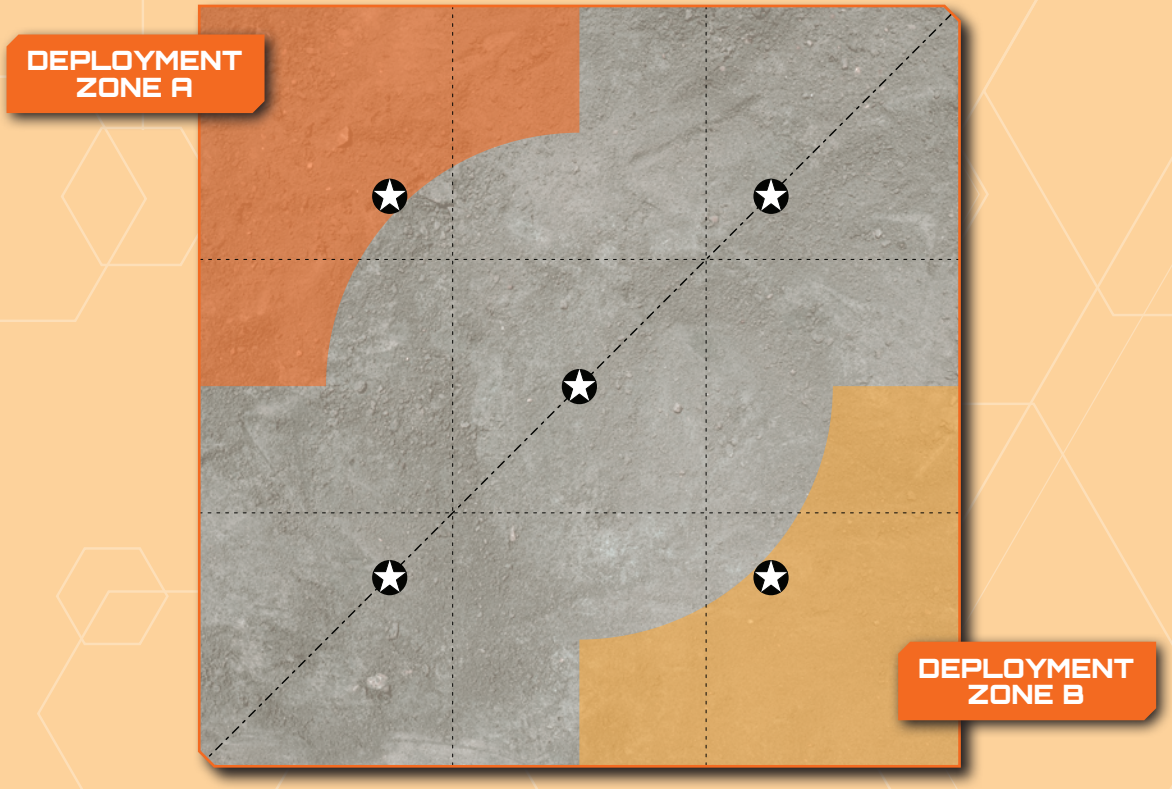
If the game ends early, the side with complete battlefield control is the winner. Otherwise, the player with four or more secured **Objectives** at the end of the game wins the scenario.

ASSAULT

A rapid assault is attempted in an effort to break an ongoing stalemate. Seizing and controlling forward objectives is paramount. An early success will receive overwhelming support and reinforcements to exploit the opportunity, otherwise those resources will go elsewhere.

DEPLOYMENT ZONES

Deployment zones are opposite table corners. Models must be deployed more than 9" from the table center point.



OBJECTIVES

The Assault 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

Because of the time pressure, each player may only take one **Regroup** turn during the scenario.

SPECIAL RULES

No additional special rules apply in this scenario.

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 occurs, the game is over once all **Activation** and **Impetus** points have been used by all players.

VICTORY

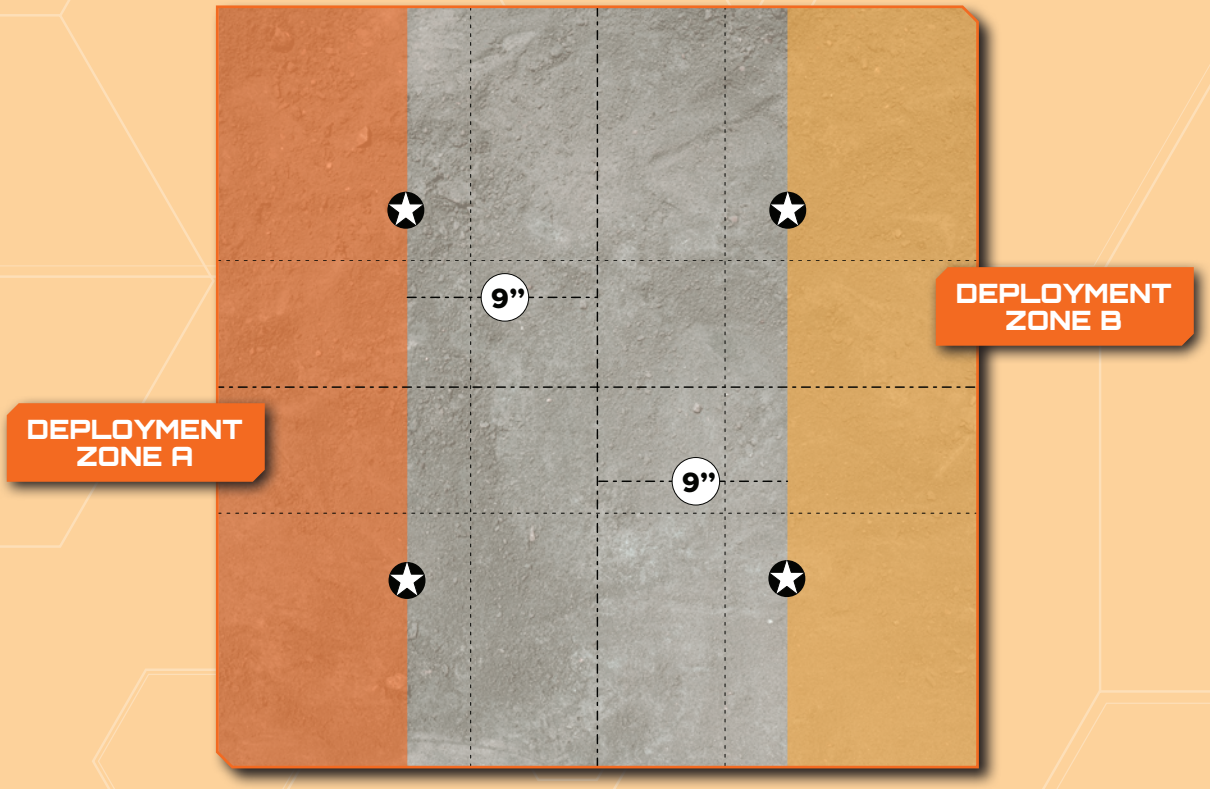
If the game ends early, the side with complete battlefield control is the winner. Otherwise, the player with the most secured **Objectives** at the end of the game wins the scenario. If **Objectives** are tied, victory is awarded to the player with the greatest remaining **Force Cohesion**.

BREAKTHROUGH

Conditions are ripe for a breakthrough into the enemy rear zone. If the enemy can't seal off the breach, a defensive collapse is inevitable. The opportunity is a fleeting one, as the enemy will soon close the gap. Stop for nothing—get back there and raise hell!

DEPLOYMENT ZONES

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



OBJECTIVES

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

SUDDEN DEATH TIME LIMIT: 2 REGROUPS

Because of the time pressure, each player may only take two **Regroup** turns during the scenario.

SPECIAL RULES

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 opposing force. Models that move off the table do not return, but no penalty is suffered to **Force Cohesion** and **Impetus** for their absence.

ENDING THE GAME

The game ends early if one side loses **Force Cohesion** or wins complete battlefield control. Otherwise, the game is over once all **Activation** and **Impetus** points have been used by all players.

VICTORY

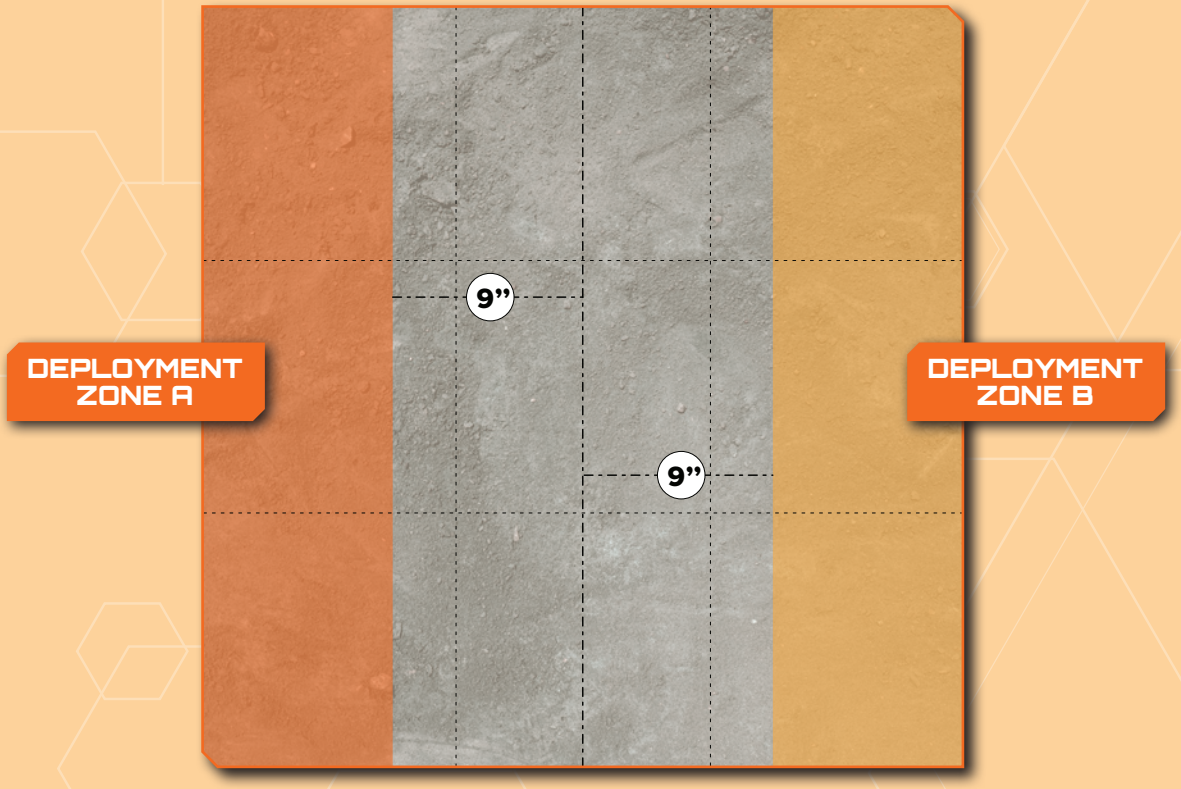
At the end of the game, the winner is the player with the greatest remaining **Force Cohesion**.

ESCORT

A vital shipment is en route under guard, but opposing forces are in place to try and seize it. Grab the goods and get gone.

DEPLOYMENT ZONES

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



OBJECTIVES

The Escort scenario uses one **Portable Objective** deployed by the First Player. The First Player can elect to split the **Portable Objective** into 2 Medium or three Small parts if desired. The **Portable Objective** (or its constituent parts) may be deployed already being carried by a model (or models).

SPECIAL RULES

The model carrying the **Objectives** or one of its parts is allowed to move off the table edges in this scenario. Models that move off the table do not return, but no penalty is suffered to **Force Cohesion** and **Impetus** for their absence.

The **Objective** can be secured by the First Player by moving it off the table edge opposite their starting deployment area. The opposing player can secure the **Objective** by moving it off any other table edge.

ENDING THE GAME

The game ends early if one side loses **Force Cohesion** or wins complete battlefield control. Otherwise, the game is over when the **Objective**, or all of its parts (in the case of a multi-part **Objective**), is secured.

VICTORY

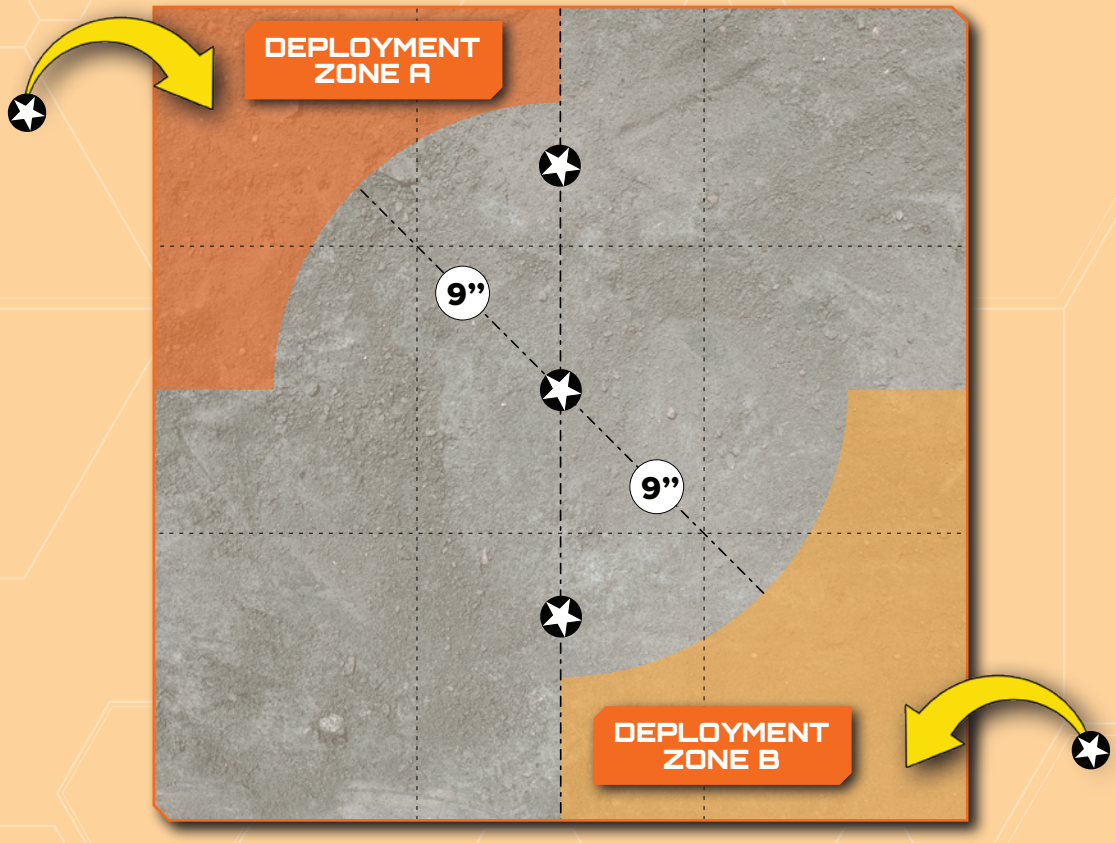
At the end of the game, the winner is the player who either secured the **Objective** or, if the **Objective** is in multiple parts, who has the greatest number of secured **Objectives**. If the game ends early due to **Cohesion** loss or complete battlefield control, the player with models remaining on the table counts any remaining **Objective** parts as secured.

MEETING ENGAGEMENT

Unexpected contact with an opposing force sets both sides scrambling to fully engage.

DEPLOYMENT ZONES

Deployment zones are opposite table corners. Models must be deployed more than 9” from the table center.



OBJECTIVES

The Meeting Engagement scenario uses five **Static Objectives**. One **Objective** is placed in the center of the table, another two evenly spaced along the centerline. The two remaining **Objectives** are player-placed, with one in each deployment zone.

SPECIAL RULES

Only **Structures** plus one model are deployed by each player before the beginning of the game. All other models are placed in Reserve. When a Reserve model is chosen to **Activate**, it must move onto the tabletop from a friendly table edge (i.e. one that is part of the player’s deployment zone), and it may not move within 6” of an enemy model. Note that some models have special rules for deploying from Reserve.

Models in Reserve still contribute their **Cohesion** and **Impetus** to the Force’s totals. Note that models currently still in Reserve do not influence when regrouping can occur, so models can be kept in Reserve indefinitely.

ENDING THE GAME

The game ends when one side loses **Force Cohesion** or wins complete battlefield control.

VICTORY

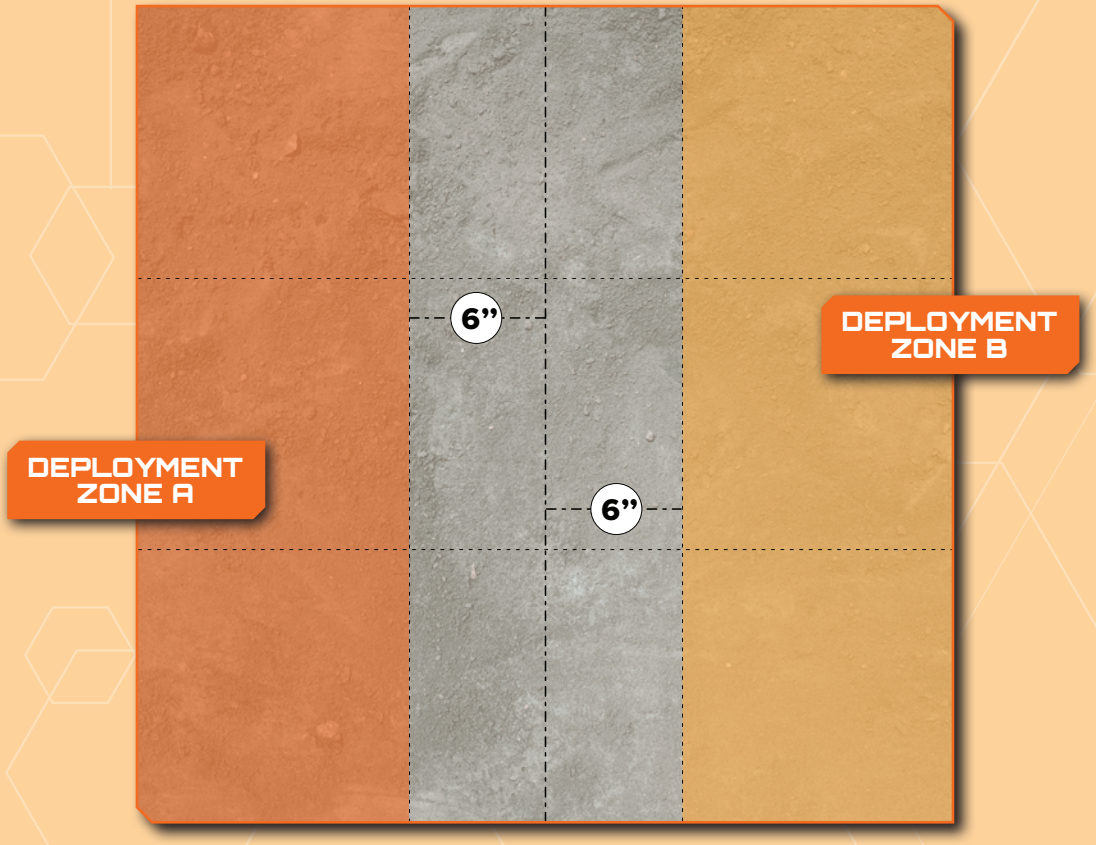
The player that maintains **Force Cohesion** until the end of the game wins the scenario.

EXECUTIONER

A high-value target in the opposing ranks must be eliminated at all costs.

DEPLOYMENT ZONES

Deployment zones are opposite table edges. Models must be deployed more than 6” from the table centerline.



OBJECTIVES

The Executioner scenario uses no **Objectives**. **Structures** may be placed anywhere in a player’s own deployment zone during deployment or when coming in from Reserves.

SPECIAL RULES

Before the game begins, each player nominates an enemy model as their target. The model selected as the target must have the greatest **Impetus** characteristic in the opposing force. If multiple enemy models are tied for **Impetus**, the player must nominate which is their target, prioritizing **Zeoforms** before **Support**. Note that the chosen execution target may not be placed into Reserve to avoid its date with destiny!

ENDING THE GAME

The game ends early if one side loses **Force Cohesion** or wins complete battlefield control. If neither occurs, the game ends when an execution target is removed.

VICTORY

If the game ends early, the side with complete battlefield control is the winner. Otherwise, the player who removed their execution target first wins the scenario.

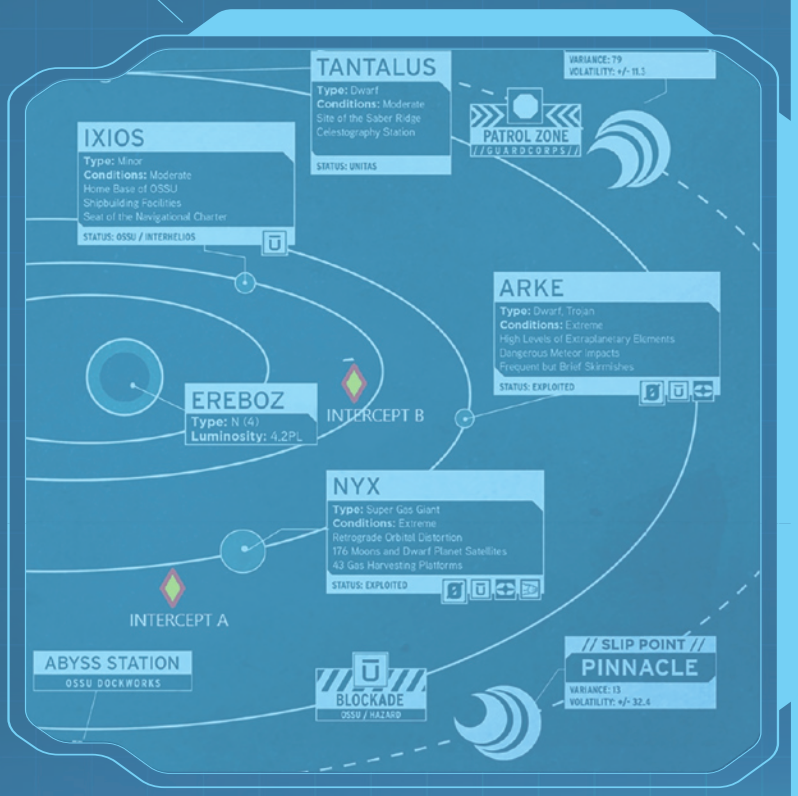
{INTERCEPT+ENCRYPTION+ACCESSED}...

...{EXTRACTING+DATA+STREAM}...

...{TRANSMISSION+DUPLICATED}

FAO: *Inner Board Members Only*

Author: Chief Security Executive Fahima Campbell



Given the worsening situation across Astrapelago and our unsuccessful attempt to restrict the movement of the Saber Ridge data, I was tasked with assessing our current counterintelligence efforts with regard to Pact operations being undertaken under the auspices of the OSSU. This has become particularly urgent in light of recent speculation that the so-called Prospero Cell has transited into Astrapelago. The potential presence of a 'Direct Action' cell linked to several atrocities across Pentahelios is of grave and immediate concern, so we have increased resources for SigInt and HumInt efforts across the major OSSU communication networks.

Pact operatives are known to use scrambled comms at times, but though they cannot be decoded in any functionally useful timeframe, the very presence of such ciphers is a signal of Pact activity. OSSU knows this, so many of their communications are transmitted by regular unciphered broadcasts using well-established systems of codewords, phrases, and pre-agreed nomenclature. Such is the nature of these codes that all intelligence gathered on them is essentially retrospective, but I remain hopeful that the assets we have inside OSSU may provide us with a weak link in the chain soon, from which we can then begin to unravel the rest of the data network.

Attached are two of our current working examples.

Transcript A - file: 7\js87xk

Intercepted: 996/22/10.33

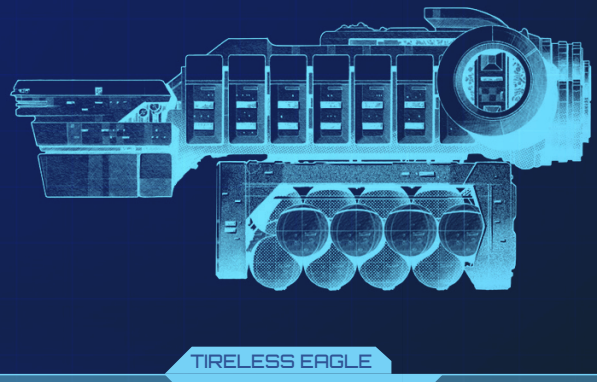
Summary: Exchange between 'Subject A', a gas hauler on the *Nyx* to *Abyss Station* run, *Tireless Eagle*, and 'Subject B', co-pilot of *Trust Your Magnificent Song*, a *Nyx–Aporia* ferry shuttle.

A: This is Eagle Runner[1], making the big drag[2] up to Abyss. Got five double kays[3] of ammonia and a few skymites[4] for chasers[5]. Peeling back the black and thanking the glitters[6]. What's the drop[7] from the birdcage[8]?

B: Hey there sister-in-stars[9], Eagle Runner. Fellow voider[10] here. This is Songbird Omega[11]. My pal Mordecai was at *Abyss* for the big presidential salutations[12]. Was a four-cycle bender[13] by all accounts. Said he hadn't felt so bad it since he transited Sisyphus on the hotside[14] on his way to Ma'Mat Aither. Reckon there's a few slipheads[15] need to cool down over there.

A: I hear that, Songbird Omega. Word from the scrapes[16] is that the Periphery bend[17] is bringing all kinds of gawking tourists with no manners and plenty of Affiliation credits[18] on their accounts. The Man Up Top[19] is playing a straight hand[20] with this one, but it don't stop the ghost of Guo Clah[21] haunting every Stars-forsaken cube of void around here. I'm gonna decontaminate at *Abyss*[22] and maybe cash in some of my hard-earned vaykay[23]. I hear they got the flash saunas working at Ixios. Might get me some of that.

TRUST YOUR MAGNIFICENT SONG



TIRELESS EAGLE

B: Hope you don't mind waiting in line. Ixios is jumping more than fleas on a Nyxian mooncat. Few orbits back we had a crew from Stars Edge that rode in through there and they said they hadn't never seen so many folks of intolerant disposition[24]. I mean, everyone gets a bit of extra consideration now and then[25], filling the back seats[26] or taking the fish for a walk[27], but with everything going on now that's asking for a zed-suit visitation[28]. I figure we'll be okay down here, moon runs gotta keep going, but I'd stay as far from Tantalus as possible[29].

A: That's filed and delivered[30], Songbird Omega. And signed on the line[31].

A: Stay righteous, voider.

B: Smooth cruising to the A, sister.

1. Personal identifier.
2. Larger than c.100kt cargo.
3. Kay is 1,000kt, so five tanks each of 2,000kt.
4. Vermin, but in this case possibly undeclared passengers.
5. A chaser is a payment bonus.
6. Colloquial Galaxia Sapiens devotional.
7. News, information, or orders.
8. Ships are often called birds; birdcage is the OSSU main docks at Ixios. In this case, a euphemism for OSSU leadership.
9. OSSU greeting, not a Galaxia Sapiens form of address.
10. General term among People's Galactic but can also indicate Pact membership.
11. Personal identifier.
12. Reference to president alludes to officially sanctioned action. (OSSU has no president.)
13. A four-cycle mission.
14. Hotside indicates combat occurred. Maybe referencing the Katomi hijacking.
15. Slipheads are new arrivals from out-sphere.
16. Gas harvesting fleets.
17. A bend is a bad turn of events—the disappearance of the Periphery slip point in this case.
18. A reference to GuardCorps and other Interhelios-adjacent personnel.
19. Tabari El-Shanawee, Chief Steward of the OSSU.
20. Publicly telling the truth—a foolish assertion.
21. Any name with initials G.C. usually refers to GuardCorps. Ghost in this case means spook, or spy.
22. Unload illegal passengers.
23. OSSU offers vacation credits to members performing 'extra-curricular' tasks in lieu of externally tracked payment.
24. Mercenaries, People's Galactic allegiance, hoping to gain OSSU Pact status.
25. Aforementioned off-books employment.
26. People smuggling.
27. Dealing with the Tekiya smuggling cartel.
28. Zeoform intervention.
29. A significant, obvious warning that the OSSU blockade near Tantalus will be mobilising to a conflict footing.
30. Understood
31. The receiver takes ownership. In other words, 'I will pass on this information' at Abyss Station.

Transcript B- file: 13\jd2fd

Summary: Excerpt from a monologue by 'Subject C', unidentified female dock controller at refuelling orbital N48/OD-342 (an Obguago Dynasty installation).

Subject begins with a brief meteorological update on *Nyx* low orbit and upper atmospheric conditions. There follows an assessment of canteen operations and recent offerings. The following extract is made significant by the use of the antiquated word 'letter' (meaning a physical written communication) to denote that orders are about to be broadcast. Although the message was delivered without obvious tonal shift, the sentence structure—and lack of variation in it—revealed a discrete period of communication within the overall broadcast.

C: A letter arrived from my mother last night. She's got a new heart-friend, a pilot called Kenwin. Been seeing him for the past eighteen cycles. In the morning they went to the menagerie and took a look at the lizards. There was a red one hiding under a small rock catching flies. It swallowed a big black fly whole and then scurried off. After lunch, the two of them listened to Vildana Vlastok tracks. *Gory, Gde Saditsya Solntse* is my mother's favorite. They had a good time, but Kenwin was not invited to stay the night.

C: I should write her back.

This is an example of a far more specific instruction, using pre-arranged callouts from within a secret lexicon. Such lexicons change periodically and vary from group to group within Pact and OSSU. Each element of the message is contained in a sentence. The start is the announcement of a mission, for a pilot assigned the codename Kenwin. Checks of other transcripts across the 'sphere reveal other 'pilots' as Kenton, Kenruhr, Kensagaki, and so forth, meaning that the first syllable is possibly the only signifier. To whom the 'Ken' code is attached will also change over time. Having identified that this is a piloting mission, a time reference is made—eighteen cycles—after which a pickup is due to be made. The animal and color convey the location, and we believe 'under a small rock catching flies' signifies the package is hidden from simple discovery.

The big black fly is swallowed whole—one large package to be picked up. We then move to destination, another code, this time referencing 'The Mountains Where the Sun Sets', recorded by opera singer Vildana Vlastok. The artist and track refer to a numerical sequence—the singer in question has recorded that particular piece four times and it appears in six different collections, so pre-agreement of the specific collection cited is required. Kenwin is not staying, therefore the pilot is to drop off the package, but there will be no rendezvous with any other operatives. The closing remark of return communication is a directive to signal mother—Pact leadership—when the task has been completed.

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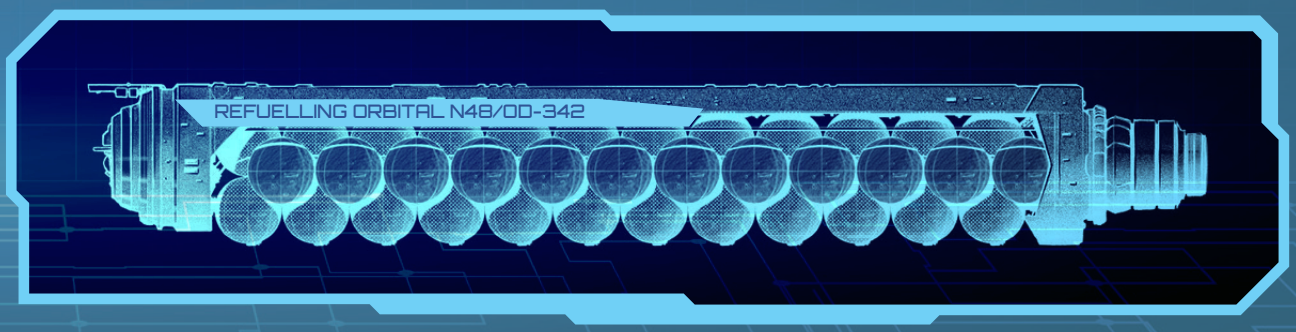
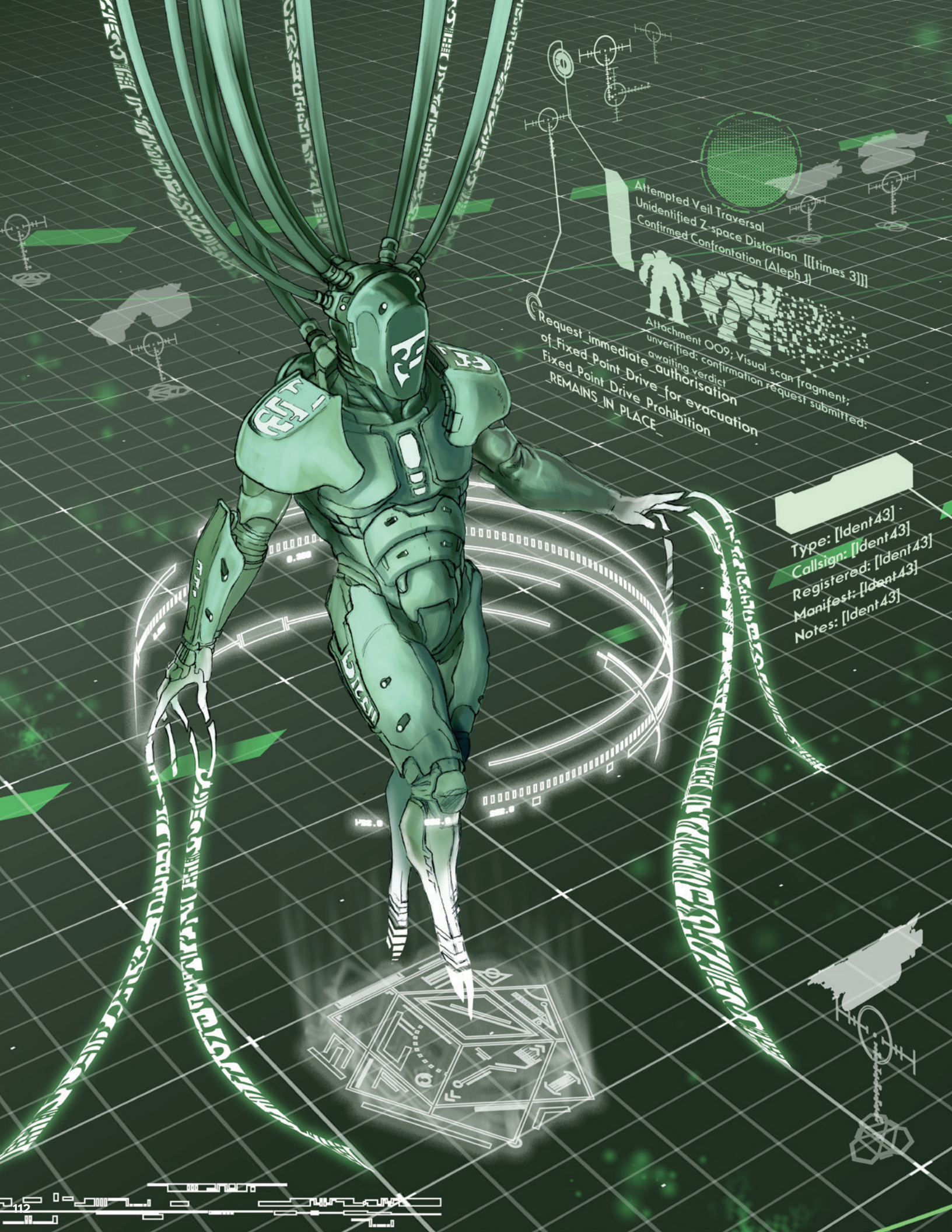
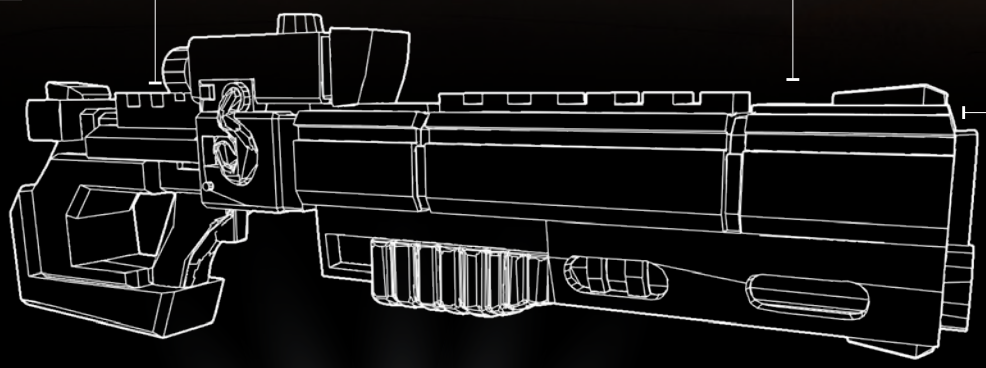



Attempted Veil Traversal
Unidentified Z-space Distortion [[[times 3]]]
Confirmed Confrontation (Aleph 1)
Attachment 009; Visual scan fragment;
unverified: confirmation request submitted:
awaiting verdict
Request_immediate_authorisation
of_Fixed_Point_Drive_for evacuation
Fixed_Point_Drive_Prohibition
_REMAINS_IN_PLACE_
Type: [Ident43]
Callsign: [Ident43]
Registered: [Ident43]
Manifest: [Ident43]
Notes: [Ident43]

Operation: Nayenezgani
Quarantine Boarding Operation D-253.3
Dagger Team Six
Block, D./Commander/7HG817/U98 [DAGR-58]
Masanori, O./Commander/6JP443/U98 [DAGR-58]
~Establishing Contact~
=ALERT-ALERT-ALERT-ALERT=
Type: UNKNOWN
Callsign: UNKNOWN
Registered: UNKNOWN
Manifest: UNKNOWN
Notes: UNKNOWN
=ALERT-ALERT-ALERT-ALERT=
Type: Galleas type A Migrational Trader (second class)
Callsign: Let's Get Acquainted
Registered: El Opona
Manifest: 1408 Crew, 3528 passengers/itinerants: 472 docked vessels [see codes 2391/d77283465 through 2391/d77283937]
Notes: Mifune T registration; Juno - Astrapelago - Periphery - Astrapelago - Pinnacle - Falconsky - El Opona reciprocal migration route
Type: Yatuka model 42 (decommissioned/salvaged 994.34)
Callsign: Indigo Pilgrim
Registered: --
Manifest: 102 Crew, no passengers
Notes: Starbound exploration vessel
ASTRAPELAGO
NYX

Nano-forge baseline materials hopper and shredder assembly.

Dorsal linear induction rail.



DATABASE

SAR-79

20000 4636720000
4 491124
60000 6076660000
20000 4636720000
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4 491124
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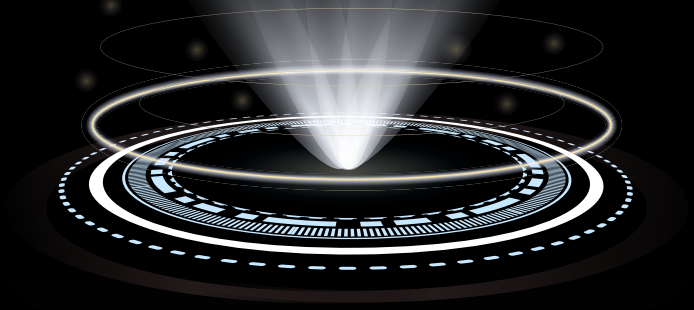
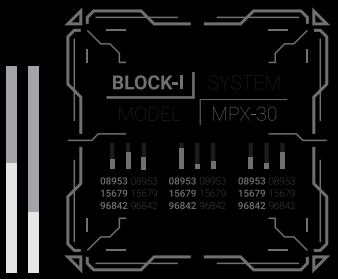
6524
145 56.524
555 44.221
34 5678
2244 55.62
00.12 42145
—— ——
8877 1244.1
4321.1 7
5512 7.772
4892 82.2211
668.6 24
0202 9555
9090 2.4
2450 1.22451
00.2 66241
6524
145 56.524
555 44.221
34 5678
2244 55.62
00.12 42145
—— ——
8877 1244.1
4321.1 7
5512 7.772
4892 82.2211
668.6 24
0202 9555
9090 2.4
2450 1.22451
00.2 66241

Group-C
18x





Anterior anti-scatter banding block housing.

People use 'ration run' to mean an easy job, but it isn't the free ride some folks think. It has its risks too. But don't get me wrong, it's not like them brave Force Majeure boys and gals piloting the zeos against them Pact terrorists. They're the ones fighting to protect our way of life.

Chaiko Theosphid

Transport Driver second-class, Merov Logistics

Sergeant Second Class Elang Vronski bit back a shout as he watched his combat partner's angling combat blade flare off the Amaroq's e-shield. The much larger zeo surged to its feet, smashing a utility arm into the face of Pilot Kennedy's Stormer. Reeling, the GuardCorps zeo almost fell over shattered crystal stumps but regained its balance in time to evade the next swinging attack.

Vronski didn't have time to intervene. The Rakke had doubled-back and was coming at him fast. Turning would be a surefire way to get a meson beam in the back.

"Kenzo, for Void's sake, where are you?" he barked at the leader of the trooper squad. "We need support, damn you!"

"En route," she replied, as calm as ever. "We'll come up on your right."

As he maneuvered his zeo around a thick pillar of pale blue crystal, Vronski spared one more glance at the sub-display showing the Amaroq. Amongst spraying shards of glittering crystal, he could just about make out the large rig batting Kennedy back with its glowing shield as the smaller zeo dodged to keep away from its pulsar rifle.

"Sarge?" Kennedy's voice sounded hoarse over the comm.

"Don't get pinned," he replied. "We're coming to you. Kenzo, engage that Rakke!"

"No line of fire, sarge."

This had been an easy job. The raiders would get spooked the moment they saw real opposition, take what they had already stolen and head back to their Starbound friends. That had been the plan. But Ridgeway wanted to know more and had demanded prisoners.

And then the people without names who occasionally slipped Vronski a little 'bonus' had asked him to make sure the Starbound didn't get away with their spoils. Usually it was information they paid for. Now and then, he would turn a blind eye or intervene in something at their request. He didn't know why they wanted the Starbound denied fuel, and knew better than to ask.

So much for easy money. That bonus wasn't worth risking Kennedy.

"Void dammit."

Vronski turned away from the approaching Rakke and raised his Claviger. Reticules danced across the HUD as he opened fire. Smart rounds blazed toward the Amaroq. A moment later he saw impacts blossom across its broad back.

A meson beam slashed past his shoulder. The near-miss caused a frisson of static to flare across his systems. Distracted by the Rakke, he didn't notice the Amaroq turn and fire a full salvo from its pulsar rifle. Superhot bolts slammed into his Stormer, shattering ablative layers to punch into the vitals below.

Power cut to his right leg and he toppled.

He saw the Amaroq pounding closer, a utility arm slamming fresh ammo into the pulsar rifle. Vapor curled away from the hot barrel.

Darkness swathed everything. Plunged into shadow, Vroski looked up and saw a gigantic ship descending, blotting out the sunrise. It looked like nothing he had seen before as it eclipsed the sun, the familiar Periphery constellations and the ever-present swirl of the Void's Eye visible in the purple-tinted sky above.

The Amaroq slid to a halt and turned to look at the newcomers. Zeo-like figures dropped from gleaming exit hatches, but neither Vronski nor the Stormer's systems recognized them.

If he survived, his secretive second employers would definitely want to know about this.

APPENDIX

Welcome to the **Appendix**. Welcome to the Appendix. An appendix in a book is a bit like your own appendix really, something not strictly necessary, but it makes things better having one. This section includes **Designer's Notes**, so if you're ever wondering "Just what were they thinking?", you can crack our heads open and feast on the gooey contents inside. In addition, you can find **Weapon References** for Pact and GuardCorps **Zeoforms** and **Supports**. The **Appendix** also contains that section which is greatly loved by all players of games: an **Index**.

NARRATIVE NOTES

GAV THORPE

I've been working on *Zeo Genesis* for over two years at the time of writing, and it's been a great ride so far. From very innocent beginnings, this has become a behemoth of a project—one that is only really just starting despite all the hours I've put in so far...

Let's rewind to late 2021. I've been working with Andy Chambers on a series of games when he asks me if I could 'help out' with the playtesting of a project he's been working on, having reached the limit of the development he can do without someone standing on the other side of the table also rolling dice. I agree and he puts me in touch with Danny Block, founder of Best Hobby. The first conversation between us is not at all what I'm expecting. The playtesting thing turns into a side gig as Danny asks me to take the various documents and notes about the setting for his new game and turn them into something more like a coherent World Bible. Sure, I say, I can do that. It's a 3-month job, according to my initial work proposal. All the basics are there, it needs some fleshing out and some rationalizing, and some organization, but nothing much needs *inventing*.

I still haven't finished that World Bible.

What the job has turned into is the continuous, simultaneous development of a miniatures range, gaming rules, and expansive fictional setting. Oh, and Best Hobby setting up its own plastics injection molding business.

And it's been great.

All of the development, the conversations, the wrangles about names and naming conventions, the back and forth of visual design both 3D and 2D, has now brought us to the point where we are in production for a core set of miniatures and rulebook. We have Pact and GuardCorps, and Stormers and an Amaroq, and Skerpskutters, and lots of other cool things besides (Did I mention coming up with *lots* of names?).

And we have, most importantly, the burgeoning story of Saber Ridge, the start of an explosive narrative that introduces the Hundred Suns—a peek into the wider *Zeo Genesis* setting. And it is, in many ways, just the beginning for what we have planned: for the game, for the miniatures, and for the setting.

I love world building, I love writing stories, and I love developing games, and this has been the perfect trifecta. But what has made *Zeo Genesis* stand out—as well as the great folks I'm working with—is that this is a thoroughly *modern* approach to creating a new game. We've looked at every assumption and tradition associated with designing, making and marketing a miniatures game, and we're embracing the possibilities offered up by digital manufacture and publishing. Free of the physical legacy—some might say baggage—of print publishing, we have such exciting plans to deliver the worlds of *Zeo Genesis* to you in new and different ways.

Which is why I'm really proud of where we're at, but I can tell you there's so much more to come!

DESIGNER'S NOTES

ANDY CHAMBERS

I began work on what's now called *Zeo Genesis* back in 2020 at the tail end of the pandemic (that's a statement that will date this badly). I met Danny, and he had the simple but laudable aim of creating the kind of tabletop game he would have enjoyed as a kid; something with big suits of battle armor and the kind of fast, dynamic action seen in anime like *Ghost in the Shell*, *Gundam*, *Appleseed*, *Macross*, and a host of others. I loved the idea. I've done a lot of games with 'machines' like tanks, aircraft, or ships (space, usually) in the past, and I enjoy getting them to feel right in the game for their genre—aircraft are speedy, ironclads absorb punishment, and so on.

'Kinetic action' was a phrase we started using very early on, and it meant that these big armor suits—Zeoforms—weren't clomping around like tanks with legs. They could run and dodge and leap and bound from rooftop to rooftop. Two of them fighting wasn't a simple equation of big guns versus armor slugging matches, it was more like a duel with attacks and counters, dynamic movement—kinetic action.

So I've pushed the boat out here, design-wise. Common practice for games is active models get two actions; move-shoot, move-move, or shoot-shoot. In *Zeo Genesis*, active models get three (sometimes more) actions, and flexibility about how to use them. There's also a Reaction system to make opposing models more active; they can counter attack, defend themselves, or dodge aside IF they are prepared to give up some of their own actions to do so. Early tests showed us leaping around buildings was fun, so the game actively encourages you to take to the high ground.

The most challenging part of *Zeo Genesis* has been working with ten-sided dice as the randomizing element. I've designed a lot of games and almost all of them use six-sided dice, so this was new territory. Early games saw a lot of exploding Zeoforms, and we rarely got beyond the first **Regroup** turn. In time, we've figured out ways to tame the beast (somewhat), but I've tried to resist the old perils of too many modifiers. The Combat Die is a fun addition for adding flavor as a kind of critical hit system to upset the straight number-crunching.

Zeo Genesis has been a welcome process for me, a return to the earlier days of my career where we got to design a game and then play with it for a goodly period before unleashing it on the world. Before you go imagining that this fixed every problem and made it perfect...not at all. Extended development throws up more and more questions as you go. Darlings get murdered, reintroduced in new guises, and then murdered again. Cul de sacs get explored to depths they really shouldn't, periods where 'there's no bad ideas' and all that rot. However, at the end of the day that's also how you get to some interesting and flavorful territory, perhaps even somewhere new and unexplored.

DESIGNER'S NOTES

DANNY BLOCK

It's 1980. Seven-year-old me has his brain opened by Lego and little green army men.

It's 1983. Ten-year-old me has his brain broken by a little red box labeled *Dungeons & Dragons*. It's 1985. Twelve-year-old me says "I like big robots" while staring at the *BattleDroids* box. By the time I save up $12, it is called *Battletech*.

It's 1987. Fourteen-year-old me has a part-time job, loves heavy metal, *Heavy Metal,* and *2000AD*. Someone shows me *WFB* and *Rogue Trader*. My fate is now sealed. It's 2025. Old-enough-to-know-better me is about to ship a new game, with miniatures and everything.

I have been very fortunate to get to work in the games space since I was 19, with only a few brief interruptions. RPGs, card games, minis games, and video games (plus comics) have been my thing for most of my adult working life.

Zeo Genesis is the game that has been percolating in me (in some form or another) since 1999. COVID changed the world in 2020 and got me to commit to finally making that darn game. Old friends helped get it kicked off, bringing in Ryan Miller, Andy, and Gav. New friends have put in a ton of creativity and work to give this thing a genuine shape.

It's a little work of joy for me, and I hope, a source of tabletop joy for you as well.

ADDITIONAL GAME RESOURCES

Check out these links for even more resources for your *Zeo Genesis* games, and to join the *Zeo Genesis* community!

RULES FAQ

www.zeogenesis.com/FAQ

DISCORD

discord.gg/ScKyfbGj

THE ZEO GENESIS WEBCOMIC

www.zeogenesis.com/webcomics

WORLD ANVIL

www.worldanvil.com/w/zeo-genesis

DOWNLOADS

www.zeogenesis.com/downloads

ZEOFORM AND SUPPORT WEAPON REFERENCE

GUARDCORPS ZEOFORM MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Krait V-Blade	Melee + 2 Dice	7 Impact	−1 Die	–	+1
Tk-3 Okhara IM-Shield	Melee + 2 Dice	4 Impact	–	**+1 Armor (Front)**	+1
Energy Fist	Melee + 1 Dice	9 Energy	−2 Die	**System Overload (Shock)**	+2
Impact Fist	Melee + 1 Dice	8 Impact	−1 Die		+2

GUARDCORPS TACTICAL CLASS RANGED WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
CQB-7 Brutus Quadshot	*Single Barrel*	4 Dice	6 Impact	12”	–	–	**Repel**	+4
	Quadshot	5 Dice	6 Impact	Cone	–	–	**Cone**	
TAR-29d Gulo Assault Rifle	*Standard Rounds*	5 Dice	7 Impact	16”	–	–	–	+6
	Smart Rounds	5 Dice	7 Impact	12”	–	–	**Seeker**	
TBR-1 Claviger Battle Rifle	*Standard Rounds*	3 Dice	8 Impact	16”	−1 Target	−1 Die	–	+5
	Smart Rounds	3 Dice	8 Impact	12”	−1 Target	−1 Die	**Seeker**	
TCL-3 ‘Boomer’ Combat Launcher	*Burn*	4 Dice	6 Energy	24”	–	–	**Blast (2), Saturate, System Overload (Burn)**	+5
	Frag	3 Dice	7 Impact	24”	–	–	**Blast (2)**	
TAZR-3 Thaler Anti-Zeoform Rifle	*Standard Rounds*	2 Dice	9 Impact	12”	−1 Target	-2 Dice	–	+4
	Smart Rounds	2 Dice	9 Impact	Aimed Fire Only	−1 Target	-2 Dice	**Seeker**	
TCL-64 Fusi Missile Pack	*Burn Shell*	4 Dice	6 Energy	12”	–	−1 Die	**Blast (2), System Overload (Burn)**	+4
	Shock Shell	4 Dice	6 Energy	12”	–	−1 Die	**Blast (2), System Overload (Shock)**	

GUARDCORPS BATTLE CLASS WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
BAC-15 Auto Cannon	*Saturation Mode*	8 Dice	6 Impact	12”	–	−1 Die	**Saturate**	+6
	Suppression Mode	8 Dice	6 Impact	Cone	–	–	**Cone**	
BK-12 Hounslow IM Shield	*Melee Mode*	Melee +1	8 Impact	Melee Only	–	−1 Die	**+1 Armor (Front), System Overload (Shock)**	+5
	Rocket Salvo	5 Dice	6 Energy	12”	–	–	**+1 Armor (Front), Blast (2)**	
CQB-8 Maximus	*Twin Barrel*	5 Dice	6 Impact	12”	–	–	**Repel**	+6
	Six-shot	6 Dice	6 Impact	Cone	–	–	**Cone**	
MAR-4 Ursa Assault Rifle	*Standard Rounds*	6 Dice	7 Impact	16”	–	–	–	+7
	Smart Rounds	6 Dice	7 Impact	12”	–	–	**Seeker**	
MCL-9 ‘Big Daddy’ Combat Launcher	*Burn*	4 Dice	6 Energy	24”	–	–	**Blast (3), Saturate, System Overload (Burn)**	+6
	Frag	3 Dice	7 Impact	24”	–	–	**Blast (3)**	
MNL-12 Jinrai Shock Rifle	*Charge*	5 Dice	7 Energy	16”	–	–	**System Overload (Inhibit)**	+5
	Pulse	3 Dice	8 Energy	12”	–	−2 Dice	**System Overload (Shock)**	

GUARDCORPS HEAVY CLASS WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
HAC-20 Auto Cannon	*Saturation Mode*	8 Dice	7 Impact	16”	–	–	**Saturate**	+9
	Suppression Mode	8 Dice	7 Impact	Cone	–	–	**Cone**	
CQB-9 Khagan	*Twin Barrel*	6 Dice	7 Impact	12”	–	–	**Repel**	+7
	Octo-shot	8 Dice	7 Impact	Cone	–	–	**Cone**	
HNL-6 Raimei Shock Cannon	*Charge*	6 Dice	7 Energy	16”	–	–	**System Overload (Inhibit)**	+6
	Pulse	4 Dice	8 Energy	12”	–	–2 Dice	**System Overload (Shock)**	

GUARDCORPS PROTOCOL WEAPONS

WEAPON	ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL RULES	PTS
WS-22 ‘Firestorm’ Rockets	5 Dice	6 Energy	6”	12”	–	**System Overload (Burn), Saturate, Blast (5)**	+5
WS-16 ‘Druk’ Howitzer	4 Dice	8 Impact	3”	12”	–1 Die	**Blast (3)**	+6
WS-128 ‘Tordenskrald’ Missile	3 Dice	9 Energy	9”	12”	–1 Die	**System Overload (Shock), Blast (4)**	+5

GUARDCORPS SUPPORT WEAPONS LIST

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
Vibro blade		Melee +1 Dice	5 Impact	Melee Only	–	-1 Die	–	Free
Clamp Charge		Melee +1 Dice	7 Energy	Melee Only	–	-1 Die	**System Overload (Shock)**	+1
Nano Wire		Melee Dice	6 Energy	Melee Only	–	-1 Die	**System Overload (Inhibit)**	Free
GPG Grenade		2 Dice	4 Impact	6”	Snapshot only	–	**Blast (2)**	Free
SCQ-8 ‘Baby Boomer’ Grenade Pistol		2 Dice	6 Energy	8”	–	–	**System Overload (Burn)**	+1
SAC-41 PDW		4 Dice	4 Impact	8”	–	–	–	+1
SAC-53 Carbine		5 Dice	4 Impact	12”	–	–	–	+2
SAR-79 Rifle		4 Dice	5 Impact	16”	–	–	–	+3
AST-10 Turret guns		4 Dice	6 Impact	Aimed Fire only	–	–	–	+2
AST-6 Turret Launchers		3 Dice	6 Energy	Aimed Fire only	–	–	**System Overload (Shock), Blast (2)**	+2
SAZ-19 Heavy Rifle		2 Dice	7 Energy	Aimed Fire only	-2 Target	-1 Die	–	+2
SCL-64 Launcher	*Burn Shell*	2 Dice	6 Energy	Aimed Fire Only	–2 Target	–1 Die	**Saturate, System Overload (Burn), Blast (2)**	+2
	Shock Shell	2 Dice	6 Energy	Aimed Fire Only	–2 Target	–1 Die	**System Overload (Shock), Blast (2)**	

PACT ZEOFORM MELEE WEAPONS

AMAROQ MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Combat Blade	Melee +2 Dice	8 Energy	–2 Dice	–	+2
E-Shield	Melee +2 Dice	6 Energy	–	**+1 Armor (Front)**	+1

RAKKE MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Rakke Claw	Melee +1 Dice	6 Impact	–1 Die	–	+1
Rakke Fusion Razor	Melee +1 Dice	7 Energy	–2 Dice	**System Overload (Burn)**	+1
Rakke Malware-Spike	Melee +1 Dice	6 Impact	–2 Dice	**System Overload (Inhibit)**	+1

KULAQ MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Kulaq Whip coil	Melee +2 Dice	7 Energy	-2 Die	**System Overload (Shock)**	+2
Kulaq Fusion Jet	Melee +2 Dice	8 Energy	-2 Dice	**System Overload (Burn)**	+2
Kulaq Mal-Spear	Melee +2 Dice	8 Energy	-2 Dice	**System Overload (Inhibit)**	+2
Kulaq Claw	Melee +1 Dice	7 Impact	–1 Die	–	+2

PACT EXO-RIG RANGED WEAPONS

WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
Light RIP Gun	6 Dice	4 Impact	16”	Snapshot Only	–	–	+2
Light Pulsar	2 Dice	7 Impact	16”	–1 Target	–	**Fusillade (1)**	+3
Meson Beamer	3 Dice	5 Energy	12”	–	–1 Die	**Focus, Saturate**	+3

PACT MASTER-RIG RANGED WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
RIP Gun		6 Dice	6 Impact	16”	Snapshot only	–	–	+2
Hivestream	*EM Chaff*	3 Dice	7 Energy	16”	–2 Target	–2 Dice	**System Overload (Inhibit), Blast (2), Saturate**	+5
	Shatter	4 Dice	7 Impact	16”	–2 Target	–	**System Overload (Shock), Blast (2)**	
King Lance		3 Dice	9 Energy	12”	–	–2 Dice	**Beam (4)**	+6
Plasma Inductor		5 Dice	7 Energy	Cone	–	–	**System Overload (Burn), Saturate, Cone**	+5
Meson Cannon		4 Dice	5 Energy	12”	–	–1 Die	**Focus, Saturate**	+5

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

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
RIP Cannon		8 Dice	5 Impact	24”	–	–	–	+7
Hivecore	*EM Chaff*	4 Dice	7 Energy	16”	–2 Target	–2 Dice	**System Overload (Inhibit), Blast (2), Saturate**	+6
	Shatter	5 Dice	7 Impact	16”	–2 Target	–	**System Overload (Shock), Blast (2)**	
Tenshi Lance		3 Dice	10 Energy	16”	–	–2 Dice	**Beam (5)**	+10
Meson Array		4 Dice	6 Energy	16”	–	–1 Die	**Focus, Saturate**	+6
Plasma Furnace		6 Dice	8 Energy	Cone	–	–	**System Overload (Burn), Saturate, Cone**	+6

PACT ZEOFORM PROTOCOL WEAPONS

WEAPON	ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Radstorm	4 Dice	7 Energy	9”	18”	–	**Blast (5), Saturate, System Overload (Burn)**	+6
NanoSwarm	3 Dice	8 Impact	10”	20”	–1 Die	**Blast (4)**	+5
Mano Muerte Designator	2 Dice	9 Energy	6”	24”	–2 Dice	**Blast (3)**	+5

PACT SUPPORT WEAPONS

WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
Utility Blade	Melee +1 Dice	7 Energy	Melee Only	–	–1 Die	–	Free
Combat Blade	Melee +2 Dice	7 Impact	Melee Only	–	–1 Die	–	+1
E-Shield	Melee +1 Dice	5 Impact	Melee Only	–	–	**+1 Armor (Front)**	+1
Discus Grenade	2 Dice	5 Impact	8”	Snapshot Only	–	**Blast (1)**	+1
Hornet Grenade	2 Dice	6 Impact	12”	–1 Target	–	**System Overload (Shock)**	+1
RIP Pistol	3 Dice	5 Impact	12”	–	–	**System Overload (Inhibit)**	+1
Mini RIP	5 Dice	4 Impact	12”	–	–	–	+2
Pulsar Carbine	3 Dice	5 Impact	16”	–1 Target	–	**Fusillade (1)**	+2
AZ Lance	2 Dice	8 Energy	16”	–	–1 Die	–	+4
Pulsar Rifle	3 Dice	7 Impact	12”	–1 Target	–1 Die	**System Overload (Burn)**	+4

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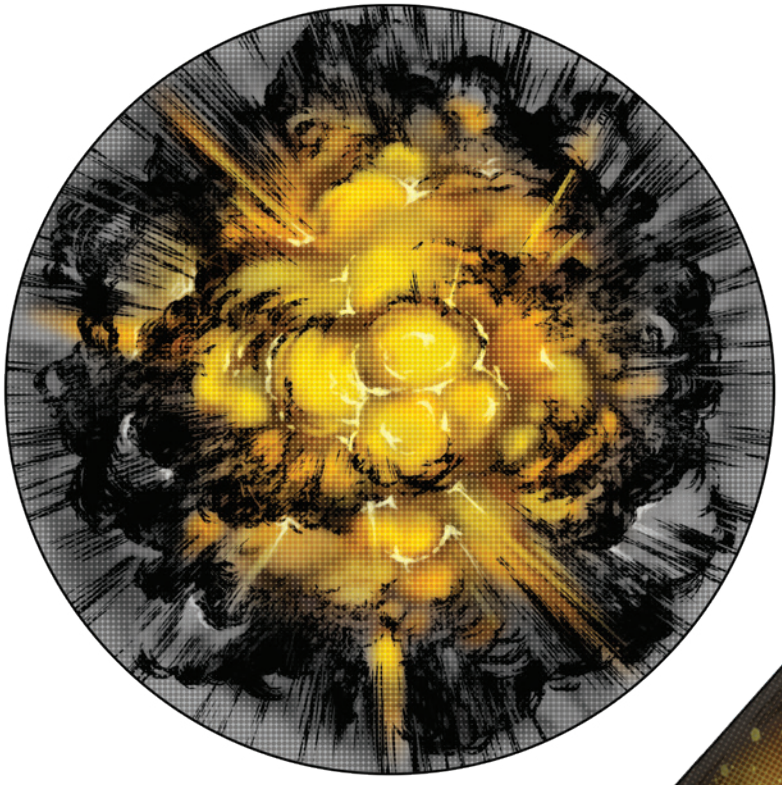
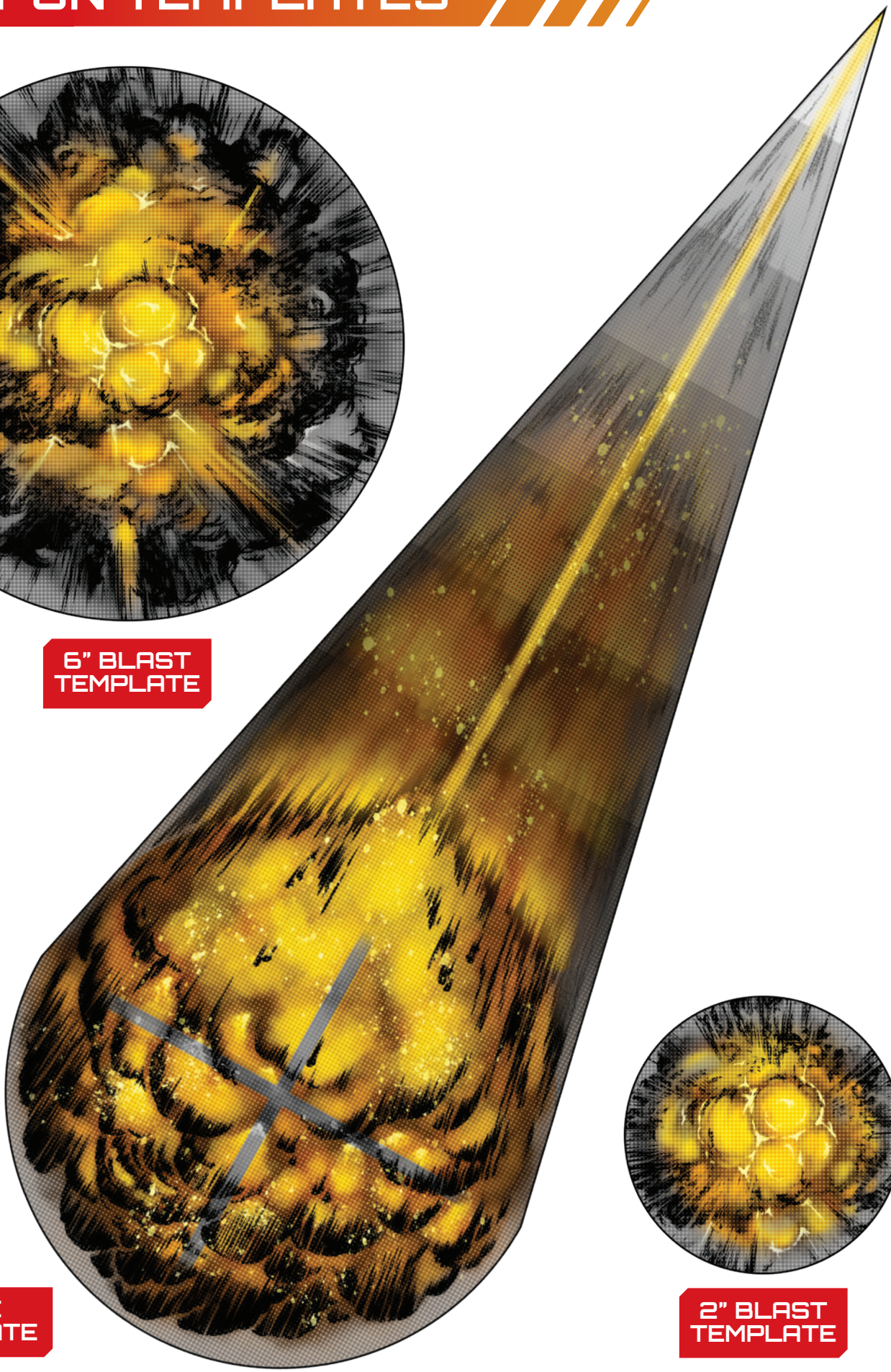
WEAPON TEMPLATES



6" BLAST TEMPLATE



CONE TEMPLATE

2" BLAST TEMPLATE

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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

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