MUTANT CHRONICLES®

WARZONE ETERNAL™

CORE RULES

FAST AND FURIOUS MINIATURES SKIRMISHES

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resnova | HEROIC Signatures

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CHAPTER 2

RULES INTRODUCTION

WELCOME TO THE *Mutant Chronicles* universe, a distant future where mankind's one-time home, Earth, lies forgotten and discarded, exploited to ruin by the predations of megacorporations. Only through their colonization efforts of the near celestial bodies — Luna, Mars, Venus, Mercury, and the asteroid belt — has humanity survived. But in the darkness of the void new threats have emerged as mankind's meddling has awakened extradimensional evils that threaten to snuff out humanity's last light. Magic has emerged from myth in the form of the vile, reality-bending Dark Symmetry; countered by the Art, an application of humanity's focus and a mystic connection to their will to survive. The planets are rife with battles over territory, resources, and the very souls of the unfortunate soldiers.

In *Warzone Eternal* two players will lead forces to participate firsthand in the countless skirmishes throughout this fictional time of interplanetary and extra-dimensional strife. Players take charge of the various factions of humanity or their villainous enemies in the constant battles amongst corporate interests and between Light and Darkness.

WHAT YOU'LL NEED

Players will need the items listed below to play a game of *Warzone Eternal:*

WARZONE ETERNAL RULEBOOK

At least one copy of this rulebook is necessary to play, though a copy for each player is recommended to help speed up rules-referencing in the midst of game play.

PLAYING AREA

The standard playing area for a game of *Warzone Eternal* is 3 feet by 3 feet — this area is referred to throughout these rules as the Battlefield. Players are of course free to choose to play on smaller or larger Battlefields, though they will likely need to make modifications to

the Game Setup steps to account for this change. The play space should be large enough to accommodate the Battlefield as well as additional space to hold game-related things like Unit Cards and unused Counters and provide a place to roll dice.

TERRAIN

The battlefields of *Warzone Eternal* are rife with thick jungle vegetation, dense urban streets, or blasted and cratered ground. Whether players have a collection of thematic terrain that helps tell the narrative of *Warzone Eternal*, or are making use of piles of books and scattered boxes in a pinch, approximately 50-75% of the Battlefield should be

covered with pieces of terrain large enough to obstruct sight lines. Each of these pieces of terrain are referred to as a Terrain Feature in these rules and are considered to be part of the Battlefield.

MODELS

Each player will need *Warzone Eternal* models that represent the soldiers they have selected for their Force. Each of these models is referred to as a Unit and will have a corresponding Unit Card that details the Profile for that Unit and its Unit and Weapon Special Abilities.

MEASURING DEVICE

Each player should have a measuring device marked in inches to help determine things like how far a Unit can move, the distance between Units, and other measurements.

DICE

Each player needs at least one 20-sided die (a "d20"), though two to three are recommended to help speed up dice resolution in certain situations.

COUNTERS

Players will need counters, markers, or other physical indicators to represent Wounds, the Activation status of a Unit, or various other game effects. Each such counter should be unique to the particular effect it represents. A common pool for both players may be sufficient, though some effects may be applicable to only one of the Forces.

CHAPTER 3

GAMEPLAY BASICS

MUCH OF THE action in a game of *Warzone Eternal* will be determined by the unique abilities of the Units in a player's Force and the diverse Actions they can perform. But there are a number of core elements that form the foundation of *Warzone Eternal* gameplay.

UNIT AND WEAPON PROFILES

Every model used in a game of *Warzone Eternal* has a corresponding Profile that details its competency in combat and any Special Abilities it may have. This is referred to as a Unit Profile.

The Weapons carried by a Unit similarly have a corresponding Profile that details the effective range of the weapon, the damage it can inflict, and any Special Abilities it may have. This is referred to as a Weapon Profile.

The Unit Profile for a Unit and the Weapon Profiles for any Weapons it carries will typically be found on the Unit Card for that Unit. An example of a Unit Card can be seen on the opposite page and it consists of the following elements:

UNIT PROFILE

1 FACTION: This symbol identifies the Faction to which this Unit belongs. In general, a Force is selected only from Units from the same Faction.

2 UNIT TYPE: Each Unit is associated with a Unit Type, such as the famous Blood Berets of the Imperial megacorporation or Cybertronic's enigmatic Mirrormen.

3 DESIGNATION: Every Unit will be assigned one or more Unit Designations reflecting their role in a Force from the following list: Leader, Trooper, Specialist, Support, and Unique. Additionally, some Units may be taken in a Force as an Ally, and in such cases will have an Ally Designation listed here. These are of primary importance during Force building. See Chapter 12, "Building a Force."

4 UNIT SPECIAL ABILITIES: These are the Unit Special Abilities this Unit possesses. For those Unit Special Abilities with a related value (typically those presented with an "(X)" listed after their title), multiple sources of those abilities will stack in value unless explicitly stated otherwise.

5 DEPLOYMENT POINTS (DP) & SUPPORT POINTS (SP): These values are used primarily when building a Force to play a game. See Chapter 12, "Building a Force."

NECROMUTANT
Trooper, Dark Cult

☿ **SPECIAL ABILITIES**
Controller (6), Fearless

			DP	SP
			4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	12	6	0	22	2	12	11

⚙ **WEAPONS**

	CC		SHORT RANGE			LONG RANGE			CF
SECTIONER BAYONET // Thrust (5)	+1	ST+5	—	—	—	—	—	—	19
BELZARACH ASSAULT RIFLE	—	—	12"	+0	14	36"	-2	14	19

(30)

...forming a ...ge Action, ...on by X.

---

6 **CHARACTERISTICS:** These are the nine Characteristics each assigned a Rating and typically used for resolving Actions or other game effects.

MOVEMENT (MV): This represents how quickly the Unit traverses the battlefield and is generally used to determine how far the Unit may move on its turn.

MISSILE WEAPON (MW): This represents the Unit's ranged combat skill and is generally used as the Target Number for this Unit's Shoot Actions.

CLOSE COMBAT (CC): This represents the Unit's melee skill and is generally used as the Target Number for this Unit's Strike Actions.

STRENGTH (ST): This represents the Unit's physical strength and is often used for determining the Damage (DAM) of Strike Actions.

DEFENSE (DEF): This represents the Unit's ability to avoid damage and is generally used as a modifier to the Target Number of Enemy Units targeting this Unit with Shoot or Strike Actions.

ARMOR (AR): This represents the sturdiness of the Unit's armor or its innate natural resistances and is typically used for determining the Unit's ability to resist taking damage.

WOUNDS (W): This represents the Unit's toughness and its ability to carry on even as it suffers grievous injuries.

POWER (PW): This represents the Unit's willpower and skill with, or susceptibility to, the Art and Dark

Symmetry and is generally used as the Target Number when using or resisting those powers of Light and Darkness.

LEADERSHIP (LD): This represents the Unit's command of its fellow soldiers and is generally used as the Target Number for Actions related to command and control.

7 **FACTION AVAILABILITY:** In some rare cases, a Unit may be available to Forces from Factions other than that Unit's main Faction. These other Factions are identified by symbol here.

8 **BASE SIZE:** This is the size of the Base used for this Unit's model.

WEAPON PROFILE

9 **WEAPON NAME:** The name of the Weapon.

10 **WEAPON SPECIAL ABILITIES:** These are the Weapon Special Abilities this Weapon possesses. For those Weapon Special Abilities with a related value (typically those presented below with a "(X)" listed after their title), multiple sources of those abilities will stack in value unless explicitly stated otherwise.

11 **CLOSE COMBAT (CC):** These values are referenced when a Unit uses this Weapon to perform a Strike Action. The first value is the modifier to the Target Number for the Strike Action Test. The second value is the Damage (DAM) this Weapon inflicts with a Successful Strike Action. If no values are listed in this CC column, this Weapon may not be used to perform Strike Actions.

12 **SHORT RANGE:** These values are referenced when a Unit uses this Weapon to perform a Shoot Action targeting an Enemy Unit within Short Range. The first value is the maximum range, in inches, of this Weapon's Short Range. A target up to, and including, this range is considered to be within Short Range. The second value is the modifier to the Target Number for the Shoot Action Test. The third value is the Damage (DAM) this Weapon inflicts with a Successful Shoot Action. If no values are listed in this Short Range column, this Weapon is not considered to have a Short Range.

13 **LONG RANGE:** These values are referenced when a Unit uses this Weapon to perform a Shoot Action targeting an Enemy Unit within Long Range. The first value is the maximum range, in inches, of this Weapon's Long Range. A target up to, and including, this range, but exceeding the Weapon's Short Range (if the Weapon has a Short Range), is considered to be within Long Range. The second value is the modifier to the Target Number for the Shoot Action Test. The third value is the Damage (DAM) this Weapon inflicts with a Successful Shoot Action. If no values are listed in this Long Range column, this Weapon is not considered to have a Long Range.

14 **CRITICAL FAILURE (CF):** If a Shoot or Strike Action Test performed with this Weapon naturally (not after modifiers) results in this number or higher, the applicable Critical Failure effects occur.

FRIENDLY AND ENEMY

As noted previously, every model on the Battlefield is referred to as a Unit. Additionally, depending on whether a Unit is part of a player's Force or the opposing player's Force, the Unit will be considered a Friendly Unit or an Enemy Unit. Certain Actions, Unit and Weapon Special Abilities, or other rules will reference Friendly and Enemy Units.

Friendly Units are those Units that are part of the same Force (see Chapter 12, "Building a Force") as the Unit the rule is affecting. Unless otherwise stated, a Unit is considered to be a Friendly Unit to itself. Enemy Units are those Units that are not part of the same Force as the Unit the rule is affecting.

TESTS, TARGET NUMBERS ("TN"), AND ROLLING DICE

In a game of *Warzone Eternal,* players will often be called upon to roll dice to determine the results of an Action, such as when performing an attack. These dice rolls are called Tests and they are performed by rolling a d20 against a specific Target Number, referred to as the TN. The Target Number will be expressed as "TN(X)," where the X will have a value of 1-20 as dictated by the relevant rules, including Special Abilities, type of Action, or, often, a Characteristic Rating from a Unit's Profile.

If the result of the die roll is equal to or less than the TN, the Test is a Success. The Unit is considered to have Succeeded at the Test.

If the result of the die roll is greater than the TN, the Test is a Failure. The Unit is considered to have Failed the Test.

The TN of a Test may be modified by a number of factors, including intervening terrain obstructing ranged attacks, the DEF Characteristic Rating of an Enemy Unit, and others. In no case can modifiers reduce the TN of a Test below 1 or increase it above 20.

For example, as detailed later in Chapter 8, "Ranged Attacks," the TN for a Shoot Action Test is calculated using the attacking Unit's MW Rating, modified by the target's DEF Rating, any modifiers related to a weapon's range, and any intervening Obstructions. The final modified number is the TN and the player controlling the attacking Unit must roll equal to or less than that number to Succeed at the Shoot Action Test and score a hit.

Some Unit or Weapon Special abilities or other gameplay mechanics may permit a player to re-roll a die. In such cases, unless otherwise stated, a die may only ever be re-rolled once, even if multiple sources of re-rolls are available. Additionally, unless otherwise stated, the player must abide by the result of the re-rolled die—they do not get to choose between the original and the re-rolled result.

MEASURING

In *Warzone Eternal*, all measuring takes place in inches and players can measure to or from their own Units at any time. But, to limit abuse, help mitigate slow

game play, and discourage un-narrative uses during an otherwise thematic and exciting game, players should make note of the following guidelines:

- Counters, markers, or other tokens of any kind may not be placed on the Battlefield to mark distances, ranges, or anything else not required by a game rule; and

- A player should have a reason to measure distances during another player's Activation. If the measuring player cannot easily explain the need for the measurement, they likely shouldn't be measuring it.

When measuring from or to a Unit, that measurement is always taken from or to the closest edge of the Unit's base.

There will be times in a game that a measurement falls on a dividing line of measurement, such as between Range Bands, partially within the Area of Effect of a Weapon, or similar. If the measurement lies between Range Bands of a Weapon, the Active Player may choose in which Range Band it lies.

Some situations may require a player to determine whether something is completely within a measurement, or partially within a measurement. For something to be completely within a measurement, no part of it may lie outside of that measurement. To be partially within the measurement, only some portion of it needs to lie within the measurement.

For example, if determining whether a Unit is completely within an Area of Effect, that Unit's Base must be fully within the measured area. If any part of that Base lay outside of the Area of Effect, the Unit would be considered to be partially within the Area of Effect, but not completely within the Area of Effect.

When measuring distances always try to be careful not to move Units or Terrain Features or other objects on the Battlefield. Accidents happen, but a few nudges here and a few bumps there can make a big difference over the course of an entire game.

SCATTER

Occasionally players may need to determine the random movement and location of things on the Battlefield, such as the deviation of something from an original target, the placement of objective counters, or as otherwise stated in Unit or Weapon Special Abilities, or Scenario rules. The process for handling this is called Scatter.

To Scatter something, a player should roll a d20 as close to the original target point as possible. The direction of the Scatter is based on the upper "point" of the topmost triangle of the die. The distance the thing Scatters in the direction indicated by that top point will be stated in the applicable rule or ability.

The Scatter die indicates that the object will move in the direction of the arrow to the distance specifed in the triggering rule or ability.

BASE-TO-BASE CONTACT

Throughout a game of *Warzone Eternal*, a player may need to determine if Units, Terrain Features, or other game elements are in base-to-base contact. For example, unless otherwise stated, base-to-base contact must be established for a Unit to be Engaged with another Unit for the purposes of performing a Strike Action. A Unit is deemed to be in base-to-base contact if any portion of that Unit's Base is physically touching the Base, Terrain Feature, or game element for which base-to-base contact is being determined. Note, a Unit is always deemed to be in base-to-base contact with itself.

LINE OF SIGHT ("LOS")

Whether for ranged combat, giving orders, or other game interactions, it will often be necessary to determine what can be seen on the Battlefield, typically when a Unit is looking to target an Enemy Unit with an attack. This is referred to as Line of Sight ("LOS"). A Unit is always considered to have Clear LOS to itself and to any Unit in base-to-base contact with it. In all other cases, LOS is determined by drawing imaginary sight lines from the observing Unit to the target Unit or Spot. These imaginary lines are called LOS Lines.

LOS Lines are drawn from any one of five defined points on the observing Unit's model, as selected by the observing Unit's player, to each of the five defined points on the model of the target Unit. Each of these points is referred to as a "LOS Point" and, as marked on the reference image below, are located along the vertical axis at the top of the model's head or primary body mass (so, not including upright arms or weapons), its midpoint, and its bottom (not including its base), as well as along the horizontal axis at the model's midpoint and to the left and right of this midpoint at the edges of the target's base.

LOS POINTS

1 Top of the model's head or primary body mass.

2 Model's midpoint.

3 Model's bottom (not including base).

4 Left of midpoint aligned with edges of model's base.

5 Right of midpoint aligned with edges of model's base.
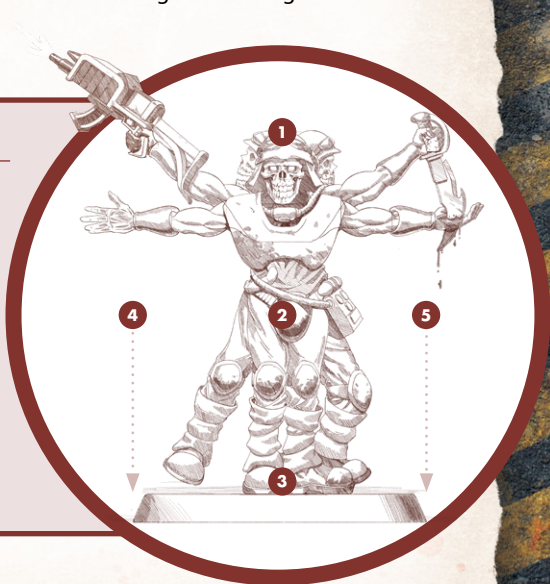
LOS Lines that are not intersected by intervening Terrain Features or other Units are considered Clear LOS Lines. LOS Lines that are intersected by intervening Terrain Features or other Units are considered Blocked LOS Lines. The number of Clear and Blocked LOS Lines will determine the level of LOS the observing Unit has to the target Unit as follows:

CLEAR

If all LOS Lines are Clear, or LOS is not considered Obstructed as defined below, LOS is considered Clear. Clear LOS generally imposes no restrictions on the Actions a Unit can perform nor negative modifiers to the TNs of Tests that require LOS.
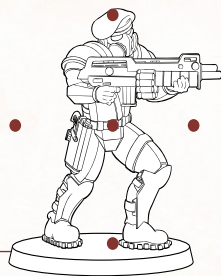
OBSTRUCTION

If some LOS Lines are Blocked, LOS is considered Obstructed. As detailed in Chapter 8, "Ranged Attacks," Obstructed LOS imposes a penalty to the TN for Units performing a Shoot Action. The magnitude of that penalty will be determined by the severity of the Obstruction.

If any one LOS Line is Blocked, the target Unit is considered to have Light Obstruction and Shoot Action Tests targeting this Unit suffer a -2 penalty to their TN.

If any three or more LOS Lines are Blocked, the target Unit is considered to have Heavy Obstruction and Shoot Action Tests targeting this Unit suffer a -4 penalty to their TN.

If the target Unit is in base-to-base contact with a Terrain Feature, or completely within a Terrain Feature in the case of the Zone Terrain Trait, providing the target Unit with Heavy Obstruction, and that Terrain Feature has the Cover Terrain Trait, that Unit will also receive a +2 modifier to their AR Rating when

CLEAR
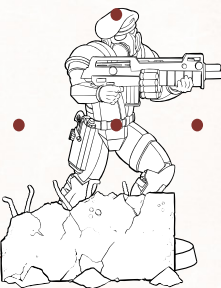
LIGHT OBSTRUCTION

HEAVY OBSTRUCTION
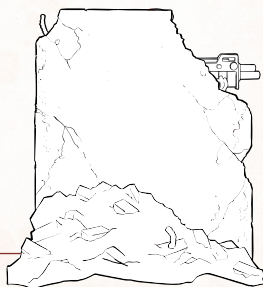
BLOCKED

determining damage as detailed in Chapter 10, "Taking Damage."

BLOCKED

If all LOS Lines are Blocked, LOS is considered Blocked. Blocked LOS will generally prevent Units from seeing each other or targeting each other with attacks.

LINE OF SIGHT TO A "SPOT"

Occasionally, such as when performing an Indirect Fire ranged attack (see Chapter 8, "Ranged Attacks"), a Unit may need to draw LOS to a Spot on the Battlefield. Such Spots are two-dimensional points at the height of the surface of the Battlefield (or a Terrain Feature) and are considered to have no vertical height. Therefore, such Spots have only one LOS Point and LOS to this point is thus only ever Blocked (if all LOS Lines drawn from an observing Unit to the Spot are Blocked) or Clear (if at least one LOS Line drawn from an observing Unit to the Spot is Clear).

ROUNDING UP

All measurements, dimensions, and other values in *Warzone Eternal* should be calculated as a whole number, and all fractions should be rounded up to the nearest whole number.

Designer's Note: The foregoing rules are intended to provide a reliable means of calculating whether a target Unit is at least 25% obstructed by intervening models and terrain for purposes of calculating Light Obstruction, or approximately 50% obstructed by intervening models and terrain for purposes of calculating Heavy Obstruction. Players who desire a more casual play style should ignore the LOS Lines calculation and instead opt for a simple visual determination of the degree to which a target Unit is obscured, and apply the Obstruction modifiers for that target Unit as appropriate.

For example, a small Terrain Feature comprising a mound of bricks from a destroyed building has the Rough Terrain Trait, and thus halves the MV Rating of any Unit that crosses over it. A Cybertronic Mirrorman, with its MV Rating of 5 inches, would thus move 3 inches when clambering across the pile.

MULTIPLE EFFECTS AT THE SAME TIME

In *Warzone Eternal*, game effects might be narratively taking place at the same time in the chaos of conflict. But, as a structured game, no game effects ever truly happen simultaneously and there is always an order in which they are resolved.

If a player's Force has multiple game effects that are noted as taking place at the same time during any given moment in the Game Turn, each player may choose the order in which to resolve their own Units' effects.

If both players' Forces have game effects to resolve at the same time, the player whose Unit spent an Activation or Reaction Counter most recently resolves their effects first.

RULE PRECEDENCE

Warzone Eternal is a complex game, with the rules for playing the game expressed in this book, in future expansion products, on the Unit Cards defining each of the models in a player's Force, and in various other forms. In the event of a conflict between the rules stated in a *Warzone Eternal* product, players should follow the following hierarchy of rule precedence to determine which source of rules should be followed:

1. **FAQ/ERRATA**

2. **UNIT CARD**

3. **WARZONE ETERNAL EXPANSION PRODUCT**

4. **WARZONE ETERNAL CORE RULES**

This means that any rules found in a future *Warzone Eternal* expansion that are contradictory to rules found in this book are considered to take precedence, and should be followed. Similarly, should a Unit's Card contradict that *Warzone Eternal* expansion, the Unit Card would take precedence.

For example, the Algeroth Undead Legionnaire possesses the Relentless Unit Special Ability. This states that they cannot receive Pinned Counters. This means that Undead Legionnaires follow their rules for Pinning instead of the standard rules as presented in this book.

In all instances, as a way to correct publication errors or address game-balancing issues, the most recent *Warzone Eternal* FAQ/Errata takes precedence over everything else.

CHAPTER 4
GAME OVERVIEW

WARZONE ETERNAL GAMES represent the brutal close-range clashes between Forces of the Mutant Chronicles Universe. Over the course of five Turns, each Force will attempt to score the most Victory Points by achieving Scenario and Secondary Objectives, while preventing their opponent from doing the same.

BEFORE THE GAME

Prior to the opposing Forces taking to the Battlefield, there are a number of preliminary steps that both players must complete in order to set up the game.

ASSEMBLING THE FORCES

Players must first agree upon a Deployment Point ("DP") total to be used for the game. Then, following the rules in Chapter 12, "Building a Force," each player will select Units from their chosen Faction until the agreed upon DP total has been reached.

GAME SETUP

With Forces selected, the players must next determine the layout of the Battlefield, the location of Terrain Features, and the nature of the Scenarios and Secondary Objectives that will be contested. The rules for determining these things can be found in Chapter 13, "Game Setup."

With Forces selected, the Battlefield populated, and Objectives defined, it's time to play!

THE GAME TURN

A game of *Warzone Eternal* is played over a series of Turns during each of which Units will be Activated to attempt to achieve the Victory Conditions of the Scenario being played. Each Turn is divided into three Phases:

1. **START TURN PHASE**

2. **ACTIVATION PHASE**

3. **END TURN PHASE**

START TURN PHASE

This is the beginning of each Turn and includes those activities necessary to prepare for the upcoming Activation Phase. During the Start Turn Phase the players do the following, in this order:

MARK THE TURN NUMBER

Using a spare die, counters, a specialized

token set, or other form of record-keeping, the number of the Turn that is starting should be noted.

ROLL FOR INITIATIVE

Both players simultaneously roll a d20, modifying their result as follows to determine their Initiative Score:

D20 die result + current VPs + number of friendly Units with Pinned Counters = Initiative Score

The player with the lower Initiative Score may either choose to keep the Initiative, allowing them to go first in the Activation Phase, or pass the Initiative to their opponent, allowing them to go first in the Activation Phase. If this is the first Turn of the game, the player who did not select the Deployment Areas as described in Chapter 13, "Game Setup," has the Initiative and will thus go first in the Activation Phase.

RESOLVE EFFECTS

Beginning with the player with Initiative, and alternating between players as necessary, resolve any game effects or mechanics that occur in the Start Turn Phase.

CALCULATE PASS COUNTERS

In most games of *Warzone Eternal* the opposing Forces will begin the game generally balanced. But as the game progresses (or in less common circumstances, begins) one Force may gain a significant advantage in Activations over the other. To mitigate against this imbalance, a Force gains a single Pass Counter for every increment of two full Activations it has fewer than its opponent.

For example, a Force with four Activations starting a Turn against a Force with seven Activations would also be granted a single Pass Counter. Should that ratio have been four to eight, that Force would have received two Pass Counters instead.

Units with the Group (X) Unit Special Ability count as a single Activation per Group (or partial Group) for purposes of calculating Pass Counters. Pass Counters that are not used during the course of a Turn are lost at the end of that Turn — players cannot stockpile unused Pass Counters from Turn to Turn.

ACTIVATION PHASE

This is the primary and largest Phase of a Turn and consists of players taking alternating turns Activating their Units until all Units capable of being Activated have done so. Beginning with the player with Initiative, this Phase proceeds as follows:

DESIGNATE ACTIVE PLAYER

Beginning with the player with Initiative, that player is designated the Active Player until they have either used a Pass Counter or Activated a Unit. The other player is the Reactive Player.

USE PASS COUNTER

An Active Player in possession of Pass Counters may choose to use one of those Pass Counters now. If they do so, they do not Activate a Unit and their opponent becomes the Active Player.

ACTIVATE UNIT

The Active Player chooses one Friendly Unit that does not currently have an Activation Counter assigned to it. Any game effects or mechanics that occur when a Unit is Activated are resolved now. That chosen Unit is then Activated and performs the following steps:

ACTIVATION COUNTER: Assign an Activation Counter to the Unit. A Unit that currently has an Activation Counter may never be assigned an additional Activation Counter.

PERFORM ACTIONS: The Unit performs up to two of the Actions listed in Chapter 5, "Actions," declaring and completing their first Action before declaring their second Action. Unless otherwise stated, each type of Action can be performed multiple times and in any order, though some Actions can benefit from certain other Actions taking place beforehand (such as the Brace Action occurring before the Shoot Action). A Unit may end its Activation without performing both of its Actions, but forfeits any unused Actions.

TRANSFER ACTIVE PLAYER DESIGNATION

Once the Active Player has either used a Pass Counter or Activated a Unit, the Active Player designation passes to the Reactive Player. The former Active Player now becomes the Reactive Player. If the Reactive Player has neither Units to Activate still nor Pass Counters then the Active Player designation stays with the current Active Player.

END TURN PHASE

This Phase is the end of each Turn and is used to determine whether Scenario objectives have been achieved, reset the Battlefield, and prepare for the next Turn. In this Phase the players do the following, in this order:

RESOLVE END TURN PHASE EFFECTS

Any game effects or mechanics that occur during the End Turn Phase are resolved now, beginning with the player with Initiative and alternating between the opponents as necessary.

CHECK FOR END OF GAME

If this is the End Turn Phase for Turn 5, the game ends. Players should score Victory Points as determined by the Scenario being played as well as the Secondary Objectives selected by each player (see Chapter 13: "Game Setup"). The player that has accumulated the most Victory Points is the winner. If this is not the End Turn Phase for Turn 5, proceed to the next step, below.

REMOVE ACTIVATION AND REACTION COUNTERS

Activation and Reaction Counters that have been assigned to Units during the preceding Activation Phase are removed at this time unless otherwise stated.

NEXT TURN

The current Turn has now ended and players should return to the Start Turn Phase to begin the next Turn.

CHAPTER 5
ACTIONS

WHILE CERTAIN UNIT Special Abilities or Scenario special rules may provide otherwise, unless otherwise stated the Actions listed below may be performed by any Unit in any order during their Activation:

AIM
The Unit receives a +4 modifier to the Shoot Action Test TN and adds +2 to the Weapon's DAM Rating for their next Shoot Action this Activation. Unless otherwise stated, a Shoot Action made with a Weapon with the Burst (X) or Projected Weapon Special Abilities or when performing Indirect Fire may never apply the benefits of an Aim Action. Shoot Actions with a Weapon with the Cloud or Explosive Weapon Special Ability may apply the benefits of an Aim Action only against the Primary Target (see Chapter 8: Ranged Attacks).

BRACE
This Action may be performed only by a Unit armed with a Weapon with the Burst (X) Weapon Special Ability. That Unit's next Shoot Action this Activation with this Weapon ignores the Recoil (X) Weapon Special Ability and gains the Suppressive Weapon Special Ability.

CHARGE
The Unit moves up to its MV Rating via the shortest unimpeded path toward the nearest Enemy Unit in Clear or Obstructed LOS, stopping once it Engages that Enemy Unit (see Chapter 9: Melee Attacks). A Unit may not Charge an Enemy Unit with which it is already Engaged. A Unit that cannot or chooses not to move may not declare this Action. If it succeeds in Engaging the Enemy Unit, this Unit may immediately make a Strike Action targeting that Enemy Unit with a +2 modifier to the Strike Action Test TN. This Strike Action is considered part of the Charge Action, and consumes no additional Actions to perform.

CLIMB
The Unit moves up to half its MV Rating up or down a vertical surface with which it is in base-to-base contact as detailed in Chapter 7, "Movement."

FLY
This Action may only be declared by a Unit with the Flight Unit Special Ability. The Unit may perform a Move or Charge Action in a straight line, ignoring all intervening Terrain Features and other Units, up to double its MV Rating, but may not use this Action to enter a Terrain Feature with the Enclosed Terrain Trait. This Move or Charge Action is considered part of the Fly Action, and consumes no additional Actions to perform. During this movement Enemy Units not within a Terrain Feature with

the Enclosed Terrain Trait may target this Unit with a Shoot Action as part of an Ambush Reaction, incurring a -4 TN modifier. The Enemy Unit is considered to have Clear LOS to the flying Unit regardless of whether actual LOS Lines are Blocked. Only those Enemy Units with the Flight Unit Special Ability may perform a Charge Action targeting this Unit as part of an Ambush Reaction. Reactions are detailed in Chapter 6, "Reactions."

INTERACT

The Unit interacts with a Scenario Objective as determined by the Scenario.

MOVE

The Unit may move up to its MV Rating as detailed in Chapter 7, "Movement."

RALLY

The Unit removes a Pinned Counter from itself.

RELOAD

The Unit removes a Reload Counter from one of its Weapons, allowing the Weapon to be used to perform Shoot or Strike Actions again.

SHOOT

The Unit performs a ranged attack, as detailed in Chapter 8, "Ranged Attacks." This Action may not be declared by a Unit Engaged with an Enemy Unit.

STRIKE

The Unit performs a melee attack, as detailed in Chapter 9, "Melee Attacks."

CHAPTER 6

REACTIONS

THE ACTION IN *Warzone Eternal* is continuous and through the use of Reactions Units can act in response to, or interrupt, their enemies' actions on the Battlefield.

WHEN AND HOW TO USE REACTIONS

Unless prohibited from doing so, a Unit belonging to the Reactive Player's Force may be assigned a Reaction Counter to perform a Reaction as defined below. While each type of Reaction has its own rules for use, there are a few specific rules that apply to all Reactions:

- A Unit may not be assigned a Reaction Counter if it already possesses one, unless otherwise stated.

- A Unit may not be assigned a Reaction Counter if the Unit possesses a Pinned Counter.

- Reactions, once declared, cannot be "taken back," even if circumstances change the functionality or desired result of the Reaction.

- A Unit may only ever perform one Reaction per Enemy Unit Action. For instance, a Unit may not perform both Counterattack and Dive for Cover Reactions in response to being targeted by an Enemy Unit's Shoot Action.

- Unless otherwise stated, only one Unit in a Reactive Player's Force may perform a Reaction for each Enemy Unit Action.

- In the event that multiple Units may perform Reactions at the same time, the Reactive Player chooses the order in which those Reactions occur.

- Reactions may only be used by the Reactive Player's Force.

TYPES OF REACTIONS

Unless restricted in some way, Units may perform the following types of Reactions:

AMBUSH

In response to any Movement by an Enemy Unit, one Unit in the Reactive Player's Force that is not Engaged, or Engaged only with enemy models with Pinned Counters, may declare an Ambush Reaction at any point along the Enemy Unit's movement to which the Unit has non-Blocked LOS to the Enemy Unit.

The Unit is assigned a Reaction and Activation Counter, and the Enemy Unit's movement is halted at the position where the Ambush was declared.

The Unit then performs a Shoot Action or Charge Action targeting the interrupted Enemy Unit.

If the Enemy Unit survives the Ambush Reaction, it may then complete any remaining movement and continue its Activation. If the Enemy Unit was performing a Charge Action when it was interrupted by the Ambush Reaction, it may continue its Charge Action to the original target or shift the target of that Charge Action to a viable Unit with which it is now Engaged.

Note: Unlike the other Reaction types, Ambush requires the Unit receive both an Activation and a Reaction Counter. As a Unit may never have more than one Activation Counter (in addition to no more than one Reaction Counter), this means a Unit that has already Activated this Turn, or which a player may want to Activate later in the Turn, may not perform an Ambush.

COUNTERATTACK

Following the completion of an Enemy Unit's Shoot Action or Strike Action that targeted a Unit or caught a Unit in the Threat Zone of a Weapon with the Cloud (X), Explosive (X), or Projected Weapon Special Ability, that Unit may declare a Counterattack Reaction. If multiple Units are caught in the Threat Zone of an Enemy Unit's Shoot Action, only one Unit may declare a Counterattack Reaction.

The Unit is assigned a Reaction Counter and then performs a Shoot or Strike Action for which all Shoot or Strike Action Tests must target the Enemy Unit. This Reaction may not be used by an Engaged model to perform a Shoot Action, as per the normal rules for the Shoot Action, unless that model is Engaged only with Enemy Units with Pinned Counters.

DIVE FOR COVER

In response to an Enemy Unit declaring a Shoot Action targeting a Unit, that Unit, as long as it is not Engaged, or Engaged only with Enemy Units with Pinned Counters, may declare a Dive for Cover Reaction. Unlike other Reactions, all Units targeted by the Enemy Unit's Shoot Action may declare a Dive for Cover Reaction, including the Primary and Secondary Targets in the Threat Zone of an Area of Effect Weapon and the multiple Units that may be targeted by the Shoot Action Tests of a Weapon with the Burst Weapon Special Ability.

The Unit is assigned a Reaction Counter and receives a +2 modifier to their AR Characteristic for any Armor Tests the Unit may need to take in response to the Enemy Unit's Shoot Action.

PARTING BLOW

In response to an Enemy Unit's Movement, a Unit Engaged with that Enemy Unit may declare a Parting Blow Reaction. In the event that multiple Units are Engaged with the Enemy Unit, only one Unit may declare a Parting Blow Reaction.

The Unit is assigned a Reaction Counter and performs a single Strike Action for which all Strike Action Tests must target the Enemy Unit. If the Enemy Unit survives it may continue its Movement as normal.

CHAPTER 7

MOVEMENT

DURING A GAME of *Warzone Eternal*, Units will move about the Battlefield seeking to gain superior tactical positions or secure Scenario Objectives. A Unit may move as part of a Move or Charge Action, a Move or Charge Action as part of a Fly Action, a Climb Action, a Reposition (described below), or due to Compulsory Movement (described below). The rules may reference any one or multiple of these movement types, in which case those rules apply to only those types of movement. Alternatively, the rules may reference "Movement" in general, in which case those rules apply to all of these forms of movement.

UNIT PLACEMENT

While a Unit is moved it will encounter other Units, Friendly and Enemy, as well as narrow gaps or precarious ledges of Terrain Features, all of which may restrict the Unit's ability to move freely. To represent this, while moving for any reason, a Unit's physical base size must always be observed, and, unless otherwise stated, the Unit's base must be able to fit between any Terrain Features and the bases of other Units encountered while moving.

A Unit can end its Movement facing any direction — this has no effect on game play unless specifically stated elsewhere. However, its final placement must be flat upon a Terrain Feature or the Battlefield tabletop, not overlapping the bases of any other Units or any Terrain Features with the Impassable Terrain Trait, and with enough physical space to support the Unit's base flat and stable. Dice, shims, or other devices may not be used to "prop up" a Unit in order to hold a position — if the Unit is incapable of standing on its own, it may not end its Movement there.

MOVE ACTION

The Move Action is the most typical way a Unit moves on the Battlefield. When performing a Move Action, a Unit may move up to its MV Rating and, unless otherwise stated, may stop that movement at any time.

When measuring the distance a Unit moves, the distance should be measured from the edge of the Unit's base facing the direction the Unit will move and no point of the Unit's base should be moved further than that distance.

Terrain Features that are no taller than half of a Unit's height do not impede a Unit's movement and may be clambered over, traversed, or walked upon as long as the Unit completes its movement on top of, or on the other

side of, the Terrain Feature as required under "Unit Placement," above. Terrain Features taller than half of a Unit's height, but not taller than the Unit's height, are treated as if they possess the Rough Terrain Trait. Terrain Features taller than a Unit's height must be Climbed.

A Unit may move through Friendly Units of the same base size or smaller, but may never move through Friendly Units with a larger base size or Enemy Units of any kind.

A Unit may never perform a Move Action to exit the Battlefield unless otherwise noted, such as in certain Scenarios.

CHARGE ACTION

Movement as part of a Charge Action follows the same rules as movement as part of a Move Action, with two exceptions.

First, the charging Unit must follow the shortest path to the target of their Charge, which must be the nearest Enemy Unit in Clear or Obstructed LOS. This may mean moving around a Terrain Feature that would impede its movement, but must otherwise be in a straight line.

Second, the Unit may not choose to stop their movement before they have moved as far as their MV Rating allows or they have Engaged the target of their Charge.

REPOSITION

A Unit may, once per Activation, move up to 2" in any direction, so long as the Unit is not Engaged and the movement ends with the Unit in base-to-base contact with a Terrain Feature. This is called Reposition. A Reposition movement does not consume an Action and may occur before or after an Action is completed, but not in the midst of the performance of an Action.

COMPULSORY MOVEMENT

Due to a game effect, special rule, or similar condition a Unit may be forced to move a certain distance. This kind of forced movement is described with terms like "must" and "has to" and is referred to as Compulsory Movement.

The effect requiring the Compulsory Movement will state how far the Unit must move and in what direction. This will typically be phrased as "toward" or "away" from an object. To determine the direction of this movement, a line should be drawn between the center of the object and the center of the Unit's base and the Unit moved the compelled distance along this line either towards or away from the object.

A Unit subject to Compulsory Movement must move the full distance required and will stop short only if it enters base-to-base contact with a Unit with a larger base size or a Terrain Feature through which it cannot pass, or becomes Engaged with an Enemy Unit without a Pinned Counter.

If Compulsory Movement forces a Unit to move beyond an elevated edge they will fall and possibly suffer damage as described below.

A Unit that moves beyond the edge of the Battlefield due to Compulsory Movement is removed from the game as a Casualty.

CLIMBING

By performing a Climb Action, a Unit that is in base-to-base contact with an inclined or vertical surface may move up or down that surface a number of inches equal to half the Unit's MV Rating. This Action may only be used to move along the inclined or vertical surface and any excess movement upon completion of the climb may be used to move horizontally only up to the distance necessary to accommodate the Unit's base according to the Unit Placement rules, above.

Climbing is the only exception to the Model Placement requirement that a Unit's base must be flat on a surface, as it can be noted to be in "mid-Climb" at a specific point on an inclined or vertical surface at the conclusion of a Climb Action.

A Unit that receives a new Pinned or Wound Counter while performing a Climb Action up or down a vertical surface, or while noted as being mid-Climb along a vertical surface, will fall from the point at which they received the new Pinned or Wound Counter as detailed in "Falling," below.

JUMPING

A Unit, as part of a Move or Charge Action, may jump across small gaps or down from a vertical edge. A Unit may jump a distance up to its MV Rating, reduced by whatever distance the Unit moved as part of the Move or Charge Action before beginning the jump. Any excess movement may be used to continue moving once the jump has been completed.

When jumping, measure the distance between the point at which the jump begins and the intended landing point, observing that the landing point must comply with the "Unit Placement" rules, above, and be a point which supports the jumping Unit's base. If the Unit's remaining available movement distance is insufficient to reach the landing point, move the Unit to the end of its remaining available movement at which point it falls as detailed in "Falling," below.

A Unit that receives a new Pinned or Wound Counter in the midst of a jump will fall from the point at which they received the new Pinned or Wound Counter as detailed in "Falling," below.

FALLING

Certain situations, such as jumping from a height or being forced off of a ledge via Compulsory Movement, will cause a Unit to fall and possibly take damage. Whenever a Unit falls a distance greater than half the Unit's MV Rating it must perform an Armor Test, as detailed in Chapter 10, "Taking Damage." The DAM value for this Armor Test is equal to triple the height in inches of the fall.

Falling is not considered Movement. If the Unit survives the fall they may complete their current Action or Compulsory Movement, as applicable.

CHAPTER 8
RANGED ATTACKS

WITH RIFLES, FLAMETHROWERS, thrown grenades, and cannons that rip extra-dimensional holes in reality, most combat in *Warzone Eternal* will occur at a distance. With some exceptions, ranged combat is performed through a Unit's use of the Shoot Action.

SHOOT ACTIONS

Shoot Actions are Actions that a Unit that is not Engaged with an Enemy Unit and is armed with a Weapon with a Short or Long Range listed in the Weapon Profile may perform. Shoot Actions always target an Enemy Unit, unless otherwise stated, such as with Indirect Fire, below, or Scenario special rules.

To perform a Shoot Action a Unit must have Clear or Obstructed LOS to an Enemy Unit, and the Enemy Unit must be within the Range of the Unit's Weapon. See the LOS rules in Chapter 3, "Gameplay Basics," for an explanation of how to determine LOS and the Weapon Profile explanation in that same chapter to understand a Weapon's Range.

A Shoot Action is resolved by per-forming a Shoot Action Test. This is a TN(MW) Test, unless stated otherwise, modified as follows:

SHOOT ACTION MODIFIERS

+/- any modifier associated with the Range to the target Enemy Unit (as noted in the Weapon's Profile)

+/- the DEF Rating of the Enemy Unit

- 2 if the LOS to the target is subject to Light Obstruction

- 4 if the LOS to the target is subject to Heavy Obstruction

- 5 if any Friendly Units are Engaged with the Enemy Unit

Other modifiers arising from noted game effects or Unit or Weapon Special Abilities

If the Shoot Action Test is Successful, the Unit has hit the Enemy Unit and any affected Units will need to perform an Armor Test to resist suffering an injury, as detailed in Chapter 10, "Taking Damage." If the Shoot Action Test is a Failure, the ranged attack has missed.

Certain die results of the Shoot Action Test have significant positive or negative impacts, as follows:

CRITICAL SUCCESS

A natural roll of a "1" on a Shoot Action Test signifies a Critical Success. The Weapon used to perform the Shoot Action gains a x1 Damage Multiplier (see Chapter 10, "Taking Damage," for an explanation of Damage Multipliers).

CRITICAL FAILURE

A natural roll that equals or exceeds the Crit Fail Rating of the Weapon used to perform a Shoot Action Test signifies a Critical Failure. The Unit receives a Reload Counter and may not use this Weapon to perform Shoot or Strike Actions until it is reloaded with a Reload Action. In some very rare situations, even a roll that equals or exceeds the Weapon's Crit Fail Rating may still result in a Success. In such cases, the Test is a Success, but the effects of a Critical Failure will still be applied to the Unit performing the Shoot Action. In the case of a Shoot Action that includes multiple Shoot Action Tests, the results of a Critical Failure are not applied until the Shoot Action has been fully resolved.

LOS AND COVER

As determined in Chapter 3, "Gameplay Basics," and as described above, the presence of intervening Terrain Features or other Units between a Unit performing a Shoot Action and its target Enemy Unit may result in modifiers to the Shoot Action Test TN depending on the level of Obstruction. However, regardless of the number of intervening Units or Terrain Features providing Obstruction, only a single Obstruction modifier will apply — Obstruction modifiers to a Shoot Action Test TN are not cumulative.

Note, as a reminder, a target Enemy Unit in base-to-base contact with a Terrain Feature with the Cover Terrain Trait that is providing Heavy Obstruction to that target Enemy Unit receives a +2 modifier to their AR Rating when performing an Armor Test, as described in Chapter 10, "Taking Damage."

AREA OF EFFECT WEAPONS

Some ranged Weapons, such as grenades, flamethrowers, gas canisters, Dark Symmetry entropic blasts, and the like, do not affect only a single Enemy Unit, but instead impact an entire area of the Battlefield along with all of the Units within it. These Weapons are called Area of Effect Weapons and include those Weapons with the Cloud, Explosive, and Projected Weapon Special Abilities.

Area of Effect Weapons will target an Enemy Unit just like any Shoot Action. This target is the Primary Target for the attack. The area of the Battlefield affected by the Area of Effect Weapon is referred to as the Threat Zone. The Threat Zone is calculated when the Shoot Action is declared, and takes a size and shape as determined by the applicable Weapon Special Ability, as defined below. All Units whose bases are at least partially within the Threat Zone, as well as all other Units Engaged with Units whose bases are at least partially within the Threat Zone, are considered to be Secondary Targets. Secondary Targets are considered to be in the Threat Zone and, unless otherwise stated, are never considered

the target of the Area of Effect Weapon for purposes of any Weapon Special Abilities.

CLOUD AREA OF EFFECT

Weapons with the Cloud (X) Weapon Special Ability create a Threat Zone that emanates from a point in the center of the Primary Target's base (the "Impact Point"), filling the area with smoke, gas, or similar substances that linger on the Battlefield, threatening its effects on anything it contacts. The dimensions of the Threat Zone are defined by the applicable Weapon Special Ability.

Upon a Successful Shoot Action
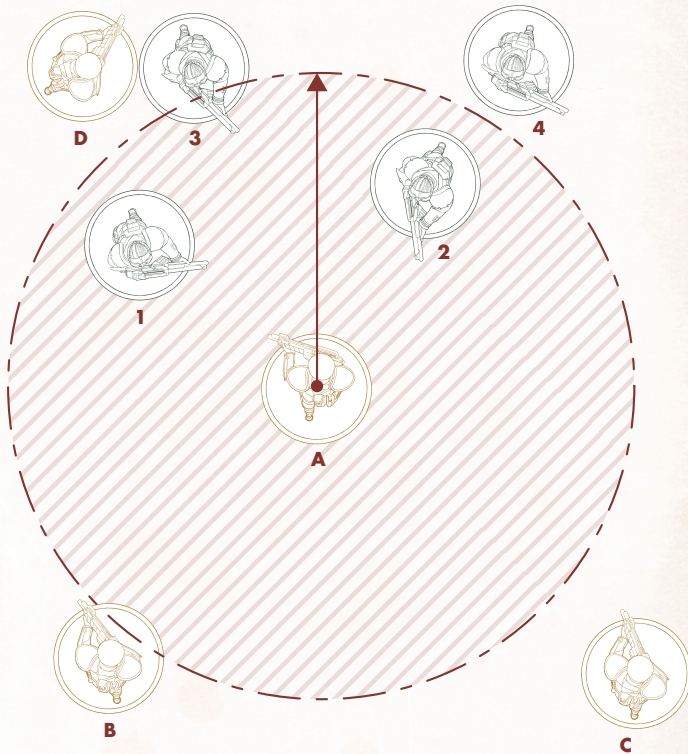
*Cloud and Explosive Area of Effect Example: Unit **A** is the target of a Shoot Action with a weapon with the Cloud or Explosive Weapon Special Abilities, and is thus the Primary Target for the attack and the Impact Point for measuring the Threat Zone is the center of Unit **A**'s base. Enemy Units **1, 2,** and **3** are considered Secondary Targets as their bases are at least partially within the Threat Zone. Friendly Unit **B** is also a Secondary Target as their base is partially within the Threat Zone, as is Friendly Unit **D** as they are Engaged with a Unit whose base is at least partially within the Threat Zone.*

Test against the Primary Target, all Secondary Targets are hit as well — separate Shoot Action Tests against Secondary Targets are not performed. A Unit suffers the Weapon's effects the first time it is caught in the Threat Zone and then again at the end of any Activation in which it qualifies as a Secondary Target.

The Threat Zone remains on the Battlefield until it dissipates, as described below, and thus its Impact Point should be marked in some fashion to ensure Units are affected that get too close, LOS drawn through the area can be affected, and so forth. It is important to note that even if the original Enemy Unit targeted by a Cloud Area of Effect Weapon later moves, the Threat Zone remains in place.

During the next End Turn Phase, roll a d20 for each Cloud Threat Zone currently on the Battlefield. On a result of 11 or greater, the cloud dissipates and the Threat Zone is removed. On a result of 10 or less, the Threat Zone remains in play in the same location.

EXPLOSIVE AREA OF EFFECT

Weapons with the Explosive (X) Weapon Special Ability create a Threat Zone that emanates from a point in the center of the Primary Target's base (the "Impact Point"), engulfing the area in a flash of weapon effects. The dimensions of the Threat Zone are defined by the applicable Weapon Special Ability.

Upon a Successful Shoot Action Test against the Primary Target, all Secondary Targets are hit as well — separate Shoot Action Tests against Secondary Targets are not performed.

If LOS from the Impact Point to any Secondary Target is Blocked by a Terrain Feature with the Cover Terrain Trait (like being on the other side of a wall, for example) that Secondary Target is not considered within the Threat Zone.

PROJECTED AREA OF EFFECT

Weapons with the Projected Weapon Special Ability create a Threat Zone that is as tall as the Unit wielding the Weapon, as wide as the Unit's base, and emanates from the Unit's base out to the Range indicated on the Weapon Profile.

Unlike other Area of Effect Weapons, Shoot Actions performed with a Projected Area of Effect Weapon do not need to be centered on an Enemy Unit. Instead, they must simply include at least one Enemy Unit in Clear or Obstructed LOS within the Threat Zone. This is the Primary Target and is considered the target of the attack. In the event that the Threat Zone includes multiple Enemy Units in Clear or Obstructed LOS, the attacking Unit's player must select one Enemy Unit to be the Primary Target. Every other Unit within the Threat Zone is a Secondary Target as normal.

A Shoot Action Test is performed for the Primary Target and each Secondary Target independently, determining the TN for each. Modifiers for Engaged Friendly Units and Terrain Features granting Light or Heavy Obstruction are ignored, as well as the Cover Terrain Trait for any such ignored Terrain Features.

If LOS from the Unit performing a Shoot Action with a Projected Area of Effect Weapon to any Secondary Target is Blocked by a Terrain Feature with the Cover Terrain Trait (like being on the other side of a wall, for example) that Secondary Target is not considered within the Threat Zone.

Unlike standard Shoot Actions, Shoot Actions with a Projected Area of Effect Weapon may still be performed when the Unit is Engaged. If that happens the Threat Zone still extends outward to the

rest of the weapon's range, potentially hitting other Units as well.
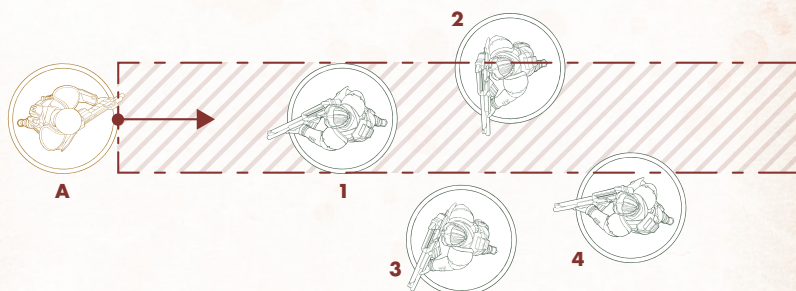
*Projected Area of Effect Example: Unit **A** performs a Shoot Action with a weapon with the Projected Weapon Special Ability, selecting Enemy Unit **1** as the Primary Target. Enemy Units **2** and **4** are considered Secondary Targets as their bases are at least partially within the Threat Zone. Unit **A** will resolve separate Shoot Action Tests targeting Enemy Units **1, 2,** and **4**.*

INDIRECT FIRE

Units armed with a Weapon with the Indirect Weapon Special Ability may perform Indirect Fire. This allows the Unit, when performing a Shoot Action, to target any Spot on the Battlefield, as opposed to an Enemy Unit, within range of the Weapon, regardless of LOS. This Spot may not be within X inches of any Terrain Feature with the Cover Terrain Trait through which a line is drawn between the Unit and the Spot, where X is equal to half the height of the Terrain Feature in inches. Indirect Fire may not be performed by a Unit within a Terrain Feature with the Enclosed Terrain Trait unless the Spot being targeted is within the same Enclosed Terrain Feature.

Indirect Fire Shoot Actions are subject to the following modifiers, instead of the standard modifiers for a Shoot Action Test:

INDIRECT FIRE MODIFIERS

+/- any modifier associated with the Range to the targeted Spot (as noted in the Weapon's Profile)

-2 if the targeted Spot is within a Weapon's Long Range, but beyond its Short Range

-2 if LOS to the targeted Spot is Blocked

Other modifiers arising from noted game effects or Unit or Weapon Special Abilities

For Indirect Fire performed with a Weapon with the Cloud or Explosive Weapon Special Ability, all Units within the Threat Zone are considered Secondary Targets.

CHAPTER 9
MELEE ATTACKS

WHETHER WITH A sword, a necrobionic claw, or a pistol at point blank range, the Units of *Warzone Eternal* have numerous ways of fighting in close quarters. This type of melee combat generally occurs through the Strike Actions exchanged by Engaged Units.

ENGAGEMENT

Unless otherwise stated, Units may only perform Strike Actions against Enemy Units with which they are Engaged. Units are typically considered Engaged only when they are in base-to-base contact with Enemy Unit. A Unit may Move, Charge, Fly, Climb, or perform a Compulsory Move in order to leave Engagement. Doing so, however, may trigger a Parting Blow Reaction from an Enemy Unit with which it is Engaged.

STRIKE ACTION

A Strike Action is resolved by performing a Strike Action Test. This is a TN(CC) Test, unless stated otherwise, modified as follows:

STRIKE ACTION MODIFIERS

+2 for the free Strike Action performed as part of a Charge Action

+/- the DEF Rating of the Enemy Unit

+/- from any modifier for the particular Weapon used, as noted in the Weapon Profile

+1 for each Friendly Unit also Engaged with the Enemy Unit

Other modifiers arising from noted game effects or Unit or Weapon Special Abilities

If the Strike Action Test is Successful, the Unit has hit the Enemy Unit which will now need to perform an Armor Test to resist suffering an injury, as detailed in Chapter 10, "Taking Damage." If the Strike Action Test is a Failure, the melee attack has missed.

Certain die results of the Strike Action Test have significant positive or negative impacts, as follows:

CRITICAL SUCCESS

A natural roll of a "1" on a Strike Action Test signifies a Critical Success. The Weapon used to perform the Strike Action gains a x1 Damage Multiplier (see Chapter 10, "Taking Damage," for an explanation of Damage Multipliers).

CRITICAL FAILURE

A natural roll that equals or exceeds the Crit Fail Rating of the Weapon used to perform a Strike Action Test signifies a Critical Failure. The Unit performing the Strike Action gains a Pinned Counter. In some very rare situations, even a roll that equals or exceeds the Weapon's Crit Fail Rating may still result in a Success.

In such cases, the Test is a Success, but the effects of a Critical Failure will still be applied to the Unit performing the Strike Action. In the case of a Strike Action that includes multiple Strike Action Tests, the results of a Critical Failure are not applied until the Strike Action has been fully resolved.

OVERWHELMING NUMBERS

When multiple fighters gang up or coordinate an assault on a single target, what it lacks in finesse it makes up with brutal efficiency. In addition to the +1 to the Strike Action Test TN for each Friendly Unit Engaged with the Enemy Unit, as noted above, the DAM of the Weapon used for the Strike Action is also increased by +1 for each Friendly Unit Engaged with the Enemy Unit.

FISTS, FEET, AND EVERYTHING IN-BETWEEN

Not all Units come equipped with a viable melee Weapon, but all Units are capable of punching, kicking, biting, or smacking something with the butt of their rifle. All models in *Warzone Eternal* can choose to make a Strike Action using their ST Rating as the DAM of the attack.

CHAPTER 10

TAKING DAMAGE

WHETHER FROM THE blows of enemy Weapons, falling from heights, or similar precarious situations, Units in *Warzone Eternal* will often need to resist suffering an injury. This resistance will stem from a mixture of the protective gear a Unit wears, their natural resistance to harm, and occasionally a general stubbornness or refusal to stop fighting.

ARMOR TESTS

Unless otherwise stated a Unit will attempt to resist suffering an injury from a source of damage by performing a TN(AR) Test modified by the severity of the impact. This is referred to as an Armor Test and is calculated as follows:

Armor Test TN = (AR Rating of the Unit) – (DAM of the hit) +/– (Other stated modifiers)

After performing the Armor Test, the severity of the damage a Unit suffers, if any, will be determined by the degree to which their Armor Test was a Success or a Failure, as detailed in the table below.

ARMOR TEST RESULT	DEGREE OF DAMAGE
Succeeded TN by 6+	No Effect
Succeeded TN by 0 – 5	1 x Pinned Counter
Failed TN by 1 – 5	1 x Pinned Counter **and** 1 x Wound Counter
Failed TN by 6+	1 x Pinned Counter **and** 2 x Wound Counters

The varying Degrees of Damage will affect a model as follows:

NO EFFECT

The Unit's armor or innate toughness shrugs off the damage and it suffers no ill effects.

PINNED COUNTER

The Unit is assigned a Pinned Counter. A Unit may only ever be assigned a single Pinned Counter regardless of source.

Units with Pinned Counters are subject to the following:

- The Unit may not be assigned a Reaction Counter.

- The Unit may not declare an Action that moves them closer to Enemy Units in Clear or Obstructed LOS.

WOUND COUNTER

Depending on the Armor Test result, the Unit is assigned one or two Wound

Counters. If, after assigning Wound Counters, a Unit has a number of Wound Counters equal to, or greater, than its Wound (W) Rating, that Unit is immediately removed from the Battlefield as a Casualty.

For example, *a Capitol Free Marine's M50 Assault Rifle (DAM13) hits a Cybertronic Mirrorman (AR 21). The Mirrorman performs an Armor Test with a TN of 8 (21-13 = 8). The Mirrorman's player rolls an 11, which is a Failure by 3. The Mirrorman receives a Pinned and Wound Counter. As Mirrormen have a Wound (W) Rating of 2, until that Wound Counter is removed, that Mirrorman will be removed as a casualty if it receives any additional Wound Counters.*

DAMAGE MULTIPLIERS

Some attacks or other sources of damage are sufficiently deadly that they require a target Unit to succeed at multiple Armor Tests in order to avoid suffering damage. Such attacks have a Damage Multiplier which is expressed as a multiplier following the DAM Rating of the Weapon (such as DAM 12(x2)). Also, due to Unit or Weapon Special Abilities, Critical Successes on Strike or Shoot Actions, or other sources, a Weapon that does not normally have a Damage Multiplier may receive one, becoming x2. Damage Multipliers from multiple sources are cumulative.

A Unit hit by a source of damage with a Damage Multiplier must succeed at that number of Armor Tests in order to avoid taking damage. While, unless stated otherwise, a model does not take additional damage from failing multiple Armor Tests from a single attack from a weapon with a Damage Multiplier, for purpose of calculating the Degree of Damage, the Armor Test that resulted in the greatest degree of Failure should be used.

For example, *the Capitol Free Marine rolls a Critical Success when performing her Shoot Action Test targeting the Mirrorman. This increases the Damage Multiplier of the Shoot Action by x1, making the effective DAM Rating of the M50 rifle 13(x2). That Mirrorman will now need to make two successful Armor Tests in order to avoid damage.*

For Area of Effect weapons, Damage Multipliers will apply only to the Primary Target.

DAMAGE TIMING

For a variety of reasons it may be important to determine exactly when a Unit suffers the effects of damage. For example, various Weapons or types of melee and ranged attacks have the potential to damage a Unit multiple times in a single Action. Or, a Unit may take damage from an Enemy Unit targeting them with an Ambush Reaction before that Unit is able to complete their Action. In all of these situations the effects of any Degrees of Damage are not applied to the Unit until the end of the current Action that resulted in the damage.

CHAPTER II

TERRAIN TRAITS

THE PIECES OF scenery used in a game of *Warzone Eternal* to depict its war-torn battlefields are each referred to as a Terrain Feature. They will have a tactical impact on the game as they impede movement, block LOS, or grant advantages to the Units that occupy them. Each Terrain Feature may have one or more Terrain Traits that define how that Terrain Feature interacts with the Units in the game—those traits are defined below.

As every player's terrain collection is unique, it's advisable that players agree to the applicable Terrain Traits for all Terrain Features before the start of the game.

TERRAIN TRAITS

CLIMBABLE

This Terrain Feature has ladders, rough rungs, ropes, or some other form of usable conveyance between heights. Units performing a Climb Action move up or down this Terrain Feature at their full MV Rating.

COVER

This Terrain Feature is physically dense enough to slow or stop projectile attacks targeting objects using it for cover. Per the LOS rules, this Terrain Feature grants a +2 bonus to the AR Rating of Units if they are receiving Heavy Obstruction from the Terrain Feature and are in base-to-base contact with it, or completely within it, in the case of a Terrain Feature with the Zone Terrain Trait.

DANGEROUS

This Terrain Feature has some kind of treacherous aspect to it that can harm those who move around it carelessly. Whenever a Unit comes into contact OR begins any kind of Movement within a Terrain Feature with this trait, its controlling player must perform a TN(LD) Test. On a Failure, the Unit immediately takes a DAM 7 hit.

DESTRUCTIBLE

This Terrain Feature may be destroyed pursuant to the special rules of certain Scenarios or Secondary Objectives.

ENCLOSED

This Terrain Feature represents an intact structure or intact portion of a larger structure (such as a single floor in a multi-story building or a single room within a large multi-room building) consisting of walls and a roof with one or more discernible points of entry. If the Terrain Feature has no Units within it, or only Friendly Units, a Unit may enter the Terrain Feature through a point of entry

as part of a Move Action. If the Terrain Feature has only Enemy Units within it, the Unit seeking access must additionally Succeed on a TN(LD) Test. On a Failure, the Unit ends its Move Action in base-to-base contact with the Terrain Feature at the point of entry.

IMPASSABLE

This Terrain Feature blocks movement entirely. A Unit may not perform any kind of Movement which results in their base overlapping a Terrain Feature with this trait. If a Unit is involuntarily moved so that its base would overlap a Terrain Feature with this trait, it is stopped as soon as it comes into base-to-base contact with the Terrain Feature.

ROUGH

This Terrain Feature is difficult to maneuver through. Units making any kind of Movement while in contact with the Terrain Feature move at half their MV Rating (or 1" for Reposition).

WEAPON MOUNT (X)

This Terrain Feature mounts a specific Weapon depicted in some way physically on the piece of scenery. The Weapon, denoted as X, can be used by any Unit in contact with its physical depiction as if it were armed with that Weapon. The Weapon can only be used for one Activation per game Turn.

ZONE

A Terrain Feature with this trait is not a single piece of construction or scenery element, but instead an area of similar terrain, such as a field of rubble or copse of trees. All of the Terrain Feature's rules are based upon the boundaries of the Terrain Feature's footprint on the battlefield and not its actual physical construction elements. The exception to this is the Weapon Mount (X) trait, which still must be physically depicted on the Terrain Feature.

ZONE (DENSE)

This Terrain Trait is a variation on the Zone Terrain Trait and represents an area so densely packed that seeing through the Zone is impossible, such as a cluster of thick foliage or jungle, or an area of low-lying, obscuring fog. LOS to a Unit with its base completely within the Zone is considered to be subject to Heavy Obstruction, including LOS from other Units within the same Zone, regardless of actual LOS Lines. Additionally, LOS Lines that pass through at least 2 inches of the Zone are considered Blocked LOS Lines even if the Terrain Feature is not modeled such that this is the case. This will often result in LOS to Units on the other side of a Zone (Dense) Terrain Feature being Blocked, but LOS Lines may still be drawn to, and from, especially large Units that tower over the modeled terrain piece thereby resulting in only Obstructed LOS.

EXAMPLE TERRAIN FEATURES

The following are just a few examples of Terrain Features and their associated Terrain Traits that could be found on *Warzone Eternal* battlefields. This is not a definitive list and players can and should apply to their Terrain Features the Terrain Traits they think best characterize their terrain collection or facilitate the gameplay experience they are looking for. As noted previously, this should be a collaborative process that occurs when the terrain is placed during Game Setup.

ASH FIELD // Cover, Zone

CRASHED TRANSPORT // Cover, Dangerous, Rough

FIELD OF DEBRIS // Rough, Zone

GUN NEST // Cover, Weapon Mount (Charger HMG)

HABITAT BUILDING // Climbable, Cover, Enclosed

POLLUTED POND // Rough, Dangerous, Zone

RUINS // Cover, Rough, Zone

TREE (SINGLE) // Cover

TREE (GROUP) // Cover, Rough, Zone (Dense)

VENUSIAN JUNGLE // Dangerous, Rough, Zone (Dense)

CHAPTER 12

BUILDING A FORCE

DETERMINE GAME SIZE

The first step towards playing a game of *Warzone Eternal* is determining the number of Deployment Points (DPs) each player will use to build their Force. This number is the Game Size. In general, barring special rules articulated in a Scenario or the desire of the players to create an asymmetric clash, both players will use the same number of DPs so that they are building roughly equal Forces.

The Game Size selected will determine the complexity and approximate duration of the game. The standard Game Size for *Warzone Eternal* is 40 DPs. A small Game Size of 30 DPs or fewer is perfect for a quick game during a lunch break, and games played at more than 40 DPs can last a few hours. It is suggested that players new to *Warzone Eternal* start with a Game Size of 20 DPs while they familiarize themselves with the rules.

SELECT FACTIONS

Each player will select a Faction from which they will build their Force. Every Unit in *Warzone Eternal* belongs to at least one Faction and, except as otherwise stated, all of the Units in a player's Force must come from the selected Faction. A Unit's Faction is identified in its Unit Profile, and will be one of the following:

- BAUHAUS
- CAPITOL
- CYBERTRONIC
- IMPERIAL
- MISHIMA
- BROTHERHOOD

- DARK LEGION: ALGEROTH
- DARK LEGION: DEMNOGONIS
- DARK LEGION: ILIAN
- DARK LEGION: MUAWIJHE
- DARK LEGION: SEMAI

As *Warzone Eternal* continues to explore the Mutant Chronicles universe new Factions will be introduced, including the Cartel and the denizens of Dark Eden.

DETERMINE ALLEGIANCE

Some Forces march to battle proudly proclaiming their faith in the Cardinal or their heretical embrace of the Dark Legion, standing shoulder-to-shoulder with servants of the Brotherhood or the Apostles. Others reject such proclamations out of a fierce pride for their corporation, while unwittingly still being manipulated by these opposing powers and their desires. Regardless, for the duration of the game each Force will be aligned with either the Agents of Light or the Servants of Darkness. This is the Force's Allegiance.

A Force's Allegiance will have a number of game effects for the Force, including the availability of certain Secondary Objectives and the identity of non-Faction Units it may select.

To determine Allegiance, both players roll 1d20. The player with the lower result will be the Agents of Light Force, and the player with the higher result will follow the Servants of Darkness. Forces from the Brotherhood Faction subtract 10 from this roll. Forces from one of the Dark Legion Factions add 10 to this roll. Re-roll ties.

BUILD FORCES

With Game Size, Faction, and Allegiance determined, it is time for the players to build their Forces. This is done in secret, with each player assembling the list of chosen Units to bring to the Battlefield as part of their Force. This Force may be a flexible list comprising Units with diverse capabilities to handle all situations, a focused list that maximizes a specific ability or strategy, or something in between.

Each Unit in *Warzone Eternal* has a DP cost, as shown in their Unit Profile. While every Force must contain at least one Unit with the Leader Designation (see below), players are generally free to select any Units of the same Faction for their Force as long as they are observant of any availability restrictions imposed by a Unit's Designation or its Special Abilities. The total DPs spent on selected Units may not exceed the Game Size.

Some Units may also have a Support Points (SPs) value listed in their Unit Profile. This will either be a positive value (typically in the case of those Units with the Leader Designation), which represents SPs contributed to the Force by that Unit, or a negative value (typically in the case of those Units with the Support Designation), which represents SPs that must be spent to include that Unit. While not all SPs provided by Units need to be spent, a Force may not spend more SPs on Units than the total SPs provided by other Units included in that Force.

UNIT DESIGNATIONS

As noted in Chapter 3, "Gameplay Basics," every Unit's Profile will include a Designation that reflects that Unit's role in their Force. These include Leader, Trooper, Specialist, Support, and Unique. While most Units will have only a single Designation, in some rare cases a Unit may have two or more. As detailed below, these various Designations are of particular importance for Force construction, as they determine whether a Unit satisfies any requirements of Force construction (such as the inclusion of a Leader) or are subject to any restrictions

on their inclusion in the Force.

LEADER

Even in the smallest engagements, a Force needs someone to direct its actions. Accordingly, each Force must include at least one Unit with the Leader Designation. For each Leader in a Force, a certain number of Units with the Trooper Designation from a particular Unit Type, typically the same Unit Type as the Leader, must be included. This will be presented in the Unit Profile as Leader (X:Y) where X is the number of Units with the Trooper Designation that must be part of a Force for each copy of this Leader to be included and Y is the Unit Type of those required Troopers. Each Trooper in the Force may only be used to satisfy this requirement for a single Leader (but a single Trooper could be used to meet the requirements for both a Specialist and a Leader if appropriate).

For example, a Free Marine Leader has the following Designation — Leader (1 : Free Marines). This means that, for each Free Marine Leader included in a Force, at least one Free Marine with the Trooper Designation must be included as well.

TROOPER

Those Units with the Trooper Designation are the basic soldiers of a Unit Type. While they will generally have all of the core Unit Special Abilities of that Unit Type, they will typically be armed with more standard weaponry than the Support Units and lack some of the specialized Special Abilities of the Specialist Units. Unless otherwise noted, any number of Units with the Trooper Designation of any Unit Types may be included in a Force.

SPECIALIST

Units with the Specialist Designation possess unique Special Abilities that distinguish them from the Trooper Units, and may carry slightly different armament appropriate for their roles. As with Leaders, for each Specialist in a Force, a certain number of Units with the Trooper Designation from a particular Unit Type, typically the same Unit Type as the Specialist, must be included. This will be presented in the Unit Profile as Specialist (X:Y) where X is the number of Units with the Trooper Designation that must be part of a Force for each copy of this Specialist to be included and Y is the Unit Type of those required Troopers. Each Trooper in the Force may only be used to satisfy this requirement for a single Specialist (but a single Trooper could be used to meet the requirements for both a Specialist and a Leader if appropriate).

SUPPORT

Those Units equipped with powerful weaponry, such as automatic support weapons, RPGs, sniper rifles, and flamethrowers will typically have the Support Designation. Each of these Units will have a SP cost listed in their Unit Profile of –X, where X is the number of SPs this Unit consumes from the Force.

UNIQUE

Some Units, whether because of their extreme rarity within the ranks of their Faction's personnel or because they represent a singular named individual, can never be selected in multiples as part of a Force. These Units, in addition to being assigned a Leader, Trooper, Specialist, or

Support Designation, will additionally receive the Unique Designation. No more than one copy of a Unique Unit may be selected as part of a Force.

ALLY DESIGNATIONS

While a Force may generally comprise Units from only one Faction, a player may, but is never required to, include some non-Faction Units as determined by their Force's Allegiance. These non-Faction Units are called Allies and a player may spend up to 20% of their Force's DPs on these Allies. There are no limits to the number of SPs that may be spent on these Allies as long as the final deployed Force satisfies the SP limit.

When selected as an Ally, these Units replace any of their normal Unit Designations with the Trooper Designation. However, their Faction remains the same — it does not change to become the same Faction as the rest of the Force.

Units that may be taken as Allies will include one of the following Designations:

ADVISOR

Consisting of Units from the Cartel Faction, these Allies may never be selected by a Force that includes Units from a Dark Legion Faction.

SECONDING

Consisting of Units from the Brotherhood Faction, these Allies may only be selected by a non-Brotherhood Faction Force with the Agents of Light Allegiance. Obviously, a Dark Legion Faction Force may never include Brotherhood Faction Allies.

DARK CULT

Consisting of Units from a Dark Legion Faction, these Allies may only be selected by a non-Dark Legion Faction Force with the Servants of Darkness Allegiance. Dark Cult allies may be selected from only a single Dark Legion Faction. Obviously, a Brotherhood Faction Force may never include DarkLegion Faction Allies.

FACTION ASSETS

In addition to the Units they wish to include in their Force, a player may reserve up to 10% of their Force DPs to purchase Faction Assets. These are abilities or specialized equipment that may modify Unit or Weapon Special Abilities, provide a one-time tactical opportunity, or otherwise change some aspect of that Faction's gameplay characteristics.

A Faction Asset may be purchased only once per Force, but a player may purchase multiple Faction Assets from all of the Faction Asset lists available to their Force.

GENERAL ASSETS

The following Faction Assets may be purchased by Bauhaus, Capitol, Cybertronic, Imperial, Mishima, or Brotherhood Faction Forces.

COMMAND HELMET (1 DP): Designate a Unit with the Command (X) Unit Special Ability. That Unit Special Ability's range is increased by +4".

CYBERNETIC POWER ARM (1 DP): Designate a Unit. That Unit's ST Rating increases by +2.

EXTRA KIT (1 DP): Designate a Unit.

The Crit Fail Rating for all of that Unit's Weapons are increased by +1, to a maximum of 20.

HYPERACTIVATOR (1 DP): Designate a Unit. That Unit's Reposition movement distance is increased to 4".

INTEL MISDIRECTION (1 DP): Once per game, when rolling for Initiative in the Start Turn Phase, the opposing player may be forced to re-roll their result.

MISSION CRITICAL (1 DP): For one Turn per game, selected in the Start Turn Phase of that Turn, Friendly Units may perform Interact Actions as described in a Scenario or Secondary Objective even when Engaged with an Enemy Unit.

BAUHAUS ASSETS

The following Faction Assets may be purchased by Bauhaus Faction Forces.

FIRE SUPPORT (1 DP): Once per game, in the Start Turn Phase of any Turn, designate up to two Enemy Units within 12" of each other and at least 8" from any Friendly Unit. For the duration of that Turn, those designated Enemy Units may not perform Ambush or Counterattack Reactions.

RELIABILITY (1 DP): For one Turn per game, selected in the Start Turn Phase of that Turn, when any Friendly Unit's Shoot Action Test results in a Critical Failure, the Unit does not receive a Reload Counter.

THE MOMENT HAS COME! (1 DP): Once per game, before rolling for Initiative in the Start Turn Phase of any Turn after the first, this Force is considered to have rolled a "1", regardless of actual result on the d20.

CAPITOL ASSETS

The following Faction Assets may be purchased by Capitol Faction Forces.

AIR STRIKE (1 DP): Once per game, during the Activation of a Friendly Unit with the Leader Unit Designation, that Unit may perform a Shoot Action, using their LD Rating in place of their MW Rating for the Shoot Action Test, with the following Weapon Profile:

CC	SHORT RANGE	LONG RANGE	CF
AIR STRIKE // Concussive, Explosive (3)			
—	48" -1	10 — — —	—

HELICOPTER DEPLOYMENT (1 DP): Designate a Unit. This Unit is not deployed during Game Setup. Instead, when Activated in the first Turn, it must perform a Move Action as its first Action to enter the Battlefield from an edge of the Battlefield other than Side A or Side B and not within the opposing Force's Deployment Area. The distance of this movement is measured from the selected edge of the Battlefield.

SUPPLY DROP (1 DP): Once per game, in the Start Turn Phase of any Turn, identify a spot on the Battlefield. Remove all Reload Counters from all Friendly Units within 8" of that spot.

CYBERTRONIC ASSETS

The following Faction Assets may be purchased by Cybertronic Faction Forces.

ARCANE IMMUNITY (1 DP): Designate a Unit. That Unit cannot be targeted by Strike or Shoot Actions that have either the Divine or Symmetry Weapon Special Abilities.

NETWORK HUB (1 DP): Designate a Unit with the Networked Unit Special Ability. Friendly Units with the Networked Unit

Special Ability may relocate Reaction Counters to this Unit even when it currently possesses one, but no more than one, Reaction Counter.

SUBREAL LINK (1 DP): Designate a Unit. This Unit may re-roll failed TN(LD) Tests performed as part of an Interact Action.

✪ IMPERIAL ASSETS

The following Faction Assets may be purchased by Imperial Faction Forces.

CLAN RIVALRY (1 DP): Once per game, when a Friendly Unit rolls a "20" on a Shoot or Strike Action Test, designate a Unit with non-Blocked LOS to that Friendly Unit. For the rest of the game, the designated Unit does not suffer the effects of a Critical Failure when rolling a "20" on a Shoot or Strike Action Test.

SEIZE THE INITIATIVE (1 DP): When determining Initiative in the Start Turn Phase of each Turn, this Force does not include its current VPs when calculating its Initiative Score.

TO THE LAST WARRIOR (1 DP): In the Start Turn Phase of each Turn, one Friendly Unit may be selected to perform a TN (LD) Test. On a Success, a Pinned Counter is removed from that Unit.

Ⓜ MISHIMA ASSETS

The following Faction Assets may be purchased by Mishima Faction Forces.

HEIRLOOM BLADE (1 DP): Designate a Unit armed with Ceremonial Blades. That Unit's Ceremonial Blades receives a x1 Damage Multiplier.

HONORED CHARGE (1 DP): For one Turn per game, selected in the Start Turn Phase of that Turn, any Friendly Units that perform a Charge Action as their first Action gain +1 to their CC and ST Ratings for their Strike Actions carried out as part of that Charge Action.

DAIMYO (1 DP): Designate a Unit with the Leader Unit Designation and the Command (X) Unit Special Ability. When using the Command (X) Unit Special Ability, this Unit may select two Friendly Units per Action, as long as both Units have the Trooper Unit Designation.

✪ BROTHERHOOD ASSETS

The following Faction Assets may be purchased by Brotherhood Faction Forces.

F-214 FLAMER (1 DP): Designate a Unit equipped with a Weapon with "Handgun" in the Weapon Name. Shoot Actions performed with this Weapon gain the Continuous and Projected Weapon Special Abilities when targeting an Enemy Unit in the Weapon's Short Range band.

DEVOTION AND ZEAL (1 DP): Designate a Unit to receive the Faith (1) Unit Special Ability. If the Unit already has the Faith (X) Unit Special Ability, X is increased by +1.

> **☻ FAITH (X):** During Game Setup, this Unit adds X tokens to their Force's central Faith Pool. At any time, a Friendly Unit with this Unit Special Ability can spend a token from the pool to re-roll any of their Tests.

WORD OF THE CARDINAL (1 DP): Designate a Unit with the Leader Unit Designation and the Faith (X) Unit Special Abilities. This Unit may spend a Faith token to automatically Succeed on any TN (LD) Tests it takes. The decision to spend a Faith token may be made after a TN (LD) Test has been performed that resulted in a Failure.

NECROTECH ASSETS

The following Faction Assets may be purchased by any Dark Legion Faction Forces.

CARCASS SUIT (1 DP): Designate a Unit. When that Unit performs a Charge Action, after completing its movement but before resolving the Strike Action, one Enemy Unit Engaged with this Unit suffers an automatic DAM 7 hit.

SELF REPAIR (1 DP): Designate a Unit. When that Unit is Activated while possessing any Wound Counters, before performing any Actions it may make a TN(10) Test. On a Success, a Wound Counter is removed. Only one Wound Counter may be removed in this manner per game.

SUBDERMAL IMPLANTS (1 DP): Designate a Unit with an AR Rating of 22 or less. That Unit's AR Rating increases by +1.

✠ ALGEROTH ASSETS

The following Faction Assets may be purchased by Dark Legion: Algeroth Faction Forces.

INVOKE FRENZY (1 DP): Designate a Unit with the Command (X) Unit Special Ability to add the following additional effect to that Unit Special Ability:

- Spend an Action to grant the Fierce Charge Unit Special Ability for the remainder of this Turn to a Friendly Unit within 12" and non-Blocked LOS.

  ✠ FIERCE CHARGE: This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

DISTORT (1 DP): Designate a Unit. For one Turn, selected in the Start Turn Phase of that Turn, all Enemy Units within 2" of this Unit receive a -2 penalty to their CC, ST, and LD Ratings.

ALPHA LEGIONNAIRE (1 DP): Designate a Unit with the Undead Legionnaires Unit Type. That Unit gains +1 to its CC and MW Ratings and the Controller (3) Unit Special Ability. This Unit is always considered to be within its own Controller (X) Unit Special Ability area of effect.

GAME SETUP

PRIOR TO STARTING a game of *Warzone Eternal*, players will need to finalize the game setup, including determining the deployment areas of their Units, the placement of Terrain Features, and the determination of game objectives. Setup is broken into a series of steps that the players will resolve collaboratively, in the order identified below.

DETERMINE DEPLOYMENT AREAS

The players will need to determine where on the Battlefield their Units may be placed to start the game. To do this, one player should roll a d20 and refer to the following table:

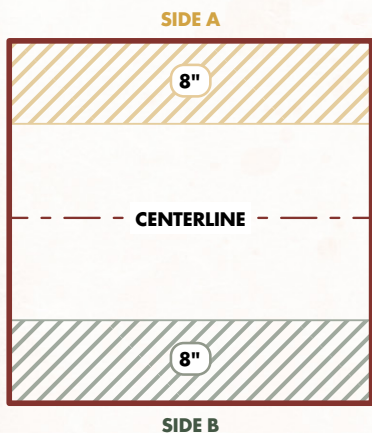| DICE ROLL	DEPLOYMENT TYPE
1–5	Standard Deployment
6–10	Advanced Deployment
11–15	Corner Deployment
16–20	Flank Deployment

The result of this roll will determine which of the Deployment Types, illustrated below, will be used. Each portrays the shaded portions of the Battlefield into which the opposing Force's Units will be deployed. These are called Deployment Areas. They additionally show the location of the Battlefield's Centerline, an invisible line that bisects the table into equal halves.

While the Deployment Areas have been determined, they are not chosen and Units are not placed on the Battlefield at this point. Those will occur in the "Deploy Forces" step, below.
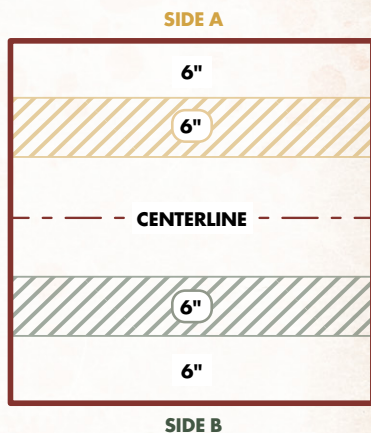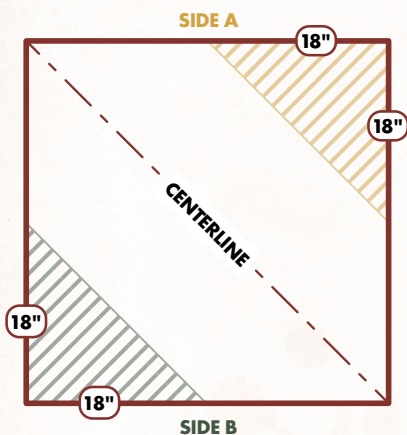
DEPLOYMENT AREA DIAGRAMS

SIDE A

8"

CENTERLINE

8"

SIDE B

STANDARD DEPLOYMENT

SIDE A

6"

6"

CENTERLINE

6"

6"

SIDE B

ADVANCED DEPLOYMENT

SIDE A

18"

18"

CENTERLINE

18"

18"

SIDE B

CORNER DEPLOYMENT

SIDE A

8"   8"

CENTERLINE

8"   8"

SIDE B
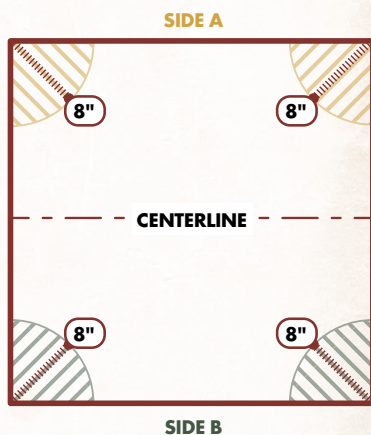
FLANK DEPLOYMENT

Note: While the rules may refer to Deployment Area in the singular, for the Flank Deployment Type, players may use both of the quarter circle Deployment Areas as part of their Deployment Area.

DETERMINE SCENARIO

Unless both players simply agree upon the Scenario to play, or the tournament or event dictates what is being played, then one player should roll a d20 and refer to the scenario generator below to determine which of the standard Scenarios is to be played:

DICE ROLL	SCENARIO
1-5	Lead from the Front
6-10	Breakthrough
11-15	Key Positions
16-20	Sabotage

The result of this roll will determine which of the Scenarios, detailed below, will be used. These Scenarios are shared by both Forces with each attempting to score the Victory Points awarded by that Scenario.

LEAD FROM THE FRONT

SETUP: As normal.

SPECIAL: One Unit with the Leader Designation in each Force is chosen to be that Force's Commander. If a Commander is removed from the Battlefield as a Casualty, another Unit with the Leader Designation in that Force may be chosen as the new Commander in the next Start Turn Phase.

VICTORY POINTS: In the End Turn Phase of every Turn after the first, a Force gains 1 Victory Point if their Commander is further from that Force's Side of the Battlefield than the Enemy Commander is from the Enemy Force's Side of the Battlefield. This should be determined by measuring the distance from that Force's Side of the Battlefield to the edge of the Commander Unit's base furthest away from their Side. In the End Turn Phase of the fifth Turn, if the Commander of the Force that scored Victory Points in this Turn is the same Unit that was chosen to be that Force's Commander at the start of the game, that Force gains 1 additional Victory Point.

If there are more Friendly Units further from the Side than the Commander (i.e. in "front" of the Commander), than there are closer to the Side than the Commander (i.e. "behind" the Commander), the distance measured for the Commander is halved.

BREAKTHROUGH

SETUP: As normal.

VICTORY POINTS: In the End Turn Phase of every Turn after the first, a Force gains 1 Victory Point for having more Friendly Units, that are not Engaged with Enemy Units, in their opponent's half of the Battlefield (i.e. across the Centerline). Friendly Units in the Enemy Force's Deployment Area are counted as two Friendly Units for this purpose. In the End Turn Phase of the fifth Turn, if there are no Enemy Units on a Force's half of the Battlefield, that Force gains 1 additional Victory Point.

KEY POSITIONS

SETUP: Place three Scenario Objective counters along the Centerline of the Battlefield as shown below. These counters are 40mm in diameter and treated as a Terrain Feature with the Impassable Terrain Trait.
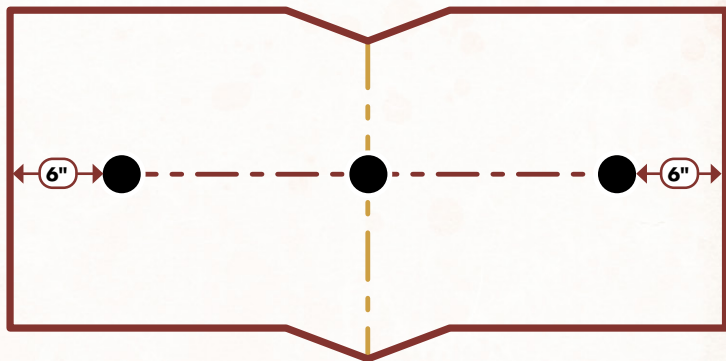
KEY POSITIONS OBJECTIVE COUNTER PLACEMENT

SPECIAL: In the Start Turn Phase of the first Turn, each player should secretly identify one of the Scenario Objectives as their Primary Objective.

While in base-to-base contact with a Scenario Objective counter and not Engaged with an Enemy Unit, a Unit may perform an Interact Action.

Interact: Perform a TN(LD) Test. On a Success, a Scenario Objective counter in base-to-base contact with this Unit is now controlled by that Unit's Force.

A controlled Scenario Objective counter remains controlled by a Force until control shifts to the Enemy Force through the Successful Interact Action of an Enemy Unit.

VICTORY POINTS: In the End Turn Phase of every Turn after the first, a Force gains 1 Victory Point if it controls more Scenario Objective Counters than the Enemy Force. In the End Turn Phase of the fifth Turn, Primary Objectives are revealed. If both Forces selected the same Primary Objective, the Force controlling the relevant Scenario Objective counter, if any, gains 1 additional Victory Point.

SABOTAGE

SETUP: Place four Scenario Objective counters staggered offset from the Centerline of the Battlefield as shown below. These counters are 40mm in diameter and treated as a Terrain Feature with the Impassable Terrain Trait.
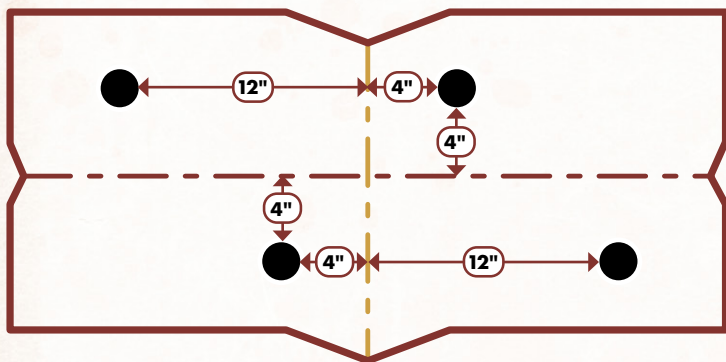
SABOTAGE OBJECTIVE COUNTER PLACEMENT

SPECIAL: While in base-to-base contact with a Scenario Objective counter in their opponent's half of the Battlefield, a Unit that is not Engaged with an Enemy Unit may perform an Interact Action.

Interact: Perform a TN(LD) Test. On a Success, the Unit has damaged the Scenario Objective counter.

There is no limit to the number of times a Scenario Objective counter can be damaged. A player must keep track of the number of times each Turn a Unit from their Force damages any Scenario Objective counter.

VICTORY POINTS: In the End Turn Phase of every Turn after the first, a Force gains 1 Victory Point if it caused more total damage to the Scenario Objective counters combined than the Enemy Force. In the End Turn Phase of the fifth Turn, if only one Force damaged both Scenario Objective counters this Turn, that Force gains 1 additional Victory Point.

PLACE TERRAIN

Games of *Warzone Eternal* are not played on flat, open fields and the Battlefield should be strewn with Terrain Features that Units can run around, sneak through, hide behind, and duck into when the bullets start flying.

A standard sized Battlefield for *Warzone Eternal* is 3 feet by 3 feet and players should seek to occupy at least 50% of the Battlefield with Terrain Features large enough to Block or Obstruct LOS and possessing a variety of different Terrain Traits. This is accomplished by players alternating the placement of Terrain Features on the Battlefield until the desired density is reached. As each Terrain Feature is placed, the players should define the Terrain Traits (see Chapter 11, "Terrain Traits"), if any, that apply to each.

Terrain Features may generally be of any type and be placed anywhere on the Battlefield. However, no Terrain Feature may be placed on, partially or completely, any Scenario Objective counter. The specific Scenario being played may dictate additional rules on Terrain Feature type and placement.

The number, size, and types of the Terrain Features selected will heavily influence how the game plays. Sparsely populated Battlefields will reward Forces with ranged weapons and minimize the amount of melee that occurs. Battlefields with a lot of Rough Terrain Features will tend to funnel movement and limit access to certain portions of the Battlefield. As long as both players are in agreement of the type of experience they desire, they should feel free to arrange their Battlefield as they like.

Players should pay particular attention to the distribution of Terrain Features into the Battlefield's Deployment Areas. As choice of Deployment Area should have some significance, asymmetric layouts are heavily encouraged.

In the case of an organized event or tournament, Battlefield setup will likely be pre-arranged and this step of game setup will be bypassed altogether.

SELECT DEPLOYMENT AREAS

With the Battlefield populated with Terrain Features and any applicable Scenario Objective counters, players must now select into which of the previously determined Deployment Areas they will deploy their Forces. To do so, both players roll a d20. The player with the lower die result may either select one of the two Deployment Areas or pass that choice to their opponent, who must select a Deployment Area (they cannot pass that choice back to the other player).

SELECT SECONDARY OBJECTIVES

Each Force will select two Secondary Objectives that may modify Battlefield setup and will provide the opportunity to score Victory Points in addition to those that may be scored via the Scenario. Each player will secretly select two of the Secondary Objectives listed below, with both players revealing their chosen Secondary Objectives simultaneously.

Four of the Secondary Objectives are available to either Force, but two are restricted to the Agents of Light Force and two are restricted to the Servants of Darkness Force.

If both Forces have selected Secondary Objectives that require the placement of Scenario Objective counters, they should take turns placing these counters starting with the player that did not select their Deployment Area.

No single Secondary Objective may provide more than 2 Victory Points to a Force.

SECONDARY OBJECTIVE	AVAILABILITY
Escort	Either Force
Flanking Maneuvers	Either Force
Hold Ground	Either Force
Intercept Transmissions	Either Force
Acceptable Casualties	Agents of Light Force
Sacrifice	Agents of Light Force
Send a Message	Servants of Darkness Force
Slaughter	Servants of Darkness Force

ESCORT (EITHER FORCE)

SETUP: The Force that selected this Secondary Objective places one Scenario Objective counter on the Centerline of the Battlefield, no closer than 6″ to either end of the Centerline and at least 12″ from Side A or B, and not on, partially or completely, any Terrain Feature. This counter should be represented by a human-sized model on a 30mm base.

SPECIAL: While in base-to-base contact with this Scenario Objective counter and not Engaged with an Enemy Unit, a Unit from the Force that selected this Secondary Objective may perform an Interact Action.

Interact: Perform a TN(LD) Test. On a Success, the Scenario Objective counter is moved 4″ in any direction.

VICTORY POINTS: In the End Turn Phase of the fifth Turn, this Force gains 1 Victory Point if the Scenario Objective counter is in this Force's Deployment Area. If the Scenario Objective counter has moved off the Battlefield via Side A or Side B (whichever Side borders, or is located behind, this Force's Deployment Area), this Force instead gains 2 Victory Points.

FLANKING MANEUVERS (EITHER FORCE)

SETUP: As normal.

VICTORY POINTS: In the End Turn Phase of any Turn after the first, the Force that selected this Secondary Objective gains 1 Victory Point if at least one Friendly Unit is completely within the Enemy Force's Deployment Area and completely within 6" of an edge of the Battlefield other than Side A or Side B.

HOLD GROUND (EITHER FORCE)

SETUP: As normal.

VICTORY POINTS: In the End Turn Phase of any Turn after the first, the Force that selected this Secondary Objective gains 1 Victory Point if there are no Enemy Units within 4" of this Force's Deployment Area.

INTERCEPT TRANSMISSIONS (EITHER FORCE)

SETUP: The Force that selected this Secondary Objective places two Scenario Objective counters in their opponent's half of the Battlefield (i.e. across the Centerline), no closer than 4" to the Centerline or any other Scenario Objective counters (including the other Scenario Objective counter placed for this Secondary Objective) and not on, partially or completely, any Terrain Feature. This counter is 40mm in diameter and treated as a Terrain Feature with the Impassable Terrain Trait.

SPECIAL: While in base-to-base contact with one of the Scenario Objective counters and not Engaged with an Enemy Unit, a Unit from the Force that selected this Secondary Objective may perform an Interact Action.

Interact: Perform a TN(LD) Test. On a Success, the Unit has established a connection with the enemy's communication network.

Once a Unit resolves an Interact Action with one of the Scenario Objective counters for the first time, the other Scenario Objective counter is removed from the Battlefield.

VICTORY POINTS: In the End Turn Phase of any Turn after the first in which a Unit successfully established a connection with the enemy's communication network, the Force that selected this Secondary Objective gains 1 Victory Point as long as that Unit is still in base-to-base contact with the Scenario Objective counter.

ACCEPTABLE CASUALTIES (AGENTS OF LIGHT FORCE)

SETUP: The Force that selected this Secondary Objective tallies the number of Units in their Force before the first Start Turn Phase. This is the Force's Power.

VICTORY POINTS: In the End Turn Phase of the fifth Turn, total the number of Units remaining in this Force, excluding any Units that may have been added to the Force during the game. If the total is 75% or more of the Force's Power, this Force gains 2 Victory Points. If the total is less than 75%, but 50% or more of the Force's Power, this Force gains 1 Victory Point.

SACRIFICE (AGENTS OF LIGHT FORCE)

SETUP: As normal.

VICTORY POINTS: In the End Turn Phase of any Turn after the first, if a Unit with the Trooper Designation, from the Force that selected this Secondary Objective, is Engaged with an Enemy Unit with a higher DP value, this Force gains 1 Victory Point.

SEND A MESSAGE (SERVANTS OF DARKNESS FORCE)

SETUP: As normal.

VICTORY POINTS: When a Unit with the Leader Designation, from the Force that selected this Secondary Objective, removes an Enemy Unit from the Battlefield as a Casualty as the result of a Strike Action in any Turn after the first, this Force gains 1 Victory Point.

SLAUGHTER (SERVANTS OF DARKNESS FORCE)

SETUP: As normal.

VICTORY POINTS: In the End Turn Phase of any Turn after the first in which Units from the Force that selected this Secondary Objective have removed from the Battlefield as Casualties two or more Enemy Units with a total DP value that exceeds the DP value of any Friendly Units that were removed from the Battlefield as Casualties that Turn, this Force gains 1 Victory Point.

DEPLOY FORCES

The player that selected their Deployment Area will now deploy half of the Units in their Force into that Deployment Area. Once completed, their opponent will then deploy their entire Force into the opposite Deployment Area. Finally, the first player will deploy the remainder of their Units into their Deployment Area. Units may generally be placed anywhere within a Deployment Area, subject to the following rules:

- The base of a Unit must be completely within the Deployment Area.

- Per the placement rules in Chapter 7, "Movement," a Unit may not be deployed to a location that does not accommodate its base.

- Units may not be deployed into base-to-base contact with Enemy Units or any Scenario Objectives.

ALTERNATIVE DEPLOYMENT

Some Unit Special Abilities or other game effects permit deployment outside of the Scenario's Deployment Areas. These Units should be deployed according to those Unit Special Abilities, while still complying with the preceding deployment rules as much as possible.

FIRST TURN INITIATIVE

The player that did not select their Deployment Area will have Initiative in the first Turn of the game.

START THE GAME!

With the Scenario determined, the Battlefield arrayed with a collection of Terrain Features, and the opposing Forces deployed, it is time to start the game. Players should proceed to the first Turn as detailed in Chapter 4, "Game Overview."