ZONE RAIDERS
FIRST ENCOUNTER

DEADLY SKIRMISHES OF THE POST-SINGULARITY
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THIS IS AN PREVIEW OF ZONE RAIDERS CALLED FIRST ENCOUNTER A NARRATIVE DEMO RULESET FEATURING TWO FACTIONS IN MULTIPLE MISSIONS.

ZONE RAIDERS IS A LABOR OF LOVE MADE POSSIBLE BY OUR WONDERFUL FRIENDS AND GAMING COMMUNITY. THANK YOU ALL TRULY.

INTRODUCTION

Technological progress is a force of endlessly compounding weight. Losing control of such a power swallowed all sanity in an age lost to both human and machine memory. This is the world of the Matrioshka - an incalculably vast megastructure, inscrutable in its synthetic purpose and devoid of all compassion.

The few who survive struggle daily to scavenge resources, weapons, and bits of knowledge before returning to what few bastions of stability exist. They are collectively called Zone Raiders, clad in the scraps of unspeakably advanced technology and armed with the will to endure.

It is said that those who unravel the secrets at the core of the Matrioshka will attain power beyond their wildest dreams. Not even the vast machine intelligences that haphazardly maintain the great structure know the true number of those who failed, yet Zone Raiders continue to wander, struggle, and die in search for this legendary goal.

BACKGROUND

THE WORLD OF MATRIOSHKA

Every fleeting civilization has its own traditions regarding the Matrioshka. For many, it is simply the entire world; all of existence is unending metal and mysterious machinery. It is either the way things have always been, or some punishment for horrible transgressions committed by forgotten ancestors.

Those who are privy to recovered records of lost DataLore believe differently. They claim that the Matrioshka was a megastructure created by the Posthumans, a lost civilization of men with the technology of gods. The Matrioshka is not all of existence, but rather a great sphere containing thousands of vast layers. Beyond the outer shell is nothing, a void that some view as either pure emptiness or escape. Deep within is a burning ball of white flame known as the Core that fuels the great machine. Mankind at some point lost control of the world and whatever it was meant for, leaving only decayed and maddened ruins.

What purpose the Matrioshka had or even the origin of its name is long lost, as even the vast system that maintains the decaying megastructure contradicts itself at times. There is no semblance of order in the labyrinthine corridors, twisting towers and masses of pipes that often lead nowhere. The automated systems of Matrioshka are as likely to construct sprawling structures as they are to destroy and recycle others, leaving hundreds of kilometers of hazardous Dark Zone in their wake.

DARK ZONES

Most of the Matrioshka is an unmanaged wasteland of technology gone wild, filled with ancient machinery and huge structures that may or may not still serve any purpose. Open chemical vats, radioactive wastes, and twisted pipes fill a dimly lit realm devoid of any permanent safety. These are Dark Zones, often collectively called 'the Zone', where the most lethal of Matrioshka's dangers lurk and where no civilization can last for long.

Many of the most dangerous machines and environments exist within the Zone where maintenance is nonexistent and anything sapient must compete for the basic needs of survival. Unchecked but still crudely running automated factories spew toxic gasses, strange machines pulsate with exotic nano-emissions and rusted deserts of red cloud the air with razor-sharp fractal dusts. For many, the landscape of the Zone itself is a hostile and malevolent foe.

Deadlier still than the environment are the corrupted machines that prowl the Zone. Most menacing are the Immunocytes, tireless exterminators of sapient life. Others are less deliberate, merely industrial machines crushing and lasing those who tread in the way of their inexorable functions. Some threats are almost simple, such as the common sentry node that silently lays in wait for the sight of multispectral human outlines. When triggered, these guardians unleash a hail of projectile fire on the unwary.

Yet despite their treacherous nature, Dark Zones represent opportunity. Most of the remaining still-functional ancient technology and resources can only be found there. Twisting fluid-filled pipes may be vital sources of key industrial compounds, useful nanotech jellies or edible foodstuffs. Because of this potential bounty, hazarding the Zone is a risk that many take simply to survive.

SURVIVORS

Somehow despite the chaotic environment, life has continued for scattered cultures of disparate survivors. Some of these survivors are recognizably human, toughened and cunningly adapted to endure. Others are the innumerable mutant genotypes of Morlocks, bizarre organisms of uncertain origin that are nonetheless intelligent and resourceful. Synthetic life also persists, exhibiting an awareness and sentience that cannot be denied; they also struggle to maintain a place in the out-of-control technosystem.

Small settlements of a few hundred or thousand individuals can be found nestled in the few semi-stable areas outside the Dark Zones. They seldom last more than a generation or two before some force wipes them out or forces a harsh migration. Most societies that survive do so by adopting nomadic ways, or in rare cases, gather enough strength to stand against the forces that threaten to destroy them.

The most successful settlements may become fortified enclaves and actual cities, raising forces and reenacting something akin to the faded memory of ancient civilization. Trade or direct contact between them is often difficult, but wars between city-states is not unknown. The difference between those survivor groups that continue on and those that fade into broken ruin are often the efforts of their few survivors brave and skilled enough to make excursions into the Zone to gather precious resources and defeat imminent threats, ensuring each time their settlement's security for another few years.

These bold survivors are known as Zone Raiders.

ZONE RAIDERS

Hardy survivor cultures dispatch teams of their best and most cunning to traverse the Dark Zones, scouting for new threats and seeking lost Datalore. They are equipped in diverse ways, with weapons, gear and armor that may be anywhere between being jury-rigged from recovered scrap or built to exacting standards from rediscovered plans.

Most travel in close-knit groups called Raid Teams, with the most veteran members acting as leaders of the more inexperienced. When they are not travelling and searching for valuables, they can be fighting other Raid Teams or the machinery of the zone as the most valuable finds almost always attract others in search of the same prize.

Over time and with the recovery of ancient Datalore, raiders often develop some belief in the Core of Matroshka. A frequent legend is that it is the source of the world's power, and any who reach it would attain rewards beyond their people's wildest dreams. Others think it a horror; to free the world from madness it must be destroyed and the Posthumans slain. Belief in the mythical Core and what it means is a frequent motivation for raiders in their ongoing struggles, be it as a source of riches, as a path to immortality, or as the ultimate adversary that they must someday defeat.

By the nature of their vocation, the life of the usual Zone Raider is violent and brief. But those elite few who survive and learn can make a difference by taking on the worst hardships of the Matrioshka and coming out on top.

MEGASTRATA

Each individual layer of the Matrioshka is called a Megastrata. They are vast spaces, all too far to see the entirety of from any one place. The gulf between the impenetrable lowest level plate and the towering roof can span hundreds of kilometers, with many lesser levels and strata between.

Within a Megastrata can be many distinct technographical regions, areas in which the distinct shape of the land and structures hint at an ancient function or realms ravaged by ancient calamities. Some regions of a Megastrata could be fluidic seas filling kilometer-long storage tanks, with corroded sands leaking tiny streams across to neighboring structures. Others may be hanging spires and abandoned mag-rail tracks stretching up across the armored ceiling. Some areas have become just vast mountains of fused together refuse, spare machine parts and components dumped in by automated shuttle from places unknown to become sprawling industrialized swamps. Every Megastrata has a different arrangement of these strange environments and biomes.

To travel between Megastrata is almost unheard of. Few gaps exist between the hyperdense plates separating them. The rare openings that do exist are called Partitions, and always sealed by armored plugs too resilient to be carved through by known means.

IMMUNOCYTES

There are many entities within the Matrioshka that seem to be part of the system but behave in a way distinct from that of harmless machine life. The most feared of these are Immunocytes, machines that appear to have little purpose except to exterminate sentient life. Occasionally patrolling or wandering but usually waiting dormant around Immunocyte Nodes, these relentless entities will slaughter civilian or Zone Raider alike without hesitation.

Most Immunocyte Nodes operate independently, only defending small clusters of territory. But when groups of Immunocytes move on some objective, they are almost always presaged with profound changes to the Zone's behavior. Radiation spikes and floods of nano-contaminants are frequent, heralding the arrival of more powerful and directed waves of these unrelenting machines.

The strongest settlements have developed the means to repel large Immunocyte invasions through blood and ordinance, but the many ruins of ancient destroyed cities suggest that eventually they come in enough numbers to overwhelm even fortified defenses. Raid teams are frequently sent out to eliminate dangerous Immunocyte concentrations before they become even greater threats.

Many different types of Immunocyte have been encountered, each serving a slightly different purpose. Each is dangerous and have been the death of many seasoned raiders. Perhaps most concerning to the scientifically-minded is the theory that they are Matrioshka's immune system, designed to treat intelligent life as a disease to eradicate.

ARRANGERS

The Arrangers are another great force in the world's technosystem. They take the form of monstrous machines kilometers tall which are often dormant and mistaken as part of the landscape. Occasionally, they awaken to construct vast structures or rearrange swathes of the Megastrata into strange and alien configurations. They appear to operate independently, and

with an unknown motivation, as whole areas have been built and demolished multiple times in quick succession by the same or different arrangers. All known attempts to communicate with an Arranger have failed.

These unstoppable titans completely ignore the concerns of smaller life, treating them as no more than a nuisance, just as a human would ignore the common ferro-ant. Drawn maps of the Zone rarely stay relevant beyond a few months when Arrangers are present and conducting their endless construction projects.

Some shrewd Zone Raiders are rumored to know how to temporarily hijack Arrangers or to understand their patterns of behavior, hitching rides to cross vast distances. For most, the nature of the Arrangers is left as a force to be respected but never understood.

POSTHUMANS

Huddled around their cryolume firepits, survivors tell stories of ancient mankind, how humanity evolved into beings of incredible power, intelligence, and above all else, arrogance. Beyond death, beyond science, and beyond restraint, they built the Matrioshka as their final achievement. These legendary creatures were known as the Posthumans, living gods that were seen as some combination of jailor, creator, and tragic victim of their own hubris.

Perhaps they are extinct, wiped out the moment the world began to succumb to entropy; or perhaps they still exist at the fabled Core, ready to welcome any worthy traveler into their fold as an equal. What is known is that no living person has truly seen a Posthuman and returned to speak of it.

THE DATAPLANE

Among the gifts left behind by the Posthumans is a realm called the Dataplane. It is a virtual land of pure information, seemingly as infinite as the material world. Individuals with special equipment called Interface Decks can venture into this realm, projecting themselves into one of its many pockets to retrieve ancient Datalore or manipulate powerful ZoneTech.

Those who Interface describe the sensation in the language and motifs of their cultures. Many survivor cultures have even persistent low-level access to the Dataplane as a residue of ancient nanotech tinkering with their biology, sensing contextual info feeds and visual symbols that they can no longer understand.

Scientifically-minded cultures understand the Dataplane to be some kind of abstracted information network with visual and audio representation. It is thought to be a network by which the Posthumans communicated and stored their most important information. The more ritualistic tribes instead believe it is where spirits dwell, and where ancestral souls rest in the heart of the world.

As with much in Matrioshka, there is truth in both of these beliefs.

DATALORE

Forgotten information, ancient weapons, and partial copies of old files are some of the most valued remnants of the Posthuman legacy. Generally called Datalore, information related to the world itself and lost knowledge is almost universally revered. Entire wars are fought over the access points to acquire the most complete of ancient Datalore. The spoils of such conflicts may empower technological empires, answer great theological questions with a single file, or prove to be utterly useless gibberish too corrupted to comprehend. For these reasons, intact Datalore is always amongst the greatest of prizes that Zone Raiders can recover.

WHY PLAY ZONE RAIDERS?

Zone Raiders is a fast-paced skirmish game where small groups of hardened survivors battle each other and an unforgiving industrial environment. The emphasis is on mobility, verticality, and accomplishing asymmetrical objectives before escaping to safety. Between each game teams can gain new abilities or rare artifacts, or could lose members as casualties, to create a strong narrative between a player group of 2-8 players or more.

The forces you play are distinct factions, with their own abilities, items, and characters but with open aspects to represent your own unique band of survivors. Each is an archetype that a player can create, detail, and develop as their imagination allows. Their struggles create a unique and shared story experience with a playgroup over the course of an exciting campaign.

WHAT YOU NEED TO PLAY

- 20-sided dice (from now on referred to as a 'die' or 'd20')
- Zone Raiders miniatures to represent your Raid Team
- A roster sheet for your Raid Team
- A Ruler or Measuring Device with Inches
- Various tokens to mark in-game conditions

GAMEPLAY TERMS

- Die Roll: Zone Raiders is played with 20-sided dice. A die roll usually refers to rolling a 20-sided die and resolving based on what value is rolled. When a roll requires a d10 specifically, use either a 10-sided die or roll your d20 and divide the result by half rounded up.
- Stat Check: A roll of d20, succeeding if the number rolled is equal or less than the target value
- Raid Team: The group of models and campaign resources belonging to a player, often called simply a team. They represent the squad of raiders who fight for you.
- Unit or Model: Interchangeable terms for a miniature and it's in-game representation as a raider of your team.
- Game Round: A complete round of a game where each player has activated each of their models.
- Battlefield: The whole table representing an area of the Dark Zone your Raid teams fight on. Usually the table is 48 inches by 48 inches in dimension.
- Terrain: Any object, surface, wall or space on the board that represents structures or objects in the Battlefield.
- Mission Leader: A model chosen at the start of every game to be the team's leader.
- Area of Effect: A circular region that represents a game area such as an extraction zone or blast radius. Usually abbreviated as 'AoE'.
- Activation: Selecting a model to move or make attacks by taking up to two actions. After an activation is completed, the model cannot activate again until the next round.

MINIATURES

Zone Raiders is a miniatures skirmish game that can make use of a wide range of models to represent your team of survivors. Each player is encouraged to build a team of their favorite models to act as cunning scouts and fighters within the swirling battles of Matrioshka's dark future.

For consistency and gameplay, all models have standard sizes and shapes to avoid giving an unfair advantage or penalty to a player who wants his or her team to have a certain look or style.

All Zone Raiders miniatures come in three size profiles, Small, Medium and Large. Normal Human-sized models are Medium sized unless otherwise mentioned. These size profiles are used for determining line of sight, so that a model's shape is treated as any part of the area from their base up to their height.

- **Small**: 25mm base, 1 inch tall.
- **Medium**: 25mm base, 1.5 inches tall.
- **Large**: 40mm base, 2.5 inches tall

MEASUREMENT

Measurements determines how far a model can move, shoot or other activities that require distance to be known. Taken from the edge of a model's base, closest point to point between source and target.

Players may measure any distance they desire at any point during the game, provided it is not disruptive for their opponent. All measurements are in inches.

LINE OF SIGHT

Line of sight is an important concept and determines when a model can see another one and target it for an attack. Line of Sight is determined whenever a line can be drawn between any point of a model's size profile to any point of another model's size profile that is not blocked by terrain or obstructing effects. Line of Sight can also be called 'LoS' as shorthand.

When Line of Sight can be drawn from one model's size profile to another, then both can see each other. Line of Sight is always mutual.

BATTLEFIELD

The tabletop representing the engagement area is called the 'Battlefield'. It represents a small area of the Dark Zone that two or more competing teams of survivors are fighting over to achieve their goals. Across the battlefield will be an incredible diversity of objects: long-abandoned human structures built atop decaying machinery, vast monoliths, or industrial devices freshly wrought for an unknown purpose by the forces that maintain this crumbling world.

Specific terrain pieces will have special effects that your units can interact with such as ducts and ladders. Others called Hazard Areas can have effects on your units that are in or near them, including as radiation fields or acidic pits. Special Terrain called ZoneTech objects represent devices that have unique and powerful effects.

THE GAME ROUND

At the start of each round, both players roll a die to determine initiative. Whoever rolls lower has the initiative and can choose to go first or second. Whoever is going currently is called the active player. After initiative is determined, resolve any 'Start of Round' effects that are in play, then the active player may begin.

GAME ROUND SUMMARY

- Beginning of the Round
  - Both Players Roll for Initiative. The winner is now the Active Player and has the turn.
  - Beginning of Round Effects
- Activation Phase
  - Active Player chooses a model to activate. A model must be activated if possible.
  - The activated model performs all of its actions
  - The turn passes to the other player, who now becomes the new Active Player.
- Repeat until all models have activated.
- End of the Round effects

MODEL ACTIVATION

When you are the active player, you can choose to activate a model on your team that has not yet activated this round. The chosen model will carry out its action(s) in sequence before the turn is passed to the other player to choose a model to activate. When the model has a special ability that allows multiple friendly models to activate together, resolve each activation one at a time before passing to the other player.

When a model has finished its activation, put a marker down to note that it has activated for this round. When all models have activated on both teams, resolve any end of round events and then both players start a new round.

MODEL STATES

Each model on your team has 4 states: **Active**, **Downed**, **Eliminated** and **Extracted**.

- **Active** models are those capable of fighting and may be activated by a player when it is their turn. Active Models are able to perform actions and are the units that you will depend on to accomplish your mission. All models start the game active.
- **Downed** models are units that are incapacitated or injured in some way and cannot be used without medical aid. They are left on the board to represent this state, and they may have further injuries or death post-battle.
- **Eliminated** models have suffered overwhelming damage and are far beyond help for this battle. They are outright removed from the board and may suffer further injuries or death post-battle.
- **Extracted** models have been safely evacuated from the battlefield. They are removed from the board, usually by a player's deliberate action through an extraction area or board edge.

STAT CHECKS

When a player is required to make a stat check, a target value will be provided, typically a basic stat value plus modifiers. Rolling equal to or under the target value is a success and the results of the success are applied (such as hitting a target with a weapon, or armor resisting damage). Rolls over the target value are a failure. Nothing happens on a failure. A roll of 20 is always a failure, and a roll of 1 is always a success.

PROFILE STATS

Each model has multiple stats that make up its profile, each representing part of the unit's capabilities and general competence in battle. Some models can be equipped with gear that enhances these stats, and they may improve their stats by surviving the course of a campaign. No Stat may ever exceed 20.

- **Speed** - A unit's mobility and general level of agility. Models move distances based on their speed. Models can cover longer distances in a single action with a high speed.
- **Ranged** - A unit's ability to fight with ranged weapons and hand-grenades. Models are more accurate with ranged combat when they have a high Ranged stat.
- **Melee** - A unit's ability to fight in close-range melee combat with hand to hand weapons. Models are more accurate in melee when they have a high Melee stat.
- **Defense** - A unit's baseline armor and protection against enemy attacks. Models frequently enhance their defense by wearing armor.
- **Survival** - A unit's skill at enduring hazards and weathering severe damage. Models with high survival are more adapted to dangerous areas. Survival is also frequently improved with armor.
- **Aptitude** - A unit's overall combat awareness, specialty training and ability to act when injured. Models with high aptitude are more likely to be able to accomplish special objectives, mark targets for allies or use special equipment.

ACTIONS

When a model activates, it may take up to two actions. All models can perform standard actions. Some equipment or skills will grant additional actions, and some negative states or effects will reduce a model's available number of actions down to a minimum of zero. All modifiers to a model's number of actions are cumulative.

Basic actions are always available to models. Advanced actions listed below require gear or skills that allow them to be used. Gear, terrain or skills may also grant special actions related to their use. Some actions always end the activation when they are performed, even if the model would otherwise have actions remaining.

Free Actions do not spend either of a model's normal two actions to perform and can be done immediately before or after performing another action.

DYNAMIC MOVEMENT

A skirmish in Zone Raiders represents a form of combat and survival that places a premium on rapid movement and agility. Highly kinematic parkour training and equipment is common to tackle the broken and dangerous terrain of the Dark Zone and is represented by multiple movement actions.

BASIC MOVE

Basic move is a single action that allows models to run across a flat surface. It is standard means of movement.

- When making a basic move, measure up to the model's speed in inches and move the model across that path to its destination.
- A model must be able to place most of its base at the final location.
- Because each model represents a dynamic Raider trained to face broken obstacles, the model can always pass over or on top of over any object of a height less than their size profile.

- You may always move through friendly models.
- A model may voluntarily drop up to 2 inches of elevation during basic movement without suffering a fall
- If the model contacts an enemy at the end of this movement, it results in a melee attack with the charge bonus, then the activation ends.

BASIC CLIMB

Because vertical facings are common in the Zone, all models are capable of climbing up surfaces to reach greater heights.

- When performing a Basic Climb, the model must be in contact with a vertical surface or be directly under a ledge overhang or balcony.
- The model may move up to its speed stat vertically along the climbing surface, placing itself on an eligible flat surface as close to the wall or surface as possible.
- Performing a Basic Climb also ends the model's activation.
- A model may end its movement partly up the wall but being hit by any attack will cause the model to suffer a fall.

LEAP

Leap is an advanced movement action requiring specialized gear. It represents a power-assisted jump to hurl a raider across a vast horizontal or vertical distance impossible to unaugmented legs, through mechanisms such as pneumatic boots or small rocket jets.

- When performing a Leap action, move your model's speed in inches in a straight line, ignoring any open gaps between origin and destination.
- The model may gain or reduce its destination's height by up to 4 inches.
- If your model spends two actions instead of one to leap, increase the height change by up to 6 inches.
- If the model contacts an enemy at the end of this movement, it results in a melee attack with the charge bonus, then the activation ends.

WALLRUN

Wallrun is an advanced movement action requiring specialized gear. It represents aggressive skill in climbing or rapid movement allowing a Raider to traverse vertical distances just as easily as they could run across open ground, usually with magnetic or claw-equipped footwear, an array of rapid climbing gear or pure athleticism.

- When performing a Wallrun action, your model may move horizontally just as in a basic move, but it may also move up or across vertical surfaces instead of being in contact with the ground.
- The total horizontal and vertical distance moved cannot be greater than the model's speed stat.
- A model may end its movement partly on a wall surface but being hit by any attack will cause the model to fall.
- If the model contacts an enemy at the end of this movement, it results in a melee attack with the charge bonus, then the activation ends.

GRAPPLE

Grapple is an advanced movement action requiring specialized gear. It represents use of high-powered grappling hooks, wires and other methods to rapidly cross changes in height and gaps.

- Performing Grapple requires two actions.

- When performing a Grapple Action, choose a target point on the battlefield within 10 inches of this model and within its line of sight. Place this model to any valid placement within 1 inch of that target point, ignoring all intervening gaps and height changes.
- Performing Grapple also ends the model's activation.

DASH

Dash is an advanced movement action requiring specialized gear. It represents exceptional speed in sprinting across open ground, trying to cover the distance as quickly as possible.

- Performing Dash requires two actions.
- When performing a Dash action, the model may move up to three times it's speed stat as if it were making basic move actions.
- The model cannot end in contact with an enemy model and the activation ends immediately after performing Dash.

STANDARD ACTIONS: STANDARD ACTIONS ARE AVAILABLE TO ALL MODELS.

	Actions	Effect
Basic Move	1	**Movement Action.** Move up to your speed stat, passing over and automatically clearing objects shorter than your model profile height. This may result in a charge.
Basic Climb	1	**Movement Action. Ends the activation** Move your speed stat up or along a vertical surface or overhang you started in contact with. You may end movement on the wall. Any hit from enemy attacks while on the wall will result in a fall.
Attack	1	**Ends the activation.** Make a melee or ranged attack.
Reload	1	Remove all Out of Ammo counters from this model. This Model cannot make ranged attacks with Primary Weapons this activation.
Hunker Down	1	**Ends the activation.** Gain Hunker Down until next activation. Ranged attacks against a model with Hunker Down are at a -4 Penalty unless it is Exposed to the attacker.
Overwatch	1	**Ends the activation.** Reserve an action for an overwatch ranged or melee attack until your next activation. Overwatch may only be used to make an attack when an enemy model completes an action within this model's line of sight.
Mark Target	1	**Ends the Activation.** Select an enemy Target within line of sight and make an aptitude check. On a success, the target is Marked. Ranged Attacks against it gain +4 modifier for the rest of the round.
Designate Extraction	2	Place an AoE2 Extraction area within LoS of the model, provided that the area does not have any enemy within 8 inches. The extraction are remains in place unless Designate Extraction is used again or when any enemy contacts the Extraction Area. Designate Extraction may only be done once per round by a team.
Carry	1	Pick up any Downed model. Carrying model cannot attack. Dropping the carried model in base contact is a free action. When a model carrying another is extracted, both models are extracted.

ADVANCED ACTIONS: ADVANCED ACTIONS MAY BE PERFORMED ONLY WHEN A PIECE OF GEAR OR ANOTHER RULE ALLOWS A MODEL TO USE THEM.

		Effect
Wallrun	**1**	**Movement Action.** Move up or along a wall surface up to your speed stat. You may end movement on the wall, but any hit from enemy attacks will cause a fall. This may result in a charge.
Grapple	2	**Movement Action. Ends the activation**. Target a point within 10 inches of the model and within LOS. Move the model to any valid placement within 1 inch of the target point, ignoring all intervening gaps.
Leap	1	**Movement Action**. Move up to your speed stat in a straight line that may cross open gaps to s a place of elevation of up to 4 inches difference, including upwards. You may spend two actions to increase this elevation distance to 6 inches. This may result in a charge.
Dash	2	**Movement Action**. Ends the activation. Move up to 3 times your speed. Cannot be used in difficult terrain. Cannot result in a charge or entering base contact with an enemy model.
Interface	1	Interface with a ZoneTech Object. May require Aptitude check (see the ZoneTech Object section)
Suppression Fire	2	**Ends the activation**. Target an enemy model in LoS within effective range of your primary weapon. Assign 1 Suppression Marker to the target and gain an Out of Ammo token. May only be done with primary weapons that have an ammo value of 'Auto'.
Aimed Attack	2	Make a ranged attack against a target in Line of Sight with an additional +2 bonus
Heal	1	Make an aptitude check to remove one wound from this model or a friendly model in base contact, or to restore a Downed model back to the Active State with 1 wound.

COMBAT

Combat is a frequent occurrence within the Zone. With scarce resources under competition as well as the ever-present danger of robotic immunocytes and other threats, every Raider expects to fight at some point during a long expedition.

RANGED ATTACKS:

To perform a ranged attack action, an attacking model needs to declare a target that it has within line of sight. The target may be in cover or be affected by other ranged modifiers.

1. Declare Target and determine cover
2. Determine Target Value: The attacker's Ranged stat plus modifiers.
3. Make a Ranged Stat Check to hit, rolling equal to or under the target value.
   - If the roll is successful, the target is hit. Otherwise, the attack is a miss.
4. If the target is hit, they must make an Armor Check to determine if they were protected from the hit. (see below).
5. If the Armor Check is failed, they have taken Damage and must make a Damage Check (see below)

RANGED MODIFIERS

Target is in Cover	-2
Target is using Hunker Down	-4
Overwatch Shot	-2
Target is over Effective Weapon Range	-4
Target is in Melee	-4
Target is Marked	+4
Target is in a Crossfire	+4
Attacker has High Ground	+2
Target is at Point-Blank	+4
Attacker's Penalty for each Suppression Token	-4

COVER

When drawing Line of Sight between attacker and target, the target is in Cover if it is obscured by any piece of terrain within half an inch of it.

Models in Cover are harder to hit by ranged attacks.

EXPOSED

If a model has no cover in relation to an attacker, it is Exposed to that attacker. Some rules may affect exposed targets negatively, such as Crossfire (see below)

HIGH GROUND

A higher vantage point allows for more effective shooting. When an attacking model is completely over 2 inches higher than the target, the attacker gains the High Ground bonus on this attack.

CROSSFIRE

When completely exposed to potential enemy fire from multiple attackers, a model may become especially vulnerable.

When attacking a target that is exposed, an attacker can gain the Crossfire bonus if the target is also exposed to any other Active models on the attacker's team who are within the effective range of their weapons.

Overwatch attacks never gain the Crossfire Bonus

POINT-BLANK

Shooting at very close range against completely exposed targets is an ideal situation for the attacker, where such Point-Blank shots are almost impossible to miss! When a target is attacked by a ranged weapon within 4 inches and is Exposed, the attacker gains the Point-Blank bonus.

Overwatch attacks never gain the Point-Blank bonus.

MARKED TARGET

Teamwork can make a vital difference in a close firefight, where teammates can spot or direct fire for greater effectiveness. A model may take the Mark Target action against any enemy in their Line of Sight. By passing an aptitude roll, the target is Marked.

All ranged attacks made against the target gain the Target is Marked bonus. Marked Target lasts until the end of the round.

HUNKER DOWN

A model can make better use of cover if it hugs any protection closely and generally keeps their head down.

When a model takes the Hunker Down action, it gains greater protection against incoming fire. As long as the model using Hunker Down is benefiting from Cover, all ranged attacks against it gain a further -4 penalty to hit until the model's next activation.

SUPPRESSION FIRE

When equipped with rapid firing ranged weapons and ample ammo, shots sprayed in the direction of a target can interfere with their shooting and force them to keep their heads down.

A model with a Primary Weapon that has the ammo trait of 'auto' may choose to use with Suppression Fire. Target any enemy within effective range and in Line of Sight. Suppression Fire does not require a roll and is automatically successful and provides a Suppression token to the target. Each Suppression Token that a model has grants a cumulative -4 penalty to its ranged or melee attacks until end of its activation.

The model performing Suppression Fire becomes Out of Ammo until it reloads.

TAKING FIRE!

When a target model is fired upon by a ranged attack but not downed from it, it may make a basic move 1 inch in any direction after the attack is resolved, as it attempts to furiously scramble for cover or a better position!

OUT OF AMMO

Some Primary Ranged Weapons have limited ammunition and may become Out of Ammo during the game. A weapon with the ammo stat of 'Auto' does not become out of ammo after making a standard attack but may become so from other rules. Weapons with ammo numbers such as '1' or '2' gain a Out of Ammo counter when they make a ranged attack with that weapon.

A model with Out of Ammo counters equal to or greater than its ammo stat cannot use its primary weapon until it performs the Reload action to remove them all.

MELEE ATTACKS

Melee attacks may be made when two models are in base to base contact, which considers both models 'In Melee'. A unit with a melee weapon selects one enemy model in melee as the target. Moving into base contact with an enemy model using a Basic Move Action is a 'charge' and can always generate a free melee attack with a +2 bonus. Other movement actions that enter base to base are not charges.

Models cannot move out of melee unless all melee opponents are down or when they are missed by an enemy melee attack.

1. Declare target in base contact and choose either a melee weapon that the model has equipped or use the Bash melee attack all models may perform. (see weapons list).
2. Determine Target Value for the Attacker: Attacker's melee stat plus modifiers.
    o Roll to hit. If the roll is successful, the target is hit. Otherwise, the target is missed.
    o If the target is missed and is only in contact with a single opponent, the target may choose to immediately disengage as a basic move up to 2 inches in any direction. This may move them out of base contact.

3. If the target is hit, they must make an Armor Check to determine if they were protected from the hit. (see below).
4. If the Armor Check is failed, they have taken Damage and must make a Damage Check (see below)

Melee Modifiers:

Attacker charged into melee this action	+2
Target was behind or within difficult terrain on the charge.	-4
Attacker is in contact with multiple opponents (per additional opponent)	-2
Attacker has multiple friendly models in contact with opponent (per additional friendly)	+2
Overwatch Attack	-2
Target is an Object	Auto
Attacker's Penalty for each Suppression Token	-4
Attacker's Penalty for each wound	-2

OVERWATCH

Instead of directly attacking a visible enemy, a model may spend an action and end its activation to go into Overwatch. This represents the model laying covering fire or waiting for an opportunity to attack instead. Place an Overwatch marker next to the model.

After an enemy model in Line of Sight completes an action, you may then choose to remove the Overwatch marker and make a ranged or melee attack at a -2 penalty. You may target a model at any point during its action's movement. This does mean that a model on Overwatch being charged may make its overwatch attack after the target finishes its movement but before it performs the free action melee attack.

Overwatch lasts until the start of the model's next activation, when the model makes an Overwatch attack or when the model on Overwatch is hit by an enemy attack or when it gains a suppression token.

ARMOR CHECK:

When hit by a weapon, the target hit must make an armor check to determine if it's personal protection can completely stop the attack. The armor check roll has a Target Value of the target's defense stat modified by their armor, subtracting the strength of the weapon that hit it.

- On a success, the target's armor has protected it from the enemy attack, and it suffers no damage.
- On a failure, the attack rips through the armor, damaging the target. The target then must roll a Damage Check to determine the extent of the model's injuries.

DAMAGE CHECK:

After failing an armor check, the target must make a Damage check to determine if it has been badly injured or incapacitated outright. The Damage check roll has a Target Value of the model's survival stat, plus any bonuses from armor. Any bonuses to survival granted by armor still apply on the damage check until the attack that caused Armor Failure is fully resolved.

- On a success, the model has suffered an injury but may still be able to fight. The model suffers one wound.
- On a failure, the model has suffered an injury too severe to keep on fighting. It suffers one wound and is downed immediately.

TAKEN OUT

When a Rule refers to when a model Takes Out an enemy, it means that model has caused an enemy to go Down or be Eliminated. A model is Taken Out when it is Down or Eliminated. If that model would be healed however back to Active state, it no longer counts as Taken Out.

WOUNDS

A wound represents injuries and damage that reduce a model's ability to fight. For each wound a model has suffered, at the beginning of its activation make an aptitude check. On a failure, the model loses 1 possible action this activation.

A model is downed when it has received a third wound as even the toughest of fighters can be brought low from injuries. Any excess wounds have no effect. Leave the downed model on the table, as it may still be extracted by another model or healed later.

ARMOR FAILURE

Some attacks are Armor Piercing (AP), and cause armor failure when they damage a target. These weapons have 'AP' in their Strength Stat to indicate the attacks are Armor Piercing. When an attack from this weapon damages a target, it suffers Armor Failure at the end of the attack resolution.

When a model suffers armor failure, the target model loses all abilities granted by the armor it is wearing for the rest of the game. It no longer benefits from movement actions or special rules provided by armor, or any bonuses to defense or survival until the armor is repaired.

PUSHING

Some effects may push models. When pushed, a model moves directly in the direction of the push, clearing obstacles shorter than the pushed model's height such as barricades or low objects in the same manner as if it had made a Basic Move. If pushed over an edge, the model will suffer a fall.

FALLING

When a unit falls, it moves vertically until being placed on a surface where the model's base could normally be placed. The distance moved is the falling distance.

Any voluntary or involuntary fall of greater than 2 inches of falling distance will result in falling damage. Falling damage is handled as an armor check against a strength equal to the number of inches fallen, treated exactly as if hit by a weapon.

EXTRACTIONS AND BUGGING OUT

Often, after a mission is completed one or both sides need to extract to pull their units out of the Battlefield to fight another, day win or lose. This could be requesting a vehicle pickup, escaping through a hidden tunnel or any number of inventive ways to evacuate from a battlefield.

EXTRACTION

A model performing a 'Designate Extraction' action can place an AoE2 extraction area template to create an extraction area on open ground. Any model within the area may choose to extract at the end of their activation and are removed from the board. Downed models being carried are extracted along with the one carrying them.

The Extraction Area remains in play until a model on the team performs the Designate Extraction action again, or when an enemy model touches the area. The Extraction Area is removed from the board if at any time there are enemies within it.

BUGGING OUT

When facing casualties and with few options left, a team may decide cut their losses and attempt to get to safety, with every raider fending for themselves in a general rout! When under heavy pressure or in a losing situation with no secure way to accomplish their goals, it may be the only option to Bug Out.

When a round ends and a player has less than half the number of Active models as their opponent, they may choose to Bug Out. Each model more than 8 inches away from any enemy model is removed from the game and counts as Extracted. When a model is extracted in this way, they drop any mission-specific counters they may have been carrying.

COMMAND POINTS

At the beginning of each round, a team gains a number of command points they may spend during the turn for special effects. These represent excellent leadership and teamwork that helps a Team perform better. A Team gains 1 command point for having an Active Mission Leader. Some skills may increase how many command points the team gains from their Mission Leader. Any unused Command Points are lost at the end of the round

Command Points may be used in the following ways:

- **Coordination:** A command point may be used to activate a new model back to back without passing the turn to your opponent. Each model activated this way must complete all of its actions before moving on to any other. A player may activate any number of models in this fashion as long as they have command points to spend.
- **Endurance:** A command point may be used to automatically pass an aptitude check made at the beginning of a wounded model's activation, preventing the loss of an action from wounds. This may be done after rolling the dice.
- **Focus:** A command point may be used to provide the currently activating model a +2 bonus to an attack or stat check before the roll is made.

COMMON EFFECTS RECAP

Models may be afflicted with many different effects, which are described elsewhere. For reference, most are listed here for convenience:

- **Wound** - This model must make an aptitude test or lose an action at the beginning of its activation for each wound it has suffered. This model is downed when it ever has 3 or more wounds.
- **Armor Failure** - This model no longer gains any benefit or effects from its armor.
- **Out of Ammo** - This model cannot make a Primary Weapon attack until it has performed the Reload action.
- **Marked** - This model has been Marked as a target. Enemy ranged attacks are at +4 to hit until end of round.
- **Overwatch** - This model may take an Overwatch attack at the end of an enemy's action that takes place in its LoS. Overwatch is lost at the start of the next activation, when it is used, or when the model is hit by an attack
- **Suppression** - This model suffers a -4 penalty to its Ranged and Melee attacks for each Suppression Counter it has. Remove all suppression counters after its activation.
- **Hunker Down** - This model provides a -4 penalty to enemies attempting to attack it with ranged attacks while it is benefitting from Cover. Hunker Down is removed at the start of its activation.
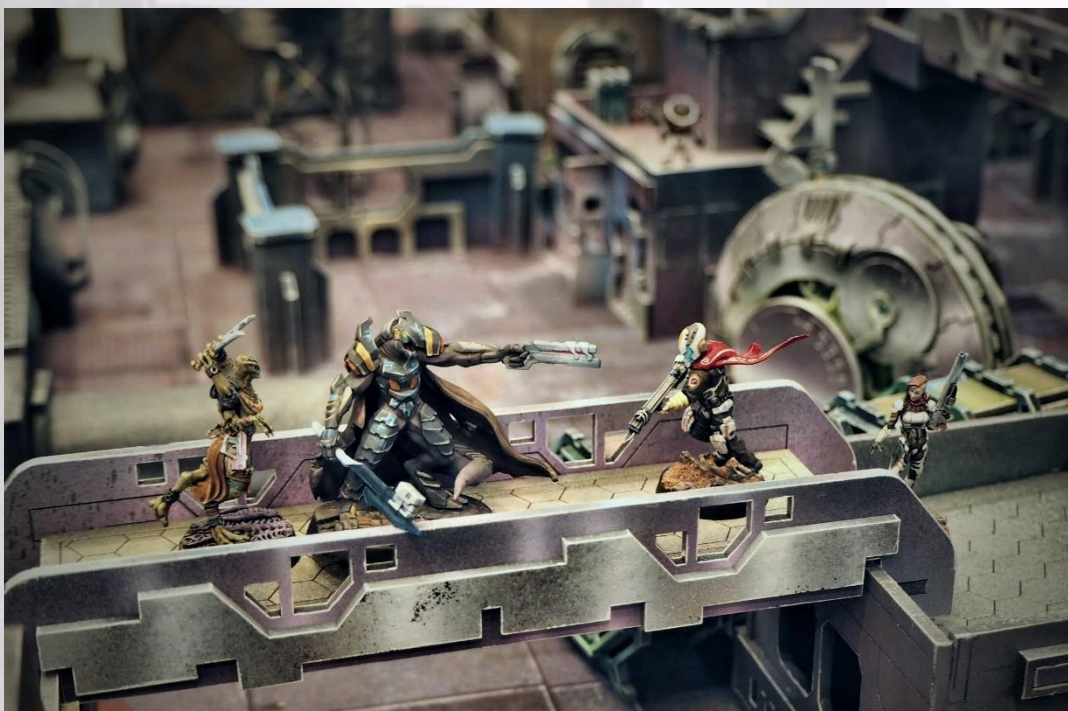
FIRST ENCOUNTER SCENARIOS

- Place terrain and set up table
- Each Player rolls off-for Initiative
- Set up the Mission (see below)
- Players choose their deployment area in Initiative Order.
- Deploy teams, starting with the first player.
- First round begins.

1. SET UP THE TABLE

Setting up a battlefield table should have a mixture of terrain elements that both players agree upon. There should be enough terrain to ensure multiple elevations exist where models can fight on, and sufficient cover where a model can move between 4 to 8 inches on most parts of the board and find cover. Any special terrain objects such as hazards, ducts or difficult terrain should also be clearly designated.

When sufficient terrain is placed and both players are satisfied, set up the table is now set up.

2. DETERMINE INITIATIVE AND DEPLOY

Both players make a roll for deployment initiative, with the player that rolled lower winning the roll-off. Reroll any ties. The winner of this roll is considered the First Player.

- After Initiative is determined, the First Player chooses a deployment area. Then the Second Player chooses a deployment area. Set up any mission-specific terrain as directed by the mission.
- The First Player then deploys their models, placing each one within their deployment area. When this is finished, the Second Player does the same
- When both players are finished, they are done deploying.

The goal of each mission is to accomplish their objectives which provide Victory Points (VP). The winner of the game will be player who achieved more Victory Points, up to a max of 10. Players may only accomplish objectives listed on their own mission.

Deployment:

There are three types of deployment detailed below. Both players may be using different deploying types depending on their personal missions. Deployment occurs after missions are revealed and after battlefield conditions are generated.

- **Area Deployment -** Choose an edge of the table and deploy all models within 8 inches from the edge.
- **Edge Deployment** - Choose an edge of the table and deploy all models in contact with the edge.
- **Insertion Deployment** - Choose a point anywhere on the table and deploy all models within 4 inches of this point. The point may not be within 12 inches of an enemy Deployment Area. A Player may always choose to use Edge Deployment instead.

3. ENDGAME

The goal of each player is to accomplish their objectives which provide Victory Points (VP), with the winner being the player who achieved more Victory Points. The game ends if a player has won 10 VP, or if one side has no more Active models left on the battlefield.

As soon as the game ends, count up the Victory Points and determine a winner. You may not have more than 10 VP. If VPs are tied, then the match is a draw and neither player wins. If the game is part of a campaign, both players resolve Post-Mission results.
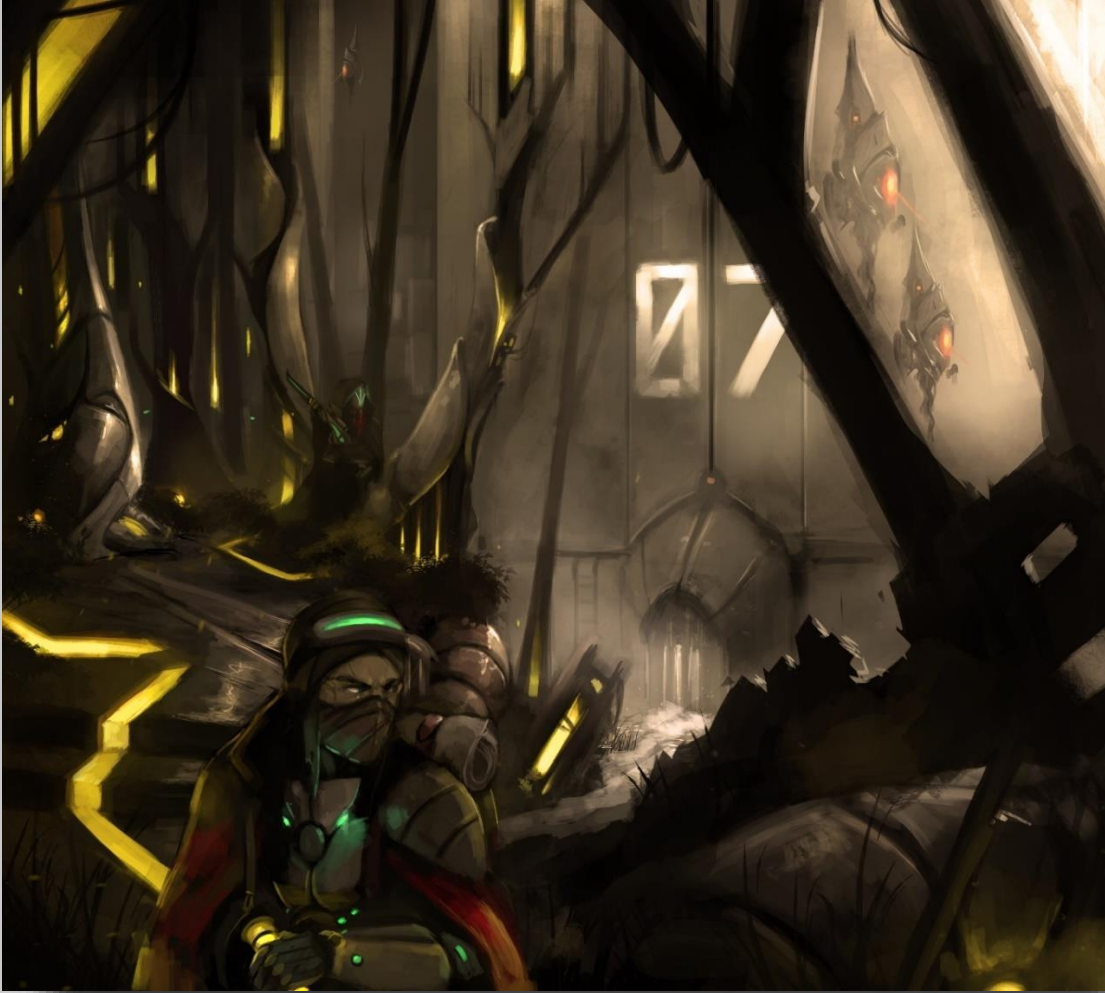
MISSION 1: SCAVENGING RUN

With a crash seen for tens of kilometers, an inverted spire crashes down from the ceiling above for reasons unknown. When the smoke clears, glittering fields of valuable and previously unattainable salvage dot the landscape. It's only a matter of time before scavengers come for the best pickings... you'd better get there first!

DEPLOYMENT

Edge Deployment

MISSION SETUP

Starting with the player with Deployment Initiative, both players alternate placing 9 (25mm) scavenge counters around the Battlefield at least 4 inches apart from each other and within 12 inches of the board center.

Scavenge Counters may be picked up by a model in contact as a Free Action.

- Taken Out or Bugged Out models automatically drop all counters in base contact.
- Scavenge Counters may be passed between friendly models in base contact as a single action.
- Scavenge Counters may be extracted as an action per counter when a model carrying one is in contact an extraction area.

OBJECTIVES

- **Extract Scavenge** - Gain **2 VP** for each Scavenge Counter extracted.
- **Hold your ground** - Gain **3 VP** if your team is the last left on the battlefield.

TERRAIN

- Place a 6-inch radius (AoE6) Radiation Hazard in the center of the board.

MISSION 2: DATA MINING

Intact Datalore is always highly coveted, and functioning Nodes are their most fruitful source. Within the fallen tower's most intact segment flashes the flickering ghost-form of holographic terminal static, a sure sign that there may be functional Nodes within. Distorted word-noise and ethereal echoes fill the shattered hallways, otherworldly beckoning for seekers of the info-treasure still within.

DEPLOYMENT

Area Deployment

MISSION SETUP

Place 5 Objective Nodes across the Battlefield, with 4 exactly 12 inches from each table edge and in the center of their table quarters, and 1 in the center of the board. Set up only once even if both players have selected Data Mining.

- Objective Nodes may be Claimed by making an aptitude check when in base contact. Both players may Claim Objective Nodes, but only the player with Data Mining as their mission may score them as objectives.
    - Claiming an Objective Node removes any enemy claims on it.
    - Objective Nodes count as DataNode Objects.

OBJECTIVES

- **Data Search** - Gain **1 VP** for each Objective DataNode claimed at the end of the game, to a maximum of 3.
- **Info Conduit** - Gain **3 VP** if you have claimed three Objective Nodes at the end of a round.
- **Datalore Download** - Gain **1 VP** if **Info Conduit** Objective is accomplished, and you successfully perform the Interface Action with the Center Node. The model accomplishing this objective now has the Datalore Counter. If that model is Taken Out, it will drop the Datalore Counter, which may be picked up as a free action by any model.
- **Safe Return** - Gain **3 VP** if you extract the model with the Datalore Counter.

TERRAIN

- Starting with the player with deployment initiative, Each Player alternates putting Volatile Containers terrain on the board until there are a total of 4 placed.
- These containers have a 2-inch (AoE2) radius area and may be triggered by shots passing through the area.

MISSION 3: SELECTIVE TERMINATION

The scattering movements of Zone Raiders skirmishing in the towers was not missed by the machine minds intent on cleansing sapient vermin. The fearsome Immunocytes are closing in, and the only way out is through a narrow shaft unearthed leading deeper into the strata. But no Raid Team would want to flee empty handed!

The prize of an intact Cryo-Vault is said to be deep within the tower based on the previously retrieved Datalore, Seizing the Cryo-Vault would be simple, if not for the pesky pursuit of other groups. Enough is enough: Cut off the head and take the vault as your prize!

DEPLOYMENT

Insertion Deployment

MISSION SETUP

None

OBJECTIVES

- **Cut off the Head** - Gain **4 VP** if the enemy Leader is down at the end of any round. This may be scored once.
- **Stay Down!** - Gain **2 VP** if the enemy Leader is Taken Out and was not extracted by their team by the end of the game.
- **Score to Settle** - Gain **3 VP** if your leader has wounded the enemy Leader at least once during this game.
- **Hold your ground** - Gain **3 VP** if your team is the last left on the battlefield.
- **Coward!** - Gain **4 VP** If either the enemy Leader did not inflict at least one wound on your team by the end of the game and the Cut off the Head objective was not accomplished.

TERRAIN

- A Cryo Vault is placed in the center of the board. No models may be deployed within 12 inches of it.

FIRST ENCOUNTER TERRAIN RULES

RADIATION HAZARD

Radiation zones are marked as either an AoE3 area centered on a point, or as a specific region of a terrain piece. Units within a radiation zone must make a survival check at the end of each activation they have any spent time in within the hazard area. Each failure adds a rad counter to the unit. Every rad counter reduces the unit's survival by 2 for the rest of the battle. When survival reaches 0, the unit is Eliminated.

CRYO-VAULT

An ancient Cryo-Vault holds a suspended being or object within. A model with an Interface Deck can spend an action and end their activation to attempt to open it. On a successful Aptitude Roll, it is now opened. Roll to determine what was inside:

1-14 – A powerful artifact! Roll for Artifact Generation (see Artifacts). The Raider that opened the Cryo-Vault gains this item.
15-20 – Explosion! Everything within 3 inches of the Cryo-Vault suffers a Strength 3 Concussive hit. The vault is destroyed.

DIFFICULT TERRAIN

Difficult terrain can be any area blocked partly by rubble or obstacles, water or even artificial brush. Movement through a difficult terrain area is reduced by 2 inches.

CLIMBABLE OBJECT

A climbable object is a ladder, length of pipe, thick cable or similar object that a trooper could use to scale a vertical surface easily. When in contact, any model may climb this with one action to the top or bottom of the object.

DUCTS

Ducts are panels in the floor or side of structures that lead to a maze of tunnels underneath or through the Battlefield. It takes one action to enter a duct in base contact and ends the activation.

On the following round, the model may spend all of their actions to come out of any other duct on the table. A model must leave the duct: It's dangerous to stay in the tunnels for too long!

Alternatively, the model may spend all of their actions while in a duct to make an aptitude check. If successful, the model is now in melee with an enemy model that also entered a duct. This is treated as charging.

VOLATILE CONTAINERS

Volatile Containers represents a region full of pipes or barrels containing volatile or dangerous materials.

Any missed attack that rolled a 16+ and passed within the area of the Volatile Containers terrain results in a container being ruptured. Place a Radiation Hazard Area centered it on the terrain piece. This effect can only be triggered once per Volatile Containers terrain. All models within the Terrain suffer a strength 4 hit.

A player may deliberately attempt to detonate the containers as well, by making a successful ranged attack on them with an additional -4 penalty to hit.

FIRST ENCOUNTER WEAPONS, ARMOR AND EQUIPMENT

The Dark Zones are filled with weapons and devices essential to the survival of Zone Raiders in their battles with each other and unknowable mechanical horrors. Some of the most common types of gear are listed here. In the standard edition of Zone Raiders, each faction also has access to faction-exclusive gear.

The cost listed in each entry is the item's value in Resource Units (RU), which can be earned through playing missions to upgrade or equip new gear. Each model may have up to three weapons and three equipment items. A model may only be equipped with one Primary Weapon. Weapons without Ammo values listed never run out of ammo.

MELEE WEAPONS

	Range	Strength	Special	Cost
Bash	Melee	0	Concussive, models may always use this attack.	-
Scrap Club	Melee	2	Concussive	2
Mag Cutter	Melee	4 AP		5
Chaincutter	Melee	4 AP	Rupturing	15
Kinetic Gauntlet	Melee	4 AP	Concussive	20
Progressive Edge	Melee	6 AP	Grants Counter-Attack Skill	20

PRIMARY RANGED WEAPONS

	Range	Strength	Ammo	Special	Cost
Slug Gun	18	0	Auto		5
Scrap Shotgun	10	3	Auto	Short Range	10
Auto Carbine	12	0	Auto	Rapid Weapon, Burst(2)	10
Mechanical Bow	18	2	1	Concussive	10
Pneumatic Jezail	12	0 AP	Auto		10
Mag-Driver	18	4 AP	1	Rupturing	20
Heavy Mag-Driver	24	6 AP	1	Bulky, Concussive, Rupturing	40
Flechette Rifle	18	3	Auto		20
Flechette Shotgun	10	5	2	Blast(1). Short-Range	25
Flechette Hailer	18	3	Auto	Bulky, Sustained Burst(2), Burst(3)	40
Canister Launcher	24	6 AP	1	Blast(2), Bulky	60

SECONDARY RANGED WEAPONS

	Range	Strength	Special	Cost
Scrap Pistol	8	0		5
Sawed-Off Slugger	6	2	Short-Range, Concussive	5
Flechette Pistol	8	2	Rapid Weapon	10
Mag Pulser	8	2 AP		10

WEAPON EFFECTS:

- *Rapid Weapon -* Attacks made with this weapon do not end the activation
- *Bulky*- This weapon cannot make ranged attacks, aimed attacks or be used in overwatch on turns in which the model has taken a movement action.
- *Short Range* - Cannot attack beyond effective range.
- *Blast (x)* - On Hit: creates blast radius of AoE(x), all units within the blast are affected.
- *Beam*: When making a ranged attack, make a separate attack roll against each model along a straight line to the target and within line of sight.
- *Stunning* - On Damage: Target wounded by this weapon lose an action from their next activation
- *Concussive* - On Hit: Target is pushed directly back 2 inches. May potentially trigger falls.
- *Rupturing* – On Damage: Target that is damaged by this weapon suffers 2 wounds instead of 1.
- *Burst* (x) - This weapon may make (x) attacks when used. Burst Attacks may be split amongst enemy targets within 2 inches of each other. After making a Burst attack, the weapon gains an Out of Ammo counter.
- *Sustained Burst* (x) – This Weapon may make a Burst attack but does not become Out of Ammo afterwards.

STANDARD ARMOR

Armor provides bonuses to Defense and Survival to the wearer, improving protection from enemy fire or environmental hazards. Armor also is equipped with maneuver gear that allows the wearer to use the listed advanced movement actions. All bonuses, specials and maneuver gear are lost when the armor suffers Armor Failure.

	Defense Bonus	Survival Bonus	Maneuver Actions	Special	Cost
Excursion Rig	2	2	Wallrun, Leap		10
Skirmisher Frame	4	2	Grapple, Wallrun		20
Mobility Frame	3	2	Grapple, Wallrun, Leap	+1 Speed	30
Armored Carapace	7	2			30
Armored Hazard Suit	6	4	Wallrun	+2 Survival vs Hazards	50
Mechanized Exoskeleton	10	0	Leap	-1 Speed. Size Profile is now Large Weapons lose 'Bulky'	70

STANDARD EQUIPMENT

	Effect	Cost
Spare Battery	Each Battery carried grants the carrier 1 Battery Token per game. A Battery Token may be consumed to enhance a Powered equipment item or provide a model with a free single action move per activation.	10
Ballistic Optics	Allows Aimed Attack Action	10
Defense Matrix	Action: Give a friendly model within 8 inches the Hunker Down status. If the chosen friendly model has not yet activated this round, Hunker Down is not removed by its activation this round. **Excess Power:** May spend a battery token to extend range to 16 inches.	20
Smoke Canister	The model may spend one action to place an AoE2 Cloud template centered within 8 inches. The Cloud counts as an Opaque and Covering area of Terrain. The cloud disappears at the end of the round on a roll of 13+. **Single Use:** May be used only once Per Battle.	10
Interface Deck	Allows Interface Action with a +4 Bonus to Aptitude for the roll.	15
Cutter Tools	Action: Cuts open a Medium Profile-sized hole in a wall or floor that is up to 1 inch thick. Leave a Hole token to represent the area removed. A Small or Medium model may move through the hole. **Single Use:** May be used only once Per Battle. **Powered:** May spend a Battery Token for an additional use.	15
Trauma Kit	Allows Heal Action **Single Use:** May be used only once Per Battle.	15
Nano-Infusion	Free action: Automatically pass all survival stat checks until end of the round. **Single Use:** May be used only once Per Battle.	10
Magnetic Boots	Aptitude check to prevent an involuntary fall, stopping the model from being moved. **Excess Power:** May spend a battery token to automatically pass this test.	10
Compressed Rations	Gain 1 Reroll on any Survival, Ranged, Melee or Aptitude Check made by this Model. **Single Use:** May be used only once Per Battle.	10
Hazard Inoculation	May reroll a survival check from Hazard Areas or spend one action to remove the effects of Radiation and Nano-Contamination on itself or a friendly model in base contact. **Single Use:** May be used only once Per Battle.	10
Descent Harness	The model may fall any distance as part of its activation without penalty or harm	5

ARTIFACTS

Artifacts are powerful and ancient devices, some of which may have existed in the era back when the posthumans were the undisputed masters of the Matrioshka. They are all unspeakably advanced and coveted pieces of technology that can cannot be normally acquired and are found only in the Dark Zones.

When generating an artifact, roll to see what kind of artifact is produced on the table below. First Encounter features only a small sample of the powerful Artifacts that can be found in the campaign.

ARTIFACT WEAPONS

	Range	Strength	Ammo	Special	Roll
Graviton Hammer	Melee	8 AP	N/A	Rupturing, Brutal, Concussive	1-2
Fractal Grav-Driver	24	5 AP	17+	Primary Weapon, Rapid Weapon	3-4
Telekinetic Projector	12	4 AP	N/A	Stunning, Concussive	5-6
Graviton Emitter	12	8 AP	1	Primary Weapon, Rupturing, Beam, Cooldown	7

ARTIFACT ARMOR

	Defense Bonus	Survival Bonus	Maneuver Actions	Special	Roll
Survival Symbiote	4	6	Grapple, Leap	Does not suffer armor failure.	8-9
Archangel Frame	4	4	Flight	Flight: Ignore all vertical changes in elevation or obstacles when moving.	10-11
Quantum Barrier	4	0	Leap	Enemy ranged weapon strength is treated as '0'	12-13

ARTIFACT EQUIPMENT

Artifact Equipment	Effect	Roll
Radiation Fluxer	This model is immune to radiation effects. Action: Place an AoE3 Radiation Area hazard centered on this model. All models within this area when placed suffer a Strength 5 hit.	14-15
Quantum Teleporter	Action: Place this model anywhere within its line of sight. Single-use. **Powered:** May spend a Battery Token to use an additional time.	16
Invulnerability Serum	Free Action: This model cannot be damaged by non-artifact or weapons without the Rupturing ability until its next activation. This may be used once per game.	17
Stasis Field	Action: Target a friendly or enemy model within 8 inches and make an aptitude check. If successful, the targeted model cannot activate, suffer attacks or damage until this model's next activation.	18
Ultra-Stims	Once per game as a free action, this model removes all wounds it has suffered and may make another activation immediately after its activation finishes.	19
Revival Protocol	Once per game, this model may make a survival check immediately to regain all wounds upon being Downed and return to Active state. On a failure, nothing happens.	20

FIRST ENCOUNTER POST-MISSION

After a skirmish in Zone Raiders, models can gain experience and advance, rearm with additional gear, or suffer the consequences of being wounded or killed outright.

Because it is an introduction, First Encounter has an abbreviated set of rules for those who wish to link multiple missions together or try new equipment combinations. Standard Zone Raiders campaigns feature more in-depth rules for greater depth and replay potential.

1. CHECK FOR CASUALTIES

In First Encounter, Each Model that was Taken Out at the end of the game does not advance. Put them to the side as they need to spend their time recovering and thanking luck and training for keeping them alive!

If your team won, you can fully heal one Taken Out model and have it advance as normal.

2. RESOURCE INCOME

After the game, surviving units account for scavenged resources on their treks back to safe territory or a field camp. Roll on the Income Table after the battle to determine what resources the team scrounged. The mission selected by the winner may also provide further bonus rewards, which are resolved at this step.

Resource Units (RU) are the basic currency of Zone Raiders and may be used to purchase new equipment for your team. In a full Zone Raiders campaign, they are also used to recruit new team members or gain Team specific Doctrine benefits.

INCOME TABLE:

Roll	Effect
1-5	40 RU
6-10	50 RU
11-15	60 RU
16-19	70 RU
20	80 RU and Roll for a random Artifact

The winning team may roll twice and pick the best result

3. CHECK FOR ADVANCEMENT

Over the course of a campaign, individual models may learn valuable lessons and become hardened, more capable fighters. In First Encounter, if your model survived without being Taken Out, it may choose to either select a skill to gain, OR make a roll on the advancement table below:

ADVANCEMENT TABLE:

Roll	Result	Effect
1-2	Faster!	Gain +1 Speed (Max:7) **or** +2 Aptitude (Max: 16)
3-7	Deadlier!	Gain +1 Ranged (Max:16) **or** +2 Melee (Max: 16)
8-11	Tougher!	Gain +1 Defense (Max: 10) **or** +1 Survival (Max: 12)
12-15	Sharper!	Gain +1 Aptitude (Max: 16) **or** +1 Survival (Max: 12)
16-19	Talented!	Gain +1 to any two stats except Speed.
20	Gifted!	Gain +1 to any stat and gain a skill.

4. SPEND RESOURCES

After advancement, you may spend your RU to purchase new gear and equipment. Any unused RU are kept by your team and can be saved up for later use.

FIRST ENCOUNTER SKILLS LIST

Skills are abilities that models can gain over the course of a campaign. In First Encounter, the following skills are available below, and may be gained between battles if playing in the 3-mission mini-campaign.

GENERAL SKILLS

| Skill	Effect
Catfall	This model ignores fall damage for falls of distances up to its speed stat
Counter Attack	When missed by an enemy melee attack, this model may immediately make a free melee attack targeting the enemy model that missed instead of moving.
Sentry	This model ignores the penalty for Overwatch Fire.
Dodger	When this model performs only move actions in its activation, it may Hunker Down for free.
Braced	This model cannot be moved by enemy attacks or the concussive weapon ability. It is immune to the Stunning weapon ability.
Fire Coordinator	+4 to Mark Target aptitude checks
Heads Down	This model improves its cover bonus against enemy attacks from -2 to -4.
Dual Wield	This model may attack with two secondary ranged weapons as a single ranged attack action. They may target different models.
Flanker	This model gains a further +2 bonus to ranged attacks and ranged weapon strength when attacking a target that is affected by Crossfire or Point-Blank bonuses.
Reload Proficiency	This unit automatically reloads its primary weapon if it did not make any attacks this activation.
Fixer	This model gains Repair Action: Make an Aptitude check. On a success, remove Armor Failure from itself or a friendly model in base contact.
Ballistic Trace	Enemies that miss this target with a ranged attack are automatically Marked.
Medic	This model gains +4 on aptitude checks for Heal actions
Tough	This model may ignore penalties suffered from its first wound.
Quickdraw	Firing a secondary ranged weapon no longer ends the turn.
Showdown	This model may attack every enemy model within 6 inches when using a Secondary Weapon.
Tactical Sense	When this model is your Mission Leader, you gain 2 Command Points at the start of each round.
Assaulter	This unit may make a free ranged attack after any activation in which all it did was make movement actions, at a -2 penalty.
Stealth	This model cannot be targeted by enemy attacks or actions from over 12 inches away. The model loses stealth the first time it is targeted or when it makes a ranged attack.
Snap Fire	After being missed by an enemy ranged attack, this model may immediately make a single action ranged attack back at the target at a -2 penalty.
Skirmisher	Making a ranged attack no longer ends the turn for this model. It may not make another ranged attack this turn unless it is using weapon with the Rapid Weapon ability.

FACTIONS

Factions represent the disparate groups of the Matrioshka who have the resources, skills and drive to leave what few safe shelters there are and dispatch raid teams to stake out new claims in search of the Core. Some are mostly ancient-phenotype humans, while others are long changed from the human form into something else. Machines independent of the Matrioshka's systems also venture out into Dark Zones, seeking often the same goals as those of men.

Although each faction represents a broad type of survivor group, many more exist that are exceptions to these descriptions. Creating a special team of your own with their unique story that falls within a faction archetype is encouraged and can help bring more of a personal touch to the endless world of Zone Raiders especially as a campaign develops.

In First Encounter, a player may choose a team from the Technomads or NthGen Factions. These have premade Team Rosters for use in these missions. In the complete Zone Raiders rules, each player can build their own team and pick not only from a selection of units to customize, but also modify their team's tactical Doctrines and can choose equipment from an expansive arsenal of weapons, armor, equipment and artefacts.

TECHNOMADS
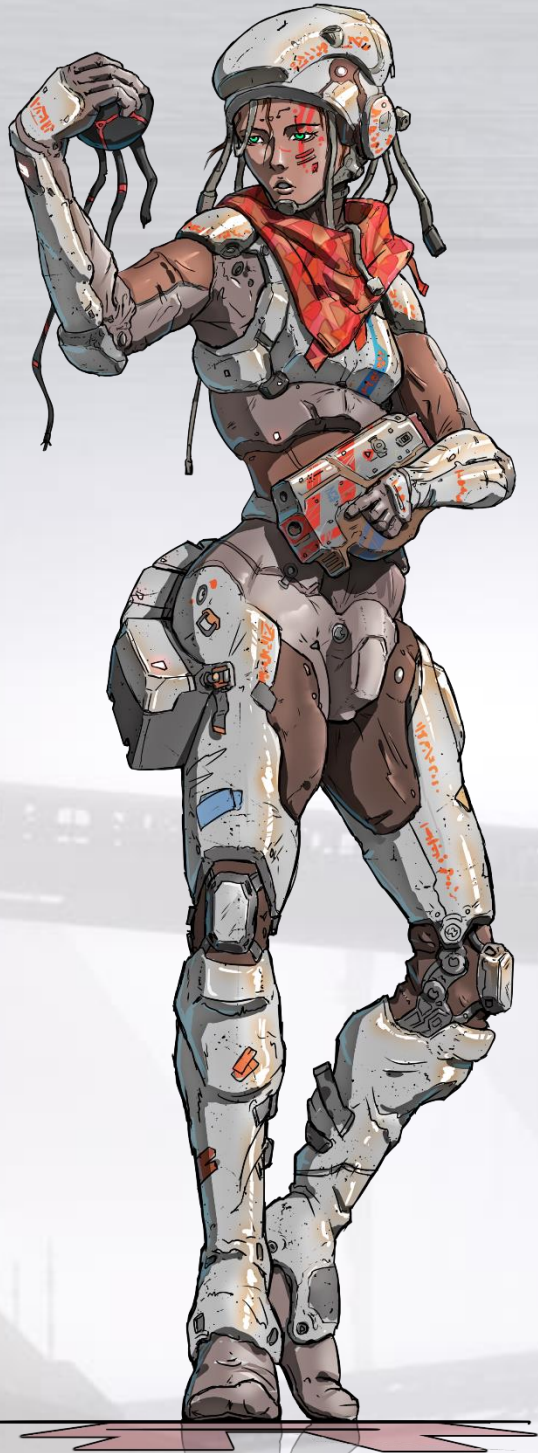
NOMADIC ZONE-DWELLERS

Technomad is a common catch-all term to the tenacious bands of survivors that migrate between abandoned industrial sectors as a continuing way of life. Their scattered cultures persist through vigorous exploitation of scavenged resources and technology to survive another day. Some groups number in the thousands with many splinter bands, while most are merely a few hundred who rely on their Raid Teams to gather the necessary provisions to continue on. Some Technomad bands boast of existing for thousands of years, carrying on ancient traditions and passing on the histories of ancient civilizations long since fallen. Some groups even believe in the legend of the Core, traveling through the Matrioshka generation after generation to claim this myth.

Because Technomad societies live wholly within the Zone, they are always equipped in the strangest assortments of primitive fabrication and exceptionally advanced salvage. Many have discovered implant technologies to carry on the practice of engram downloads into their own minds to preserve on ancestral memories and culture. This lets survivors that may have only rudimentary written language maintain a strikingly practical technical prowess and tread the Dataplane with assurance.

Technomad fighters are swift by necessity, striking with the confidence of well-adapted natives to the Zone's twisting technography. Their cultures may vary greatly but all respect the power and value of technical craft and seek it no matter the cost as the source of their survival. Most are equipped with their own versions of the ubiquitous Skirmisher Frame and Mag Drivers, crude but effective designs scavenged from loose power conduits and industrial alloys. These true survivors can hold their own, if only for a little while, against the even worst horrors the Matrioshka can throw at them.

RAIDER NAME Thereshkova — Class Pathfinder

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
5	10	12	6	10	10	XP
				10	12	

ARMOR Skirmish Frame — **Mobility Actions** Wallrun, Grapple

WEAPONS

	Range	Strength	Ammo	Special
Mag Repeater	18	4AP	2	Rupturing
Flechette Pistol	8	2	-	Rapid Weapon
Electro-Dagger	Melee	2AP	-	Stunning, Counter-Atttack

EQUIPMENT

SKILLS
Dodger
Tactical Sense

RAIDER NAME Chariot — Class Outrider

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
6	10	10	6	10	10	XP
				9	12	

ARMOR Mobility Frame — **Mobility Actions** Wallrun, Grapple, Leap

WEAPONS

	Range	Strength	Ammo	Special
Heavy Mag Driver	18	4AP	1	Bulk Weapon, Concussive
Sawed-Off	6	2	-	Short-Range, Concussive
Electro-Dagger	Melee	2AP	-	Stunning, Counter-Atttack

EQUIPMENT

SKILLS
Dodger
Catfall

RAIDER NAME Tiamat — Class Seeker

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
5	9	12	6	8	8	XP
				10	10	

ARMOR Skirmish Frame — **Mobility Actions** Wallrun, Grapple

WEAPONS

	Range	Strength	Ammo	Special
Mag Driver	18	4AP	1	Rupturing
Electro-Dagger	Melee	2AP	-	Stunning, Counter-Atttack

EQUIPMENT

SKILLS

RAIDER NAME Nines — Class Seeker

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
5	9	12	6	8	8	XP
				10	10	

ARMOR Skirmish Frame — **Mobility Actions** Wallrun, Grapple

WEAPONS

	Range	Strength	Ammo	Special
Mag Driver	18	4AP	1	Rupturing
Electro-Dagger	Melee	2AP	-	Stunning, Counter-Atttack

EQUIPMENT

SKILLS

RAIDER NAME Reina — Class Seeker

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
5	9	12	6	8	8	XP
				10	10	

ARMOR Skirmish Frame — **Mobility Actions** Wallrun, Grapple

WEAPONS

	Range	Strength	Ammo	Special
Flechette Rifle	18	3	Auto	
Mag Cutter	Melee	4AP	-	

EQUIPMENT
Trauma Kit

SKILLS

RAIDER NAME Soban — Class Seeker

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE	LEVEL
5	9	12	6	8	8	XP
				10	10	

ARMOR Skirmish Frame — **Mobility Actions** Wallrun, Grapple

WEAPONS

	Range	Strength	Ammo	Special
Flechette Rifle	18	3	Auto	
Mag Cutter	Melee	4AP	-	

EQUIPMENT
Interface Deck

SKILLS

HUNTER-SEEKER TRIBE

"You will sit still as I load another story from The Old Disks. These are the tales of our people; they are the lessons of the world that you must master before you can earn your Mag Driver. Sit and learn; and our people will continue."

-Elder Pathfinder Daanan to the youth of the tribe

Moving from level to level across the vast span of Megastrata 918B is one group that is typical of many Technomad tribes. The Hunter-Seekers are a nomadic people who've crossed over a hundred strata in an endless migration. They scavenge the Zone for all they need to survive and waste little, moving their community every few months after the area is picked clean or when threats drive them on.

A strong sense of tradition has kept them alive through the ages, which they claim to have been instilled from their founders who trace back to being servants of the Posthumans. This is often disputed by outsiders, but the Hunter-Seekers care little for what others think. Their numbers rarely rise above a few hundred, as living in the Zone provides only so much subsistence from old nutrient chem-tubes and limited shelter space during the worst isotope storms.

Amongst their most prized possessions are copies of The Old Disks, collections of Datalore that originate from the founding of their tribe. Through these disks and a deep study, the technology wielded by the tribe is remarkably advanced even by city-state standards. They make use of 4D Printers and Nano-lathe machinery found within the Zone and unlocked with ancient codes to manufacture new and replacement equipment before moving on.

In the Disks, they interpret a sacred destiny from its obscure pages. By finding the core, they'll be reunited with their long-lost Lords and ascend to join them in a realm beyond the DataPlane, where they now rule. These beliefs in recent years have been shaken by more contact with advanced survivor cultures, but the traditions have served them well so far. Even growing unrest in their new generation does not trouble the Elders, for the Core has to be only a few levels deeper...

FACTION ABILITY: ZONE ADAPTATION

Technomad models gain a +4 bonus when making Hazard Survival checks.

PLAYSTYLE AND TIPS

Technomads are equipped for fast hit-and-run attacks on their opponents. The team works cooperatively to attack opponents, leading with the slow-firing Mag Drivers to crack armor and the lighter Flechette Rifles to riddle weaker targets with shots. Technomads have average armor and survival ratings, but benefit from their faction bonus when trying to resist the effects of hazards such as radiation areas. The team's universal grappling equipment also lets every member spend both of their actions to reach distant locations or dodge out of danger, which is key to their success.

As a guideline, you should attempt to gain high ground over your enemy and engage them with your superior melee abilities if you're not able to outshoot them. Don't accept straight up fair fights and keep moving!

- Pathfinder Thereshkova is the team leader and has several abilities. Dodger means that as long as she is moving and in cover, she will be substantially harder to hit by enemies. Tactical Sense provides additional command points, allowing for up to 3 models to activate back-to-back. This lets the team focus down a hard enemy, or to set up a kill shot by having a model with a poor position mark the target, then letting others set up a crossfire and destroy it.

- Outrider Chariot is a team veteran, equipped with the slow-firing but very powerful Heavy Mag Driver. This weapon can only be fired if the shooter hasn't moved, so Chariot's main role is to seek a good sniping position and shoot. She can reposition and gain the benefits of dodger to keep from being hit and can destroy enemies at close range with her melee skills or the sawed-off slugger. The slugger isn't particularly strong compared to a primary weapon, but it does have the Concussive rule, which can push enemies back off ledges or into hazards.

- Seekers Tiamat and Nines are equipped identically, with Mag Drivers. These weapons are powerful but need to be reloaded between every shot. Positioning to take the best shots is important, as it may not be worth firing unless you need at least a 5 or less to hit.

- Seekers Reina and Soban are the team's specialists. Armed with Flechette Rifles, these weapons are lighter but can fire many times before requiring a reload, even if they cannot cause armor failure. They still can be deadly, particularly on weakened enemies that your team mates have already attacked. Reina has a Trauma Kit, allowing her to be able to heal wounded or downed team mates. Soban has the Interface Deck, needed for hacking into or accessing technological objects found across the battlefield.

NTHGENS

SYNTHETIC SELF-EVOLVING LIFE
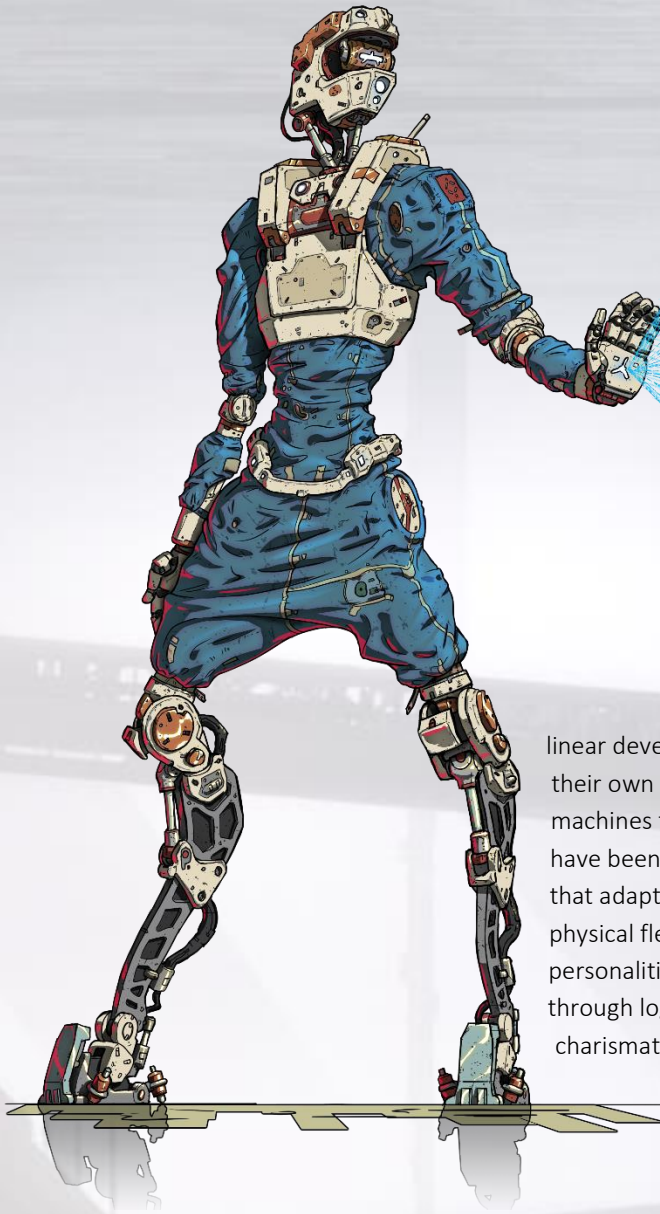
As varying types of mechanical techno-life mutated over the millennia, some broke from their original function, developing larger and more complex structures through repeated iteration. Analyzing successful designs, they produced artificial cells, turning into new breeds of synthetic critters and modifying themselves rapidly based on any new information or experiences. Some of the most advanced fused with abandoned ancient machines or evolved their own quasi-humanoid forms, calling themselves Sapient Engines or NthGens. Understanding the success of humanoid life, they studied other cultures through remote sensors. Most of these machines gain an affinity for the cultures of living beings, taking upon themselves efforts to emulate it.

Each line of NthGens typically traces a linear development down a series of generational prototypes, adapting to their own evolutionary pressures and building on a foundation of what machines they originated from. Those types that descended from what may have been industrial lifters retain some aspect of blocky burliness. Others that adapted from servo-pipe maintenance units instead exhibit great physical flexibility with and smooth polished frames. Their group personalities can vary as well, with most able to communicate to humans through logical statements. A few lines develop emissaries and are as charismatic or elegant as any human negotiator.

Nonetheless as all NthGens have evolved in the harsh reality of the Matrioshka, they are no less adapted than any human for survival and exploration. In these tasks they are methodical and precise. NthGens evolve rapidly based on the characteristics of their latest prototypes and each unit is constantly being refitted to new standards as design iterations develop with their communal neural nets. NthGens are built to be resilient and equipped with flexible tools and weaponry, everything optimized with mathematical precision to persist and evolve further.

RAIDER NAME: Nexus XP-84 — Class: Prototype

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
6	11	11	9	6	10

LEVEL: 17 XP: 8

ARMOR: Custom Exoskeleton
Mobility Actions: Wallrun, Leap

WEAPONS	Range	Strength	Ammo	Special
Kinetic Cycler	18	3	Auto	Burst(2)
Mag Pulser	8	2AP	-	
Kinetic Gauntlet	Melee	4AP	-	Concussive

EQUIPMENT: Ballistic Optics

SKILLS: Fire Coordinator, Tactical Sense

RAIDER NAME: Kato VS-5 — Class: NextGen

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
5	9	9	8	6	8

LEVEL: 12 XP: 8

ARMOR: Skirmish Frame
Mobility Actions: Wallrun, Grapple

WEAPONS	Range	Strength	Ammo	Special
Kinetic Cycler	18	3	Auto	Burst (2)
Mag Pulser	8	2AP	-	
Mag Cutter	Melee	4AP	-	

EQUIPMENT:

SKILLS:

RAIDER NAME: Zero Z-00 — Class: NextGen

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
5	9	9	8	6	8

LEVEL: 12 XP: 8

ARMOR: Skirmish Frame
Mobility Actions: Wallrun, Grapple

WEAPONS	Range	Strength	Ammo	Special
Kinetic Cycler	18	3	Auto	Burst(2)
Mag Pulser	8	2AP	-	
Mag Cutter	Melee	4AP	-	

EQUIPMENT:

SKILLS:

RAIDER NAME: Sower V5C — Class: ProdGen

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
5	8	8	7	6	7

LEVEL: 12 XP: 8

ARMOR: Light Carapace
Mobility Actions: Wallrun

WEAPONS	Range	Strength	Ammo	Special
Pneumatic Jezail	12	0AP	Auto	
Scrap Club	Melee	2	-	Concussive

EQUIPMENT: Cutting Tools

SKILLS:

RAIDER NAME: Mover 21B4 — Class: ProdGen

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
5	8	8	7	6	7

LEVEL: 12 XP: 8

ARMOR: Light Carapace
Mobility Actions: Wallrun

WEAPONS	Range	Strength	Ammo	Special
Pneumatic Jezail	12	0AP	Auto	
Scrap Club	Melee	2	-	Concussive

EQUIPMENT: Cutting Tools

SKILLS:

RAIDER NAME: Utilitron R33 — Class: ProdGen

SPEED	RANGED	MELEE	DEFENSE	SURVIVAL	APTITUDE
5	8	8	7	6	7

LEVEL: 12 XP: 8

ARMOR: Light Carapace
Mobility Actions: Wallrun

WEAPONS	Range	Strength	Ammo	Special
Pneumatic Jezail	12	0AP	Auto	
Scrap Club	Melee	2	-	Concussive

EQUIPMENT: Cutting Tools

SKILLS:

SERIES-84

"I know we are not like your kind, but we have much to offer each other."

- *83rd Generation Envoy to human settlement, seconds before being fired upon.*

Peace is hard to find in Matrioshka, and it never lasts for long. For the Series-84 Sapient Engines, centuries passed since their Master Control Nexus had concluded that only isolation could bring a respite from endless cycles of destruction. The violent loss of it's predecessor had spurred the machines to explore isolation as a new way of survival. Calculating that the hostile life-forms of its home Megastrata would be extinct in enough time, each unit entered long term Data-Meditation to wait it out until that calculated time arrived.

It would never be so. The fortified structure that housed Series-84 collapsed, struck down by the motions of the gigantic Arrangers performing their unpredictable and destructive tasks. Crashing thousands of kilometers below, many of the Series-84 were outright destroyed. What few were left had barely begun to reboot when the invaders came. Human scavengers picked through the rubble, taking whatever they desired and even disassembling damaged Sapient Engines for their power cores. What few of the Series-84 remained fought back, slaying any human they could find.

The Master Control Nexus was one of the first to rise, destroying two of the armed scavengers and slaying many of those who were not. It quickly processed the situation.

Lessons learned from the last iteration had failed, and passivity was a terminal flaw. A new precept would be put into effect. Proactive means of survival in the face of human aggression would need to be enacted and a new generation designed for war would be built. Series-85 would be the next logical step in their kind's evolution.

FACTION ABILITY: SYNTHETIC DATALINK

NthGen models may perform the Interface Action even without specialized gear.

PLAYSTYLE AND TIPS

The NthGen Team has a distinction of powerful high-end (next gen) units, and weaker (production gen) units. This means that the NthGen player needs to carefully balance when and where to leverage these robotic fighters. As a whole, NthGens have sturdy armor plating, making them more resistant to being hit. However, their lower survival means that any hits that get through are more likely to take a model out of the fight.

The entire team can perform the Wallrun action, granting them an option to scale walls and get to advantageous positions. When outmaneuvered, it's up to the NthGen player to out-shoot their foes and break out. Because each member of the team can interface, NthGens don't need to worry about losing key specialists when on missions featuring interface objectives.

- Nexus is the team prototype and leader. It has the most advanced stats, and powerful custom exoskeleton armor. Because of this, Nexus is highly survivable. The Kinetic Cycler can fire up to two shots per attack, making a hit more likely. When a clear shot isn't available or the weapon is out of ammo, Nexus's Fire Coordinator skill allows this model to mark enemy targets on a 14 or less, which can allow its teammates to make tougher shots.

- The two NextGen units, Kato and Zero are equipped similarly, with the Kinetic Cycler and high mobility. Grapple allows them to be more able to cover open gaps and get to solid firing positions and aim to shred targets caught in the open or flanked. When hard pressed or out of ammo, they can switch to their other weapons before finding a place to reload.

- The three ProdGen units, Sower, Mover and Utilitron are each equipped with heavy armor and pneumatic jezails. They are not as mobile as their more capable team mates but have the ability to crack armor with the short-ranged pneumatic jezails. Cutting Tools allows them to open a hole in an obstacle or floor for the team to move through, or to generate a new firing position for the team.

GAME SEQUENCE

- Set up a table and lay out terrain.
- Roll for First Player Initative
- **Begin Deployment and do Battle!**
- **Resolve Post-Game (if in a campaign)**
  - o Check for casualties
  - o Determine Resource Income
  - o Determine Advancement
  - o Recruit new models and equipment

BATTLE ROUND REFERENCE

- Determine Initiative after the first round (Roll d20, lower roll wins)
- Start of Round Effects. Gain command points.
- Player with Initiative Activates a model.
- Alternate which player is activating models until all models have acted.
- End of Round Effects

ACTIVATING MODELS

- When it is your activation, select a model to activate. It may perform up to two actions.

- Spending a Command Point allows you to activate an additional model per command point spent.

- If the activating model was wounded, it must make an aptitude check per wound it has suffered, losing an action on each failure.

RANGED MODS

Light Cover	-2
Target is using Hunker Down	-4
Overwatch Shot	-2
Target is over Effective Weapon Range	-4
Target is in a Crossfire	+4
Target is Melee	-4
Target is Marked	+4
Attacker has over 2 inches Higher Ground	+2
Attacker is at Point-Blank	+4
Attacker's Penalty for each Suppression Token	-4

MELEE MODS

Attacker Charged this action	+2
Target was behind or within difficult terrain on the charge.	-4
Attacker is in contact with multiple opponents (per additional opponent)	-2
Attacker has multiple friendly models in contact with opponent (per additional friendly)	+2
Target is an Object	Auto
Attacker's Penalty for each wound it has suffered	-2
Attacker's Penalty for each Suppression Token	-4

Armor Check

- After being hit by an attack, the target makes a roll with the target number equal to the model's defense plus armor defense bonus, subtracting the enemy attacks strength value.
  - o If passed, the attack does no damage
  - o If failed, make a Damage Check. At the end of this attack resolution, the target suffers Armor Failure.

Damage Check

- The target makes a roll with the target number equal to a model's survival plus armor survival bonus.
  - o If passed, the target suffers 1 wound. Models with 3 or more wounds become Downed.
  - o If failed, the target becomes Downed.
- Targets hit by ranged attack but not downed may make a 1-inch move after the action is resolved.

Falling

- If a model is ever pushed or moves off a surface, it falls. Models ignore falls of 2 inches or less. Falls from a greater distance cause the model to suffer a damage check, with a strength equal to the height of the fall

ACTIONS REFERENCE

Standard Actions: May be performed by any model.

	Actions	Effect
Basic Move	1	**Movement Action.** Move up to your speed stat, passing over and automatically clearing objects shorter than your model profile height. This may result in a charge.
Basic Climb	1	**Movement Action. Ends the activation** Move your speed stat up or along a vertical surface or overhang you started in contact with. You may end movement on the wall. Any hit from enemy attacks while on the wall will result in a fall.
Attack	1	**Ends the activation.** Make a melee or ranged attack.
Reload	1	Remove all Out of Ammo counters from this model. This Model cannot make ranged attacks with Primary Weapons this activation.
Hunker Down	1	**Ends the activation.** Gain Hunker Down until next activation. Ranged attacks against a model with Hunker Down are at a -4 Penalty unless it is Exposed to the attacker.
Overwatch	1	**Ends the activation.** Reserve an action for an overwatch ranged or melee attack until your next activation. Overwatch may only be used to make an attack when an enemy model completes an action within this model's line of sight.
Mark Target	1	**Ends the Activation.** Select an enemy Target within line of sight and make an aptitude check. On a success, the target is Marked. Ranged Attacks against it gain +4 modifier for the rest of the round.
Designate Extraction	2	Place an AoE2 Extraction area within LoS of the model, provided that the area does not have any enemy within 8 inches. The extraction are remains in place unless Designate Extraction is used again or when any enemy contacts the Extraction Area. Designate Extraction may only be done once per round by a team.
Carry	1	Pick up any Downed model. Carrying model cannot attack. Dropping the carried model in base contact is a free action. When a model carrying another is extracted, both models are extracted.

Advanced Actions: May be performed only when a piece of gear or another rule allows a model to use them.

Wallrun	1	Movement Action. Move up or along a wall surface up to your speed stat. You may end movement on the wall, but any hit from enemy attacks will cause a fall. This may result in a charge.
Grapple	2	**Movement Action. Ends the activation**. Target a point within 10 inches of the model and within LOS. Move the model to any valid placement within 1 inch of the target point, ignoring all intervening gaps.
Leap	1	**Movement Action**. Move up to your speed stat in a straight line that may cross open gaps to s a place of elevation of up to 4 inches difference, including upwards. You may spend two actions to increase this elevation distance to 6 inches. This may result in a charge.
Dash	2	**Movement Action**. Ends the activation. Move up to 3 times your speed. Cannot be used in difficult terrain. Cannot result in a charge or entering base contact with an enemy model.
Interface	1	Interface with a ZoneTech Object. May require Aptitude check (see the ZoneTech Object section)
Suppression Fire	2	**Ends the activation**. Target an enemy model in LoS within effective range of your primary weapon. Assign 1 Suppression Marker to the target and gain an Out of Ammo token. May only be done with primary weapons that have an ammo value of 'Auto'.
Aimed Attack	2	Make a ranged attack against a target in Line of Sight with an additional +2 bonus
Heal	1	Make an aptitude check to remove one wound from this model or a friendly model in base contact, or to restore a Downed model back to the Active State with 1 wound.

WHAT'S NEXT FOR ZONE RAIDERS?

First Encounter is designed to be only an introduction to the dark technological future of Zone Raiders, and we hope you enjoyed your initial skirmishes in the Post-Singularity. Delve deeper into the world of Matrioshka with the full rulebook!

Inside, you'll find:

- Over 150 Weapons, Armor, Gear and Artifact Devices
- 7 Unique Factions, each with custom faction rosters, gear and unlockable abilities
- Expanded Narrative Campaign with Team Assets and Special Missions
- Tailor your developing Raiders with over 40 skills and special abilities
- Grow not only your Raiders, but the Team as well with a unique system of 'Doctrines', special team growth researched through the campaign
- Decide the path your forces will take by choosing from over a dozen mission types against your opponents, featuring asymmetrical mission objectives
- Dark Emergence Events and Random Battlefield Hazards to make sure no two battles are ever the same
- Cooperative Play Missions allow for two teams to join forces against a streamlined but capable AI, both in aggressive assaults and stealthy infiltrations
- Face off against the deadly Immunocytes and meet wandering mercenaries that may bolster your forces

Zone Raiders is a project born from a team who love miniatures gaming and want the best experience for our greater community. We look forward to sharing with you the game that we've always wanted to play!

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