BEFORE YOU PLAY

- You can measure anything at any time
- Range Bands
    - Melee: Base contact
    - Short: up to 6"
    - Medium: up to 12"
    - Long: up to 24"
    - Extreme: 24" or more
- Models have 360° Field of Vision
- The game uses D4, D6, D8, D10, D12, and D20
- Upgrading (e.g. D6 >D8) and Downgrading (e.g. D6 > D4) Dice
- Perfect Rolls (max result on die) and Exploding Dice (on a Perfect Roll, roll again and add result).
- Advantage (2D, pick highest) and Disadvantage (2D, pick lowest)
- Movement is 6", halved when Moving over Difficult Ground

CHARACTER STATISTICS

- **Power**: This measures raw physical strength and the ability to wield it. A character with a high Power stat can deliver devastating blows and handle heavier weapons or equipment with ease.
- **Agility**: Agility reflects a character's speed, dexterity, and overall coordination. High Agility means a character can move swiftly, dodge attacks, and perform intricate tasks or manoeuvres under pressure.
- **Vitality**: Vitality is all about endurance and health. A robust Vitality score means a character can withstand injuries, endure harsh conditions, and recover from wounds more swiftly.
- **Perception**: This stat represents a character's awareness and intuition. With keen Perception, a character notices hidden dangers, discerns lies, and often acts first in situations where being alert makes all the difference.
- **Knowledge**: Knowledge encompasses intelligence, wisdom, and the depth of understanding a character has about the world. It affects their ability to strategize, recall information, and solve complex problems.
- **Resilience**: Finally, Resilience measures a character's mental fortitude and emotional strength. High Resilience allows a character to resist psychological manipulation, endure mental strain, and stay focused under extreme stress.

INITIATIVE

At the start of every turn the Leader of every team rolls their Perception die, Initiative order is from highest to lowest result. If the Leader is removed from the game, then use the Perception of any other team member.

ACTIONS

On activation a model can take one of the following Actions:

- **Sprint**: Move twice.
- **Shoot**: Roll-Off between the attacking model's Perception and the defending model's Agility. Model can Move before Shooting, but has Advantage on Perception roll when not Moved. If the defending model is in Partial Cover or has run in its last activation the Perception roll has Disadvantage.
- **Fight**: Roll-Off between the attacking model's Power and the defending model's Vitality. Models must be within Melee range of each other. Attacking model can Move before Fighting, and if Moved more than 3" it has Advantage on the Power roll. Disengage from melee instead of doing damage. Every other enemy model apart from the attacker downgrades the defenders Vitality die.
- **Investigate**: Enigma – Perception vs Difficulty Threshold (DT); Model – Perception vs Agility Roll-Off. Model can Move first.
- **Overwatch**: No Move or Action in own activation. When enemy model is activated in Zone of Influence, can make one Fight or Shoot Action. In case of Fight, can Move first as per usual.
- **Breathe**: Can Move half distance (3"). Roll Vitality die, lose that many Adrenaline Points and 1 Health Point.

- Interact: Can Move first. Object – Agility vs DT, must be in base contact. NPC – Resilience vs Resilience, must be within 3".

HEALTH AND ADRENALINE

Every model has 7 Health Points and 7 Adrenaline Points. When a model receives damage, Health Points are ticked off. When the fourth Health Point is ticked off, all dice are downgraded one step. When all Health Points are ticked off, model is placed on side and cannot be activated until healed. When model then receives more damage, it is removed from the game.

- There are 4 types of damage:
    o Light: lose 1 Health point
    o Average: lose 2 Health points
    o Severe: lose 3 Health points
    o Critical: lose 4 Health points

Adrenaline is used to power Archetype abilities. If model is at max Adrenaline and gets more, it can only use the Breathe Action in its next activation.

- +1 Adrenaline when a model is activated.
- +1 Adrenaline when causing damage (Shoot or Fight Action).
- +1 Adrenaline when receiving damage.
- +1 Adrenaline when completing an objective.