MAELSTROM'S EDGE

2nd Edition

BETA

MAELSTROM'S EDGE
V2 BETA RULES

PLEASE NOTE: This is a beta version of the Maelstrom's Edge second edition rules. As such, images and layout are not final, background fiction is not yet in place, and there may be changes to the rules before final publication, based on player feedback and internal playtesting.

We welcome any feedback on your games with these rules. Visit us at the Comm Guild Facebook group, or in the Maelstrom's Edge discussion section on the Dakka Dakka forums.

www.dakkadakka.com

www.facebook.com/groups/MaelstromsEdge

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INTRODUCTION

Welcome to the Edge! This section introduces the main features of the Maelstrom's Edge miniatures game, and will help you gauge the similarities and differences from other tabletop miniatures games you might have played. If you have no previous experience playing tabletop miniatures games at all, don't worry! We'll quickly get you up to speed.

TABLETOP MINIATURES GAMES

In a tabletop miniatures game, you collect, assemble and paint models, thereby creating your own unique force, which can be used in battles against opponents who have done the same. These battles occur on tables filled with three-dimensional terrain. This might sound a bit daunting, but fear not! There's a reason miniature games are often referred to as a *hobby game*, and that's because it can be incredibly rewarding to learn how to assemble and paint your own models and terrain. Some even enjoy this process more than playing the game. Make sure to check out MaelstromsEdge.com for inspiration and resources to help you get started.

Besides the rules you're reading now and the miniatures that make up your force, there are a few more items required to play a tabletop miniatures game.

- **A tabletop to play on**. At least 3'x3' (4'x6' is preferable), covered with a fair amount of terrain.
- **Six-sided dice**. Around a dozen dice, preferably with a couple of different colors.
- An imperial **tape measure** (inches/feet), used to measure movement and attack distances.
- **Tokens** of different varieties, used to keep track of different things like command points, unit statuses, etc. See page 53.

The tabletop game of Maelstrom's Edge is designed to bring to life the frantic skirmishes and tense battles depicted in the game's setting, presenting new challenges every time you play. The rules make for a fast flowing simulation of the conflicts induced by the constant pressure of the Maelstrom's approach, representing the circumstances and decisions a commander fighting at the Edge would have to face. The key features highlighted below present the core philosophies behind the Maelstrom's Edge ruleset.

SQUAD-BASED SKIRMISH

Maelstrom's Edge is a squad-based skirmish tabletop wargame for two opposing sides featuring 28mm-scale miniatures. Each side commands a small force of combatants who are looking to exploit opportunities created by the Maelstrom or simply to escape it. An elite force may feature as few as 5-6 models, whilst horde-style armies can contain up to several dozen.

A squad-based game is one where players move and shoot with entire units as opposed to doing so with individual models as in a pure skirmish game. However, unlike most other squad-based games, Maelstrom's Edge focuses exclusively on smaller units, typically consisting of 1-6 models. Each unit has a wide array of tactical choices, roughly equivalent to those a single model in a skirmish game has.

ALTERNATING ACTIVATION

Maelstrom's Edge is an alternating activation style of game, meaning you get to activate one or two units in a row (moving, shooting, etc. with each) before passing the opportunity to activate to your opponent. This allows you to press the immediate advantage by activating two units in a row, or instead, wait to see more of what your opponent is planning by activating only a single unit.

SUPPRESSION

Suppression plays a major role in Maelstrom's Edge. The higher a unit's suppression level, the less it is able to fire accurately and take cover effectively. If you get an enemy unit's suppression level high enough, they start to automatically suffer casualties! This means you always have a chance to destroy an enemy unit through suppression alone, no matter how tough they might seem.

UNIT ACTIONS

Every time you activate one of your units you'll have to make tough choices about which actions you want it to perform. Besides choosing whether to move and shoot, you need to decide on a unit's status: Do you want your unit to be 'On the Move', which allows it to move further and makes it more difficult to hit? Or do you want the unit to 'Take Cover', which offers protection, but can be degraded by suppression? Or do you want the unit to maximize its offensive potential and 'Aim'?

FACING

Maelstrom's Edge miniatures feature bases with easily distinguishable front and rear arc markings to help establish their facing. You'll want to always keep your squads' facing in mind. If the enemy gets into the rear arc of one of your units, the protection your unit derives from cover and armor is depreciated.

COMMAND POINTS & REINFORCEMENTS

As the battle rages on, each side's headquarters is constantly monitoring the situation and looking to lend support where able. This is represented by command points, which are generated each turn. Command points can be used in a number of ways, including: allowing your commanders to lower suppression levels on nearby units, triggering special abilities or even bringing back destroyed units as reinforcements! Choosing how and when to use your command points can be the difference between victory and defeat.

TURN-BASED MISSION SCORING

Each Maelstrom's Edge mission features several objective types, giving you multiple paths to win. Victory Points are tabulated at the end of each turn. If you manage to reach the mission's victory total at the end of any turn, while also outpacing your opponent by a wide enough margin, then the game immediately ends with you as the victor! This makes accomplishing mission objectives of paramount importance from the first turn to the very last.

GAME OVERVIEW

OVERVIEW OF A TURN

TURN
A *turn* is comprised of the following 3 phases: 1. Command phase 2. Action phase 3. End phase

1) COMMAND PHASE

A. Roll For Priority: Players roll-off against each other. The winner chooses whether or not to be the *priority player* for the turn. The opposing player is the *non-priority player* for the turn.

PRIORITY PLAYER
Whenever both players have to act simultaneously, the priority player goes first. As it can often be advantageous to see what the opponent does before reacting, being the priority player is not always an enviable position!

B. Generate Command Points: Both players generate command points (CPs) equal to the current turn number, plus additional CPs for each of their models on the table with the **COMMAND** ability. This forms each player's command point pool.

C. Declare Reinforcements: Any reinforcements arriving this turn must be declared (priority player first) and a CP bidding war is conducted for each reinforcement attempting to return to play.

2) ACTION PHASE

A. First Activation: The priority player activates any **one** of their units.

B. Remaining Activations: Then, starting with the non-priority player, players alternate either:

- activating **one** of their units, or
- activating **two** of their units, one after the other. The decision of whether or not to activate the second unit is made only after completing the first unit's activation.

Continue this process until all units from both sides have been activated that turn. If one player has fewer units than their opponent, they will typically finish activating all their units before their opponent does, in which case their opponent still gets to activate each of their remaining units one at a time.

C. Final Activation: The non-priority player always has the option of making the very last activation of the turn, if desired. This means they may choose to hold off activating their very last unit until the priority player has completed activating all of their units first, even when the non-priority player has fewer units than the priority player.

REMEMBERING ACTIVATIONS
You may find that you have a hard time remembering which units have been activated, especially in larger games containing many units. If this is a problem, we suggest marking the units that have already been activated for the turn with a token.

3) END PHASE

A. Retire Units: Each player may retire (voluntarily destroy) any of their units, so as to be able to bring them back in later turns as a reinforcement.

B. Calculate VPs: Tabulate any victory points the mission provides. If this results in either player achieving a crushing victory, the game immediately ends. If neither player has achieved a crushing victory, then another turn is played, up to a maximum of five turns.

UNIT ACTIVATION OVERVIEW

This section provides a brief overview of the options a unit has available when activated. For full details on unit activation and unit actions, see **UNIT ACTIVATION**, starting on page 21.

ACTIONS

When a unit is activated, it may perform up to 3 actions: (1) Movement, (2) Status, & (3) Shooting. Actions must be performed in that order. So, if you wanted to both move and shoot with your unit, the movement action must be performed first.

1) MOVEMENT ACTIONS

A unit may not perform more than one movement action.

- **MOVE:** The unit moves up to its MV characteristic in inches.
- **DASH:** The unit moves up to **double** its MV characteristic in inches, but at the cost of degrading the accuracy of any shooting action it performs.
- **CHARGE:** The unit moves up to **double** its MV characteristic in inches, but must move into contact with an enemy unit, who then gets to perform Defensive Fire against the charging unit.

2) STATUS ACTIONS

A unit may perform multiple status actions, but not the same status action more than once.

- **ON THE MOVE:** A unit on the move immediately gets to make a bonus move. In addition, a unit that is on the move is both less accurate when shooting and harder to hit when being fired upon.
- **TAKE COVER:** A unit taking cover gains protection from the terrain it is touching when the enemy shoots at it, and even gets a small amount of protection if it is in open ground. A unit which is taking cover cannot also be on the move, and vice versa.
- **AIM:** A unit that aims is more accurate when shooting during its activation.

3) SHOOTING ACTIONS

A unit may not perform more than one shooting action.

- **FIRE:** The unit fires a standard round of shooting, which can cause both damage and suppression on the target.
- **SUPPRESSIVE FIRE:** A special round of shooting, which utilizes a weapon's Suppression characteristic. No damage can be inflicted, but more suppression can be caused than with a standard round of shooting.
- **CQ FIGHTING:** A special round of shooting against enemies in contact with the firing unit. Only melee weapons and pistols can be used. If any damage is inflicted, the enemy must pass a Willpower test or be forced to retreat.

RECOVERY

Once a unit has completed its last action, it may attempt to lower its suppression level by doing **one** of the following:

- **SHAKE-OFF:** The unit takes a Willpower test, and if passed, lowers its suppression level by -1.
- **REGROUP:** The unit's suppression level is lowered to 0. However, in order to Regroup, a unit must be taking cover, be more than 18" away from all enemies and not have performed any shooting action during its activation.

HOW DO I WIN?

Games of Maelstrom's Edge always involve a mission, which specifies the objectives both players will be fighting to achieve. Objectives include:

- Destroying enemy forces.
- Controlling marked objects on the field.
- Protecting or destroying valuable targets.
- Holding areas of the battlefield.

Each turn, you'll use your forces to attempt to accomplish these mission objectives in order to accrue victory points. Earn enough victory points while also outpacing your opponent and you'll earn a crushing victory, immediately winning the game!

The full description of missions and objectives, as well as rules for picking your force are found in **PLAYING A GAME**, starting on page 31.

CORE GAME CONCEPTS

UNITS

MODELS
Units are made up of one or more *models.* The base of each model gives a clear indication of its front and rear 180° arcs. When a model is required to *face* something, that means you pivot it so that the center of its front arc points directly at what it is facing.

MODEL SIZES
All models are either standard or large. Large models represent vehicles, giant walkers, etc. All other models, such as infantry, are *standard models*.
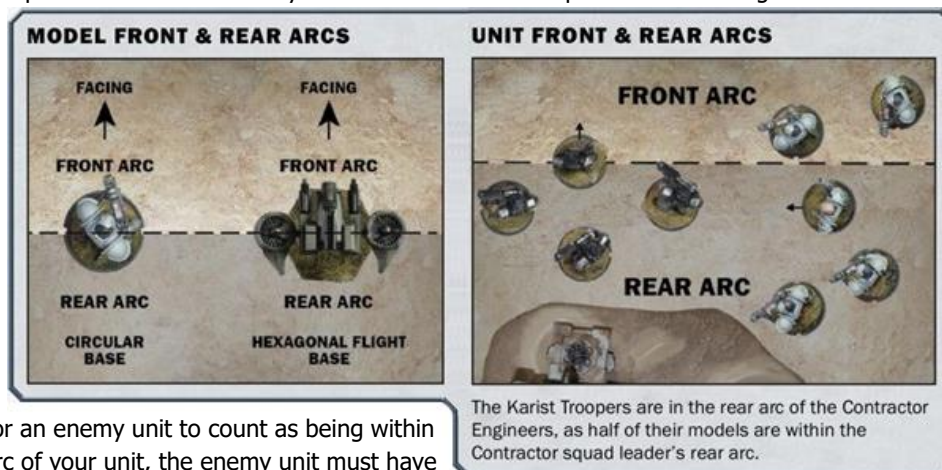
SQUAD LEADERS
Most units have a model specifically designated as their *squad leader*. In the case of a unit consisting of only a single model, such as a lone sniper, that model is always the squad leader. When one of your units does not have a designated squad leader, you must identify to your opponent which model is the squad leader when deploying your force. The squad leader must always be visibly distinct from other models in the unit: either modeled or painted differently, or marked with a token.

Should a squad leader be removed from one of your units, you must immediately select another model in the unit to take over as the replacement squad leader. Mark the new squad leader with a token or just swap the new model out with the former one, if the two models happen to have the same equipment.

UNIT ARCS
Units have a front and rear arc, which is defined solely by the front/rear arc of its squad leader, representing the area of the battlefield the unit is focusing on. All models in a unit must always face the exact same direction as their squad leader. If you discover that some of the models in your unit aren't facing the same direction as their squad leader, immediately pivot them to the proper facing. If your unit is required to face another unit, first pivot your squad leader to face the other unit's squad leader, then pivot all other models in your unit to match their squad leader's facing.

In order for an enemy unit to count as being within the rear arc of your unit, the enemy unit must have both its squad leader **and** at least half of its models at least partially within your unit's rear arc.

The Karist Troopers are in the rear arc of the Contractor Engineers, as half of their models are within the Contractor squad leader's rear arc.

If a unit's squad leader is not on the table, such as when inside a building/transport, that unit does not have a rear arc.

UNIT COHERENCY
When all models in a unit are within 3" of their squad leader, the unit is in *coherency*. A unit must end any move it makes in coherency, or as close as possible. When you activate one of your units that is out of coherency it **must** perform a movement action to regain coherency, if possible.

MEASUREMENTS

Measurements are made in inches ("), using a tape measure. You are free to measure distance at any time. Use the closest edge of a model's base to measure distance to and from it. If a model doesn't have a base, then simply measure from the closest point of the model. When measuring distances to or from a unit, measure only from the closest model in the unit to the object you're measuring to.

If a model or unit needs to be **within** a certain distance, then **if any part of the model or unit is within that range, they qualify**. Only when the rules actually specify that a model/unit has to be wholly/entirely within an area does the full model/unit need to be within that range.

MEASURING RANGE TO & FROM A UNIT

Measure to & from the closest model in the unit, even when that model is completely out of line of sight.

MOVING A UNIT

In order to move a unit, first move **only** the unit's squad leader, measuring distance along the path the squad leader travels (as opposed to just measuring a straight line between where it starts and ends its move). A squad leader's movement can pass freely through friendly standard-sized models, but may not pass through large models, enemy models or through the gaps between enemy models that are part of the same unit. A moving model can never end its move on top of another model, and may not typically end its move in contact with an enemy model, though certain types of move, such as a charge, allow this.

MOVEMENT PATHS & UNIT GAPS

A squad leader's movement is measured via the path the model moves.
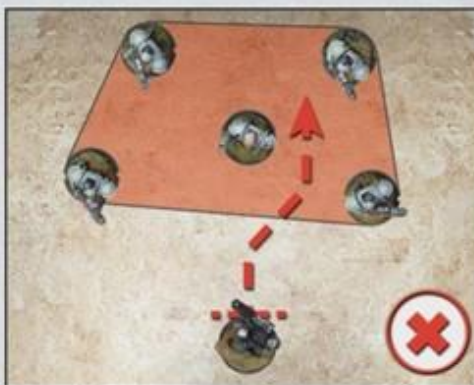
A squad leader's movement cannot pass through the gaps of an enemy unit.

Once you've finished moving the unit's squad leader, place the rest of the unit's models in coherency, facing the same direction as their squad leader. These models still count as moving, and therefore cannot be placed on top of another model, etc. Movement distance is only measured for the unit's squad leader, not for the additional models which are placed after the squad leader finishes moving.

See **TERRAIN**, starting on pg 17, for details on how terrain features impact movement.

MOVING A UNIT
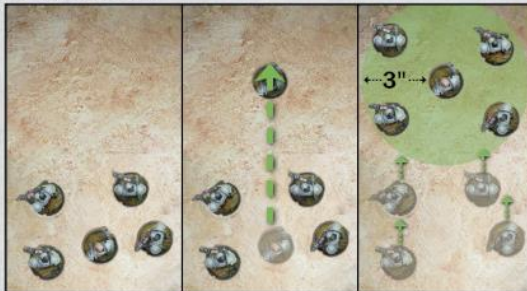
The squad leader is moved, and then the rest of the unit is placed within coherency.

SUPPRESSION

Unit disorientation and degradation is represented via a unit's *suppression level*, which starts at level 0, and can be raised to a maximum of 6. When a unit's suppression level is anything above 0, it must be marked with a token kept next to the unit (a specially colored die is perfect for this). Anytime a unit which is at the maximum suppression level is required to further raise its suppression level, one model in the unit instead suffers an automatic injury. A unit's suppression level may never be lowered below 0.

CHARACTERISTICS

Models have characteristics that represent how well they can move, fight, etc. With a few exceptions, the higher a characteristic value is, the better the model performs.

MODEL PROFILE

- **Move (MV)** – The distance in inches the model is able to move.
- **Evasion (EVS)** – How difficult it is for the enemy to hit this model.
- **Skill (SKL)** – The model's fighting skill, both at range and in close quarters fighting.
- **Armor Value (AV)** – The strength of the model's armor.
- **Close Quarters Attacks (CQA)** – How many attacks the model makes with a melee weapon.
- **Fortitude (FOR)** – The model's ability to keep fighting as it takes damage. When its FOR reaches 0, the model is removed as a casualty.
- **Willpower (WP)** – The model's mental acuity and ability to stay cool under fire.
- **Model Type** – This details the model's type (infantry, vehicle, etc.).

Characteristics sometimes have two values, one of which is in parentheses. This denotes that the model has an ability that regularly modifies the characteristic. For example, a model with SKL 2 that has the **MARKSMAN (+2)** ability, which gives it +2 SKL while making shooting attacks, will often have its SKL characteristic listed as: '2(4)'. The value outside of the parentheses is the unmodified characteristic value.

WP TEST

A model's WP characteristic is a value with a '+' after it, such as '3+', '4+', etc. When your unit is required to take a WP test, roll a D6. If the result equals or exceeds your squad leader's WP characteristic, then your unit has passed the test. No matter what modifiers are applied to a WP test, a natural result of 1 always fails and a natural result of 6 always succeeds. If the WP characteristic is listed as '-', then the WP test is automatically passed.

If a specific model is required to take a WP test, then use that model's WP characteristic instead of the squad leader's WP to take the test.

DAMAGED

Some models, particularly large and powerful ones, have special *damaged* rules that explain how their capabilities degrade as they suffer injuries and their FOR characteristic is reduced. These penalties apply only so long as the model is at the stated threshold. For example, if a model is later able to heal some injuries and raise its FOR above its damaged threshold, then the associated penalties are lifted.

SHOOTING

A standard round of shooting is comprised of:

ROUND OF SHOOTING
1. Nominate a target (page 11)
2. Determine number of shots (page 11)
3. Attacker rolls to inflict hits (page 12)
4. Defender resolves special defense (page 12)
5. Defender rolls for armor (page 13)
6. Remove casualties (page 14)
7. Raise target's suppression level (page 14)

1) NOMINATE A TARGET

Pick a single enemy unit to be the *target* of your unit's firing. In order for this to be a *valid target*, it must be within line of sight of your firing unit.

LINE OF SIGHT

When you need to check line of sight, stoop over the table and take a *model's eye view* from just above your squad leader's head or center mass, imagining that you're looking from the point of view of the model. You just need to be able to spot **any** portion of an enemy model, even just a tiny bit, in order to count as having line of sight to that **entire unit**. Line of sight is only checked from the squad leader, as they are responsible for directing their unit's firing. The firing unit **must be able to spot at least one model in the target** unit in order to shoot at it.

RANGE

Range is always measured from the model closest in the firing unit to the closest model in the target unit, even when those models are out of line of sight of each other. This range then applies equally to all the models in the firing unit; in other words: range is **not** checked separately for each firing model.

- **STANDARD RANGE -** Weapons have a range listed in their profile, representing the maximum distance up to which they are reliably accurate. When a target is within a weapon's listed range, but not within 6", this is *standard range*.
- **LONG RANGE -** When the target is beyond a weapon's listed range, they are at *long range*.
- **SHORT RANGE -** When the target is within 6", they are at *short range*. **PISTOL** and **SHORT RANGED** weapons get 1 additional shot when firing at short range.

2) DETERMINE NUMBER OF SHOTS

A standard-sized model may only fire with a single weapon per round, but may choose from amongst any weapon it's carrying. You can elect to have some models in your unit not fire at all. Where choice of a weapon would change what target a unit is able to select (such as a weapon that does not require line of sight), this must be declared before selecting the target.

Each weapon has a SHO (Shots) characteristic, which is the number of shots (dice) the weapon fires during a single round of shooting.

ATTACKS WITHOUT LINE OF SIGHT

Some attacks do not require line of sight, as is often the case with artillery and weapons with advanced tracking. When a firing unit is making this type of attack, a target out of line of sight is valid. However, any attacks the firing unit may have which **do** require line of sight naturally cannot be used against such a target.

3) ATTACKER ROLLS TO INFLICT HITS

Roll a D6 for each shot a weapon fires to determine if it hits or not. This is a *hit roll* and you must equal or exceed the lowest EVS characteristic amongst models in the target unit to score a success. Each success rolled means a single hit is inflicted on the target unit.

CRITICAL RESULTS

A *critical result* is a roll of '1' or '6'. Critical results often bestow a special ability depending on the circumstance, such as with a critical hit. Where a model or unit has multiple special abilities triggered by a single critical result, the player that rolled the critical must choose **one** (and only one) of these to apply.

CRITICAL HIT - PERFECT STRIKE

All attacks with a hit roll result of '6' may utilize the *perfect strike* special ability. These shots have been fired with unerring accuracy and cannot be blocked by special defense (cover, fields, dodges) and non-critical armor roll results, so make sure to keep track of any perfect strikes you manage to achieve.

SKILL DICE FLIPS

Some warriors are better shots than others, represented by the SKL (Skill) characteristic. When making hit rolls, the attacker may utilize up to a number of dice flips equal to the highest SKL characteristic amongst models in the firing unit.

SKILL MODIFIERS & SUPPRESSION

A unit's SKL can be reduced by a number of factors, such as when it is on the move or when it is firing at an enemy target that is on the move. In addition, a unit's SKL is reduced by -1 for each suppression level it currently has.

If a unit's SKL is below 0 during a round of shooting, the firing player must remove a number of their dice equal to the negative value of their unit's SKL, before rolling to see how many hits they inflict. For example, if a unit had a SKL of -2 during a round of shooting, then you would have to choose 2 dice to remove before rolling to inflict hits.

WILD FIRING

When a weapon or model is firing *wild/wildly* (also referred to as *wild fire/wild firing*), this means that their target automatically counts as having EVS 6 for that round of shooting and special abilities triggered by a critical hit cannot be utilized. The most common instances of wild firing are:

- When a unit performs a Dash action, any shooting they make during that same activation is wild.
- Any weapon attacking a target that is beyond its standard range fires wildly.

If every model in the target unit is outside of the firing unit's front arc, then the entire unit's shooting is wild fire.

DICE FLIPS

Dice flips allow you to pick up a die you've just rolled, and change that result (by 'flipping' the die over to another side). Each dice flip allows you to change the facing of a roll by +1 or -1. For example, if you rolled a die and the result was '3', you could use a dice flip to change that result up to a '4' or down to a '2'.

Alternatively, if you have 2 dice flips at your disposal you can use them to either change a single die's result by +2/-2 or the results of two different dice by +1/-1 each.

Changing a non-critical result to a critical, and vice-versa, costs 1 extra dice flip. For example, to change a result of '5' to a '6' costs you 2 dice flips instead of the usual 1.

WIDE OPEN SHOT

In most cases, an enemy target will not be standing still out in the open waiting to be shot, and the standard rules for shooting assume this. However, in the odd case where the firing unit does have a wide open shot to its target, it gains +2 SKL for that round of shooting. A firing unit can only claim a *wide open shot* when the target is **not any** of the following:

- On the move.
- Taking cover.
- Even partially obscured by any bit of terrain or an intervening model. Models in the firing unit and those in the target unit cannot obscure a target.

4) DEFENDER RESOLVES SPECIAL DEFENSE

A target that is taking cover is protected by the terrain they're touching, while some units have special dodge and/or field abilities. Collectively, these are known as *special defense*, and allow the target to block a number of hits against it each round of shooting. If a target has access to more than one type of special defense, the defender must choose which **one** to utilize during each round of shooting.

The target is able to block a number of hits on it equal to the value of the special defense that is protecting it. For example, if a unit has the **Field (2)** ability, then during each round of shooting it can ignore up to 2 hits, chosen by the defender.

COVER VALUES & SUPPRESSION

The standard cover value for most terrain is '3' (see **SUGGESTED COVER VALUES** on pg 19 for more details), which means a unit that takes cover while protected by such terrain will be able to block up to 3 hits each round of shooting. However, a target's cover value is degraded by -1 for each suppression level it currently has, representing the fact that a heavily suppressed unit panics and does not properly utilize their cover.

5) DEFENDER ROLLS FOR ARMOR

The defending player must roll for each hit that wasn't blocked by a special defense, to determine if their unit's armor is able to deflect the shot before it inflicts damage. This is an *armor roll* and if this roll equals or exceeds the PEN characteristic of the weapon that caused the hit, then that hit is blocked.

ARMOR DICE FLIPS

Some warriors wear better armor than others, which is represented by the AV (Armor Value) characteristic. When making armor rolls, the defender may make a number of dice flips up to the AV characteristic of models in the target unit. If the unit contains models with different AV characteristics, the defending player must choose which of these AV characteristics they wish to use. However, when it comes to assigning damage to models in the unit, the models with the chosen AV must be assigned damage before other models in the unit.

If a unit with differing AV characteristics contains an injured model (from a previous round of shooting, for example), then you **must** choose to use the AV of the already injured model.

BLOCKED HITS

When a hit is *blocked*, by an armor roll, special defense, or any other method, this simply means the hit, along with any abilities caused by it, are ignored. The only exceptions are attack abilities that specify they occur 'immediately', in which case the ability persists even if the hit that generated it later gets blocked.

SPECIAL DEFENSE COUNTERS

Some attacks provide a counter to special defense, in that each hit from such an attack counts as 2 hits to block instead of 1, but only when being blocked by the designated special defense. For example, the **Phase** ability is designed to penetrate fields, and so each hit counts as 2 when blocked by a **Field** ability. This means a unit with the **Field (2)** ability could only use its field to block a single **Phase** ability hit, as doing so would count as blocking 2 hits instead of 1.

REAR ARC PENALTIES

While firing at an enemy unit's rear arc, for the duration of the shooting:
- The target's AV is reduced by -1.
- The target's cover value (if taking cover) is reduced by -1.

6) REMOVE CASUALTIES

Any hits that aren't blocked by special defense or the target's armor must now be applied to specific models within the target unit in order to cause casualties.

ATTACK DAMAGE

Every weapon has a DAM (Damage) characteristic that defines how many points of damage are inflicted onto a model when that hit is applied to them. So, when a DAM 1 hit gets applied to a model, it inflicts a single point of damage. Whereas if the hit is DAM 2, it inflicts 2 points of damage, etc. If any hits have a random DAM value, such as D3, D6, etc., then the attacker rolls to determine the damage for each of these hits before any are applied onto models.

APPLY HITS & REMOVE CASUALTIES

When there is a choice to be made, the defending player chooses where to apply hits within the target unit. This can be onto any model in the target unit, regardless of whether it is within line of sight, out of range, etc. However, once a model has a hit applied onto it, hits must continue to be applied onto that model until it is removed as a casualty or all hits for the round have been applied.

When a model has a hit applied onto it, its FOR (Fortitude) characteristic is reduced equal to the DAM characteristic of that hit. Once a model's FOR reaches 0, it is removed from the game as a *casualty*. Any excess points of damage caused from a single hit beyond what it takes to remove that model as a casualty **do not** carry over onto another model within the unit.

> **CASUALTY REMOVAL EXAMPLE**
> An Epirian Contractor has FOR 1, which means any hit applied to the model will cause it to be removed as a casualty. Even if a DAM 3 hit were applied onto the contractor, the excess damage from this hit would not carry over to other models within the unit.

When a model loses 1 FOR, they have suffered an *injury**. If a model already has one or more injuries on it (from a previous round of shooting, for example), then any hits on that unit must be applied onto the injured model first. This means that a unit may never contain more than a single model with injuries on it at any given time. When all of a unit's models have been removed as casualties, that unit is *destroyed*.

> *although the general term **injury** is used to describe serious damage a model suffers, in the case of a robot or vehicle, this represents a malfunction or debilitating operational damage.

7) RAISE TARGET'S SUPPRESSION LEVEL

As long as a target suffers at least one hit from a round of shooting, even if that hit is later blocked, its suppression level is raised by +1. If one or more models were removed from the target unit as casualties during that round of shooting, its suppression level is raised by a further +1 (+2 levels in total).

ROUND OF SHOOTING EXAMPLE

Danielle's unit of Spider Drones is performing a Fire action and she has nominated Matt's unit of Karist Troopers as their target. Danielle first checks that the Troopers are within line of sight of her squad leader (the Apprentice Handler) and that they are only 15" away, well within the standard 18" range of her Drone Class Machine Guns and the 24" range of her Apprentice Handler's Maglock Dominator Pistol.

Drone Class Machine Guns are SHO 2, and therefore she will roll 2 dice to hit for each model in her unit, 8 (white) dice in total. Whereas the Maglock Dominator Pistol is only SHO 1, and therefore only adds 1 more (red) die. The targeted Troopers have EVS 4, which means she must roll 4+ to score hits. For the 8 Machine Gun shots she rolls: '1', '1', '2', '3', '3', '4', '5' and '6' and for the Dominator Pistol, she rolls a '6'. So 3 hits for the Machine Guns and 1 for the Dominator Pistol. However, Spider Drones have SKL 2, which means Danielle has 2 dice flips available to her. She decides the best way to utilize them in this situation is to flip the two rolls of '3' up to '4's, thereby giving her a new total of 5 Machine Gun hits.

HIT ROLLS

4+ is needed to hit. The '6' results are critical hits.

SKL DICE FLIPS

2 misses are flipped to hits using the unit's SKL.

Matt is facing a lot of hits on his Troopers, but luckily his unit is taking cover behind some crates. This would normally allow his unit to automatically block 3 of those hits, but unfortunately, his unit also has a suppression level of 1, which reduces the cover's protection down to 2. Matt would love to use the cover to block the Dominator Pistol's hit, as it has a higher PEN than the Machine Guns, but Danielle rolled a '6' to hit with the pistol, making it a critical hit that cannot be blocked by cover. Therefore, Matt settles on blocking 2 of the Machine Gun hits, leaving 3 Machine Gun hits and 1 Dominator Pistol hit

But all hope is not lost yet for Matt, as he still gets to see if his Trooper's armor can stop these shots. To do this, he makes an armor roll for each hit and if the roll equals or exceeds the hit's PEN value, it is successfully blocked. The Machine Gun hits are PEN 3, and the Dominator Pistol hit is PEN 4. However, it is important to note that in order to block the 2 critical hits, a result of '6' is required. Against the 3 Machine Gun hits, Matt rolls a '1' and '2' and against the critical hit, a '4'. Against the 1 Dominator Pistol critical hit, he gets lucky and rolls a '6', blocking it!

Karist Troopers have AV 3, which gives Matt 3 dice flips for his armor rolls. Unfortunately, because it costs an additional dice flip to change a non-critical result into a critical (and vice-versa), it would require all of Matt's 3 dice flips to either change the '4' into a '6', (needed to block the critical hit) or change the '1' result into a '3'. Matt therefore is only able to utilize 1 of his dice flips to change the '2' result into a '3', blocking 1 Machine Gun hit but leaving 2 remaining.

INCOMING FIRE VS. COVER

-1 to Cover
Blocked

Protection from cover is reduced by -1 due to suppression. Critical hits cannot be blocked by cover.

ARMOR ROLLS

3+ is needed to block the standard Machine Gun hits, while 6s are needed for the 2 critical hits.

AV DICE FLIPS

1 failed armor roll is flipped to a success using the unit's AV.

Matt now has to choose where to apply the remaining 2 hits amongst the models in his unit. Karist Troopers only have FOR 1, so each hit applied to them results in a model immediately being removed as a casualty. Finally, Matt raises his unit's suppression level by +2, +1 level because they suffered at least 1 hit, and another +1 level because they also suffered a casualty.

APPLY HITS & SUPPRESSION

2 unblocked hits inflict 2 casualties. The unit's suppression level is raised from '1' to '3'.

TERRAIN

TYPES OF TERRAIN

When setting up the table before a game, you and your opponent must agree which rules apply to each and every terrain feature on the table, including deciding their cover value (page 19). There are three main types of terrain:

- **Obstacle:** An *obstacle* is typically a single, solid terrain feature from which a standard-sized model could theoretically gain some measure of protection when crouching behind it. Examples: rocks, hills, walls, gun emplacements, fences, crates, barrels, etc.
- **Area Terrain:** *Area terrain* is a single base that typically contains **multiple** terrain elements mounted onto it, representing a much denser, cover-filled area than it appears. Examples: woods, ruins, clusters of rocks or bunches of crates/barrels mounted together on the same base.
- **Building:** a *building* is a special obstacle that has additional rules which allow a unit to enter and leave it.

TERRAIN EFFECTS

Beyond designating a terrain type for each terrain feature, you may also choose to give it additional terrain effects where you feel it is appropriate.

IMPASSABLE GROUND

Impassable ground is terrain a model cannot move into, through or over. Usually these are large solid objects, like a building or a tall wall, but can also include area terrain features like deep water, lava fields and bottomless pits. Specific portions of a terrain feature can also be designated as impassable, like a pool of toxic chemicals within a woods, or the cliff on one side of a hill.

If an impassable obstacle has a top that is flat enough for a model to be set on it without tipping over, such as the top of a building, then a model which is moving dynamically is allowed to finish its move on top of such terrain, despite it being impassable.

> **VALID POSITION**
> When a model or unit must move or be placed into a *valid position*, this means it is:
> - wholly within the designated play area (on the table).
> - not in impassable ground, unless it has a special ability allowing it to be in impassable ground.
> - not on top of any other model (even partially).
> - not touching an enemy model, unless the rules specify otherwise.

DANGEROUS GROUND

Dangerous ground is terrain that causes minor damage to units moving through it. Instead of deciding that a river of lava, minefield, cliff, etc., is impassable, you may opt to instead make it dangerous ground.

OBSTACLES

AREA TERRAIN

AREA TERRAIN

LOW AREA TERRAIN

If a unit moves through dangerous ground, including starting or ending its move there, then its suppression level is raised for each instance of dangerous ground it moves through. If a unit is activated while in dangerous ground, but does not move out of it, it is still affected by the dangerous ground as though it had moved through it.

You must specify the suppression penalty a unit moving through each instance of dangerous ground will suffer. For example, the standard is 'dangerous ground (+1)', which means a unit moving through it raises its suppression level by +1. In the case of a particularly deadly piece of terrain, you could make it 'dangerous ground (+2)', which means a unit moving through it would raise its suppression level by +2, and so on.
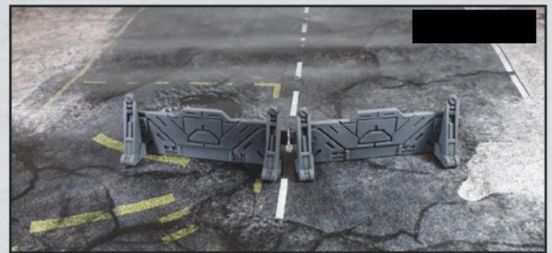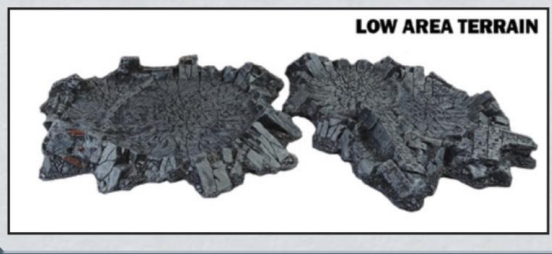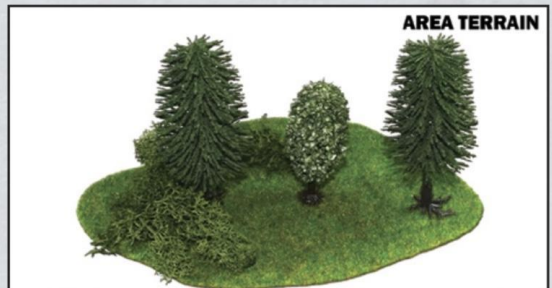
OPEN GROUND

Open ground are parts of the battlefield that don't contain any terrain features, or any portion of a terrain feature you feel shouldn't protect a unit that takes cover there.

TABLETOP

The *tabletop*, or *table*, describes the play area designated for the game, including terrain features. Therefore, a model on a hill is still considered to be on the table, for example.

MOVING THROUGH TERRAIN

When measuring a squad leader's path of movement, ignore any slight changes in elevation it makes as part of its move, instead just measure above the model from a top-down two-dimensional point of view.

However, if the squad leader's movement path takes it vertically up and/or down 2" or more, then the vertical distance it moves (straight up and/or down) must also be counted.

Squad leaders are able to move freely through area terrain, including passing right through seemingly solid objects, such as a tree or wall, except for sections of area terrain you have classified as impassable ground.

DYNAMIC MOVE

A unit composed entirely of models with the **DYNAMIC MOVE** ability may opt to *move dynamically* (also referred to as a *dynamic move*) anytime it moves. A unit moving dynamically passes freely through all intervening models and terrain as though they were not there, and ignores any vertical distance it makes while moving onto or off tall terrain.

Note that even though a unit moving dynamically ignores intervening terrain and models **while** moving, it still may not end its move in a normally disallowed position, such as in impassable ground, etc., and is still affected by dangerous ground that it starts or ends its move in.

VERTICAL TERRAIN
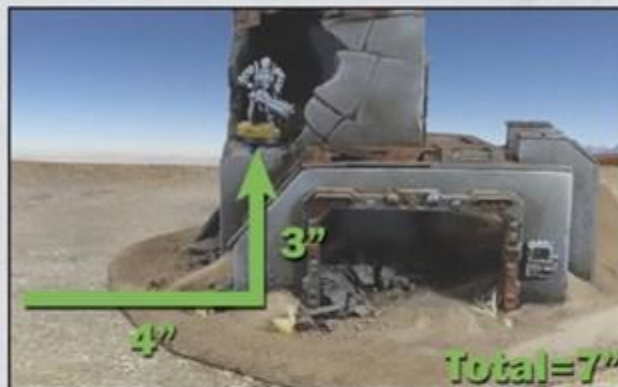
A squad leader moving 2" or more vertically in area terrain counts that distance as part of its movement.

A squad leader moving over an obstacle that is at least 2" tall counts the vertical distance moved both up and back down it.

TIGHT SPACES & TRICKY MOVES

A model may never end its move in a place where it cannot stand without tipping over or where it cannot fit, even when this means the model is unable to utilize its full movement distance.

LINE OF SIGHT AND TERRAIN

Obstacles block line of sight exactly as they appear on the table: if you are able to spot an enemy model through or over an obstacle, then your unit has line of sight to them.

Area terrain represents a much denser grouping of terrain than is actually seen on the tabletop. Therefore, line of sight cannot be drawn from outside an area terrain feature and pass entirely through it to see models on the **other side**.

However, when checking line of sight to/from models that **are in area terrain**, ignore the individual terrain elements on the area terrain feature. Therefore, as long as a model is even partially in a piece of area terrain, it can freely see out of that terrain and likewise it can be spotted from outside, regardless of how densely the area terrain is actually filled with walls, trees, etc. A unit with at least one of its models in area terrain never counts as being a wide open shot.

LINE OF SIGHT & AREA TERRAIN

The Karist Trooper is able to draw a line of sight to the Contractor standing **in** the area terrain. He cannot, however, draw a line of sight **through** the area terrain, and therefore cannot spot the Contractor standing behind it.

LOW AREA TERRAIN
Some area terrain doesn't contain any individual raised elements. These are *low area terrain*, and while a unit is protected by them while taking cover, low area terrain does not block line of sight through the feature as standard area terrain does. Examples: craters, rivers, etc.

TAKING COVER IN TERRAIN

For a unit that is taking cover to be protected by an obstacle, the unit's squad leader and at least half of the models in the unit must be touching that obstacle, including standing on top of the obstacle or its base.

FLAT OBSTACLE
Normally, a model standing on top of an obstacle while taking cover can benefit from that obstacle's protection. However, if the top of an obstacle is very flat and open, such as with a flat hilltop, when setting up the table you should feel free to designate the top of such an obstacle as open ground, which means that a model standing on top of the obstacle does not count as touching it for the purposes of taking cover.

For a unit that is taking cover to be protected by area terrain, the unit's squad leader and at least half of the models in the unit must be at least partially within that area terrain.

Note that due to casualties being removed from a unit, it is entirely possible for a unit that is taking cover to lose (or gain) the protection of a particular terrain feature's protection.

SUGGESTED COVER VALUES
Below is a list of suggested cover values for typical terrain. As always, you should feel free to assign a particular terrain feature a different cover value than what is listed if you and your opponent agree it should offer more or less protection based on its appearance:

- **Light - cover value 2:** Cover that can conceal a target, but doesn't offer much in the way of physical protection. Examples: water, bushes and chain link fences.
- **Regular - cover value 3:** Solid cover that both visually impairs a firer and offers physical protection against projectiles. Examples: buildings, ruins, woods, hills, barrels, crates, craters and wreckage.
- **Heavy - cover value 4:** Cover specifically designed or fortified to resist weaponry. Examples: bunkers, emplacements, gun nests and trenches.

BUILDINGS

ENTERING/EXITING A BUILDING

When making a Move or Dash action, you may elect to have your unit enter an unoccupied building if its squad leader is able to reach the building. Remove the models entering a building from the table and set them aside. For all game purposes these models are considered to be physically inside the building.

If a unit inside a building performs a movement action, it must exit the building. When moving a unit out of a building, first place the unit's squad leader touching the building, then measure its move normally from there. If the squad leader cannot be placed touching the building for any reason, then the unit may not exit the building.

A unit that is inside a building may use a Move action to move up to the roof of the building (assuming the unit will fit up there), and similarly, a unit that is on top of an unoccupied building may use a Move action to move back inside of it.

If you don't feel units should be able to enter into a particular building, instead classify it as either a standard obstacle (which will still allow units to climb onto its roof) or an impassable obstacle (which will prevent units from climbing onto its roof).

UNITS INSIDE A BUILDING

A building has the capacity to hold **a single unit composed of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the building are instead measured to/from the closest edge of the building. Measurements to/from a building (including a unit entering/leaving the building) never include the building's base, if it has one.

A unit inside a building may make shooting attacks as normal, checking line of sight from any point of the building instead of from the squad leader.

A unit inside a building can be shot at by the enemy. If the attacking unit can draw line of sight to any part of the building, then it counts as having line of sight to the unit inside. A unit inside a building never counts as being a wide open shot, but isn't otherwise protected by being in the building unless it is taking cover.

LARGE BUILDINGS

By default, only standard-sized infantry may enter a building. For a particularly large building, if it seems fitting that non-infantry and/or large models should be able to enter into it, you should feel free to designate that building as allowing those types of models inside. No matter how massive the building, though, no more than one unit is ever allowed inside at a time.

UNIT ACTIVATION

ACTIONS

When a unit is activated, it may perform up to 3 actions. During a unit's activation, Any movement actions must occur before any status actions are performed, and any status actions must occur before any shooting actions are performed.

> **FREE ACTION**
> An active unit is sometimes able to make a *free action*. Free actions do not count towards the limit of 3 actions they are able to perform during their activation. If a free action does not specify a type (movement, status or shooting), then it can be performed at any point during the unit's activation.

MOVEMENT ACTIONS

General restrictions: A unit may not perform more than one movement action during its activation.

MOVE

Your active unit may move up to a number of inches equal to the lowest MV characteristic amongst models in the unit.

DASH

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit.

Restrictions: A unit that dashes can only fire wildly during that same activation.

CHARGE

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit. Declare a single enemy unit within this distance as the *charge target* before starting your move. Make sure you check your unit's position in relation to the charge target (whether starting in the charge target's front or rear arc), as this will matter for both the subsequent Defensive Fire (pg 23) and CQ Fighting (pg 23). Your unit's squad leader, and as many other charging models as possible, must end this move in contact with the charge target. Once your unit successfully charges, the target immediately gets to perform a Defensive Fire action against your charging unit.

Restrictions: A unit inside a building/transport may not be charged.

STATUS ACTIONS

General restrictions: A unit may not perform the same status action more than once during its activation.

AIM

Your active unit gains +2 to its SKL in any Fire action it makes during that same activation.

EXTINGUISH

Remove up to 2 Burn tokens from this unit. This action may be performed multiple times during the same activation.

ON THE MOVE

If your active unit's previous action was a Move, it gains 1 On the Move token. If your active unit's previous action was a Dash, it gains 2 On the Move tokens. Remove these tokens the next time the unit activates or takes cover for any reason (whichever comes first). A unit with any On the Move tokens is considered to be *on the move* and:

- it may immediately make an additional special move, up to +1D3" for each On the Move token it has.
- when shooting, the unit suffers -1 SKL for each On the Move token it has.
- enemies targeting a unit on the move suffer -2 SKL for each On the Move token the target has.

Restrictions: A unit that is taking cover cannot be on the move. A unit inside a building/transport cannot be on the move.

TAKE COVER

Your active unit gains 1 Cover token. Remove these tokens the next time the unit activates or moves for any reason (whichever comes first). A unit with any Cover tokens is considered to be *taking cover* and:

- is able to be protected by the terrain it is touching when attacked (pg 19). If the unit taking cover is not touching an actual terrain feature, then it counts as being protected by a terrain feature with a cover value of 1.
- if it has more than one Cover token on it, it gains +1 to its cover value for each additional Cover token it has beyond the first.

Restrictions: A unit that is on the move cannot be taking cover.

SHOOTING ACTIONS

General restrictions: A unit may not perform more than one shooting action during its activation.

FIRE
The unit fires a standard round of shooting (pg 11).

SUPPRESSIVE FIRE
A valid enemy target must be chosen and only weapons within standard/short range may be used. Your unit fires a modified round of shooting: hit rolls are not made (SKL modifiers are ignored) and damage is not caused. Instead, as long as the target is within standard/short range of at least one weapon being fired, its suppression level is automatically raised by +1 and:

- The firing unit makes 1 Suppression test for each weapon being fired. A Suppression Test is a single D6 rolled against the weapon's SUP characteristic. The target unit must then take a WP test for **each** successful Suppression test.
- For each WP test the target fails, its suppression level is raised by +1 additional level.

If a weapon's SUP characteristic is listed as '-', then it cannot be used when making a Suppressive Fire action.

SUPPRESSIVE FIRE EXAMPLE

Matt's unit of Karist Troopers is performing a Suppressive Fire action against Danielle's unit of Spider Drones. His unit contains a Quintarch and 3 Troopers armed with a Pulse Carbine, plus 1 more Trooper armed with a Ripper Energy Grenade Launcher. The Spider Drone unit is within 18", meaning all of these weapons are within range and therefore can be used.

The Spider Drones automatically have their suppression level raised by +1, just for being the target of suppressive fire. In addition, Matt rolls a D6 for each of his firing models, needing to equal or beat the Suppression (SUP) characteristic for each firing weapon to score a success. Pulse Carbines are SUP 5+ and Ripper Energy Grenade Launchers are SUP 3+, therefore requiring rolls of 5+ and 3+ respectively to succeed. For the 4 Pulse Carbines, he rolls '1', '2', '5' and '6' and for the Energy Grenade Launcher he rolls a '3', equaling 3 successes in total.

SUPPRESSION TESTS

Pulse Carbines need 5+ to succeed, while the Grenade Launcher requires only a 3+.

Danielle now has to take a WP test for each of these 3 successes, looking to equal or beat her squad leader's WP of 4+ with each roll. She manages to roll '1', '3' and '6', failing 2 out of the 3 rolls. The Spider Drone's suppression level is therefore raised a further +2 levels (+3 levels overall).

WP TESTS

+3 SUPPRESSION

The Drones need 4+ to cancel each successful Suppression roll. Their suppression level is raised by +3.

DEFENSIVE FIRE

Defensive Fire is not performed by a unit during its activation. Instead, it is a free shooting action automatically triggered in specific situations, with the most common being:

- When a unit is charged.
- When a unit is targeted by a Hit & Run attack.

In all cases, Defensive Fire interrupts the activation of the unit that triggered it, allowing the other side to fire a modified round of shooting:

- The target is the enemy unit that triggered Defensive Fire.
- The target automatically counts as being visible, at short range, and hit in their front arc. The target is never considered to be a wide open shot.
- The shooting unit suffers a -1 SKL penalty during Defensive Fire. In addition, if the entire target is out of the firing unit's front arc, it is also considered wild fire. When a defensive fire target is performing a Charge or Hit & Run, the position the unit **starts** its movement (as opposed to where it currently is when the Defensive Fire is resolved) determines whether or not it is within the front or rear arc of the unit firing defensively.

After Defensive Fire is complete, the original unit resumes its activation (assuming it wasn't destroyed by the Defensive Fire, of course).

CQ FIGHTING

The unit fires a modified round of shooting against the enemy unit it is in contact with:

- Only melee and pistol weapons can be used.
- Whether the target is attacked from its rear arc is determined from where the attacking unit **started its charge move** (not where it currently is).
- The target is never considered to be a wide open shot.

Restrictions: CQ Fighting may only be performed when your unit's squad leader is in contact with an enemy unit. Except where specified otherwise, CQ Fighting is the only action that may be performed while your unit is in contact with an enemy unit.

MELEE WEAPONS

A melee weapon's range is listed as CQ, indicating that it can only be used during CQ Fighting. A hit by a Melee weapon cannot be blocked by cover (though other types of special defense, such as **FIELD** and **DODGE** abilities can still block it).

MELEE SHOTS CHARACTERISTIC
If a melee weapon's SHO characteristic is listed as 'CQA', it is equal to the model's CQA characteristic. If its SHO is instead listed as a modifier, such as '+2' or '-1', then add that modifier to the model's CQA. For example, if a model with CQA 1 is using a melee weapon that has a SHO of '+1', this means you roll a total of 2 dice to hit for it.

SECONDARY CQ WEAPON
If a model is armed with at least two melee weapons, or a melee weapon and a pistol, it gets a +1 SHO bonus during CQ Fighting for the weapon it chooses to attack with. Models that are able to attack with multiple weapons during CQ Fighting (such as large models), do not get the +1 SHO bonus for having a secondary CQ weapon.

UNARMED
If a model has no melee or pistol weapons, it may still attack in CQ Fighting using the following weapon profile:

Name	RNG	SHO	PEN	DAM	SUP	TYPE	Special
Unarmed (standard model)	CQ	CQA	3	1	-	melee	
Unarmed (large model)	CQ	CQA	4	1	-	melee	

CQ FIGHTING RESULTS

CQ WP TEST
CQ Fighting is particularly brutal, with the potential to drive its target back. If at least 1 injury is caused by CQ attacks, the target must take a CQ WP test after the round of CQ Fighting is completed. A CQ WP test is exactly the same as a normal WP test, but with a -1 modifier. **If this test is failed, the unit must retreat**.

RETREAT
- A retreating unit moves up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit.
- Models cannot end a retreat further away from their reserve table edge than where they started.
- A unit that ends their retreat within 12" of any enemy, raises its suppression level by +3.
- If retreating from a failed CQ WP test, a retreating unit may move freely through the enemy unit that just attacked it and only needs to end more than 6" away from that particular enemy unit to avoid the +3 suppression level increase, instead of the usual 12".

CONSOLIDATE
After completing a CQ Fighting action, an active unit may immediately perform a **single** consolidation action, provided it hasn't already performed all 3 of its actions already. This is the **only** time that a consolidation action may be performed. Note that consolidation actions are special, because they may still be performed even when a unit has already completed a movement action (Charge) and a shooting action (CQ Fighting).
- **Consolidation Move:** Special movement action - Move up to a number of inches equal to **half** of the lowest MV characteristic amongst models in the unit. This may be used to move back into contact with the enemy charge target, if desired (and they can be reached with the move).
- **Consolidation Cover:** Special status action - Place a Take Cover token on the unit. This option may not be chosen if the unit is out of coherency, or in contact with the enemy.

UNITS FACING OFF
When two enemy units are in contact with each other, they are considered to be *facing off*. **Units that are facing off are still valid targets for other units to shoot at**, but never count as being a wide open shot when they are.

When a unit that is facing off against an enemy next activates, its first action must either be a CQ Fighting action against the enemy unit it is facing off against, or a movement action that will take it out of contact with that enemy unit. If it elects to perform a CQ Fighting action, its target does not benefit from any Cover tokens it may have, as the fighting is assumed to have fully swept into the terrain, and its attacks automatically count as hitting the target's front arc.

RECOVERY

Immediately after an active unit has completed its last action for that activation, it may attempt to lower its suppression level by doing one of the following:

SHAKE-OFF

Take a WP test for your active unit. If passed, lower its suppression level by -1.

REGROUP

The unit's suppression level is lowered to 0.

Restrictions: A Regroup may only be performed by a unit that is taking cover, more than 18" away from all enemy units and did not perform **any** shooting action during their activation.

MODEL TYPE

MODEL TYPES

There are five basic *model types*:

- Infantry
- Bike
- Swarm
- Behemoth
- Vehicle

INFANTRY

Infantry are standard (non-large) models. There are no additional infantry-specific abilities.

BIKE

For every full 2" the squad leader in a bike unit ascends or descends vertically during a move, that unit's suppression level is raised by +1. For example, if a bike squad leader moves over a 2" tall obstacle, their unit suppression level is raised by +2: +1 for going up 2", and another +1 for going back down 2".

SWARM

- During casualty removal, each hit applied to a swarm model reverts to being DAM1, regardless of what DAM value the hit actually was. No modifier or other ability can subsequently improve this.
- Intervening swarm models are always ignored when determining whether or not a target is a wide open shot, unless the target unit is also wholly composed of swarm models.
- When calculating the SHO characteristic of an Area of Effect (AoE) weapon against swarms, each swarm model counts as being a number of models equal to their current FOR characteristic. For example, if models in a swarm unit had FOR 3, then they would each count as being 3 models when calculating AoE attacks against them.

BEHEMOTHS & VEHICLES

Behemoths & vehicles are large models and have a dedicated rules section starting on page 27.

DESIGNATORS

Models and units often have one or more *designators*. Many designators do not have any specific rules associated with them, instead they just denote whether or not a model/unit will be affected by an ability, special rule, etc. For example, if a unit has at least one model with the 'ROBOT' designator, then it is affected by any ability that affects robots.

UNIT DESIGNATORS

round of shooting.

PHASE: Each hit counts as 2 hits when blocked by the FIELD ability.

UNIT DESIGNATORS: Lorican Champion, Militus, Prime

If a designator applies to every single model in the unit, then it is listed in the *Unit Designators* box-out of their unit entry. Alternatively, if a designator applies only to specific models within the unit, then it is listed after their model type, in parentheses, such as: 'Infantry (Robot)'. Note that designators listed this way **are not** considered part of the model's type.

The following are some of the more common designators that have rules associated with them:

CHARACTER

Models with the Character designator are heroic individuals that have the option to either *operate on their own* (as their own, stand-alone unit), or to join a friendly unit for the game (see **CHARACTERS JOINING A UNIT** below). When a character is operating on their own, the enemy may not target it while there is another valid (non-character) target within 3", unless the firing unit is within short range.

CHARACTERS JOINING A UNIT

When deploying your force, you may opt to join a character to a friendly unit, including one in reserve, instead of deploying your character as a separate unit. If you join a character to a unit, you must declare this to your opponent. When a character joins a unit, it assumes the role of squad leader.

A character joined to a unit counts as being part of that unit for the rest of the game, except when it comes to a mission objective that involves destroying units. For example, if a unit that has a joined character is destroyed except for the character, this would still count as 1 unit destroyed for mission objective purposes. Similarly, if both the character and the unit were both destroyed, then this would count as two units having been destroyed for mission objective purposes. When a unit and its joined character are both destroyed, the two may **not** be returned to play together as a single reinforcement.

No more than one character may join the same unit. A character may never join a unit that contains any models with the **SOLO** designator, nor may it join a unit with a different model type than its own.

COMMAND (X)

Models with the **COMMAND** ability generate (X) number of additional CPs for their player's command point pool each turn during the command phase. Command models that have been removed as a casualty or are in reserve are ignored for this purpose.

The standard range for the **COMMAND** ability (also known as *command range*) is 18", measured directly from the command model itself, even when they are part of a multi-model unit.

At any point during a command model's activation, it may issue an order to a friendly unit within its command range, including itself. Issuing an *order* just means expending 1 CP from your command point pool and, in return, reducing the suppression level of the unit receiving the order by -1.

A command model **cannot issue more orders than its command value per turn**, so a Command (2) model can issue a maximum of 2 orders during its activation, though it can issue both of those orders to the same unit, if desired.

A model that has the **COMMAND (0)** ability generates no additional CPs for your command point pool. They are allowed to issue 1 order during their activation, but their command range is limited to **just their own unit**.

ORGANIC/INORGANIC MODELS

- Models with the **HUMAN** or **XENOS** designator are considered organic models (for attacks, abilities, etc., that specify they affect organic models).
- Models with the **ROBOT** or **VEHICLE** designator are considered inorganic models (for attacks, abilities, etc., that specify they affect inorganic models).

SOLO

A character may never join a unit that contains any models with the **SOLO** designator. A character that has the **SOLO** designator itself cannot join friendly units at all (a solo character just benefits from the targeting protections for being a character).

LARGE MODELS

LARGE MODEL GENERAL RULES

Vehicles and behemoths are *large models*.

LARGE MODEL MOVEMENT

When moving a large model squad leader, it may always pass freely through other large models that are part of the same unit.

LARGE MODEL TERRAIN & COVER

Large models are too unwieldy to hunker down and get behind cover as effectively as standard models, and therefore suffer a -1 cover value penalty when they Take Cover.

LARGE MODEL SHOOTING

Unlike a standard model, a large model is not limited to firing just a single ranged weapon in each round of shooting and instead may fire all the weapons it is equipped with. However, as a large model suffers injuries, the number of weapons it is able to fire diminishes.

When attacking in CQ Fighting, a large model's CQA characteristic is used for *each* melee weapon it attacks with (**not** split between them).

UNIT DAMAGED EFFECTS

	3	8	2+	Behemoth

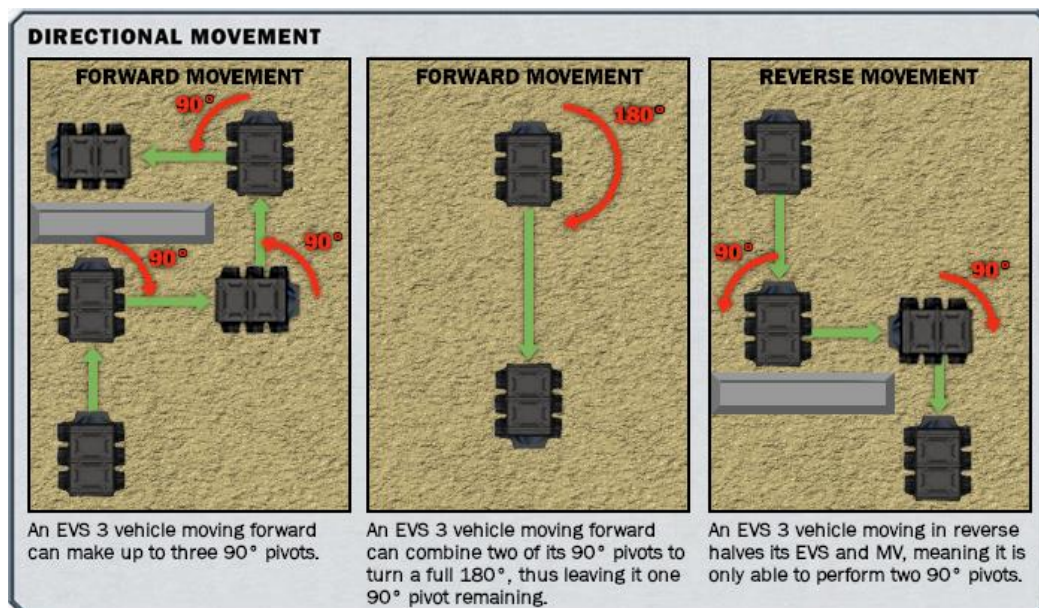| ↳	**DAMAGED**
	• At FOR 4-5, this model can fire a max of 2 weapons.
	• At FOR 1-3, this model can fire a max of 1 weapon.

VEHICLES

VEHICLE MOVEMENT

For every full 2" a vehicle squad leader ascends or descends vertically during a move, its unit suppression level is raised by +1. For example, if a vehicle squad leader moves over a 2" tall obstacle, their unit suppression level would be raised by +2: +1 for going up 2", and another +1 for going back down 2".

DIRECTIONAL MOVEMENT

A vehicle unit not moving dynamically is bound by *directional movement*, which means the unit's squad leader must make its entire move either forward (the direction the model is facing) or reverse (the direction away from where the model is facing). To change direction, the squad leader may make a number of up to 90 degree pivots during its move. The number of pivots the model is allowed to make is equal to their EVS characteristic. These pivots can be made at any point during the move (including the very beginning or end) and multiple pivots can be combined together to allow the model to pivot more than 90 degrees. When moving in reverse, the model's MV & EVS characteristics are halved.

DIRECTIONAL MOVEMENT

FORWARD MOVEMENT

90°

90°

90°

An EVS 3 vehicle moving forward can make up to three 90° pivots.

FORWARD MOVEMENT

180°

An EVS 3 vehicle moving forward can combine two of its 90° pivots to turn a full 180°, thus leaving it one 90° pivot remaining.

REVERSE MOVEMENT

90°

90°

An EVS 3 vehicle moving in reverse halves its EVS and MV, meaning it is only able to perform two 90° pivots.

When a squad leader bound by directional movement is required to finish a move facing a specific direction, it always ends the move facing that direction, even if it already pivoted its maximum number of times during that move.

TRANSPORTS

A model with the TRANSPORT designator is able to ferry friendly infantry units around the battlefield in relative safety.

ENTERING/EXITING A TRANSPORT

When making a Move or Dash action, you may elect to have your unit enter a friendly unoccupied transport if the squad leader is able to reach it. Remove the models entering a transport from the table and set them aside. For all game purposes they are considered to be physically inside the transport. A unit entering a transport that is on the move raises its suppression level by +1 for each On the Move token the transport has.

When moving a unit out of a transport, first place the unit's squad leader touching the transport, then measure its move normally from there. If the squad leader cannot be placed touching the transport for any reason, then the unit may not exit. A unit exiting a transport that is on the move raises its suppression level by +1 for each On the Move token the transport has. If a transport has already moved this turn, then the only movement action a unit exiting that transport may perform is a Move action.

Before removing a transport as a casualty, a unit inside must get out first: place the unit's squad leader on the table touching the transport and the rest of the unit within coherency. The unit then suffers D3 injuries and its suppression level is raised by +1. Only then is the transport model removed. If a unit is unable to exit a transport that is being removed as a casualty, then the entire unit is also removed as casualties.

UNITS INSIDE A TRANSPORT

A transport can carry **a single unit consisting of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the transport are instead measured to/from the closest edge of the transport. Units inside a transport may not be charged or targeted by shooting (even with weapons that do not require line of sight).

When activated, the only action a unit inside a transport is allowed to make is a movement action (when it wishes to exit the transport). A unit inside a transport cannot shoot, even with weapons that do not require line of sight. A unit inside a transport automatically counts as taking cover for the purposes of Regrouping.

OPEN TRANSPORTS

If a model has the OPEN TRANSPORT designator, then a unit which is inside that transport is not limited to performing just movement actions. If a unit inside an open transport shoots, this is always wild fire, with line of sight drawn from the transport model.

A unit inside an open transport can be targeted by enemy shooting, with line of sight being drawn to the transport model. If a unit inside an open transport is taking cover, the transport protects the unit as if it were terrain with a cover value of 4. A unit inside an open transport never counts as being a wide open shot.

Any On the Move tokens an open transport has also affect a unit inside, though they **do not** prevent that unit from performing a Take Cover action.

WEAPONS

WEAPON PROFILE

Weapons have their own profile of characteristics, similar to a model's profile:

- **Range (RNG)** – The weapon's effective range in inches, though most weapons are able to fire wildly beyond this.
- **Shots (SHO)** – The number of shooting dice the weapon generates when fired.
- **Penetration (PEN)** – The ability of the weapon to punch through the target's armor.
- **Damage (DAM)** – The amount of damage the weapon inflicts on its target once past its armor.
- **Suppression (SUP)** – How well the weapon performs during suppressive fire.
- **Weapon Type (TYPE)** – The weapon's archetype(s), which dictates how it behaves.
- **Weapon Abilities** – Any additional special abilities the weapon has are listed in full here.

Sometimes a weapon has multiple profiles, which indicate distinct modes it can be fired in. When you declare which weapon a model will be attacking with, you must also declare which mode the weapon will be utilizing. Any abilities or restrictions a specific profile has, apply only when that profile is being utilized. For example, if a weapon has both a melee and a (non-pistol) ranged profile, only the melee profile can be used during CQ Fighting.

WEAPON TYPES

AREA OF EFFECT (AoE)

An AoE weapon's SHO characteristic is determined by the number of models in the target unit:

- *SB (small blast):* Equal to **half** the number of models in the target. Large models each count as 3 models.
- *LB (large blast):* Equal to the **full** number of models in the target. Large models each count as 5 models.

GRENADE

Only one model per unit may attack with a grenade during a round of shooting.

> **FRAG GRENADES**
>
> Frag grenades are a special type of grenade, in that they have no weapon profile.
>
> When performing a Fire action at a target within short range, one model in the shooting unit equipped with them may elect to toss a frag grenade instead of firing another weapon. If it does so, the target's suppression level is automatically raised by +1 (on top of any other suppression level raises caused by the round of shooting). A frag grenade may be tossed during a Suppressive Fire action at a target within short range, but in this case it just counts as a 'SUP 2+' weapon.
>
> **CHARGING WITH FRAG GRENADES**
>
> One charging model equipped with frag grenades may elect to toss a frag grenade at the charge target. If it does so, that model forgoes its chance to attack in the subsequent round of CQ Fighting (page 23), but the target's suppression level is raised by +1 **before** it is able to perform Defensive Fire.

HEAVY/SUPERHEAVY

The **HEAVY** weapon type affects only standard models, not large models. The **SUPERHEAVY** weapon type affects all models.

Ranged Heavy/Superheavy Weapon: If a unit moves during its activation, any heavy weapons in the unit which subsequently shoot during that same activation fire wildly. In addition, when a unit that is on the move performs Defensive Fire, any heavy weapons in that unit fire wildly.

Heavy Melee Weapon: If a model uses a heavy melee weapon to attack in CQ Fighting, then it cannot benefit from a secondary CQ weapon. Similarly, a heavy melee weapon can never count as being a secondary CQ weapon.

Superheavy Melee Weapon: A large model cannot attack with more than one superheavy melee weapon during a round of CQ Fighting.

HIT & RUN

A **HIT & RUN** weapon has 'H&R' listed as its range and may **only** be fired as part of a Hit & Run action:

HIT & RUN (SHOOTING ACTION)

A Hit & Run is a modified round of shooting:

- The target must be an enemy that your unit passed within 1" of while moving during its activation*.
- The target gets to perform Defensive Fire before the Hit & Run is resolved.
- Only weapons with the **HIT & RUN** ability may be used (including melee weapons that have the **HIT & RUN** ability).
- The target is automatically within line of sight, at short range, and is hit in the arc based on where your unit started its move*, not the location after it finished moving.
- Your shooting unit suffers a -1 SKL penalty during a Hit & Run, but ignores any SKL penalties it may have for being on the move.

* When you intend to perform a Hit & Run, before moving your unit make sure you check its starting position in relation to the intended Hit & Run target (whether you're starting in the target's front or rear arc), as this will matter for the subsequent Defensive Fire (pg 23) and for determining which arc the target gets hit in.

MELEE

See page 23 for details.

PISTOL

Pistols get +1 SHO when the target is at short range. Pistols fired at long range automatically miss. If equipped with two (or more) pistols, a model gets a +1 SHO bonus when firing one of them. Models that are able to shoot multiple weapons (such as large models), do not get the +1 SHO bonus for having two pistols.

SHORT RANGED

Short ranged weapons get +1 SHO when the target is at short range. Short ranged weapons fired at long range automatically miss.

PLAYING A GAME

There are two basic ways to play Maelstrom's Edge: competitively or following a narrative.

The rules presented below assume you're playing a *competitive mission*, which is symmetrical between the two sides and therefore better suited for pick-up games and tournaments where players more strongly value an even match-up.

Narrative games tend to be asymmetrical, aiming to recreate a (fictional) historical battle or as a way to link multiple games together into a campaign. See page 46 for details about how narrative games differ.

Competitive Mission Icon

Narrative Mission Icon

PLAYING A GAME

1. Select your force (page 32)
2. Set up table (page 35)
3. Roll-off for attacker/defender (page 35)
4. Determine Mission (page 35)
5. Choose deployment zones (page 43)
6. Declare faction objective & force commander (page 44)
7. Place objectives (page 44)
8. Deploy forces (page 45)
9. Start the game (page 45)
10. Tracking victory points (page 45)
11. End of the game (page 45)

1) SELECT YOUR FORCE

To play a game of Maelstrom's Edge, you must first select which units you will take into battle, forming your tabletop *force*. You can create a force using just the unit entries found in this book, but new and continually updated unit entries can also be found at MaelstromsEdge.com.

UNIT ENTRY

Every unit has its own unit entry, which contains the following elements:

- **A. Unit Title:** The name of the unit.
- **B. Unit Type:** The type of unit it is.
- **C. Faction Type:** The faction the unit belongs to.
- **D. Points Value:** The unit's starting points value.
- **E. Characteristic Profile:** Profiles for each type of model found in the unit.
- **F. Unit Size:** The minimum number of models that comprise the unit before any options are selected.
- **G. Equipment:** A list of the starting equipment that models in the unit have.
- **H. Abilities:** A list of the base abilities that models in the unit have.
- **I. Damaged:** Describes how a model's capabilities are degraded as they take damage. Only large or powerful models tend to have this.
- **J. Weapon Profiles:** Full weapon profiles for all possible weaponry the unit can be equipped with.
- **K. Unit Options:** Any options that can be selected for the unit, which often increase or decrease the unit's points value.
- **L. Additional Units:** Some unit entries allow you to include additional units in your force.
- **M. Ability and Equipment Summary:** Full rules for all abilities and equipment the unit has access to.
- **N. Unit Designators:** A list of designators that define what rules/abilities affect this unit.

POINTS & POINT LIMITS

Each unit is worth the number of points specified in its unit entry. These points abstractly represent the quality of the unit, which means that the better a unit is able to perform, the more points it costs to include in your force.

Games are typically played using a point limit agreed upon between both players before forces are selected. When playing in a tournament or campaign, the point limit for the game will usually be decided upon by the tournament or campaign organizer. You are always free to field a force whose point total is less than or equal to the agreed upon limit, but never one that exceeds it, not even by a single point!

If you're unsure about what point limit to use for your games, the following guidelines can help you decide. However, you should also feel free to experiment playing games with both higher or lower point limits than those suggested.

- **90 Points:** This is a small, quick game that will typically last around 1 ½-2 hours*.
- **120 Points:** This is the suggested point limit to provide players with ample decisions when selecting their forces, while not taking too long to complete. This size game will typically last around 2-3 hours*.

*Expect your game to run around an hour longer than these suggested times if either player is unfamiliar with the main game rules or their own faction's rules.

FORCE ROSTERS

Any units included in a force must be noted on a *force roster*, detailing the point total of each unit chosen and including any options selected for that unit. Unless both sides have agreed otherwise, you may always inspect your opponent's force roster before setting up the table.

FACTIONS

Units belong to a specific *faction*, such as the Karist Enclave or Epirian Foundation, as detailed by the faction symbol on their unit entry. All units that comprise a player's force must be chosen from a single faction.

TYPES OF UNITS

A *unit type* identifies the general role of a unit and also determines how many of those units can be included in your force.

Command: represents the upper echelon that is tasked with providing leadership to the rest of the force. They often carry powerful and unique gear befitting their high rank.

Core: are the grunts. The meat-and-potatoes of the force.

Hammer: have superior training and equipment over core units.

Vanguard: are either faster or stealthier (or both!) than other units. This allows them to work their way into forward positions on the battlefield or outflank the enemy in order to surprise them.

Anvil: are the big bruisers, such as artillery, vehicles, giant walkers, etc.

Add-On: are models which are added into another unit (see ADD-ON MODELS on pg 34).

UNIT OPTIONS

Some units have one or more *unit options* listed in their unit entry. These include things like adding more models to the unit, giving models different or additional weapons, etc. Any option selected for a unit, along with the subsequent addition or subtraction of points for selecting it, must be noted on your force roster.

DETACHMENTS

Units may only be included in your force as part of a detachment, though a force may contain any number of detachments within the agreed upon points limit. Detachments **only organize** how units are chosen as part of the force, they **do not dictate how units deploy or fight during the game**. Your force roster must clearly illustrate which units are part of which detachment.
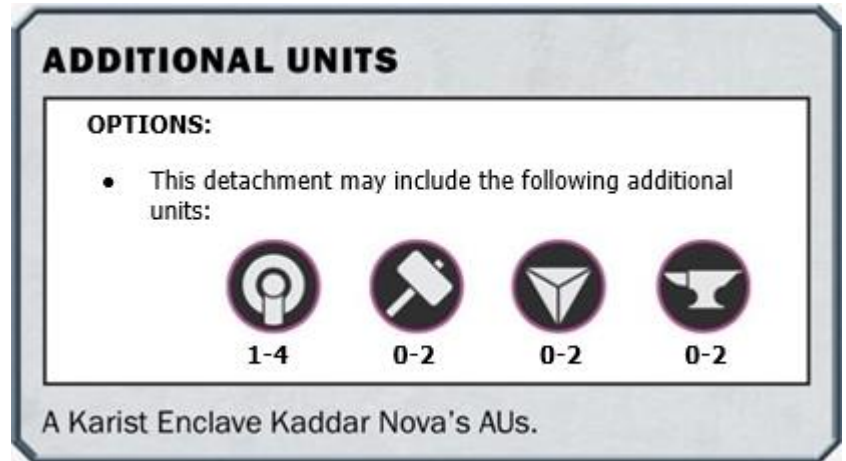
The *standard detachment restrictions* are as follows:

- the maximum number of units a detachment may include is **eight**.
- no single type of selection: command, hammer, vanguard or anvil, may exceed the total number of core units in the detachment.
- The first unit selected for each detachment **must be a command unit.**

ADDITIONAL UNITS

Some unit entries have a section labeled *additional units*. This identifies what additional types of units can be added to the detachment if the initial unit is also part of it.

For example, a typical command unit might have the following additional units listed: 1-4 core, 0-2 hammer, 0-2 vanguard and 0-2 anvil units. This means that by including the command unit, you may now add any of those other units to the detachment as well, keeping in mind the standard detachment restrictions. Selecting a unit for a detachment often **forces** you to include some number of additional units in the detachment, such as the minimum of 1 additional core unit in the example above. If it is not possible for a required unit to be included, because of the standard detachment restrictions or because it would put your force beyond the game's points limit, then the initial unit **may not be** included in the detachment.

ADDITIONAL UNITS

OPTIONS:

- This detachment may include the following additional units:

1-4   0-2   0-2   0-2

A Karist Enclave Kaddar Nova's AUs.

ADDITIONAL UNITS EXAMPLE

Matt must first choose a command unit for his detachment. He selects a Kaddar Nova whose additional unit section denotes 1-4 additional core units, 0-2 additional hammer units, 0-2 additional vanguard units and 0-2 additional anvil units. This means Matt **must** include at least one additional core unit (a mandatory additional unit).

Matt selects the 1 mandatory core unit, along with 1 hammer, 1 vanguard and 1 anvil unit as well. While this means he has only selected 5 of the 8 units allowed for the detachment, the only way he can select another hammer, vanguard or anvil unit would be to select a 2nd core unit for the detachment first.

Instead, Matt decides to include a second detachment in his force, and starts over again selecting an Angel Keeper to lead his second detachment.

MULTI-UNIT SELECTIONS

Some unit entries allow multiple units to be included in a detachment as a single unit selection. This is a *multi-unit selection*, and counts as a single unit **only** for the purposes of selecting the detachment. For example, up to two Karist Enclave Shadow Walkers can be included in a detachment as a single vanguard unit selection. This counts as a single vanguard unit **only for the purposes of constructing the detachment**, such as against the eight unit detachment limitation. In all other situations, however, they are two entirely separate vanguard units.

ADD-ON MODELS

⊕ unit entries represent models that may **only** be included in your force by being added to an existing unit. You must specify on your force roster which unit an add-on model is part of, and the add-on model is considered part of that unit in all respects, including if that unit later returns to play as a reinforcement.

Except where specified otherwise, you cannot include more than one type of add-on model within the same unit. If an add-on model has the **Squad Leader** designator, then it becomes the unit's starting squad leader, unless the unit also contains a joined character (in which case the joined character is the unit's squad leader).

In some cases, you can only include add-on models in units 'without exceeding their normal maximum size'. A unit's maximum size is the number of models it contains when all possible models from its unit options are included. For example, a Broken Rabble unit's maximum size is 6 models, which means it cannot exceed 6 models even with an add-on model included.

2) SET UP TABLE

After selecting your force, it's time to set up the table. The minimum recommended table size (gaming area) is at least 3'x3', though at least 4'x6' is recommended for a balanced, competitive game.

Terrain can be set up in any mutually agreeable fashion. When setting up terrain, players must agree how every piece of terrain will function in the game, as described in **TERRAIN** on page 17. If you need additional advice on setting up your terrain, see **APPENDIX: SETTING UP TERRAIN** on page 51.

3) ROLL-OFF FOR ATTACKER/DEFENDER

After setting up terrain, players roll-off against each other. The winner chooses whether to be the *attacker* or *defender* for the game, with their opponent being the opposite choice.

4) DETERMINE MISSION

There are a number of different methods you can use to determine which mission to play:

- **Choose a mission:** The easiest method is just to discuss with your opponent which mission you'd like to play and choose that one.
- **Roll from a Mission Pack:** The missions found in this book are organized into mission packs, allowing you and your opponent to select a mission pack and then randomly determine a mission from within that pack to use. Of course, if both you and your opponent don't like some of the missions within a pack, feel free to swap them out with missions you do prefer from other packs before rolling.
- **Print out mission cards to form a mission deck:** If you have printed out our mission cards, then it is super easy to form a deck of all the missions you like and randomly pick one mission from that deck.

MISSIONS

Missions contain the following elements:

- **A. Mission Title:** The name of the mission.
- **B. Mission Type:** A symbol denoting whether the mission is competitive ⚔ or narrative 📖.
- **C. Victory Total:** The victory point total required for the game to end.
- **D. Deployment Type:** Whether the mission uses a specific deployment, or it is random.
- **E. Primary & Secondary Objectives:** The mission's primary and secondary objectives.
- **F. Objective Markers:** The number and type of objective markers, if any, that the primary and secondary objectives utilize.
- **G. Objective Victory Points:** The victory points players gain for completing the primary and secondary objectives.

MISSION CARD

Ⓑ ⚔ Ⓐ **Purple Gold**

Ⓓ **DEPLOYMENT** Random

Control Cybel Refineries and cripple the enemy force.

Ⓔ **OBJECTIVES:**

PRIMARY: Cybel Refineries Ⓖ ④
Ⓕ ④ Refinery Markers

SECONDARY: Decimation ④

Ⓒ **Victory Total: 30 VPs**

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STANDARD MISSION RULES

The following rules are used in every mission except where specified otherwise.

COMMAND POINTS

In the command phase of each turn, after determining the priority player, both players generate CPs equal to the current turn number. For example, in the third turn of the game each player would generate 3 CPs. In addition, each of your models on the table with the **COMMAND** ability generates you CPs equal to their command value.

The CPs you generate form your *command point pool* and must be represented by tokens. CPs can be expended for a variety of purposes, such as to bring back reinforcements and to reduce suppression on nearby friendly units. Any CPs remaining in your command point pool at the end of a turn carry over to the next one.

RESERVES

When deploying your force, you may elect to put any or all of your units into reserve (off the table) instead of deploying them. On each turn, including the first, you may elect to bring on any or all of your reserves as desired. A unit arriving from reserve can be your very first activation, your last activation, or anywhere in between. Naturally, any reserves which are not arriving this turn do not need to be activated for the turn to be completed.

Units still in reserve at the end of the game count as being destroyed for all mission objective purposes. Reserves do not count as being on the table for any rules, abilities, etc. that affect units on the table. The abilities of units in reserve do not affect units on the table unless specified otherwise.

The first action a reserve unit must make when arriving is a Move or Dash action which brings it entirely onto the table. To move a reserve unit onto the table, place its squad leader touching your reserve table edge and then measure its movement path from that point as usual. If, for any reason, a reserve unit isn't able to move entirely onto the table, then the unit counts as having been activated, but remains in reserve for another turn.

FLANKING MANEUVERS

When one of your units with the **Scout** ability arrives from reserve, you may elect to have them make a *flanking maneuver*, which means that unit arrives from either of the flanking table edges instead of your reserve table edge.

REINFORCEMENTS

In the command phase of each turn you may declare that you wish to return a **single** one of your units that was previously destroyed back as a reinforcement. Reinforcement units successfully returned to play arrive exactly like reserves (at any point during the turn), but may not make a flanking maneuver. A reinforcement is treated as an exact duplicate of the original unit in all respects: the same equipment, abilities, etc.

In order to successfully return a reinforcement back into the game, you must declare which unit you wish to bring back as a reinforcement and then win a reinforcement bidding war, as detailed below. Reinforcement bidding wars take place only after both players have declared their intention to bring back a reinforcement or not, with the priority player's bidding war resolved first if both players wish to do so.

REINFORCEMENT BIDDING WAR

- Each player secretly bids a number of their CPs, revealing them at the same time.
- The reinforcing player must bid at least 1 CP, while the opposing player may bid 0 CPs if desired.
- The reinforcing player has to **beat** the opposing player's bid in order to win, while the opposing player merely has to **match** the reinforcing player's bid to win.
- Only the player that actually wins the bidding war expends the CPs they bid.
- If the reinforcing player wins the bidding war, their reinforcement successfully returns to play, while if the opposing player wins, the reinforcement does not.

> ### REINFORCEMENT BIDDING WAR EXAMPLE
> Danielle declares she will be bringing back her Epirian Hunter Warmech (a powerful unit) as a reinforcement, and secretly bids 3 CPs. However, her opponent Matt is rightly scared of the Hunter and so also secretly bids 3 CPs. Since Matt matched Danielle's bid, the Hunter unit does not return and Matt has to expend 3 CPs, while Danielle expends none.

RETIRE UNITS

In the end phase of each turn, before calculating VPs, you may voluntarily retire any of your units and remove them from the table as casualties, representing the unit retreating from battle or succumbing to its damage. The priority player must decide whether they are retiring any of their units first, followed by the non-priority player.

COMPETITIVE MISSIONS

COMPETITIVE MISSION PACK #1

If you decide to use this mission pack to generate your mission, roll a D6 to determine which mission you will use.

1. BLOODBATH
 	
 Hold a prized position and wear the enemy down.
 	
 DEPLOYMENT: Random
 	
 OBJECTIVES:
 	
   PRIMARY - King of the Hill [5]
 	
    The king of the hill zone is a 12" radius from the center point of the table.
 	
   SECONDARY - Meat Grinder [3]
 	
 VICTORY TOTAL: 20 VPs
	2. FORWARD UNTO VICTORY
	
	 Reach a strategic location and destroy the enemy's prize.
	
	 DEPLOYMENT: Random
	
	 OBJECTIVES:
	
	   PRIMARY - Breakthrough [5]
	
	    Your breakthrough zone is the opponent's deployment zone.
	
	   SECONDARY - Demolition [4]
	
	   [1] Demo Target Marker (per player)
	
	 VICTORY TOTAL: 24 VPs

3. GROUNDFALL
 	
 Strike quickly and verify critical locations.
 	
 DEPLOYMENT: Random
 	
 OBJECTIVES:
 	
   PRIMARY - Alpha Strike [5]
 	
   SECONDARY - Territories [1]
 	
   [6] Territory Markers
 	
 VICTORY TOTAL: 20 VPs
	4. PURPLE GOLD
	
	 Control Cybel Refineries and cripple the enemy force.
	
	 DEPLOYMENT: Random
	
	 OBJECTIVES:
	
	   PRIMARY - Cybel Refineries [4]
	
	   [4] Refinery Markers
	
	   SECONDARY - Decimation [4]
	
	 VICTORY TOTAL: 30 VPs

5. DOMINATION - VIPs
 	
 Dominate the battlefield and capture reluctant individuals.
 	
 DEPLOYMENT: Random
 	
 OBJECTIVES:
 	
   PRIMARY - Domination [4]
 	
   SECONDARY - VIPs [1]
 	
   [6] VIP Markers
 	
 VICTORY TOTAL: 26 VPs
	6. WORTH MORE THAN YOUR HEAD
	
	 Kill the enemy commander and investigate valuable sites.
	
	 DEPLOYMENT: Random
	
	 OBJECTIVES:
	
	   PRIMARY - Assassination [6]
	
	   SECONDARY - Excavation [2]
	
	   [4] Dig Site Markers
	
	 VICTORY TOTAL: 28 VPs

COMPETITIVE MISSION PACK #2

If you decide to use this mission pack to generate your mission, roll a D6 to determine which mission you will use.

1. DO OR DIE
 	
Hold a contested area and mark tactically valuable positions.
 	
DEPLOYMENT: Random
 	
OBJECTIVES:
 	
  PRIMARY - Into the Fire [5]
 	
   The fire zone is a 12" radius from the center point of the table.
 	
  SECONDARY - Plant the Flag [2]
 	
   [6] Flag Markers
 	
VICTORY TOTAL: 18 VPs
	2. SPLIT RESEARCH
	
	Protect a valuable relic and hold a prized position.
	
	DEPLOYMENT: Random
	
	OBJECTIVES:
	
	  PRIMARY - Defend the Artifact [5]
	
	   [1] Artifact Marker (per player)
	
	  SECONDARY - King of the Hill [3]
	
	   The king of the hill zone is a 12" radius from the center point of the table.
	
	VICTORY TOTAL: 20 VPs

3. STRIKE AND HOLD
 	
Wear the enemy down and await further orders.
 	
DEPLOYMENT: Random
 	
OBJECTIVES:
 	
  PRIMARY - Meat Grinder [5]
 	
  SECONDARY - Delayed Objectives [3]
 	
   [4] Delayed Objective Markers
 	
VICTORY TOTAL: 20 VPs
	4. SUPPLY RUN
	
	Confiscate supply caches and dominate the battlefield.
	
	DEPLOYMENT: Random
	
	OBJECTIVES:
	
	  PRIMARY - Supply Caches [3]
	
	   [6] Supply Cache Markers
	
	  SECONDARY - Domination [2]
	
	VICTORY TOTAL: 20 VPs

5. SURGICAL STRIKE
 	
Strike quickly and kill the enemy commander.
 	
DEPLOYMENT: Random
 	
OBJECTIVES:
 	
  PRIMARY - Alpha Strike [5]
 	
  SECONDARY - Assassination [4]
 	
VICTORY TOTAL: 24 VPs
	6. VIPs - BREAKTHROUGH
	
	Capture reluctant individuals and reach a strategic location.
	
	DEPLOYMENT: Random
	
	OBJECTIVES:
	
	  PRIMARY - VIPs [3]
	
	   [6] VIP Markers
	
	  SECONDARY - Breakthrough [3]
	
	   Your breakthrough zone is the opponent's deployment zone.
	
	VICTORY TOTAL: 28 VPs

MISSION OBJECTIVES

This section details the rules for every primary & secondary objective you'll find in missions.

KILL OBJECTIVES

The most straight forward type of objective your force can be tasked with, kill objectives center around destroying enemy units.

ALPHA STRIKE
Hit hard and fast. Do not let them recover.

- (each end phase) If at least one enemy unit was destroyed this turn, gain ⊗ VPs specified in the mission.
- (each end phase) If the first unit destroyed this turn was an enemy unit, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

ASSASSINATION
Find and eliminate the opposing commander.

- (conditional) Once the opposing force commander has at least one injury, you get ⊗ VPs specified in the mission.
- (conditional) Once the opposing force commander has been removed as a casualty, you also get **double** ⊗ additional VPs specified in the mission.

A force commander model returning as a reinforcement **does not** count as the force commander returning to play.

DECIMATION
Cripple the enemy force, leaving it in tatters.

The opposing player counts the total number of units in their force before the game (joined characters count as a separate unit), which is their *starting unit total*.

- (conditional) Once at least 1/3 of the opposing force's starting unit total have been destroyed, you get ⊗ VPs specified in the mission.
- (conditional) Once at least 1/2 of the enemy force's starting unit total have been destroyed, then you also get **double** ⊗ VPs specified in the mission.

New units created during the game, such as reinforcements, do not increase a force's starting unit total, and therefore can cause VPs earned for this objective to be lost.

MEAT GRINDER
Wear the enemy down over time.

- (each end phase) If at least one enemy unit was destroyed this turn, gain ⊗ VPs specified in the mission.
- (each end phase) If the opposing force had more units destroyed this turn than your force, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

CONTROL OBJECTIVES

Control objectives are neutral points of interest your force has been assigned to reconnoiter and protect from falling into the enemy's hands.

CYBEL REFINERIES
Hold reactivated refineries as they power-up.

Uses 4 refinery objective markers, set up via the standard method.

- (each end phase) For every refinery you control, gain Ⓧ VPs specified in the mission. **Double** the VPs gained on the final two turns.
- (final turn end phase) If you control at least half the refineries, also gain **double** Ⓧ VPs specified in the mission.

DELAYED OBJECTIVES
Enter the battlefield and await further orders, soldier!

Uses 4 delayed objective markers, which are set up via the standard method, but not until the end phase of the first turn, after VPs have been calculated for the turn.

- (each end phase) For every delayed objective you control, gain Ⓧ VPs specified in the mission.
- (final turn end phase) If you control at least half the delayed objectives, also gain **double** Ⓧ VPs specified in the mission.

EXCAVATION
Investigate sites containing long forgotten relics of power.

Uses 4 dig site objective markers, set up via the standard method.

Each end phase after calculating VPs, roll a D6 for each dig site you control, and add the current turn number. If this total is 7+, the dig site is confirmed and never rolled for again. If this total is 6 or less, remove the dig site marker and place it in your opponent's half of the table, while also not within 12" of your models.

- (each end phase) For every dig site you control, gain Ⓧ VPs specified in the mission.
- (final turn end phase) If you control at least half of the dig sites, also gain **double** Ⓧ VPs specified in the mission.

MALITE METEORITES
Excavate deadly malite from meteorites during their brief moments of stability.

Uses 6 malite meteorite objective markers, set up via the standard method.

Number each meteorite 1 through 6. After setting them all up, and again in each end phase after calculating VPs, randomly determine which 3 meteorites are *stable* for the subsequent turn, with the other 3 being *unstable*. The area within 3" of an unstable meteorite is dangerous ground (+1).

- (each end phase) For every stable meteorite you control, gain Ⓧ VPs specified in the mission.
- (final turn end phase) If you control at least half the stable meteorites, also gain **double** Ⓧ VPs specified in the mission.

PLANT THE FLAG
Mark tactically valuable positions before moving on.

Uses 6 flag objective markers, split evenly between you and your opponent. Each end phase, before calculating VPs, you may place one of your flags anywhere wholly outside of your deployment zone. **Flags may be placed touching friendly models.**

Once a flag is controlled by a unit in an end phase, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- (each end phase) For every flag currently captured by you, gain Ⓧ VPs specified in the mission.
- (final turn end phase) If you currently have captured at least half the flags, also gain **double** Ⓧ VPs specified in the mission.

If only one player has this objective type, then that player keeps all of the flags, but may still only place one flag per turn.

SUPPLY CACHES
Confiscate valuable caches that litter the battlefield.

Uses 6 supply cache objective markers, set up via the standard method.

Supply caches have a maximum number of VPs they provide before they are exhausted and removed from the game. A supply cache placed within a deployment zone can provide a maximum of 5 VPs. The first time a supply cache wholly within no-man's land is controlled, roll 2D6+2 to determine its VP maximum.

- (each end phase) For every supply cache you control, gain ⊗ VPs specified in the mission. In the final turn end phase, gain all remaining VPs from every supply cache you control.

TERRITORIES
Verify that critical locations remain under your control.

Uses 6 territory objective markers, set up via the standard method.

Once a territory is controlled by a unit in an end phase, it is captured and remains so until an opposing unit is within 3" of it in an end phase.

- (each end phase) For every territory currently captured by you, gain ⊗ VPs specified in the mission.
- (final turn end phase) If you currently have captured at least half the territories, also gain **double** ⊗ VPs specified in the mission.

VIPs
Capture reluctant individuals of importance.

Uses 6 VIP objective markers, set up via the standard method.

After calculating VPs in every end phase, each VIP's position may be shifted up to 6" by the player whose models are **not the closest** to it. VIPs shifted this way may end up within 12" of other objective markers.

- (each end phase) For every VIP controlled by you, gain ⊗ VPs specified in the mission.
- (final turn end phase) If you control at least half of the VIPs, also gain **double** ⊗ VPs specified in the mission.

TARGET OBJECTIVES
Target objectives represent a valuable object which start the battle already controlled by either you or your opponent. Each player with a target objective in their mission uses 1 destructible objective marker.

DEFEND THE ARTIFACT
Protect and repair a valuable relic for as long as possible.

The artifact is a destructible objective. Place your artifact anywhere wholly within your deployment zone, while also touching no-man's land. An infantry unit without the **KILL MISSION/SUPPORT MISSION** ability in contact with your artifact may perform the **REPAIR ARTIFACT** status action.

> **Repair Artifact:** Status action - Your artifact gains +1 FOR.

- (each end phase) If your artifact has not been destroyed, gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.
- (each end phase) If your artifact's FOR characteristic is above 8, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

DEMOLITION
Destroy the enemy's prized object that is protected by a powerful field.

The demo target is a destructible objective. Your opponent places your demo target anywhere wholly within their deployment zone, while also touching no-man's land. A demo target may only be targeted when it is within short range.

- (conditional) Once your demo target has suffered at least one injury, you get ⊗ VPs specified in the mission.
- (conditional) Once your demo target has been destroyed, you also get **double** ⊗ VPs specified in the mission.

ZONE OBJECTIVES

Zone objectives are large areas of the battlefield that your force must move into and hold. Units with the **KILL MISSION/SUPPORT MISSION** abilities are ignored when calculating zone objectives.

BREAKTHROUGH
Smash through to reach a strategic location.

Unless specified otherwise in the mission, your breakthrough zone is the opponent's deployment zone.

- (each end phase) If you have one or more of your units within at least one of your breakthrough zones, gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.
- (each end phase) If at least one of your breakthrough zones has more of your units within it than opposing units, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

DOMINATION
Dominate the battlefield and drive the enemy back.

Divide the table into four equal quarters. In order to control a table quarter, you must have more units wholly within that table quarter than there are opposing units.

- (each end phase) For each table quarter you control, gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

INTO THE FIRE
Hold a hotly contested area despite constant shelling

Unless specified otherwise in the mission, the fire zone is a 12" radius from the center point of the table. During each end phase, before calculating VPs, Each unit within the fire zone has its suppression level raised by +D3 (rolled separately for each unit).

- (each end phase) If you have at least one unit within the fire zone, gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.
- (each end phase) If you have more units within the fire zone than there are opposing units, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

KING OF THE HILL
Capture and hold a prized position at all costs.

Unless specified otherwise in the mission, the king of the hill zone is a 12" radius from the center point of the table.

- (each end phase) If you have at least as many units within the king of the hill zone as there are opposing units, gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.
- (each end phase) If you have at least twice as many units within the king of the hill zone as there are opposing units, also gain ⊗ VPs specified in the mission. **Double** the VPs gained on the final turn.

5) CHOOSE DEPLOYMENT ZONES

After determining your mission, deployment zones must be chosen. A deployment zone is the area of the table that each player is allowed to deploy their models **wholly** within. The defender chooses which deployment zone their force will use. The attacker uses the opposite one.

The mission will either specify a specific deployment type name or just 'random'. In the case of random deployment, roll a D6 to see which of the **DEPLOYMENT TYPES** below you will use for the game.

DEPLOYMENT TYPES

1. CRISS-CROSS
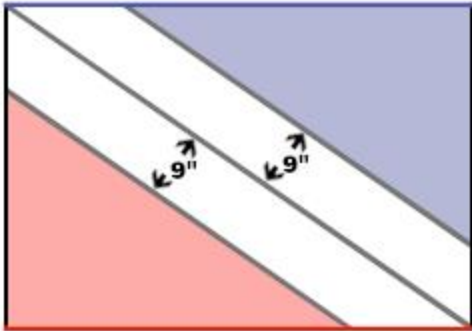
2. FACE-OFF

3. PINCER
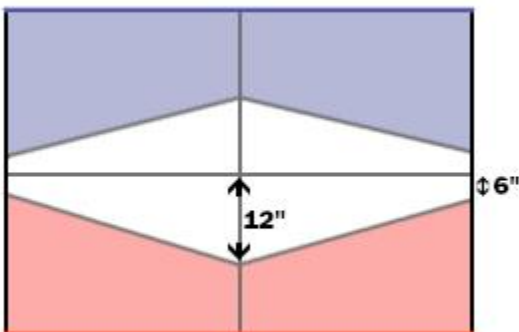
4. LONG MARCH
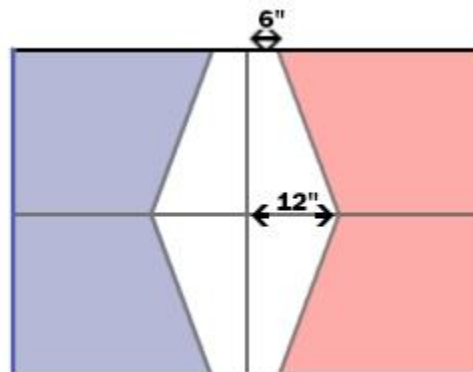
5. OUTFLANK
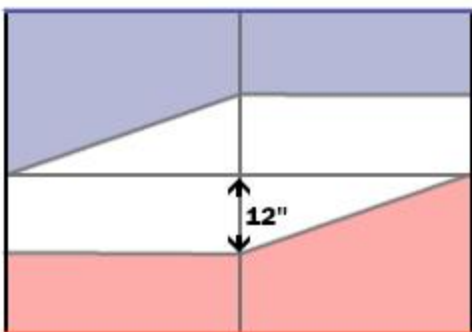
6. LONG FLANK
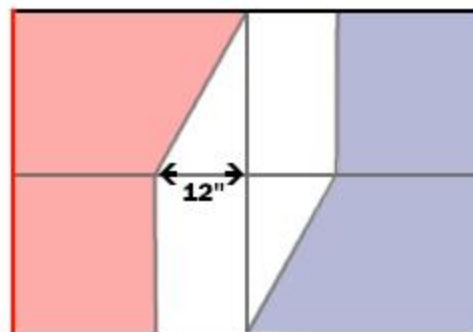
All deployment zone distances are measured from the centerline of the table (the line that splits the table in half).

> **TABLE EDGES**
> Each deployment type has *reserve table edges*, which are the table edges reserve units normally arrive from (the **bolded red & blue edges** on the deployment maps). The other two board edges are *flanking table edges*.

> **NO-MAN'S LAND**
> The area of the table between the two deployment zones is *no-man's land*.

6) DECLARE FACTION OBJECTIVE & FORCE COMMANDER

Each player then declares what their faction objective is and which model is their force commander, starting with the defender.

Faction objectives function as an additional (usually tertiary) objective type utilized in every mission. You can find the rules for each faction in separate PDF documents, including details about the faction objectives they have available to them. These documents can be downloaded from MaelstromsEdge.com. New faction objectives are also sometimes revealed alongside new model releases.

Your *force commander* may be any friendly model in one of your Command units who has the **COMMAND** ability (see **FORCE ROSTERS** on pg 33).

7) PLACE OBJECTIVES

If your mission utilizes objective markers, it is now time to place them on the table. The *standard method* for placing objective markers is: starting with the defender, players alternate placing them **wholly within their opponent's half of the table**.

OBJECTIVE MARKER PLACEMENT RESTRICTIONS

Before or during the game, when placing or shifting the position of an objective marker, you must always abide by the following restrictions, except where explicitly specified otherwise:

- An objective marker cannot be within 12" of another objective marker.
- An objective marker cannot be within 6" of a board edge.
- An objective marker cannot be in contact with any model, in impassable ground, in/on a building, or anywhere that an infantry model moving normally could never reach, such as completely surrounded by impassable ground.

If it is impossible to place/shift an objective marker given these restrictions, then reduce the 12" minimum restriction, but only by what is absolutely necessary.

OBJECTIVE MARKERS

An objective marker does not inhibit model movement/block line of sight unless it is a destructible objective marker. Units taking cover do not derive protection from an objective marker.

If your objective markers are mounted on a base, we recommend these bases should be no larger than 46mm. It is also important that all markers representing the same objective be mounted on the same sized bases (or that the markers themselves are all the same size if they're not mounted on a base). For example, if your mission utilizes the Cybel Refineries objective, then all of those refinery objective markers need to either be the same size, or mounted on the same sized bases.

CONTROLLING OBJECTIVE MARKERS

A unit *controls* an objective marker when at least one model from the unit is in contact with it, while no enemy units are contesting the objective. An enemy unit *contests* an objective marker while within 3" of it. A unit may never be in contact with more than one objective marker at the same time.

Some units have an ability that allows them to control an objective marker even when the enemy is contesting it. If both you and your opponent have a unit with this type of ability within 3" of the same objective maker, those abilities (temporarily) cancel each other out, and neither side controls that objective.

DESTRUCTIBLE OBJECTIVE MARKERS

Destructible objectives are a large model. Once placed, they are not activated each turn, do not count towards a force's starting unit total and never count as being a unit for any mission objective purposes, such as killing a certain number of units in the opposing force. They can never be a reserve or reinforcement and cannot take any actions, move or be moved. They do not have a rear arc and their suppression level is never raised.

If your force is trying to **destroy** the destructible objective, then it is an enemy unit once placed. If your force is trying to **protect** the destructible objective, then it is a friendly unit once placed.

Model Name	MV	EVS	SKL	AV	CQA	FOR	WP	Model Type
Destructible Objective	0	2	0	5	0	8	-	Destructible Objective

8) DEPLOY FORCES

After placing any objective markers required for the mission, it's time for both sides to deploy their force.

- **Defender deploys first:** The defender places any of their units they wish to deploy entirely within their deployment zone. The defender may place a Take Cover token on each of their deployed units.
- **Attacker deploys second:** The attacker places any of their units they wish to deploy entirely within their deployment zone. The attacker may place up to 2 On the Move tokens on each of their deployed units.
- **Generate bonus command points:** Whichever player placed less Cover/On the Move tokens during deployment starts the game with a number of bonus command points equal to the difference between the two players. For example, if the defender placed 3 Cover tokens on their units while the attacker placed 4 On the Move tokens, then the defender would start the game with 1 bonus command point.

Models cannot be deployed in a position where they would not be able to move during the game, such as in impassable ground. No model, not even those with the **Scout** ability, may deploy within 6" of an enemy that has already been deployed.

9) START THE GAME

Without rolling for priority, the attacker is automatically the priority player for the first turn of the game.

10) TRACKING VICTORY POINTS

Victory points (VPs) are calculated in the end phase of each turn, based on the different objective types that each force has managed to complete that turn. Each objective type can generate VPs in different ways:

- **Each end phase:** Players cumulatively gain these VPs in each turn's end phase.
- **Final Turn end phase:** Players gain these VPs **only** in the end phase of the game's final turn.
- **Conditional:** Players only continue to have these VPs if they **currently** (in a turn's end phase) meet the condition of the objective. For example, if the objective is to injure the enemy commander, and that commander is later able to fully heal itself, then the VPs previously earned for injuring the commander would be revoked.

You must keep track of each player's current VP total as the game progresses. This can be accomplished via any mutually agreed upon method, such as using a pad of paper, special dice, etc. What's important is that you are always aware of the current VP total for both yourself and your opponent in the end phase of each turn.

VICTORY TOTAL

Each mission has a VP requirement listed, which is the *victory total*, representing the minimum number of VPs you need in order to have a chance to win the game. In the end phase of any turn, if you meet or exceed the mission's victory total while also being at least 5 VPs ahead of your opponent's total, then you immediately win the game with a *crushing victory* while your opponent suffers a *crushing defeat*.

MISSION CARD VICTORY TOTAL

Victory Total: 30 VPs

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For example, if a mission has a victory total of: '20', this means you need to earn at least 20 VPs while also having at least 5 VPs more than your opponent's total in the end phase of a turn to immediately win the game with a crushing victory.

11) END OF THE GAME

Games last 5 turns. If neither side achieves a crushing victory by the final turn's end phase, then:

- **Standard Victory/Defeat:** If you've reached or exceeded the mission's victory total and have more VPs than your opponent, then you've achieved a *standard victory* and your opponent has suffered a *standard defeat*.
- **Draw:** If both you and your opponent failed to reach the mission's victory total or both of you ended with the exact same VP total, then the game is a hard fought *draw*.

QUALITY OF VICTORY/DEFEAT

The type of victory or defeat you manage to achieve (crushing or standard) in a normal game is typically just for bragging rights.

In a tournament or campaign, however, the organizer will often imbue the different types of victory/defeat with some manner of benefits or penalties.

For example, in a tournament, a crushing victory is often worth more tournament points than a standard victory. Similarly, in a campaign, a player who earns a crushing victory will often get some manner of large bonus in their next game, compared to a standard victory which would naturally provide a smaller bonus.

NARRATIVE GAMES

Narrative games utilize *narrative missions,* which differ from competitive missions in that they are asymmetrical: the attacker and defender each potentially have different objectives, mission special rules, etc. Most importantly, the goal of a narrative game is to create a battle that tells an epic story: whether one side wins or loses comes secondary to the tale being forged.

NARRATIVE CAMPAIGNS

Narrative missions excel for use in campaigns where the result of one game has some bearing on the following game. Campaigns can be an extremely engaging part of the tabletop wargaming hobby. There are a near infinite number of ways to implement a campaign system, so players should feel free to let their imaginations run wild coming up with custom campaign missions and different ways to link games of Maelstrom's Edge together. We look forward to hearing all about your campaigns at www.maelstromsedge.com.

PLAYING A NARRATIVE GAME

SELECTING A NARRATIVE FORCE

While the standard rules for playing a game dictate the very first step is to select your force, in "reality", a fighting force is often hand-picked and deployed to complete a specific mission. Therefore, when playing a narrative game, if you'd like to more accurately represent this dynamic, we recommend you determine who will be the attacker/defender and which mission you will use, **before** choosing your forces, though don't be afraid to stick with the standard rules if you prefer!

DETERMINING A NARRATIVE MISSION

Narrative missions have a separate attacker and defender version of each mission:

- **Attacker:** The attacker mission features a lightning bolt symbol.
- **Defender:** The defender mission features a shield symbol.

We recommend you simply agree with your opponent who will be the attacker/defender and which narrative mission you will play. If playing in a campaign, these choices will often be pre-selected based on the results of the previous game.

The attacker version of narrative mission cards feature the attacker icon.

The defender version of narrative mission cards feature the defender icon.

NARRATIVE OBJECTIVE MARKERS

If your opponent's mission has a control objective, but your mission does not, then your units **cannot** control the objective markers associated with that objective, though they can contest them as normal. For example, if your opponent's attacker mission has the **VIPs** objective, while your defender mission does not, this would mean your units cannot control the VIP objective markers.

If both you and your opponent's mission share the same control objective, even when it is a primary objective for one player and a secondary objective for the other player, then the associated objective markers are shared between players as normal.

NARRATIVE MISSION SPECIAL RULES

When a mission special rule appears **only** on either the attacker or defender mission, then that special rule applies **only** to that force. For example, if only the attacker's mission specified 'No Reinforcements', then only the attacking player would be unable to bring back reinforcement units during that game.

AMBUSH

The attacker must deploy their force first, followed by the defender. The defender is automatically the priority player for the first turn of the game.

ARTILLERY BOMBARDMENT

After your opponent finishes deploying, each of their units on the table has its suppression level raised by +D3. If a unit is taking cover, its suppression level is only raised by +1.

DUG-IN

When deploying your force, you may place up to +D6 bonus Cover tokens, which are ignored when comparing which player placed more Cover/On the Move tokens.

ENEMY SURROUNDED

Your reserves may enter from either flanking table edge, as well as your own reserve table edge. Your units with the **Scout** ability may make a flanking maneuver, but arrive from the opponent's reserve table edge if they do.

GAME LENGTH (X)

This game lasts the specified number of turns (X), instead of the standard 5 turns.

LIGHTING STRIKE

When deploying your force, you may place up to +D6 bonus On the Move tokens, which are ignored when comparing which player placed more Cover/On the Move tokens.

LOW VISIBILITY

When *low visibility conditions* are in effect, all long ranged shooting automatically misses.

NO DEPLOYMENT

All of your units, except for those with the **Scout** ability, must start the game in reserve.

NO REINFORCEMENTS

You may not bring back any reinforcement units.

NO RESERVES

You cannot **voluntarily** place your units into reserve while deploying your force.

SNEAK ATTACK

When deploying your force, up to D6 of your non-anvil units may set up in no-man's land, provided they are still entirely on your half of the table (measured from your reserve table edge). Alternatively, if these units are placed in reserve, they may make a flanking maneuver.

SUPERIOR NUMBERS

You may bring back up to 2 of your previously destroyed units as reinforcements each turn, instead of just 1. In addition, whenever you win a reinforcement bidding war, you expend only **half** of the CPs bid, instead of the full amount.

TIME OF DAY

- **Dawn:** The first turn is played in low visibility conditions.
- **Dusk:** The last turn is played in low visibility conditions.
- **Night:** The entire game is played in low visibility conditions.

NARRATIVE VICTORY TOTAL

Narrative missions have a separate victory total for both the attacker and defender, which means how you're able to achieve a victory is a bit different than in competitive missions.
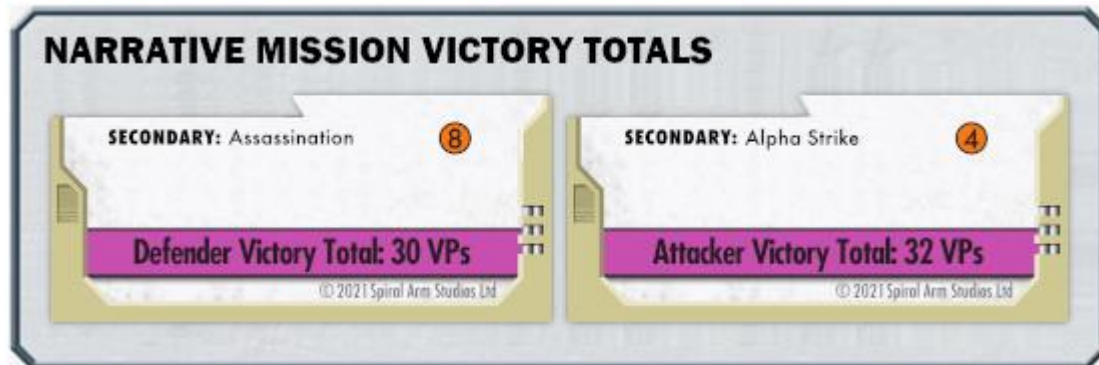
- **Narrative Crushing Victory:** In the end phase of any turn, the game immediately ends with you achieving a crushing victory and your opponent suffering a crushing defeat if:
  - you reached or exceeded your victory total while your opponent is still at least 5 VPs from reaching theirs.
  - you've exceeded your victory total and your opponent has also reached or exceeded theirs, but you've exceeded yours by at least 5 VPs more than your opponent has exceeded theirs.

NARRATIVE CRUSHING VICTORY EXAMPLE

Danielle is the attacker with a victory total of '28', while Matt is the defender with a victory total of '30'. At the end of turn 4 (of a 5 turn mission), Danielle has managed to accrue '35' VPs, exceeding her victory total by +7 VPs. Meanwhile, Matt has managed to accrue '32' VPs, exceeding his victory total by only +2 VPs. This means Danielle immediately wins the game with a crushing victory as the margin she has exceeded her total by (+7 VPs) is at least 5 VPs or more than Matt managed to exceed his total by (+2 VPs). However, if Matt had instead managed to earn '33' VPs, then the game would have continued on into turn 5, as the difference between how much they each exceeded their victory totals would only have been +4 VPs, not the +5 or more required to achieve a crushing victory.

NARRATIVE END OF GAME

If neither side achieves a crushing victory by the final turn's end phase, then:

- **Standard victory/defeat:** You earn a standard victory and your opponent suffers a standard defeat if:
  - you reached or exceeded your victory total while your opponent did not reach theirs.
  - you exceeded your victory total by more than your opponent has exceeded theirs.
- **Draw:** Both you and your opponent earn a hard fought draw if:
  - you both exceeded your victory totals by the exact same amount.
  - you both exactly reached your victory totals.
  - neither of you reached your victory totals.

NARRATIVE END OF GAME EXAMPLE

At the end of turn 5, neither Matt nor Danielle managed to end the game early with a crushing victory. Danielle finished the game with 35 VPs, +7 VPs above her victory total of '28'. Matt also finished with 35 VPs, but unfortunately this is only +5 VPs above his victory total of '30'. This means Danielle has won the game with a standard victory and Matt has suffered a standard defeat. If Matt had instead managed to earn '37' VPs, then both sides would have exceeded their victory total by +7 VPs and the game would have ended in a draw.

NARRATIVE MISSIONS

NARRATIVE MISSION PACK #1

You can choose narrative missions by agreeing with your opponent which to play, or if you would like a random mission you can roll a D6 and divide the result by 2 (rounding up) to determine which mission to use. Note that the descriptions below are included for flavor, but you do not have to use the factions mentioned here - any combination of forces is fine!

---

1. THE LAST STAND
Epirian forces, cut off and outnumbered, are trying to hold a satellite dish broadcasting a warning that the Karists have invaded. Karists have encircled the Epirian position, hit them with artillery and aim to wipe them out to the man (or bot!).

THE LAST STAND (ATTACKER)
Smash into enemy territory and utterly crush them.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Decimation [8]
> **SECONDARY -** King of the Hill [4]
>> Your king of the hill zone is the 12" radius around the opponent's artifact.

VICTORY TOTAL: 28 VPs
SPECIAL: Artillery Bombardment, Enemy Surrounded, Superior Numbers.

THE LAST STAND (DEFENDER)
With your dying breath, make them pay for every inch.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Defend the Artifact [4]
>> [1] Artifact Marker
> **SECONDARY -** King of the Hill [3]
>> Your king of the hill zone is the 12" radius around your artifact.

VICTORY TOTAL: 30 VPs
SPECIAL: Dug-in, No Reinforcements.

---

2. NIGHT RAID
The Broken are trying to destroy a Remnant staging ground, so they approach at night as quietly as possible, looking to inflict critical damage and escape relatively unharmed. The Remnant are looking to secure the area and kill the enemy commander responsible for this raid.

NIGHT RAID (ATTACKER)
Sneak into enemy territory and destroy their depot.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Demolition [8]
>> [1] Demo Target Marker
> **SECONDARY -** Alpha Strike [4]

VICTORY TOTAL: 32 VPs
SPECIAL: Enemy Surrounded, Sneak Attack, Time of Day (Night).

NIGHT RAID (DEFENDER)
Clear the area and kill the enemy responsible for this.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Domination [3]
> **SECONDARY -** Assassination [8]

VICTORY TOTAL: 30 VPs
SPECIAL: No Reserves, Time of Day (Night).

---

3. ESCALATION
Broken and Epirian patrol forces are both looking into reports of weapon caches hidden in the countryside through the night. At dawn, they accidentally blunder into each other, initiating a probing, haphazard battle as they await further information from HQ about what they're actually fighting over.

ESCALATION (ATTACKER)
Hastily attack a surprised enemy while awaiting orders.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Delayed Objectives [4]
>> [4] Delayed Objective Markers
> **SECONDARY -** Alpha Strike [3]

VICTORY TOTAL: 24 VPs
SPECIAL: No Deployment, Game Length (6 turns), Time of Day (Dawn).

ESCALATION (DEFENDER)
Hastily attack a surprised enemy while awaiting orders.
DEPLOYMENT: Face-off
OBJECTIVES:
> **PRIMARY -** Delayed Objectives [4]
>> [4] Delayed Objective Markers
> **SECONDARY -** Alpha Strike [3]

VICTORY TOTAL: 24 VPs
SPECIAL: No Deployment, Game Length (6 turns), Time of Day (Dawn).

APPENDIX

MODELING

UNIT OPTIONS

If you select a unit option that is physically represented in any Spiral Arm Studios model kit, then you must appropriately represent that option on your model(s). If the unit option has no physical representation in any Spiral Arm Studios model kit, then there is no requirement for you to represent it, though this shouldn't dissuade you from coming up with your own clever conversion if you fancy the challenge. Conversely, if a unit has a particular option modeled on it, then you **must** select that option for the unit. The goal of this rule is to ensure that you visually represent major unit options on your models, thereby making it easier for both you and your opponent to remember what each unit is equipped with when quickly glancing across the table.

CONVERTING MODELS

The wargaming community has created many amazing converted miniatures and we encourage players to dream big and explore more of the Maelstrom's Edge universe by customising their models. It is important to note, however, that the spirit of the rules presumes that conversions will not confer you an in-game advantage, such as when mounting a model onto a larger/smaller base, or with a dramatically posed model, like one that has been converted to be kneeling/lying down.
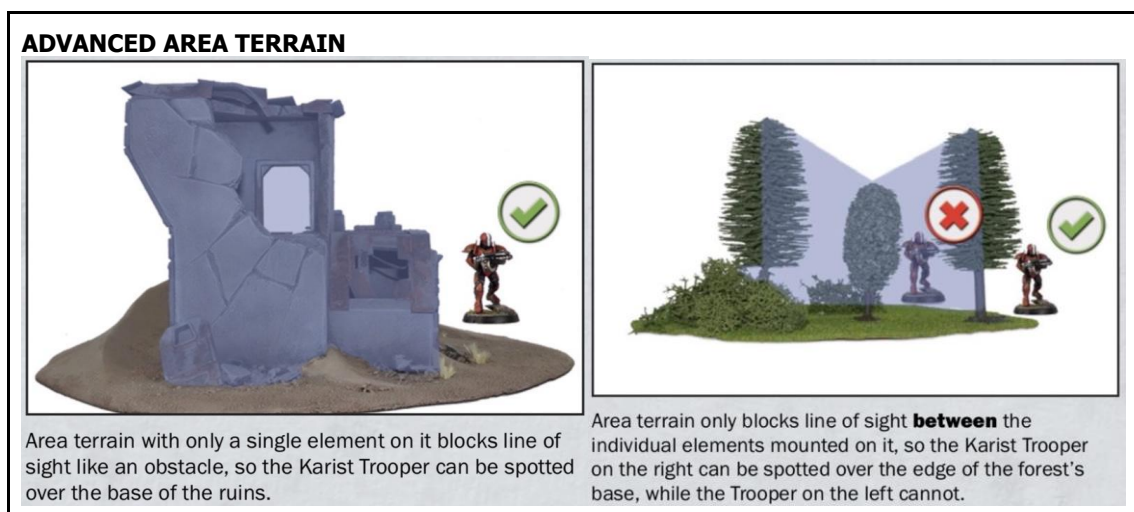
Before setting up a game against an opponent that is unfamiliar with your models, take a moment to show them any and all conversions you have in your force and have a quick discussion about if and how those conversions could possibly give you an advantage.

If a situation does arise during a game where it looks like your conversion might provide you with an advantage, you should always strive to take the position that would be more detrimental to you. For example, if you have dynamically converted one of your models so that it is lying down, and during a game you run into a situation where your opponent would be able to spot that model over an obstacle if it were posed normally standing up, then you should graciously allow your opponent to spot that model and fire at your unit.

ADVANCED AREA TERRAIN

The standard rules for area terrain assume that line of sight can never be drawn through or over them, essentially creating an abstracted cylinder that blocks line of sight that is infinitely tall, regardless of how high above the area terrain the shooting unit is or how far behind the area terrain the target is located. Some players dislike this level of abstraction, and if both you and your opponent agree, you may instead utilize these advanced area terrain line of sight rules.

With advanced area terrain, **line of sight is only blocked through the individual elements mounted on an area terrain feature**, as illustrated below.

ADVANCED AREA TERRAIN

Area terrain with only a single element on it blocks line of sight like an obstacle, so the Karist Trooper can be spotted over the base of the ruins.

Area terrain only blocks line of sight **between** the individual elements mounted on it, so the Karist Trooper on the right can be spotted over the edge of the forest's base, while the Trooper on the left cannot.

Note that when using advanced area terrain rules, the exact placement of each element on an area terrain feature becomes incredibly important. Therefore, if an individual element on an area terrain feature needs to be temporarily moved aside to make space for a model to move, you must remember to put that element back in the exact same position.

SETTING UP TERRAIN

TERRAIN DENSITY

How much terrain should be on the table for a game of Maelstrom's Edge? the ultimate goal is for each player to constantly have to choose whether or not to leave their unit in the open for **tactical reasons**, as opposed to not being able to reach cover because there just isn't enough terrain available. We therefore recommend Maelstrom's Edge tables contain slightly more terrain than many comparable sci-fi, squad-based tabletop games: in the neighborhood of 30-50% of the table's surface should be covered by terrain features.

The best way to figure out if you have enough terrain is to first clear off the area you're going to use to play the game, and then, starting from one edge of that table, fill it with all your available terrain features placed as close as possible to each other, without any of them overlapping. If the entirety of your terrain covers 30%-50% of the table surface when placed this way, then you should have plenty of terrain for Maelstrom's Edge.

Of course, while 30-50% terrain coverage is a great benchmark, the **type** of terrain features you use will tremendously alter how your games play. For example, using lots of small area terrain features will break up line of sight across the table, making it much less of a big deal when a unit doesn't end its activation taking cover. Conversely, a really wide hill that is low enough for every model to see over will cover a lot of the table percentage-wise, but won't add much in the way of tactical options. You'll find that your games will be more fun when your table features a wide variety of different terrain sizes and types, such as both big and small obstacles, plus both standard and low area terrain.

We also recommended that the amount of impassable and dangerous ground be kept to a minimum. Maelstrom's Edge shines when units are able to maneuver from cover to cover, and making it overly hard for them to do so will really bog your games down.

PROXY AREA TERRAIN

If you find that you don't have enough terrain to cover 30-50% of the table, or if your terrain collection contains mostly obstacles, an easy way to quickly rectify this problem (so you can keep playing fun games while building up your terrain collection) is through the use of *proxy area terrain.* Proxy area terrain simply means cutting out a random shape from colored paper or cloth and treating it as though it were standard area terrain like a forest or ruins, even though there are no actual terrain elements mounted on it. Always assume that proxy area terrain is infinitely tall and can therefore never be seen over no matter how high up the firing unit might be.

ALTERNATING TERRAIN PLACEMENT

The main rules recommend you just mutually agree with your opponent how terrain should be set up. We believe this strikes the best balance of creating a table where the terrain placement feels both a little random (like real life) while not being too imbalanced or boring. However, if you prefer a little more structure for your terrain placement, use the following system instead.

ALTERNATING TERRAIN PLACEMENT
1. Separate terrain features
2. Place initial feature
3. Alternate placing features

1) SEPARATE TERRAIN FEATURES

You must first decide how many, and which, terrain features you will be using for the game. This should be enough to cover roughly 30-50% of the table surface as described previously. Set all the selected terrain features off to the side of the table.

TERRAIN GROUPING

If you have several similar small terrain features, like a bunch of low walls, you can agree to clump 3-5 of them together as a single *terrain grouping,* which then counts as a single terrain feature for the purposes of placement. Each feature in the grouping must be placed within 3" of another feature from the same grouping, making a continuous, unbroken chain. Utilizing terrain grouping both helps to speed up the process of placing terrain, and also makes the terrain look more natural on the table.

2) PLACE INITIAL TERRAIN FEATURE

You must decide which of your terrain features blocks the most line of sight without being impassable. This will be the *initial terrain feature* it is placed dead center in the middle of the table.

If playing a narrative mission that utilizes a special terrain feature which must also be placed in the center of the table, then this is used as the initial terrain feature instead.
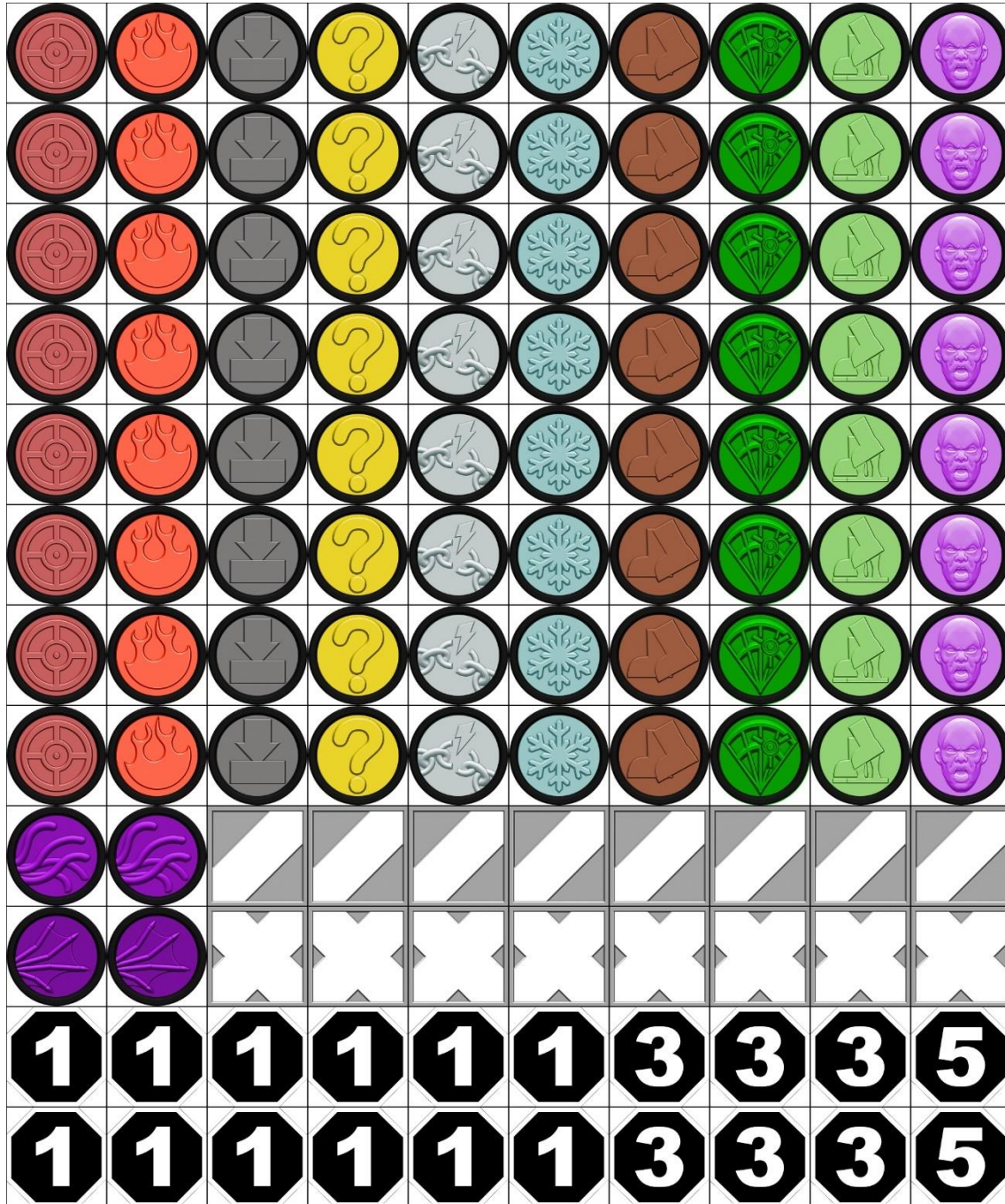
3) ALTERNATE PLACING FEATURES

Players roll-off, with the winner choosing and placing one terrain feature wholly on the table. A terrain feature **must be placed within 6-10" of one other terrain feature** already on the table, whilst also **not within 5" of any of any other terrain feature** already on the table. Players alternate placing features in this manner until it is no longer possible to place a feature more than 5" away from all other features. From that point on, the remaining features must be placed in one of two ways:

- Reduce the 5" restriction, but only by the minimum amount necessary to place the terrain feature. Terrain features placed this way may never touch/overlap other features.
- Alternatively, a feature can be placed on top of a larger terrain feature that has already been placed, provided it will fit entirely on the larger feature and it is agreed that it makes logical sense to do so. For example, it would make logical sense for a smaller hill or forest to be placed on top of a larger hill, but not for a forest to be placed on top of a building.

Any features that cannot be placed, even using these secondary options, are discarded and not used for the game. Once all the features have either been successfully placed or discarded, terrain set-up is complete!

TOKENS

Token sets will be available later, but for now you can print these and glue them onto thin cardboard or plasticard.

Aim	On the Move	Command Points – 1
Burn	Painted	Command Points – 2
Confusion	Slowed	Command Points – 3
Cover	Zealot	Stat Buff
Disruption	Angel – Winged Form	Stat Debuf
Frozen	Angel – Slasher Form	