Version 1.5
May 2016

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Boards & Scenery: Famous Gaming

Prodos Games would like to thank:
Richard Chalcraft, Michael Del Rio, Xabier Escudero, Gaetano Giammarino, Lindsey Hood, Richard Howkins, Marshall Jones, Tom Kiley, Kraig Koranda, Bobby Limoggio, Andrew Markell, Agata Mazurek, Dimosthenis Papamarkos, Lidia Pawlaczyk, Kim Rapson, Paul Rist, Mike Sanders, Ben Saunders, Noel Sorensen, Charlotte Thompson, Frank Thompson, Fredrik Thibblin, Hannah White Jay Zetterberg, Andreas Micheel, Burkhard Ezluhcs, Mateusz Płoszczyca and Adrian Lesiczko

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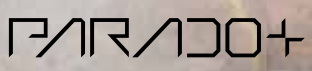

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INTRODUCTION

WELCOME TO MUTANT CHRONICLES WARZONE RESURRECTION!

The richly visualised Mutant Chronicles dark future has been exciting gamers and science fiction fans for over 20 years. Warzone Resurrection is the tabletop miniatures skirmish game, set in the Mutant Chronicles dark SciFi Future.

The Solar System is besieged by abominations from the dark beyond, infernal hybrids of undead alien flesh brought into existence by the Dark Symmetry. Mankind is divided into five rival megacorporations, concerned only with profit and territory, as they tear the inner worlds apart in bitter, internecine war. United in faith under the Brotherhood, Mankind may yet prevail – divided, they shall surely fall as the Dark Legion sweeps all before it.

In this lavishly illustrated Rule Book you will find all the rules and Squads bios you need to play Warzone Resurrection. You will meet, among many, the hero of the Bauhaus Corporation, Max Steiner, the Capitolian man-mountain Big Bob Watts, the beautiful but deadly Blessed Vestal Laura, the cruel Lord Commander Nozaki of Mishima and Archmagus Valpurgius, favoured of the Dark Legion...Where do your allegiances lie and who will command your forces?

Warzone Resurrection is a 28mm scale table top skirmish wargame for two or more players, each fielding units of warriors drawn from one of the mighty megacorporations of Mankind, the Brotherhood or its vile enemy, the Dark Legion.

WZR is a reimaging of the wonderfully dark Mutant Chronicles setting, bringing the 1990s vision of the vibrant and terrifying 27th Century bang up to date for the new millennium. Prodos Games has designed over 200 new miniatures (models), each and every one highly

detailed, the cutting edge of model design. We have also commissioned new artwork and prose from world renowned artists and writers and designed an all new and innovative rule set which centres on not only these beautiful models, but also enables both cinematic and engaging battles, which elevate tabletop gaming to a whole new level!

Novel to table top gaming, the WZR game involves both Models and Cards. The Models are your skirmish force, the cards represent in-game resources, additional wargear, global and local effects on the battlefield etc.. Such unexpected effects may make the likelihood of completing your Priority, Secondary or Corporate Agenda Mission easier or near on impossible. In a real battle it is likely that a soldier would not know his opponents wargear, whether the enemy has grenades or laser-sights. Both sides might be surprised by a Martian earthquake or a Mercurian solar flare. The Venusian jungle cover may be infested by the local fauna or unexpectedly reinforced from a previous long forgotten battle. War is rarely predictable, especially when it takes place on the planets, planetoids and asteroids of the solar system. All these and many more variables are represented by the cards you and your opponent play; making Warzone Resurrection a truly novel and the most realistic and exciting tabletop miniature skirmish game on the market.

SO, CAN YOU HELP MANKIND HOLD BACK THE DARKNESS OR WILL YOU BE A KEY AGENT OF THE DARK LEGION BRINGING MANKIND THE ANNIHILATION IT TRULY DESERVES?

IF YOU WANT TO LEARN MORE AND OR JOIN THE 'OFFICIAL WARZONE RESURRECTION FORUM' COME AND SEE US AT WWW.WARZONEGAME.COM AND JOIN THE facebook LIKE PAGE.

GENERAL RULES

DICE ROLLS

In Warzone Resurrection, dice allow the element of chance to be represented, which is key to a fun, exciting and tactically challenging table top Game.

Warzone Resurrection uses 20 sided dice, referred to as 'D20' throughout the Warzone Resurrection rules. If there is a number in front of 'D20', then that is the number of 20-sided dice that should be rolled (i.e. '2D20' = Roll 2 20-sided dice). **All tests, rolls and rerolls in the Game are made by rolling D20 dice.**

Reroll – A Player may only reroll once (players may not reroll a reroll). If the Player is able to reroll and chooses to do so, they must keep the second result, even if it is worse than the first result.

Off the Table! - D20 rolls count only if they land on the gaming table. If a D20 happens to roll off of the table, it must be rolled again, the result only counts if it lands on the table. (This is the only exception to the no rerolling a reroll rule; i.e. rerolls that land off of the table must be rolled again).

'Power Shot' – Dice rolls which result in a natural 1 (unmodified result of a 1) are always successful. Armour, Impenetrable Armour and AV tests or 'Heal' rolls cannot be made if the RS,CC or WP test results in a natural 1.

'Fumble' - Rolls of a natural 20 are always a failure.
Any Model that rolls a natural 20 for any Skill test may spend no further Action Points in the Game Turn. They also cannot 'Turn to Burn' any further Resource Cards this Game Turn.
For Example: A Chasseur uses his 1st Action Point to make a Basic Shooting Action. The Chasseur's 'AR3501 Chain Carbine' has RoF 2. The Player allocates all RoF to an enemy Model, then the Player rolls 2D20. One of the rolls is a 20, meaning that the Chasseur loses his 2nd Action Point, but may still complete the initiated Action (one further shot).

SKILL TESTS

In order to pass a 'Skill test', roll equal to or less than the relevant skill Value of the Model.

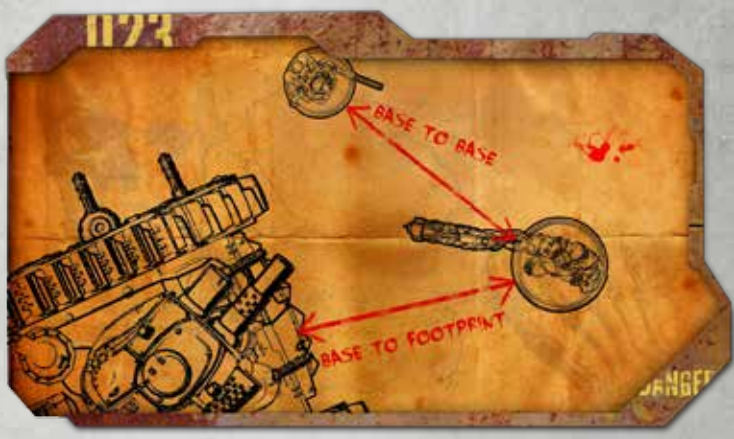
For Example: a Model with a 'Range Skill' of 12 (RS 12) after any Modifiers, needs a roll of 12 or less on a D20 to successfully passes the RS (Range Skill) test.

MODIFIERS

Modifiers follow the mathematical principle: first multiply then divide, add then subtract (i.e. 3x2+2= 8).

MEASUREMENT

Players may measure any distance (i.e. movement, shooting, Squad Coherency etc.) at any point in the Game. This is commonly referred to as 'pre-measuring'.
Models without a base (and Terrain pieces) are measured from the nearest point of the Model to the target, unless stated otherwise.
Models with a Base should be measured from nearest part of the Base edge to the target's Base edge.



MODEL TYPES AND STAT LINES

A Model's Stat line represents the skills and abilities of the Model. Each Skill can be temporarily or permanently affected as the Game progresses. Most are used as the starting point for calculating the number needed to roll on a D20:

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	9	16	17	3	16(12)	200

M – 'Movement' is the distance in inches that the Model can travel when making a basic Move Action. **A Model's minimum movement distance can never be reduced below 2"**, unless specifically defined.
For Example: a Played Card states that a Model's Movement Value is reduced to 0.

The maximum distance a Model can travel in inches in one Game Turn is twice its Movement Value. Movement does not have to be made in a straight line (unless stated otherwise).

CC – Close Combat. The number required to roll on a D20 for a Close Combat test.
RS – Range Skill. The number required to roll on a D20 for a Range Skill test.
St - Strength. The strength of a Model will affect the Armour Value of its target.
Con – Constitution. Constitution represents the Models ability to resist factors such as falling from height.
WP– Will Power. Used to cast and resist Psychic Powers.
LD – Leadership. The number required to roll on a D20 for a Morale test.
W – Wounds. This is a way of tracking how much damage a Model can receive. If a Model's Wound Value is reduced to '0' or less by Wound Effects, it is removed from the board as a casualty.
A – Armour Value. The number required to roll on a D20 for an Armour test to ignore a Wound Effect. Occasionally an Armour Value may include a second number in brackets *e.g. A:18(12), this is the Impenetrable Armour Value. Armour cannot be reduced below the Value in brackets.*

Pts - Points Value. This number represents how much the Model is worth and is used by the Players to produce balanced opposing army lists.
For Example: each Player will write an army list to the Value of a set amount of Points.

STAT VALUES
- MAXIMUM AND MINIMUM MODIFIERS

No Stat Value can be Modified below a Value of 1, except for Wound Value.
No Stat Value can be Modified above a Value of 20.

WEAPONS STAT VALUES

BAUFORCE HMG 1000 'DEATHLOCHDRUM'

R	ST	RoF	AVV	TYPE
24	15	4	2	Piercing (A)

R - 'Range'. The effective distance of the weapon, measured in inches. For Close Combat Attacks the R is used to determine Close Combat Weapon Range (CCWR).
St - 'Strength'. The Strength of a Model's Weapon will Modify the Armour Value of its target and for Close Combat weapons it will Modify its user's St.
RoF/RoA – 'Rate of Fire'/'Rate of Attack'. The amount of a Skill tests that can be made during a Ranged or Close Combat Attack.
AVV – 'Anti Vehicle Value'. This value will Modify the Armoured Value (AV) of targets with SP (Structure Points).
Type. The characteristic which represents the type of ammunition or the weapon's construction. The type of a weapon might be found more or less effective depending on the type of armour worn by a targeted Model.

MINIATURE DEFINITIONS

Body– The body of a Model includes the legs, torso, arms, head and backpack. Any other details on the Model are not classified as part of Models Body.

Any parts of the Model that extend beyond the Base circumference do not count as part of the Body.

BASES

Small Bases are 30mm in diameter.
Medium Bases are 40mm in diameter and are used for Warlords and Lords, and larger Models.
Large Bases are 50mm or more in diameter and used for large Models and Light Vehicles. Heavy Vehicles often do not have a base or have a special base (e.g. heavy flyers).

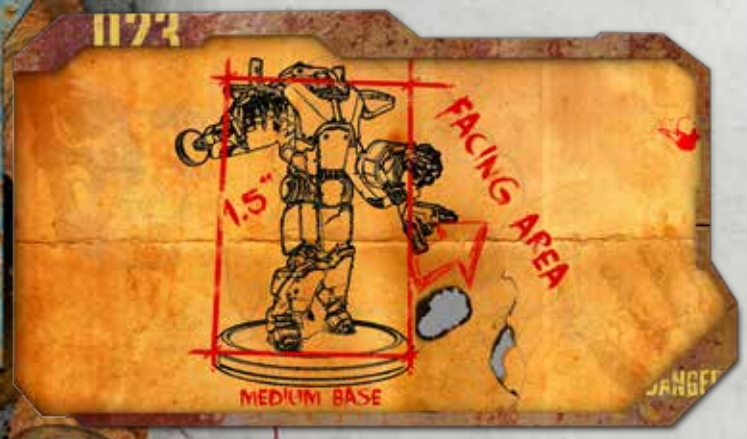
FACING AREA

All Models in Warzone Resurrection have a Facing Area. This is used specifically to calculate the Cover Modifier for intervening Models. The Facing Area is defined by the diameter of the Model's Base and physical height of the Model (or in the case of Models that do not have a base the 'footprint' and physical height of the Model).

The minimum Facing Area is:

- Small Bases: minimum Facing Area Height: 1"
- Medium Bases: minimum Facing Area Height: 1.5"
- Large Bases: minimum Facing Area Height: 2"
- Heavy Vehicles: Use the height to the top of the hull or turret, whichever is higher.

For Example: The minimum Facing Area of an infantry Model mounted on a Medium Base equal to the diameter of the base x height of 1.5", regardless of the Model's pose.



LINE OF SIGHT (LOS).

If a straight, unblocked, 'Line of Sight' (LOS) from the Body of the firing Model to any part of the Body of the target Model can be drawn, the firing Model has 'Line of Sight' (LOS) to the target.

MODELS FACING

All Models in Warzone Resurrection have two facings: Front and Rear. The two Facings split a Model's Base or 'Footprint' into two equal parts. The Front Facing will be in the same direction as the model's chest or the front of the Vehicle. **Models only have LOS in their Front Facing. Models can only perform Shooting and Close Combat Actions in their Front Facing.**

For Example: The Everassur has two Undead Legionnaires within its Front Facing.

The Battle of Alpha Regio

Fought at the opening of the Second Great War against the Dark Legion, the Battle of Alpha Regio saw the armies of Golgotha, Mistress of Pain, assault a Cybertronic stronghold high on the Tessera. To exactly what end the battle was fought is still the subject of much debate amongst corporate military strategists. The Cybertonic facility, coded Fac-9-Delta was little more than a militarised research expedition, for the megacorporation was not strongly established in that region nor did it have any apparent reason to seek a foothold there. Nevertheless, the Nepharite named Golgotha was evidently determined to eject the Cybertronic mission from the heights of the Tessera, perhaps in an effort to clear corporate forces from any strategic strong-point within range of her Dark Citadel.

It is evident from post battle reports and tactical down-links that the Cybertronic forces had anticipated interference from Dark Legion forces in the region and had taken steps to fortify their position while their scientists and technicians conducted their research. Thus, when the jungles at the base of the Tessera swelled with Undead Legionnaires and the other numerous foot troops of the Mistress of Pain, the Chasseur's Commander was prepared. Instigating a pre-planned bombardment by three Eradicator Deathdroids, the Cybertronic force exacted a fearsome toll on the approaching Dark Legion host. Soon, the jungles at the base of the Tessera were aflame, and so were the unnumbered hordes of Legionnaires that came swarming out of them. Implacable as any of his rank, the Cybertronic commander instigated the next stage of the prepared defence even as the scientists and technicians withdrew to the atmospheric craft stationed at the crest, loading a number of crates into their loading bays.

The Chasseurs and Cuirassiers manning the defence line gunned down dozens, even scores of Legionnaires, as the flanks of the Tessera turned black with spilled, necrotic fluids. The defenders remained calm despite the overwhelming numbers swarming up the slopes towards them, their implants and conditioning overriding any notion of fear or self-preservation. Even when a trio of metal-skinned Razides strode from the treeline and began the ascent up the flanks of the Tessera, the Cybertronic soldiers did not even flinch.

An hour into the assault, the slopes carpeted with the ruined bodies of hundreds of Undead Legionnaires, Cybertronic's researchers completed their evacuation, leaving the Chasseur Commander and his forces to hold the crest of Alpha Regio. The fact that this force had no means of extracting made it clear that their mission had been to buy time for the scientists to escape with whatever prize they had garnered from beneath the Tessera. Determined to fulfil his orders to extract as great a toll on the enemy as possible before being overrun, the commander ordered the final stage of his defensive plan to be put into action.

But that final phase was never instigated. As the waves of Undead Legionnaires, Razides and other fell creations of the Dark Legion finally attained the summit of Alpha Regio, a towering figure of pale, supple flesh strode from the jungle and began the ascent. The figure matched no known foe in the Cybertronic database, and so the commander ordered an immediate tactical scan and up-link in order to pass this new and valuable intelligence on to his corporation. The best way to attain that intelligence, the commander's indoctrinated programming told him, was to confront the enemy in combat whilst keeping his tactical up-load active as long as possible.

The commander had no need to seek out the enemy, for she had every intention to do the same. Even as the Dark Legion forces smashed into and over the Cybertronic defences, the Chasseur Commander and the Nepharite later identified as Golgotha, Mistress of Pain, clashed in hand to hand combat. The Cybertronic commander was a veteran of his corporation's wars. He had faced the mightiest enemies on every warzone of the inner system, but this new foe's capabilities were beyond even his prodigious skills. The commander performed admirably in keeping his tactical up-link active and transmitting for almost eight seconds before it was severed, but in that brief period Cybertronic military intelligence strategists learned a great deal about the Nepharite, categorising and quantifying her abilities in a way only they can.

Of the fate of that bold commander, the corporation knows very little and cares even less, for as far as they are concerned he served his purpose well and is now counted as an expended asset. They have no idea that, in common with many of her greatest foes, Golgotha did not slay the commander outright. Rather, upon defeating him she stayed her hand, ordering his broken form returned to her Dark Citadel. To this day, that commander remains there, the subject of the cruellest and most brutal tortures the Mistress of Pain can devise. Only the commander's pedigree as a servant of Cybertronic, along with the numerous bionic enhancements implanted into his brain and central nervous system allow him to block out the pain enacted upon him each and every day that Golgotha is in attendance in her Dark Citadel. One day she may break him, but until then, he lives yet.

ACTION RULES

In Warzone Resurrection, each Model is an individual. As such, these individuals are capable of making their own decisions (Actions). Whilst one Squad member may choose to advance on their opponent, spending all of their energy on running as fast as they can, another in the same Squad might take a moment to take aim and then fire with pin-point accuracy.

ACTION POINTS

Each Model in the Game has 2 Action Points (unless stated otherwise). For simplicity this Value is not included on the Stat lines. **Once a Model uses all of its Action Points, it is Deactivated for the rest of the Game Turn. Activated Models that begin their Activation already 'Engaged' have only 1 Action Point to spend.**

GENERAL ACTION RULES

If more than one Action requires an immediate reaction, the Player with the Initiative decides the order that they are completed. **No Action can be Activated more than once per Model per Game Turn (unless stated otherwise).**

BASIC ACTIONS (1 ACTION POINT)

Requiring only a short burst of energy, Basic Actions are the most common of all Actions in Warzone Resurrection. The Basic Actions in Warzone Resurrection are as follows:

Move Action – Models can make a Movement up to their Movement Value in inches. This measurement is made from the Base edge of the Model, (or 'footprint' of a Model which has no base).
Pivoting is classified as a Move Action and therefore, the Model must spend an Action Point in order to complete a pivot (even if it doesn't move in any other way).

Designer Note: No Model may travel more than twice its Movement Value per Game Turn in total regardless of Action used.

For Example: A Model with Movement Value: 5 may use a Move Action to travel 5" in Open Terrain, taking it into LOS of an enemy Model, then the Model can use an Engage Action to travel a maximum of 5" in to Engage. The Model has not travelled more than its maximum allocated Movement of 10".

Engage Action – Models can travel up to their Movement Value x2 in inches. An 'Engage' Action can only be made if a CCWR (Close Combat Weapon Range– see the Close Combat section) is reached. If the distance moved is reduced and a CCWR cannot therefore be reached, the Engage Action fails. The model loses its remaining Action Points and travels in the same direction as the failed Engage Action at its Modified Movement Value.

For Example: A Model with a Movement Value of 6, uses 1 Action Point to make a Move Action, traveling 3"; then its 2nd Action Point making an Engage Action. In the Engage Action it may only move 9" (6x2 – 3=9).

Unless otherwise specified, the Engage Action must always be made in a straight line, within LOS of the target and in the Front

Facing of the Engaging Model; while the Engage Action is being made the controlling Player may change the facing of their Model as appropriate. **Models cannot be Engaged through Terrain gaps or Access Points narrower than either Engaged Models Bases.**

Models gain a Modifier to their St and AVV based on their Base size when they complete an 'Engage' Action:

- Small Bases: receive a +2 St and +1 AVV Modifier
- Medium Bases: receive a + 4 St and + 2 AVV Modifier
- Large Bases: receive + 6 St and + 3 AVV Modifier

The Engage Bonus is only applied to the 1st Close Combat Attack of a Close Combat Action completed in the same Game Turn (even if the RoA of the weapon is more than 1).

A Model must travel at least its unmodified Movement Value when completing an Engage Action to Claim the Engage Bonus.

Aim Action – A Model can spend one Action Point to gain a +2 Modifier to RS and +2 to the Ranged Weapon's St in the same Activation Phase. The Modifier is added only to their first Ranged Attack in the case of Model's weapon with a RoF higher than 1, additionally if an Aim Action is used to make a Ranged Attack at a Vehicle, the Player can use this Action to select the Hit Location instead of rolling for it. **This action cannot be used with Template Ranged Attacks or Psychic Powers.**

Hide Action – A Model can spend one Action Point to turn a Claimed Light Cover Value Modifier into a Heavy Cover Value Modifier. This Action does not affect Heavy Cover. The Hide Action Cover Bonus is lost once the Model makes another Action (except for a 'Pass' Action). Place a Hide token next to the Model to indicate that this Action is in effect.

Shooting Action – A Model can spend one Action Point to make a Ranged Attack at a target. When making a Shooting Action, the Model will make a number of RS tests equal to the RoF of the weapon they are firing. The target must be in LOS and within the Front Facing of the Model that is making a Shooting Action in order to be a viable target for a Shooting Action.

Close Combat Action - An Engaged Model can spend one Action Point to perform a Close Combat Attack. When making a Close Combat Action, the Model will make a number of CC tests equal to their weapon's RoA.

Morale test to 'Recover from Pinning' - As described in the Morale Section.

Morale test to 'Regroup from Broken' - As described in the Morale Section.

Pass Action – The Model may spend one Action Point to end its Activation.

ADVANCED ACTIONS (2 ACTION POINTS)

Sometimes, it is worthwhile taking some time on the battlefield, to ensure that a task is done correctly with a significant and lasting effect. Advanced Actions do just this.

Run Action - Models can make a Movement up to their Movement Value x2 in inches. A Run Action follows same rules as a Move Action.

Rapid Fire – A Model completing a Rapid Fire Shooting Action gains a +1 Modifier to their Ranged Weapon's RoF and a -2 Modifier to their RS for this Action. The weapon's Range is halved during this Action. **Template weapons cannot Rapid Fire.**
Designer note: Rapid Fire is a Shooting Action and may not be done in the same turn as a Basic Shooting Action.

Sentry Action –A Model may enter Sentry. Models in Sentry can use 1 Action Point (which cannot be increased by any means) during the enemy's Activation Phase. The following Basic Actions may be made during a Sentry Action: Shooting, Close Combat, Move or Dive for Cover.No more than 2 Models for every 5 Models in a Squad can be placed into Sentry. If the Squad contains less than 5 Models, up to 2 Models can be placed in Sentry. Models using a Sentry Action remain on Sentry until the next Control Phase.

Sentry Actions can be used between the Actions of enemy Models, but require the Model on Sentry to pass a LD test first. If the test is failed then the Model is no longer in Sentry.

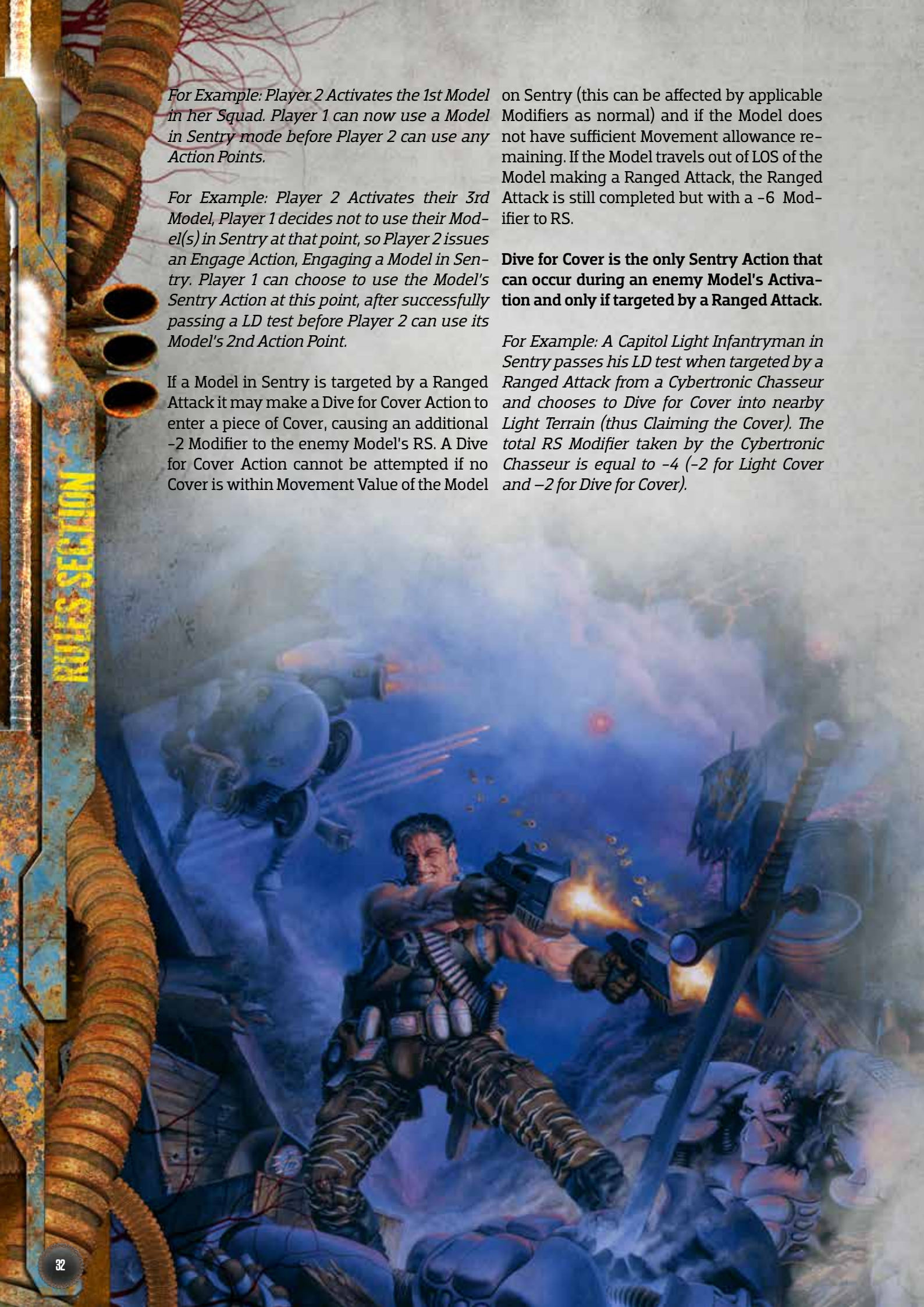
For Example: Player 2 Activates the 1st Model in her Squad. Player 1 can now use a Model in Sentry mode before Player 2 can use any Action Points.

For Example: Player 2 Activates their 3rd Model, Player 1 decides not to use their Model(s) in Sentry at that point, so Player 2 issues an Engage Action, Engaging a Model in Sentry. Player 1 can choose to use the Model's Sentry Action at this point, after successfully passing a LD test before Player 2 can use its Model's 2nd Action Point.

If a Model in Sentry is targeted by a Ranged Attack it may make a Dive for Cover Action to enter a piece of Cover, causing an additional -2 Modifier to the enemy Model's RS. A Dive for Cover Action cannot be attempted if no Cover is within Movement Value of the Model on Sentry (this can be affected by applicable Modifiers as normal) and if the Model does not have sufficient Movement allowance remaining. If the Model travels out of LOS of the Model making a Ranged Attack, the Ranged Attack is still completed but with a -6 Modifier to RS.

Dive for Cover is the only Sentry Action that can occur during an enemy Model's Activation and only if targeted by a Ranged Attack.

For Example: A Capitol Light Infantryman in Sentry passes his LD test when targeted by a Ranged Attack from a Cybertronic Chasseur and chooses to Dive for Cover into nearby Light Terrain (thus Claiming the Cover). The total RS Modifier taken by the Cybertronic Chasseur is equal to -4 (-2 for Light Cover and –2 for Dive for Cover).



DEFINITIONS

'Activated/Deactivated' – A Model that is Activated may spend Action Points and use its Active Special Skills. Deactivated Models are Models which have been Activated or are counted as having been Activated in the Game Turn.

'Active: (X)' – A Special Skill/Rule can be described as 'Active'. Active Special Skills/ Rules can only be used by the relevant Activated Model and will cost the Model Action Points, or the Player Resource Cards as stated in the relevant 'Active: (X) Special Skill/Rule'. **All Active Skills last for 1 Game Turn, unless otherwise stated in the description.**

'At the beginning of Squad Activation' – If a Squad must make several Actions 'at the beginning of Squad Activation', 'Recover from Pinning' and 'Recover from Broken' Actions must always be made before any other Actions are made. The order of any other Actions that must be made 'at the beginning of Squad Activation' are made in a sequence decided by the controlling Player.

'Autohit' – If a Ranged or Close Combat Attack is described as being an 'Autohit', this means the RS or CC test is always successful.

'B2B' - an acronym for Base to Base.

'Close Combat Attack' - Any kind of Action which requires a Model to make a CC test is a Close Combat Attack.

'Count as' - Any action which is "counts as X Action" follows the same rules as the 'X' Action described in the Rulebook, thus, "counts as a Shooting Action" costs a Model one Action Point, needs LOS and can be completed only in the Model's Front Facing.

'Critical Force/Critical Damage' - Some weapons are naturally so powerful that they have what is referred to as Critical Force or Critical Damage.
Other weapons can have their St increased to Critical Force level (e.g. by 'Focus Fire' or by the use of particular Gear Cards). If a Wound Effect is caused with St18 or more, 'Critical Force (X)' is caused. The 'Critical Force' level is dependant of the St of the Attack.

- St 18 has Critical Force (2) – Each Wound Effect inflicts 2 Wounds per failed Armour test
- St 19 has Critical Force (3) – Each Wound Effect inflicts 3 Wounds per failed Armour test
- St 20 has Critical Force (4) – Each Wound Effect inflicts 4 Wounds per failed Armour test

Regardless of Modifiers the Critical Force/ Critical Damage can never be higher than (4). Failed AV tests against weapons with Critical Damage (x) result in a loss of Structure Points equal to X.

'Dividing'- If a skill test requires any mathematical division (for Example: 'halved') **always round up.**
For Example: for Squad Coherency, the LD Value is divided by 2. If the LD Value is 17, divide 17 by 2 which equals 8.5, which is rounded up to 9.

'Dash Values' – If any Value in the Stats of a Model or weapon has a '-' Value, it means that it cannot be used. Models that are forced to make a Skill test with a '-' Value always pass the Skill test.
For Example: An Eradicator Death Droid has WP '-', if it is required to pass a WP test it automatically passes. Models with a '-' Value cannot make Actions that require the use of the '-' Value.For Example: Models with CC '-' cannot make Close Combat Actions.

'Destroyed' – Every 'Destroyed' Vehicle always counts towards Body Count Value (see Missions Section), regardless of whether the Vehicle remains in play as a piece of Terrain or not.

'Elevation' - If the vertical distance between any Model is larger than 'X' (where 'X' is defined on the following table and is measured from Base to Base) then the Models are considered to be at Different Elevations.
Elevation describes approximate vertical "reach" of a model by listing a difference between two Engaged models Elevations (measured base to base) that can be ignored during Close Combat.
Additionally Elevation describes the maximum height of a Terrain Piece a Model may cross using Types of Terrain and Movement Modifiers rules (p.48). If the Terrain piece is higher than the listed Elevation for a Model on a given base size, the Model must use Climbing rules to cross this Terrain Piece.

- If both models are on Small Bases the X is equal to 1".
- If either Model is on a Medium Base the X is equal to 2".
- If either Model is on a Large Base the X is equal to 4"
- If either Model has no Base the X is equal to 4".
- Always use the highest relevant number on the table.

'Passive: (X)' – A Special Skill/Rule can be described as 'Passive'. Passive Special Skills/ Rules are always in effect.

'Ranged Attack' – Any kind of Action which requires a Model to make a RS test is a Ranged Attack. Any Psychic Ranged Attack is also classified as a Ranged Attack.

'Removed as a casualty' – Any model that is 'removed from the Board as a casualty' is counted towards Body Count Value (see the Missions Section).

'Stun Effect' – Models which receive a Stun Effect must, at the beginning of their next Activation, spend their first Action Point to recover from Stun Effect. A Model can only be affected by 1 Stun Effect at any one time. If a Model that is unrecovered from 'Stun Effect' is forced to travel by any means from its location or if it becomes Pinned or Broken, the Model automatically recovers from Stun Effect. CC tests against unrecovered Models are automatically successful.

'Target priority' - Any 'Basic', 'Advanced' or 'Squad Special' Actions made against another Model (i.e. Shooting, Engage) must be directed at the nearest enemy Model within 12" and within LOS. Engaged Models are ignored for Target Priority. If there are no enemy Models within 12" from the Activated Model, then the Action may be directed at any other Model on the board that is in range and LOS of the attacker.
Models can ignore the Target Priority rule if they have the 'Target Sense' Special Skill.

Models without the 'Target Sense' Special Skill gain it by passing a LD test with the appropriate Modifiers for each Action. If the test is failed, the Action Point is lost, although a second Ranged Attack can be made.
If a Model with 'Target Sense' is participating in a Ranged Squad Special Action, all Models participating in this Action gain 'Target Sense'.
When there is more than one enemy Model at the same and nearest distance, either can be targeted as the Primary Target without need for a Target Sense test.

For Example: The Armoured Chasseurs are closing on the Razide and are all within 12" of it. The Razide must target Chasseur B, as he is the nearest to the Razide, unless the Razide passes a LD test to gain the 'Target Sense' Special Skill.

'Tokens' – some Special Rules or Skills often ask to place a 30mm round token as a point of reference. There are two types of tokens:

1. Tokens with Structure Points - These tokens, if not specified otherwise, count as Light Terrain and cannot be placed on Impassable Terrain.

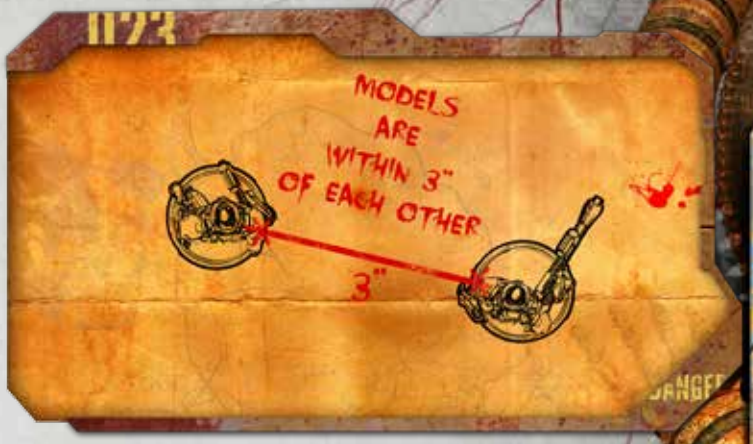
2. Tokens without Structure Points- these tokens are placed only as a point of reference and can be placed anywhere on the Battlefield including Impassible Terrain (if not specified otherwise).

Unless otherwise specified, Tokens with structure points stay in play until destroyed. Tokens without Structure Points are always removed from play in the following Control Phase, unless otherwise specified.

Models cannot stay Engaged with a token.

Designer's Note: Please note, any Model (friendly or foe) counts as Impassible Terrain.

'Towards/Away' - When a Model must travel Towards or Away from a specific point, use a tape measure to define a line from the centre of the Model and the centre of the specific point. The Model must then move along this line either Towards or Away from the specific point.



For Example: If the Armoured Chasseur needs to travel Towards or Away from the Razide , draw a straight line from the centre of the Razide's Base and the Armoured Chasseurs Base and move the Armoured Chasseur along that line.

'Within' – A Model is described as being 'Within' when any part of its Base or Footprint is within the measured distance, Template or Footprint.

'Wound Effect' – The Wound Effect is an abstract term which combines two processes; hitting and wounding a Model. For each failed Armour test against a Wound Effect, a Model reduces its Wound Value by 1. Whether a Model passes an Armour test or not, it is always classed as having "received a Wound Effect".

SQUADS SECTION

A 'Squad' can consist of one Model, such as the Warlord, or a number of Models. **Each Squad is Activated once per Game Turn. Every Model in the Squad must be Activated before play moves to the next Player.**

SQUAD COMMANDERS

Each Squad must have a designated Squad Commander which is nominated before the Game starts; the designated Model is a heroic individual, a veteran of many battles or the most senior in the chain of command. **Any Model in the Squad (unless otherwise specified), regardless of armament, may be allocated as the Squad Commander.**
The Model in a Squad consisting of one Model is the Squad Commander.

If the Squad Commander is removed from play, an Acting Squad Commander must be allocated and the Squad receives a -2 Modifier to their LD Value for the rest of the Game. The Acting Squad Commander is nominated only for Squad Coherency purposes. If this Model is lost, a new Acting Squad Commander is allocated. If any Acting Squad Commander is removed from the Game, the Squad does not take any further -2 Modifiers to Leadership for losing a Squad Commander. Neither the Squad Commander, nor the Acting Squad Commander, can 'Get the Gun', although a Model with a Heavy or Special Type weapon can become an Acting Squad Commander. Any special gear on the Squad Commander, or Acting Squad Commander, is lost when it is removed from play.

SQUAD COHERENCY

Squads have to stick together, otherwise individual Models become scattered and the Squad loses its ability to work as an effective fighting force. **All Models in a Squad must stay in Squad Coherency, which is defined in inches by the LD Value of the Squad Commander or Acting Squad Commander divided by two.** Squad Coherency is measured as per the Measurement rules.

For Example: A Squad Commander has a LD Value of 16, so every Model in the Squad must be within 8" of the Squad Commander. If it is removed from play, the Squad suffers a Squad Commander Lost Modifier of -2 to LD. The Squad therefore has to be within 7" of the Acting Squad Commander for the rest of the Game to be in Squad Coherency.

During the course of a Game, it is possible that a Squad member will find themselves out of Coherency. **If this occurs, any Model out of Squad Coherency must be the first Model in the Squad Activated and must complete a Run Action (even if not normally able to do so) to return to Squad Coherency.** If more than 1 Model is out of Squad Coherency, Activate all of these Models in Turn and before any other Models in the Squad, starting with the Model which needs to move the furthest. Complete a Run Action for each. Once all Models in the Squad are in Squad Coherency, Models not yet Activated from the same Squad can be Activated in any order. **Models that begin their Activation out of Coherency whilst Engaged in Close Combat ignore the Squad Coherency rule, but suffer a Modifier to their CC Value which reduces it by half, rounded up.**

For Example: The Chasseur Squad Commander has a Squad Coherency Value of 8

A Player can choose the take a model out of Squad Coherency at any point, but it should be remembered that a Model out of Squad Coherency at the beginning of its next Activation must make a Run Action to return to Squad Coherency.

Vehicle Squads are subject to Squad Coherency rules exactly like Non-Vehicle Squads. A vehicle model which finds itself outside of Squad Coherency must be the first Model in the Squad to be activated and must complete a Tactical Move, Combat Move, Fast Move or Full Throttle Vehicle Movement Action to get back in to Coherency. Owner of the Model may choose to use any Vehicle Movement Action assuming the Movement Action used is enough to bring Model back into Squad Coherency.

SQUAD COHERENCY AT VARIOUS ELEVATIONS

When measuring for Squad Coherency at different Elevations, measure the shortest distance from the Squad Commander's or Acting Squad Commander's Base to the other Model's Base, or any part of the Model's Body if the Base is not within LOS, measuring in a straight line.

SQUAD SPECIAL ACTIONS

Occasionally, the whole is greater than the sum of its parts; if a team works together, they can focus fire on an enemy Vehicle or Monster or swarm a Warlord. Squad Special Actions are a team approach.

Squad Special Actions can only be issued at the beginning of a Squad Activation; each **Squad Special Action costs 1 Action Point for every Model in the Squad, even if some of the Models cannot or do not participate in the Squad Special Action. Only one Special Squad Action can be issued in a Game Turn per Squad.** After declaration, but before a Squad Special Action takes place, the Models can use their remaining Action Point(s).

For Example: If no Model has LOS to a target enemy Model, the Player can still issue the Focus Fire Squad Special Action against the target enemy Model. However the Player must then spend the participating Models remaining Action Points in order to bring them in to LOS of the Model targeted by Focus Fire. Once the last participating Model is Deactivated, the Player rolls for Focus Fire.

For Example: The Player declares the Swarm Squad Special Action against an enemy Model, then uses any remaining Action Points in order to Engage the target Model with as many Models from the Squad taking part in the Swarm Squad Special Action. When all remaining Actions have been made, the Player then rolls for the Swarm Squad Special Action.

FOCUS FIRE

A minimum of 3 Models from the same Squad must be selected in order to issue the 'Focus Fire' Squad Special Action.

The Models participating in a Focus Fire must be in Range and in LOS of the target at the end of their Activation.

The Models completing the Focus Fire Squad Special Action cannot make any other Shooting Actions in the same Game Turn.

The Player makes a single RS test (ignoring the weapon's RoF) with a +6 Modifier to RS, using the highest RS Value of any one Squad member participating in the Focus Fire.

The St of the weapon during this Squad Special Action is equal to the lowest St Value of Ranged weapons participating in the 'Focus Fire' plus the sum of the RoF of all Models participating in the Focus Fire.

The weapon type is always counted as Piercing in a Focus Fire Squad Special Action.

For every 3 Models participating in the Focus Fire, the Ranged Attack gains Critical Force +1 and AVV +1.

Designer Note: If the Focus Fire St is equal to 18, the Ranged Attack would gain Critical Force (2). For every 3 Models participating in

the Focus Fire the Critical Force gains an additional +1 Modifier. Regardless of Modifiers the Critical Force/Critical Damage can never be higher than (4)
Models receiving a Wound Effect from the Focus Fire cannot use the 'Heal' Special Skill.
Focus Fire cannot be used against Engaged Models.
Weapon Special Rules or Modifiers (Skills, Strategy Cards etc.) of participating Models are not in effect during the Focus Fire Squad Special Action.
Models with only Template Ranged weapons cannot participate in a Focus Fire Squad Special Action.
For each Model participating in a Focus Fire Squad Special Action with an obscured LOS to the target (regardless of whether it is Light or Heavy Terrain), a -1 Modifier to the Focus Fire RS is applied.

For Example: A Squad of 6 Models with RS 12 focus fires on a Razide; so would have RS12+6, St 12 (lowest St Value of participating range weapon) + (6x RoF1) = St18. Three of the shooting Models have obscured LOS to the Razide as more than 25% of the Razide is behind Cover. Therefore the RS of 18 is modified by -3 (due to 3 of the participants having an obscured LOS) to 15.

SWARM

A minimum of 3 Models must be Engaged to be able to complete a Swarm Squad Special Action.

The Player makes a single CC test (ignoring the weapon's RoA) with a +6 Modifier to CC, using the highest CC Value of any one Squad member participating in the Swarm.

The St of the weapon during this Squad Special Action is equal to the lowest sum of a participating Model's St Value and the St of its weapon plus the sum of the RoA of all Models participating in the Swarm.
The weapon type is always counted as Piercing in a Swarm Squad Special Action.
Swarming Models do not receive an Engage Bonus.

For every 3 Models participating in the Swarm, the Close Combat Attack gains Critical Force +1 and AVV +1.
Designer Note: If the Swarm Squad Special Action St is equal to 18, the Close Combat Attack would gain Critical Force (2). For every 3 Models participating in the Swarm the Critical Force gains an additional +1 Modifier.
Models receiving a Wound Effect from the Swarm cannot use the 'Heal' Special Skill.

Weapon Special Rules or Modifiers (Skills, Strategy Cards etc.) of participating Models are not in effect during the Swarm Squad Special Action.

SUPPRESSION FIRE

This Squad Special Action can only be carried out by Squads with the 'Suppression Fire' Special Skill. A minimum of 3 Models from the same Squad must be selected in order to issue the Suppression Fire Squad Special Action.

The Models participating in a Suppression Fire must be in Range and in LOS of the target at the end of their Activation.

The Models completing the Suppression Fire Squad Special Action cannot make any other Shooting Actions in the same Game Turn.

The Player does not need to make a RS test to use Suppression Fire.

If a Squad targeted by 'Suppression Fire' travels more than 2" in the same Game Turn, it must take a Con test. If the test is failed, the Model receives an immediate Autohit with St equal to the lowest St Value of Ranged weapons participating in the Suppression Fire.

The weapon type is always counted as Blast in a Suppression Fire Squad Special Action.

HEROES SECTION

SQUAD COMMANDERS

Quite simply, their job is to command Squads. Before the Game starts each Player must nominate one Model from each Squad to be the Squad Commander.

Squad Commanders have the Guarded Special Skill.

LORDS

Lords are individuals that can join Troops and Support Squads or act as an independent Squad of their own.
The Player must choose to attach the Lord to another Squad before the Game starts.
Lords cannot leave a Squad that they have joined or join any other Squads during the Game. Lords count as part of the Squad for Activation purposes.
Squads lose Rapid Deployment and/or Infiltrate if a Lord is attached, unless the Lord has the same Special Skill. The Lord must be the Squad Commander of any Squad it joins.
If a Lord is removed as a casualty, nominate an Acting Squad Commander as normal.
Lords have the Shielded Special Skill.

WARLORD

This is your General; the ultimate communication link with HQ. All Squads can use the Warlord's LD if at least one Model from the Squad is within 10" of the Warlord. Warlords always act independently and so cannot join Squads.

Warlords have the Shielded Special Rule.

MORALE SECTION

Morale checks are required at certain points within a Game of Warzone Resurrection. Morale checks are made by rolling a D20 and comparing the result against the Squad Commander's or Acting Squad Commander's LD Value with any appropriate Modifiers. **If the D20 roll is equal to or less than the Squad Commander's or Acting Squad Commander's modified LD Value, the test is passed and the Squad continues as before the test was taken.** If the D20 roll is higher, the test is failed and the Squad will suffer a negative effect dependant on the kind of Morale check being taken.

PINNING

Immediately, when a Squad loses 50% or more of the Squad members (100% equals the number of Models in the Squad at the start of the Game Turn) in one Game Turn, a Pinning test must be taken. If the test is failed, the Squad is Pinned. Pinned Squads have a positive Modifier of +2 to Armour Value against Ranged Attacks, but cannot complete any Actions apart from Recover from Pinning until they have successfully 'Recovered from Pinning'. A Squad can only make one Pinning test per Game Turn.

MORALE TEST TO RECOVER FROM PINNING

To recover from Pinning, the Squad must spend one Action Point at the beginning of the Squad's Activation to attempt to 'Recover from Pinning' by taking a Morale test with a -2 Modifier to LD. This attempt costs all Models in the Squad one Action Point. This Action must be repeated if failed the first time. If both attempts fail, the Squad is Deactivated and stays Pinned. **Close Combat Attacks made against a Pinned Model have a +4 Modifier to Close Combat Value.**

BROKEN

Immediately when a Squad loses 75% or more of the Squad members (100% equals the number of Models in the Squad at the start of the Game Turn) in one Game Turn, a Break test must be taken. If the test is failed, the Squad is Broken.

Broken Squads must immediately travel x2 Movement Value Towards the nearest friendly Deployment Board edge, taking the shortest route possible (i.e. avoiding Impassable Terrain).

If playing a Mission in which an army does not have its own Deployment Board edge, Squads in that army that failed a Break test must immediately travel towards the nearest board edge, taking the shortest route possible (i.e. avoiding Impassable Terrain).

This counts as a free move and does not factor in to the Models maximum Movement allowance per Game Turn.

Broken Models cannot interact with Objective Markers or hold Table Zones.

All Special and Basic Close Combat Actions made against a 'Broken' Model are passed automatically.

Engaged Models from a Broken Squad do not lose an Action Point for their 1st attempt of 'Regroup from Broken'. Broken Models cannot complete a CC Action.

Broken Models which travel into or through the CCWR of an enemy Model receive a Free Slash immediately from the enemy Model.

MORALE TEST TO REGROUP FROM BROKEN

To regroup from being broken, **the Squad must spend one Action Point at the beginning of the Squad's Activation to attempt to 'Regroup from Broken' by taking a Morale test with a -6 Modifier to LD.** This attempt costs all Models in the Squad one Action Point. This Action must be repeated if failed the first time.

CARDS IN BASIC GAMES

Warzone Resurrection is a Game that involves not only dice, but also cards. Before playing a Game of Warzone Resurrection, the Players should decide whether they will play a Basic Game, where they use only Resource Cards, or whether they will play an Advanced Game. The Advanced Game includes the use of Resource Cards and also a deck of cards which add an element of character and realism to the Game.

BASIC GAME RULES

When playing the 'Basic Game Rules', the use of cards is limited to Resource Cards. No other cards are required for this version of the Game. **The number of Resource Cards** that each Player starts with is dependent on the relevant Player's **Warlord** choice and how many **Troop Squad Commanders** are in their control.

WARLORDS AND RESOURCE CARDS

Warlords are the conduit between their force and the higher echelons of the command Structure they work for. Depending on the Warlord Type they have access to Resource Cards as allocated:

DATA

Number of Resource Cards

WARLORD TYPE	NO. RESOURCE CARDS
TECH	4
CLOSE COMBAT	3
RANGED	3
PSYCHIC	4

Each **Troop Squad Commander also provides 1 Resource Card**. Resource Cards are allocated by the Warlord and Troop Squad Commanders, but they can be 'Turned to Burn' for any model in the Player's force.

For Example: Alakhai is a Close Combat Warlord, so he starts with 3 Resource Cards. Alakhai's army also contains 2 Squads of Undead Legionnaires, each led by a Necromutant Squad Commander. Each Necromutant Squad Commander will allocate a further 1 Resource Card. This means that Alakhai's army will have 5 Resource Cards, 3 from Alakhai and 1 from each Necromutant Squad Commander.

RESOURCE CARDS

Resource Cards are not normally removable, however if a Warlord is removed from play, Half of the resource cards it provided at the beginning of the Game are lost. If a Troop Squad Commander is removed from play, a number of Resource Cards equal to the number of Resource Cards it provided at the beginning of the Game are also lost. It is the controlling Player's choice **which Resource Cards they remove (i.e. a 'Turned to Burn' Resource Card may be removed).** Under no circumstances, can a removed Resource Card be returned to the Game once it has been removed.

For Example: Player 1's Ronin Squad has just lost its Squad Commander. The Model is removed from play and with it, a Resource Card. The Controlling Player chooses to remove a Resource Card they had already 'Turned to Burn' this Game Turn. Whereas Player 2 loses his Commander Dr. Diana. Commander Dr. Diana is a 'Tech' Warlord so Player 2 must immediately discard any 4 of his Resource Cards.

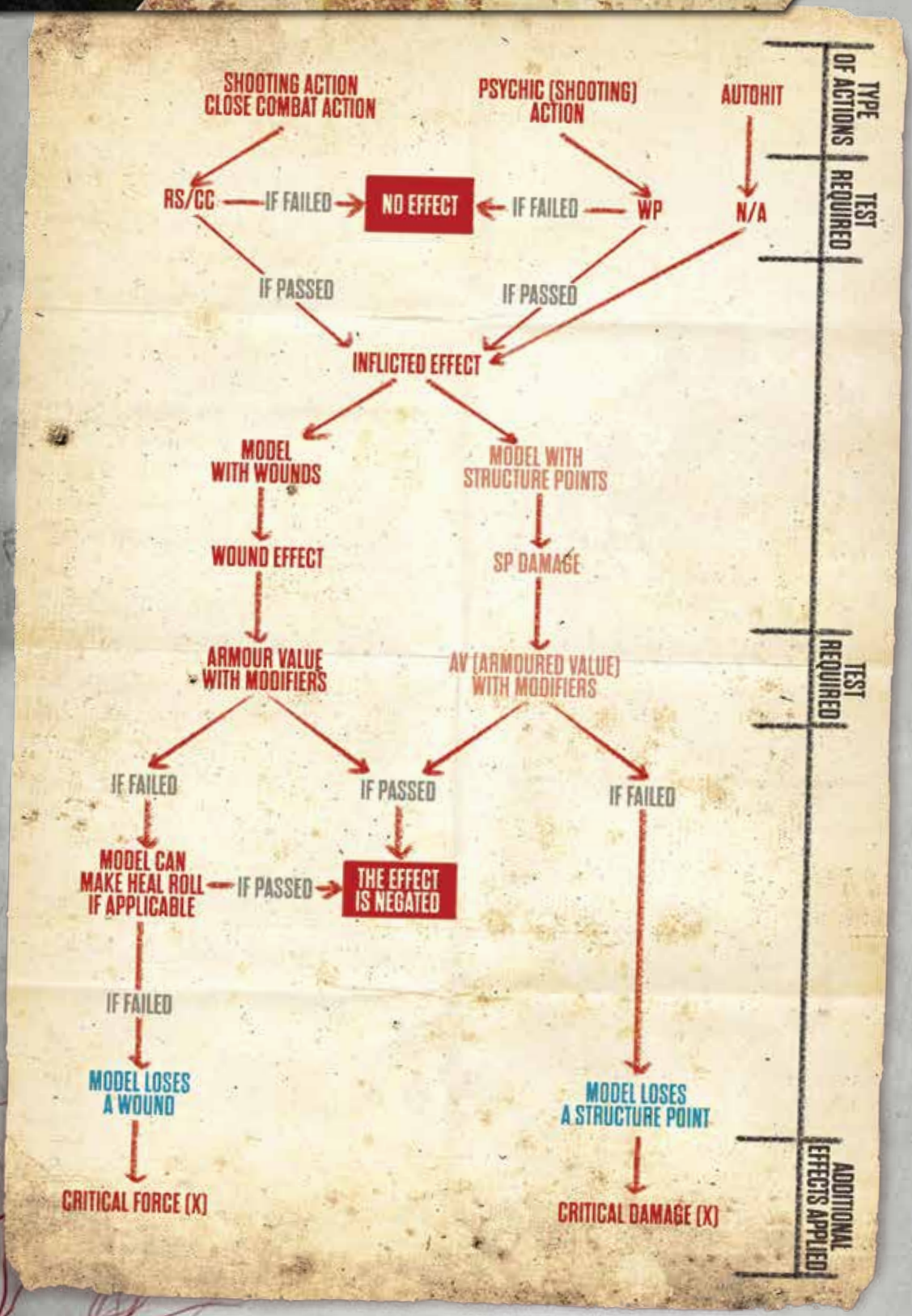
'TURN TO BURN' (BASIC GAME ONLY)

Players can 'Turn to Burn' a Resource Card in any of the following ways:

A. To give the selected Model (but not to a Vehicle) a third Action Point; can only be used once per Model per Turn.
B. To add 'Heal (3)' to the selected Model; can only be used once per Wound Effect.
C. To Activate a Squad Special Skill if applicable or required.
D. To Modify the RoF or RoA Value of a single weapon by +1. 'Turn to Burn' and declare before making a Shooting or Close Combat Action. This cannot be used to increase the RoF or RoA during Special Actions. Only 1 Resource Card per Model per Game Turn can be used in this way.

For Example: Player 1 'Turns to Burn' 1 Resource Card, thus giving a Model a 3rd Action Point. Player 1 also gives the same Model 'Heal (3)' by 'Turning to Burn' another Resource Card. Player 1 cannot 'Turn to Burn' a 3rd Resource Card to give a 4th Action Point or 2nd 'Heal' test; although they may 'Turn to Burn' a 3rd Resource Card to Modify the Model's weapon's RoF or RoA by +1.

ARMOUR TEST SECTION



It is rare that a character enters the Warzone with naught but the shirt on its back. To represent this, every non-Vehicle Model in Warzone Resurrection has an Armour Value.

THE ARMOUR TEST DEPENDS ON FOUR FACTORS:
1. THE ARMOUR VALUE OF THE MODEL
2. THE TYPE OF WEAPON THAT HAS TARGETED THE MODEL.
3. THE ST OF THE WEAPON THAT HAS TARGETED THE MODEL
4. ANY TACTICAL, STRATEGY OR GEAR CARDS THAT ARE IN PLAY WHICH MAY MODIFY ARMOUR VALUE AND/OR MODEL ST AND/OR WEAPON ST AND/OR OTHER BONUSES.

The Armour Value represents the strength of the wearer's Armour. The higher the Armour Value, the better the Armour is. Some Armour Values have a second number in brackets. This bracketed number represents the minimum number an Armour Value can be modified to, this is referred to as Impenetrable Armour.

For Example: The Everassur's Armour Value is 16 (12) meaning that if the Everassur needed to take an unmodified Armour test a D20 roll of 16 or less would be needed. If there were Armour Modifiers their cumulative Value can never reduce the Everassur's Armour Value to below 12.

Unless otherwise specified, if an attack states that no Armour test can be taken, then the model cannot make any Armour test against this attack. If no armour test may be taken, and the model has an impenetrable armour value, the model may roll on its impenetrable armour value.

WEAPON TYPE

All Weapons have a characteristic to represent their nature. Some, for example, may be described as 'Piercing', or 'Blast', or 'Plasma'. Often the weapon may be better or worse at penetrating an armour type. To represent this, the Stat line of each Squad will often include Modifier information which needs to be applied if the Squad is targeted by a particular weapon type.

For Example: Chasseurs are stated as wearing 'Titanium plates (Blast-3)', meaning if they are targeted by a 'Blast' Type weapon they receive an additional -3 Modifier to Armour Value. Occasionally an Armour Type may receive a positive Modifier against a particular weapon type (e.g. Piercing +2), in this case the Model would receive a +2 Modifier to Armour Value if targeted by a Piercing weapon.

WEAPON STRENGTH

The Strength (St) of the weapon also Modifies the Armour Value as shown in the following table:

DATA

Weapon Strength and Modificators

Weapon Strength	Modificator
1...	+9
7	+3
8	+2
9	+1
10	0
11	-1
12	-2
13	-3
...20	-10

Capitol M66 AutoCannon

TERRAIN AND MOVEMENT

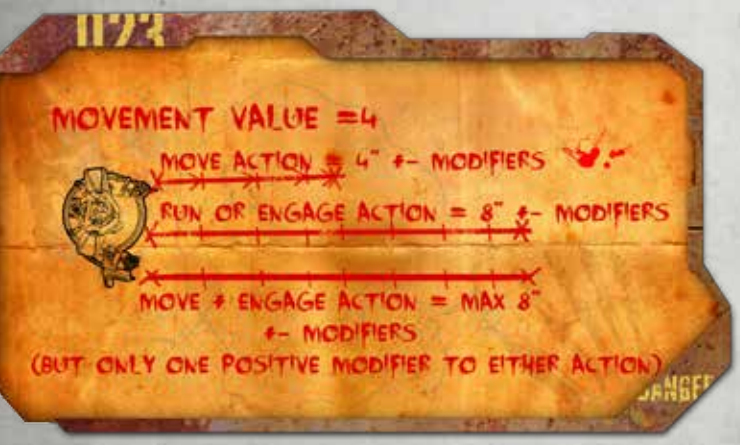
MODIFIERS TO MOVEMENT /MOVEMENT VALUE

In the Movement Section of Warzone Resurrection there are two definitions, Movement and Movement Value. The Movement Value is a number stated on the Model's Stat Card and Movement is the distance that a Model can travel depending on the Type of Action Made.

For Example: A Model's Movement Value of 5 means that the Model can use a Move Action for a Movement of 5". If a Run Action is made by the Model, then the Movement is equal to 10".

Modifiers, unless stated otherwise, always affect the Model's Movement not a Model's Movement Value.

Regardless of movement modifiers, model cannot travel more than twice its Movement Value.



DUAL MOVEMENT ACTIONS AND MODIFIERS

A Model completing two Movement Actions in any combination (For Example : Move + Engage) can only claim its positive Movement Modifiers to one of the Actions.

TERRAIN

Warzone Resurrection takes place in rugged and hostile locations throughout the Solar System, be that in the depths of space or on an alien planet. The deployed force might be surprised by a Martian earthquake or a Mercurian solar flare. The Venusian jungles can be just as dangerous as the enemy and an apparently benign city ruin provides the perfect cover, but could collapse at any time. A warzone is rarely predictable, especially when it located on the planets, planetoids and asteroids of the solar system.

TERRAIN AREA

Every feature of rough Terrain occupies a specific area on the battlefield; this is referred to as its 'footprint'. Sometimes a Terrain feature has a clearly defined footprint, i.e. a crater, bunker or building, others however, might be less defined; such as a woodland, ruined building or scrubland. **To avoid confusion, the Players must determine the exact footprint of each piece of Terrain before the Game starts.**

For the purposes of movement, if the Base or 'footprint' of a Model touches or is partially or wholly within the footprint of a Terrain feature it is considered 'within' the Terrain. **Models that start or end their Activation within Terrain or enter Terrain during a Movement are affected by the appropriate Movement Modifiers.**

When LOS is affected by a Claimed or intervening Terrain piece the RS of the shooting Model is modified by the Cover as appropriate. Cover does not modify Armour Value.

TYPES OF TERRAIN AND MOVEMENT MODIFIERS

There are 4 types of Terrain in Warzone Resurrection. Players should agree what their scenery represents before the Game starts.

Open – e.g. flat plains, or light hills. **Open Terrain** does not **Modify Movement**.

Light – e.g. shallow water, bushes. **Light Terrain** Modifies **Movement by -2"**, to minimum of 2".

Heavy – e.g. walls, trees. **Heavy Terrain** Modifies **Movement by -4"**, to minimum of 2".

Impassable – e.g. deep water, solid rock, pools of acid etc. Models cannot travel through or into this type of Terrain.

If a Model travels more than 3" through a single piece of Light Terrain, its Movement is reduced as if it had travelled through Heavy Terrain (i.e. reduce movement by 4", to minimum of 2"). Each separate piece of Terrain causes the appropriate Modifiers. **Movement Modifiers are cumulative. Calculate all Movement Modifiers before moving the Model.**

For Example: A Hussar makes a Run Action (Movement of 10") which would take him through Light Terrain and then Heavy Terrain, as such his Movement is Modified by -2" and then -4", a total Modifier of -6". This makes his Movement 4".

FALLING FROM HEIGHT

A model which falls from height takes a Piercing Autohit with a St equal to the vertical distance in inches (rounded up) that the Model has fallen, with an additional +6 Modifier to St.
A Vehicle takes a Autohit with AVV10 on a random section.
Any Model which falls from height is always place in B2B with the piece of Terrain it has fallen from.

JUMPING OR DRIVING FROM HEIGHT

As part of a Move, Run or Engage Action a Model or Vehicle may jump downwards from height. **Models on Small Bases may jump 1" downwards, Medium bases may jump 2" downwards and Large Based Models may jump 3" downwards without suffering the penalties allocated for 'Falling from Height'. Vehicle can drive from height 3" downwards without suffering the 'Falling from height' penalties.** This is referred to as 'Free Jump'. When a Model uses 'Free Jump' it does not count the vertical distance as part of its Movement. When the 'Free Jump' is completed, place the model at its new Elevation as if it is in Base contact with its last position before it jumped.

For Example: A Razide has a Movement Value of 5 and is in Heavy Terrain, 3" above the ground. It makes a Run Action. It travels 4" in the Heavy Terrain before it 'Free Jumps' out of the Terrain. As such it receives a -3" Modifier for the Movement in Heavy Terrain, but does not count the vertical distance saving 3" of its Movement, allowing it to use the remaining 3" of Movement in the Open Terrain.

If a Model chooses to travel further downwards than its 'Free Jump' distance, it must use its Movement to make the additional distance. Additionally, if a Model chooses to jump further downwards than its 'Free Jump' distance (i.e. if a Small Based Model jumped further than 1"), apply the rules for 'Falling from Height', but as this has happened as part of a 'Jump', the Controlling Player should reduce the 'distance fallen' Modifier by an amount equal to their 'Free Jump' distance.

For Example: A Hussar has a Movement Value 5 and chooses to make a 'Jumping from height' during its Move Action down a building to the ground floor, jumping 1". The 1" 'Jump' that the Hussar made is free, so once it reaches the Ground Floor, it may now move its full Movement of 5".

However, if the Hussar had jumped down 2", his Movement would be reduced by 1" for the extra distance jumped and he would suffer a St7, Piercing Autohit (1" extra distance fallen beyond 'Free Jump' distance +6St for 'Falling from Height').

JUMPING ACROSS GAPS

As part of a Move, Engage or Run Action, Models can attempt to 'Jump across gaps' between two pieces of Terrain. This cannot be performed if the gap is across Impassable Terrain or if the Model cannot be placed under the gap for any reason. If this is the case, the Model must use an alternative route.

When attempting to 'Jump across gaps' the following distance restrictions are in place depending on the Base size of the Model:

Small Bases: The maximum gap distance a Model on a Small Base can jump across is 1". If the gap is less than 0.5", the Model moves across it as normal. If the gap is between 0.5" and 1", apply an additional Light Terrain Modifier to Movement and cross the gap. Before the Model attempts to cross the gap it must immediately make a Con test. If this is failed, the Controlling Player must place the Model at the bottom of the gap in Base to Base contact with the Terrain it was attempting to jump on to. The Model then must take an Armour test with the usual Modifiers for 'Falling from height'.

Medium Bases: The maximum gap distance a Model on a Medium Base can jump across is 2". If the gap is less than 1", the Model moves across it as normal. If the gap is between 1" and 2", apply an additional Light Terrain Modifier to Movement and cross the gap. Before the Model attempts to cross the gap it must immediately make a Con test. If this is failed, the Controlling Player must place the Model at the bottom of the gap in Base to Base contact with the Terrain it was attempting to jump on to. The Model then must take an Armour test with the usual Modifiers for 'Falling from height'.

Large Bases: The maximum gap distance a Model on a Large Base can jump across is 3". If the gap is less than 2", the Model moves across it as normal. If the gap is between 2" and 3", apply an additional Light Terrain Modifier to Movement and cross the gap. Before the Model attempts to cross the gap it must immediately make a Con test. If this is failed, the Controlling Player must place the Model at the bottom of the gap in Base to Base contact with the Terrain it was attempting to jump on to. The Model then must take an Armour test with the usual Modifiers for 'Falling from height'.

For Example: The Cuirassier 'Attila' MK.III is on a Medium Base so it can 'Jump across Gaps' of up to 2". In this case the Gap is just under 1", so it crosses without needing to make a Con test. Although the Cuirassier 'Attila' MK.III still takes a Movement Modifier for moving in the Heavy Terrain (Ruins).

CLIMBING

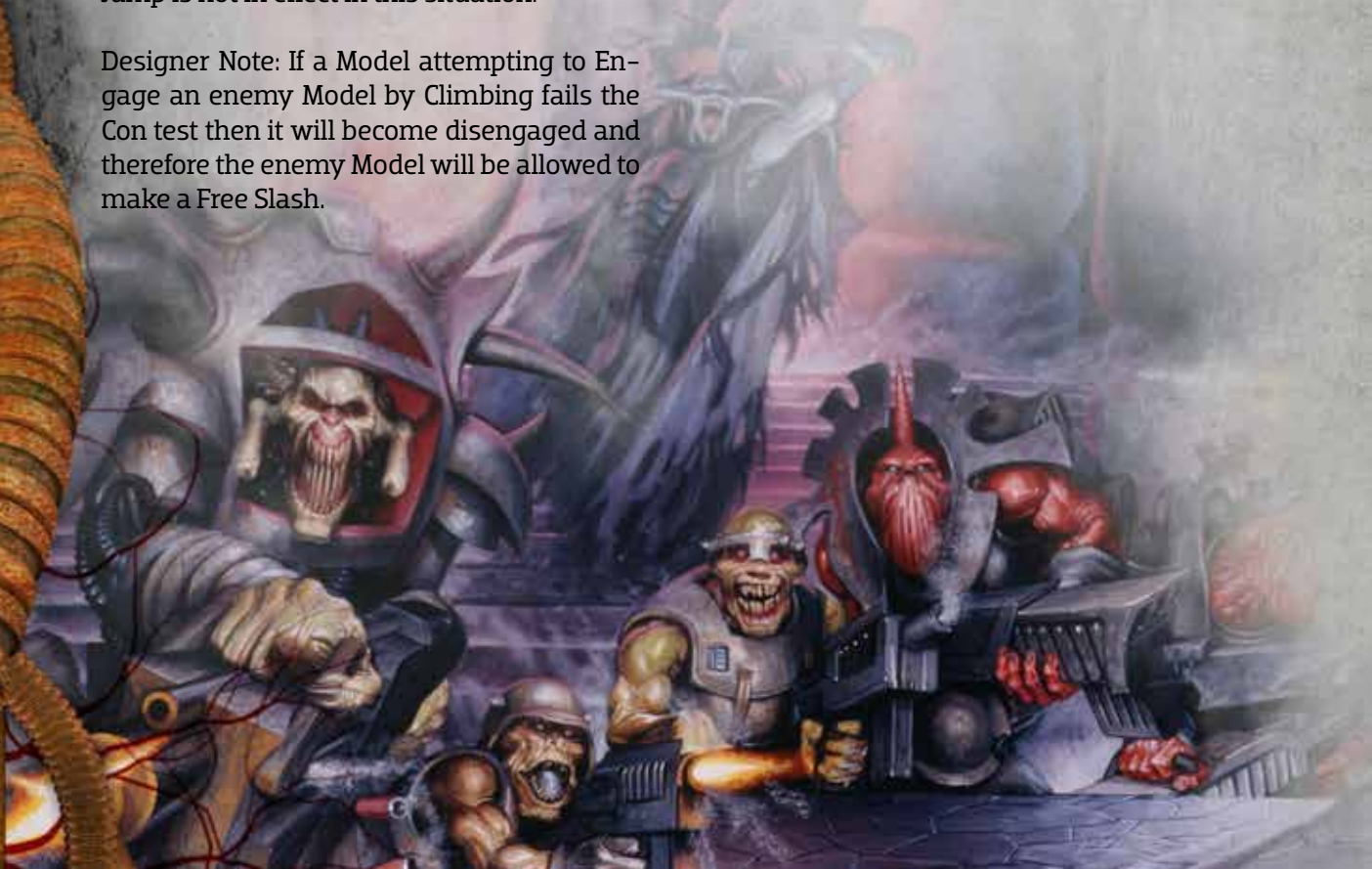
As part of a Move, Run or Engage Action a non-vehicle Model may change Elevation by Climbing. Use the following measuring approach: Firstly measure the horizontal distance from the Models base to the point where the Elevation change will occur. Then measure the vertical distance needed to reach the desired Elevation. Add the two together with any appropriate Modifiers. **The Movement can be completed if the resulting distance is less than the Model's Movement. If a Model has completed a Run or Engage Action to Climb, it must immediately take a Con test with a +4 Modifier.**

Vehicle Models cannot Climb. The only way a Vehicle Models may change their Elevation is by using Ramps, Slope Hills and every Terrain Piece agreed to be treated as such by all players before the game begins.
Changing Elevation for non-Vehicle Models always involve adding full vertical distance between the initial and final Elevations and may require a Con test if Run or Engage Actions were used to change Elevation.

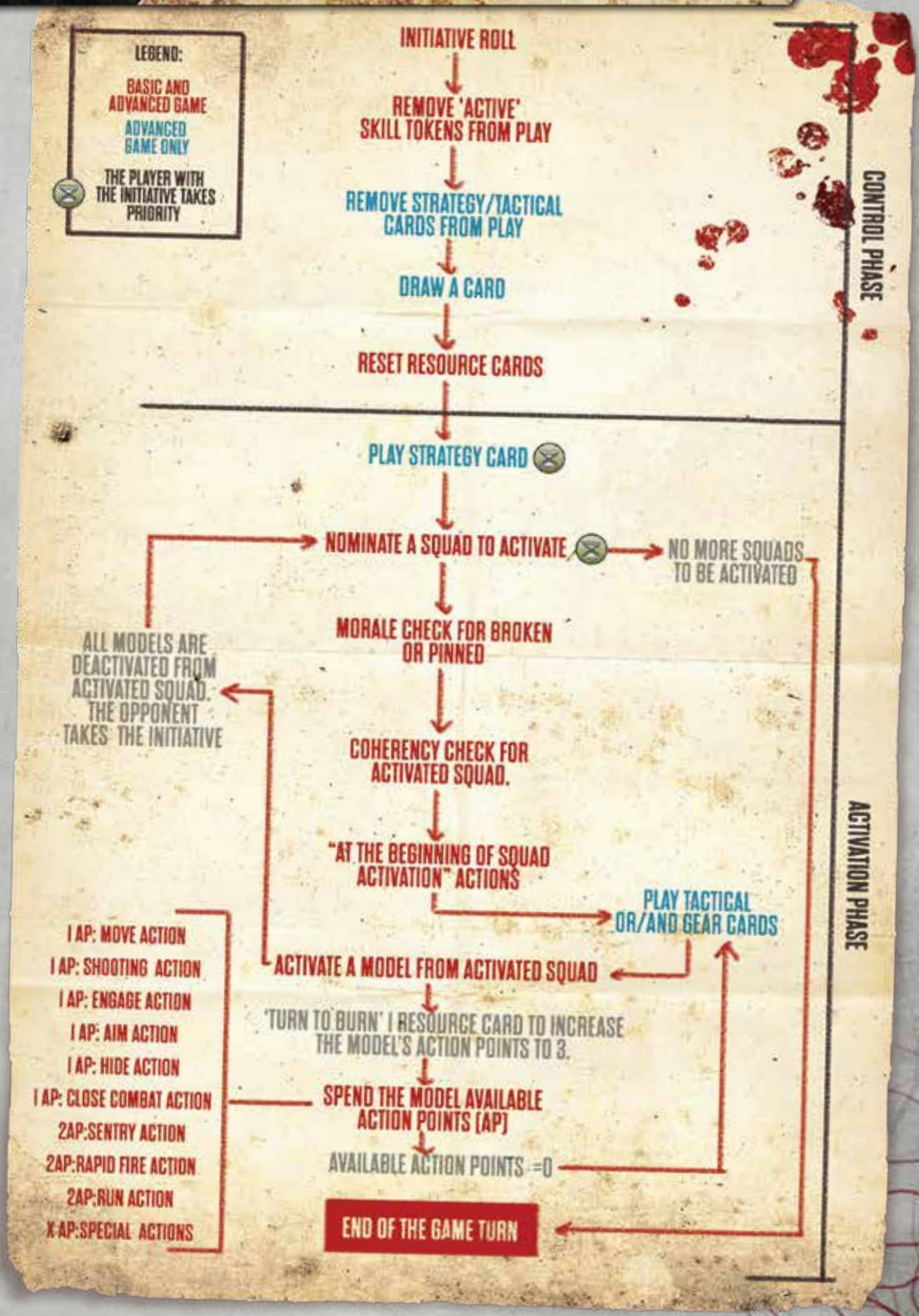
If the test is passed, there is no further effect, but if the test is failed, the Model falls, following the rules for Falling from height and is immediately Deactivated. Place the Model at the bottom of the vertical Elevation. Free Jump is not in effect in this situation.

Designer Note: If a Model attempting to Engage an enemy Model by Climbing fails the Con test then it will become disengaged and therefore the enemy Model will be allowed to make a Free Slash.

For Example: The horizontal distance required for the Armoured Chasseur to reach the cliff face is 2". The vertical distance of the cliff is 4". The Player decides that the Armoured Chasseur will travel an additional 2" on the new Elevation, therefore a Run Action is required. This means the Armoured Chasseur must pass a Con test with a +4 Modifier. If the Con test is failed, the model will suffer the effect of Falling from height.



THE GAME


LEGEND:
BASIC AND ADVANCED GAME
ADVANCED GAME ONLY
THE PLAYER WITH THE INITIATIVE TAKES PRIORITY
CONTROL PHASE
INITIATIVE ROLL
REMOVE 'ACTIVE' SKILL TOKENS FROM PLAY
REMOVE STRATEGY/TACTICAL CARDS FROM PLAY
DRAW A CARD
RESET RESOURCE CARDS
ACTIVATION PHASE
PLAY STRATEGY CARD
NOMINATE A SQUAD TO ACTIVATE
NO MORE SQUADS TO BE ACTIVATED
MORALE CHECK FOR BROKEN OR PINNED
ALL MODELS ARE DEACTIVATED FROM ACTIVATED SQUAD. THE OPPONENT TAKES THE INITIATIVE
COHERENCY CHECK FOR ACTIVATED SQUAD.
"AT THE BEGINNING OF SQUAD ACTIVATION" ACTIONS
PLAY TACTICAL OR/AND GEAR CARDS
ACTIVATE A MODEL FROM ACTIVATED SQUAD
'TURN TO BURN' 1 RESOURCE CARD TO INCREASE THE MODEL'S ACTION POINTS TO 3.
SPEND THE MODEL AVAILABLE ACTION POINTS (AP)
AVAILABLE ACTION POINTS =0
1 AP: MOVE ACTION
1 AP: SHOOTING ACTION
1 AP: ENGAGE ACTION
1 AP: AIM ACTION
1 AP: HIDE ACTION
1 AP: CLOSE COMBAT ACTION
2AP:SENTRY ACTION
2AP:RAPID FIRE ACTION
2AP:RUN ACTION
X AP:SPECIAL ACTIONS
END OF THE GAME TURN

TURNS AND PHASES

The Game starts with the first Game Turn. Due to the nature of Warzone Resurrection, all Players play in each Game Turn, therefore, each Game Turn is split into a number of Phases. The first Phase is the 'Control Phase' which is superseded by a number of 'Activation Phases'. The number of Activation Phases is dependent on the total number of Squads in play.

INITIAL INITIATIVE

Each player rolls a D20 for Initial Initiative. The highest roll wins. The winner may choose to give Initiative to the opponent (or the player of their choice, if there are more than two players).The player that has the Initiative sets-up first following the mission rules. The player who set-up first must keep the Initiative in the first Game Turn. The 'Battle Section' of the first Game Turn begins when the player with the Initiative Activates their first Squad.

CONTROL PHASE

From the Second Game Turn and onwards the first Phase of the Game Turn is the Control Phase. This Phase is used to reset or discard Cards and tokens (as appropriate) from the previous Game Turn and determine which Player will have Turn Initiative for this Game Turn. **Turn Initiative is determined by the Players each rolling a D20.** The Initiative winner is the Player with the highest D20 roll. In the case of a draw the Players reroll until one Player gets a higher number. The winner chooses to keep or give away the Initiative (in the same manner as the Initial Initiative). **In the Control Phase all 'Turned to Burn' Resource Cards are reset to face the owning Player and can then be 'Turned to Burn' in the Game Turn.**

ACTIVATION PHASE

The Player with the Initiative for this turn has the first Activation Phase.
The Player with the Initiative must perform the following steps:

A. SELECT A SQUAD TO BE ACTIVATED

B. CHECK IF THE SQUAD IS PINNED OR BROKEN. IF THE ACTIVATED SQUAD IS PINNED OR BROKEN, THEN IT MUST PASS A MORALE TEST TO BECOME UNPINNED OR UNBROKEN (AS DESCRIBED IN THE MORALE TEST SECTION) BEFORE MAKING ANY OTHER ACTIONS.

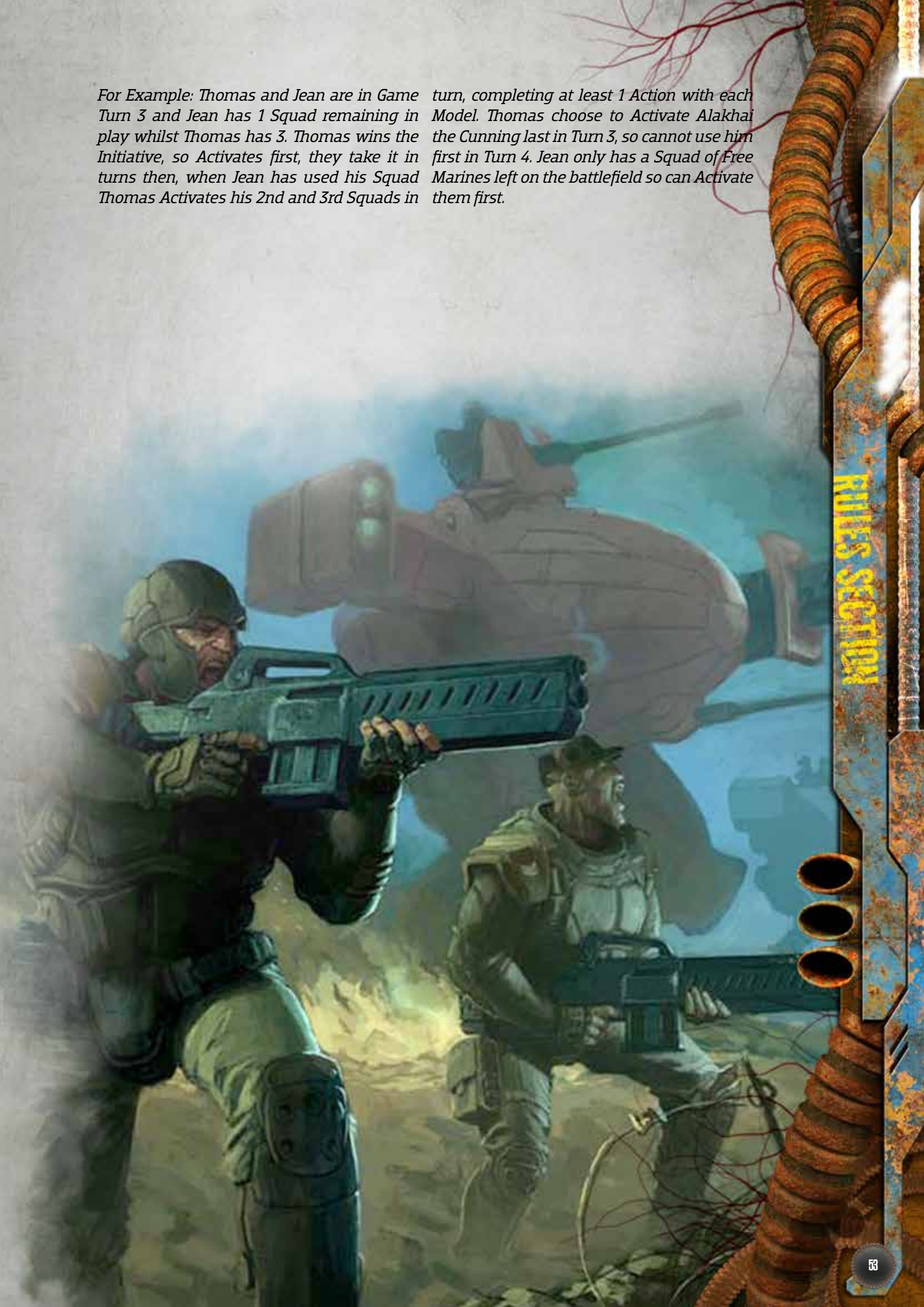
C. CHECK FOR SQUAD COHERENCY. IF ANY MODEL(S) FROM AN ACTIVATED SQUAD ARE OUT OF SQUAD COHERENCY THEY MUST BE THE FIRST MODELS IN THE SQUAD TO BE ACTIVATED AND MUST COMPLETE A RUN ACTION TO RETURN TO SQUAD COHERENCY AS DESCRIBED IN THE SQUAD COHERENCY SECTION.

D. ACTIVATE A MODEL FROM THE ACTIVATED SQUAD. ACTIVATE THE 1ST MODEL (CAN BE ANY MODEL, UNLESS OTHERWISE SPECIFIED) FROM THE ACTIVATED SQUAD.

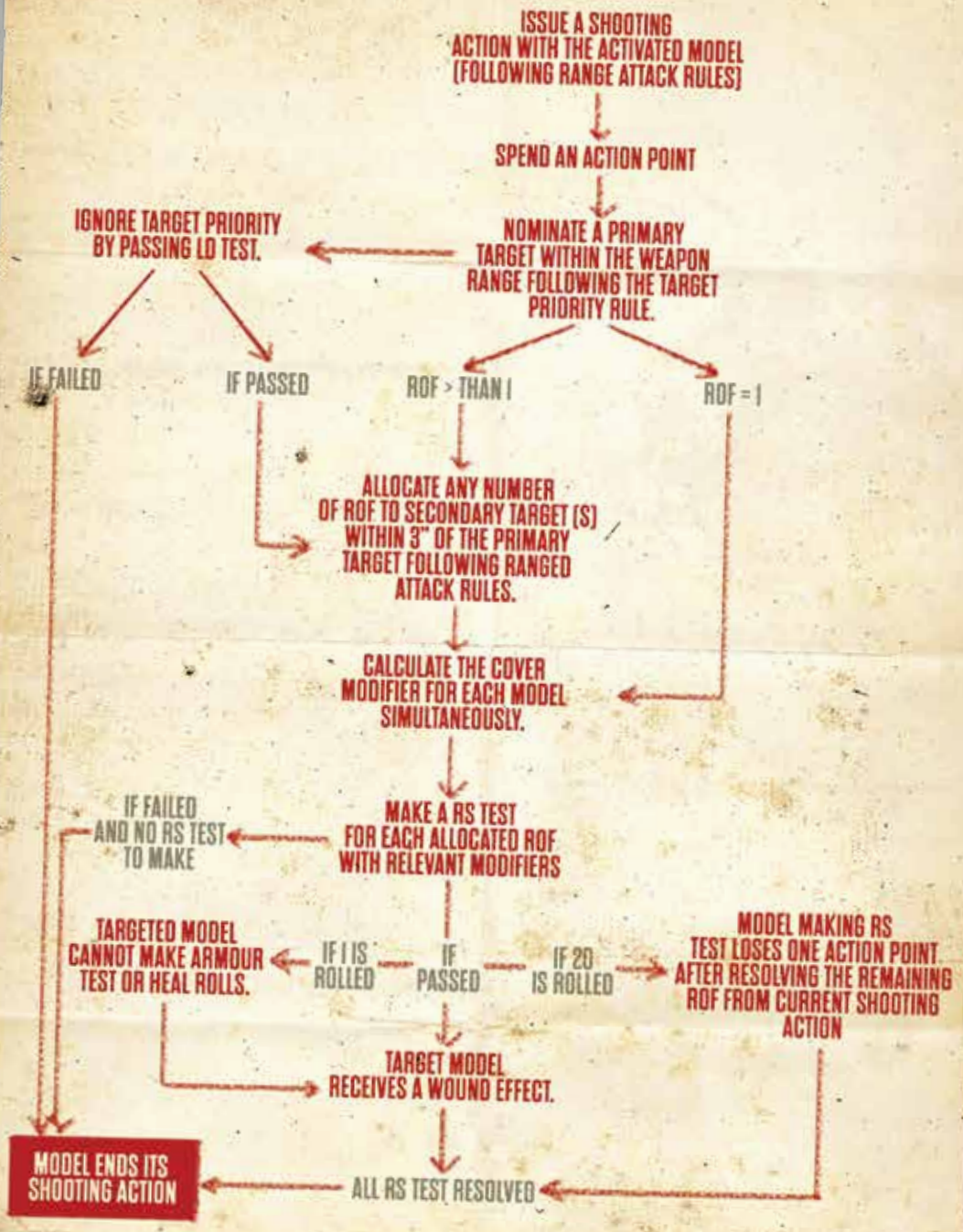
All Models (unless otherwise specified) in Warzone Resurrection have 2 Action Points. By spending your Models Action Points the Model can perform Basic or Advanced Actions. Each Action can be used only once per Model's Activation.

All Models in an Activated Squad must be Activated one-by-one. Each Model must use at least 1 Action Point per Activation. **Once all Models in a Squad have been Activated and have completed at least 1 Action, play moves to the next Player, who then Activates their chosen Squad in the same way.**
Players continue this process until all of their Squads have been Activated once per Game Turn. If one Player has more Squads in play than their opponent, they must Activate the extra Squads in any order at the end of the Game Turn. **The last Squad Activated in the previous Game Turn for each Player may not be Activated first in the new Game Turn.** Ignore this rule if the Player has only one Squad left. Once there are no more Squads left to be Activated on either side, the Game Turn ends. Start a new Game Turn with the Control Phase.

For Example: Thomas and Jean are in Game Turn 3 and Jean has 1 Squad remaining in play whilst Thomas has 3. Thomas wins the Initiative, so Activates first, they take it in turns then, when Jean has used his Squad Thomas Activates his 2nd and 3rd Squads in turn, completing at least 1 Action with each Model. Thomas choose to Activate Alakhai the Cunning last in Turn 3, so cannot use him first in Turn 4. Jean only has a Squad of Free Marines left on the battlefield so can Activate them first.



SHOOTING SECTION



Wherever there's a battle, firearms are never far away. Shooting is a valuable Action to take in Warzone Resurrection, for quite often one's life depends upon it.

RANGE ATTACK AND TERRAIN

A Model's ability to shoot is defined by the Model's Range Skill (RS). Terrain, intervening Models and Line of Sight (LOS) affect the ability of the shooting Model to hit the target Model.

If the target Model is partially Covered (minimum 25% Coverage) by Terrain or the Facing Area of an Intervening Model, the firing Model's RS receives a Cover Modifier as appropriate:

Light Cover (Light Terrain): -2 Modifier to RS.
Examples of this type of Cover include barbed wire, low-lying scrub and bushes.

Heavy Cover (Heavy Terrain, intervening Models, Impassable Terrain): -4 Modifier to RS.
Examples of this type of Cover include walls, trees, ruins and intervening Squad members.

Cover Modifiers are cumulative. As such, if a target Model is behind Heavy Cover and there are intervening Models in the way, it will be very difficult to hit.
Designer note: Imagine shooting through people whilst at a busy market, at a target 40 feet away and behind a brick wall.

USING AND CLAIMING COVER

To take advantage of Cover, the Model's Facing Area must be at least 25% Covered by it.

For Example: In the First Picture the Undead Legionnaire receives Cover from the Wall, therefore the Armoured Chasseur receives a -4 Modifier to its RS test. In the second picture the Undead Legionnaire receives no Cover from the wall and so the Armoured Chasseur takes its RS test without a Cover Modifier.

If the shooting Model is inside or within 1" of a piece of Cover it does not suffer the Cover Modifier to shoot through or over the Cover. This is referred to as Claiming Cover.

A Model cannot make a Shooting Action at a target which is behind more than 3 pieces of Cover (including intervening Models), unless a 'Lucky Shot' attempt is declared. On a D20 roll of natural 1 a Lucky Shot attempt is regarded as a successful RS test.

Intervening Models (except Vehicles) cannot completely block LOS to the target, as both are constantly moving.

If the Model is targeted by a Ranged Attack and is more than 1" away from intervening Terrain Piece/Cover it counts as Claiming Cover Modifiers for every intervening Terrain Piece/Cover. (Model is not physically located within any terrain and is not Claiming Cover but Claims Cover Modifiers for all intervening terrain pieces/models).

Multiple Cover and Cover Density

If there is more than one type of Cover within 1" of each other, only the highest Cover Modifier Value is taken into consideration.

For Example: Valerie Duval is being targeted with a Shooting Action made by the Immortal. Valerie has Claimed Light Terrain Cover (-2 Modifier to the Immortal's RS) behind a low-lying bush and has also Claimed Heavy Terrain behind a ruined brick wall (-4 Modifier to the Immortal's RS). Both of which are within 1". The Immortal suffers a -4 Modifier to its RS.

For Example: 2 Hussars have Claimed Light Cover, they are in B2B contact, one behind the other. A Razide decides to make a Shooting Action at the further one, but only receives a -4 Modifier to RS (the Light Cover is negated) as his target has Claimed two types of Cover.

Making a Ranged Attack

1. The Player must select a Primary Target within range, LOS and Front Facing of the Model completing a Ranged Attack. Following the 'Target Priority' rule.

1.1. If the Model has a weapon with a RoF higher than 1, nominate a Primary Target following the 'Target Priority' rule and Secondary Targets which must be within 3" of the Primary Target and within range, LOS and Front Facing of the Model completing a Ranged Attack. Allocate a number of D20 equal to the RoF Value of the weapon to the targets. At least the first D20 must be allocated to the Primary Target.
A maximum of 10D20 can be allocated per Secondary Target. Cover Modifiers are calculated before any RS test is made and all shots are considered to be fired at the same time; therefore removal of one target will not affect the Cover Modifiers of another target.

2. The Player then applies Modifiers to their Model's RS Value and rolls a D20 to pass a RS test for each allocated D20.

3. If the Player's Model passes the RS test, the targeted Model receives a Wound Effect.

4. The St of the Wound Effect is equal to the weapon's St and any other Modifiers.

5. The target Model must successfully pass an Armour test with the St Modifiers, weapon Type Modifiers and any other Modifiers in order to ignore the Wound Effect.

6. If the Armour test is unsuccessful the targeted Model loses a Wound.

7. If the Model's Wounds are reduced to 0 or less, the target Model is removed from play.

MAKING A RANGED ATTACK AT ENGAGED MODELS

A Model may target an Engaged Model. If it does, it receives a -8 Modifier to its RS. Any failed RS test automatically inflicts a Wound Effect or SP Damage on the nearest friendly Model in LOS that is involved in the targeted Close Combat. The friendly Model may take Armour and 'Heal' tests as normal, using all of the usual Modifiers. If the friendly Model is removed from play as a casualty, its Squad must immediately take a Break test. **Only basic Shooting Actions can be made against Engaged Models (i.e. no 'Squad Special Actions').**

MAKING A RANGED ATTACK AT FRIENDLY MODELS

The Player can choose to target a friendly Model in LOS. If a Wound Effect or SP Damage is applied (after normal Armour tests), the Squad it belongs to takes an immediate Break test. Squad Special Actions and Advanced Actions cannot be targeted against friendly Models.
If the RS test is failed, and the roll is within your models unmodified RS, then the shot is an actual miss, but if the roll is above the models unmodified RS then any another friendly model in the same Engagement with the target model takes the hit. If there are not any more friendly models in the same Engagement with the target model the shot misses.

MAKING A RANGED ATTACK AT VARIOUS ELEVATIONS

When a Model is making a Ranged Attack and its target is at a different Elevation, measure the shortest distance between them from the shooting Models Base edge, to the targeted Models Base or any part of the targeted Model's Body if the base is not within LOS, measuring in a straight line.

TEMPLATE WEAPONS

There are times when, due to Cover or lack of light, you can't quite get a solid bead on your target. For times like these, nothing beats having a weapon where "Close enough" works just as well as "bang on target".
There are some weapons in Warzone Resurrection which use a Template.

Template Weapons cannot be used in any form of Special Action.

This is described in a Ranged weapon's Range Value as follows:
SE – Small Explosion – 3" diameter Template.
LE – Large Exposion – 5" diameter Template.

ST – Shotgun Template – 7" Trapezoid Template.

SFT – Small Flamer Template – 3.5" Teardrop Template.
FT- Flamer Template – 7" Teardrop Template.
Some of the weapons have a dual Value in their Range Value.

For Example: Grenade Launcher

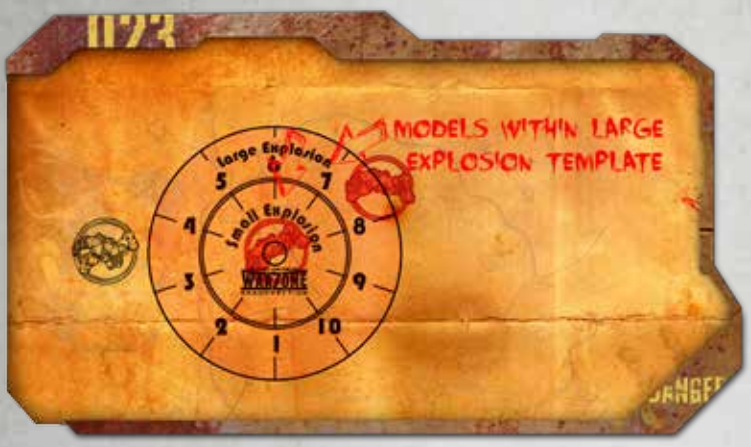
Grenade Launcher

R	ST	RoF	AVV	TYPE
18/SE	10	1	1	Blast (A)

First Value under the Range Stat Value is the effective distance of the weapon (18"). The second Value (SE – Small Explosion) is the Template which is centred up to the first Value of 18".

MAKING A RANGED ATTACK WITH SE AND LE TEMPLATE WEAPONS

1. The Player must select a Primary Target within range, LOS and Front Facing of the Model completing a Ranged Attack. Following the 'Target Priority' rule.
1.1. If the Model has a weapon with a RoF higher than 1, nominate a Primary Target following the 'Target Priority' rule and Secondary Targets which must be within 3" of the Primary Target and within range, LOS and Front Facing of the Model completing a Ranged Attack. Allocate a number of D20 equal to the RoF Value of the weapon to the targets. At least the first D20 must be allocated to the Primary Target. A maximum of 1D20 can be allocated per Secondary Target. Cover Modifiers are calculated before any RS test is made and all shots are considered to be fired at the same time; therefore removal of one target will not affect the Cover Modifiers of another target.
2. The Player then applies Modifiers to their Model's RS Value and rolls a D20 to pass a RS test for each allocated D20.
If the Player's Model passes the RS test, centre the relevant Tempplate on the targeted Model. Any Model's Base or Footprint which is within the relevant Template receives a Wound Effect. Models can be within more than one Template and receive Wound Effects equal to the number of Templates they have been within during the same Shooting Action.
3. The St of the Wound Effect is equal to the weapon's St and any other Modifiers.
4. The target Model must successfully pass an Armour test for each Wound Effect received with the St Modifiers, weaponType Modifiers and any other Modifiers in order to ignore the Wound Effect(s).
5. If the Armour test(s) are unsuccessful the targeted Model loses a Wound.
6. If the Model's Wounds are reduced to 0 or less, the target Model is removed from play.
7. If a RS test is unsuccessful when making a Ranged Attack with SE or LE templates, the Template will scatter. Follow the rules for 'Scattering of an Explosion Template'.



SCATTERING OF AN EXPLOSION TEMPLATE

If a RS test with an Explosion Template weapon is failed centre the Template over the nominated target with the number 1 on the Template pointing Towards the Model which made the Ranged Attack.
Roll a D20 and half the result. Refer to the Template to see which direction the template will scatter. Next, roll a D20 and half the result. Move the Template a number of inches equal to the second result. Any Model's Base or Footprint which is within the relevant Template receives a Wound Effect or SP Damage. **Models can be within more than one Template and receive Wound Effects or SP Damage equal to the number of Templates they have been within during the same Shooting Action.**

MAKING A RANGED ATTACK WITH FLAMER TEMPLATE WEAPONS

To use a Flamer Template weapon, place the smallest end of the Flamer Template in Base contact with the Model making a Ranged Attack in any direction, ensuring that no part of the Flamer Template crosses the Front Facing of the Model using it.

Any Model's Base or Footprint fully or partially within the Flamer Template receives a Wound Effect or SP Damage at the Flamer Weapon's St or AVV.
If any Engaged Model is within a Flamer Template, every Model within CCWR of the Model within the Flamer Template receives a Wound Effect or SP Damage at the Flamer Weapon's St or AVV.
A model cannot be hit by a flamer more times than the weapons RoF.
Flamer Templates are unaffected by any kind of Range Modifiers.

ROF ON FLAMER TEMPLATE WEAPONS

A Flamer's RoF represents the number of times each Model's Base or Footprint within the Flamer Template receives a Wound Effect or SP Damage.
If the RoF is 1 any Model's Base or Footprint within the Flamer Template receive 1 Wound Effect or SP Damage. If RoF is 2, the Models receive 2 Wound Effects or SP Damage.

COVER AND FLAMER TEMPLATE WEAPONS

Flamers are particularly effectual at clearing enemies from Cover, as the heat is intensified in confined spaces and often the Cover itself catches fire.
If a Model receives a Wound Effect from a Flamer Template weapon and is within Terrain that would give them Cover Modifier from a non-template weapon, their Armour Value is halved for this Ranged Attack.

For Example: An Etoiles Mortant fires her Gehenna Puker at a Praetorian Stalker which is Claiming Cover in a Ruined Structure. If she was firing her Punisher Handgun at the Praetorian Stalker she would have received a RS Modifier of -4 because the Praetorian Stalker is Claiming Heavy Cover, but instead the Praetorian Stalker's Armour Valueis halved from 16 to 8.

GARRISONED SQUADS AND FLAMER TEMPLATE WEAPONS

Flamers can be used against Garrisoned Squads in Intact Structures.
Place the Flamer Template as described in 'Making a Ranged Attack with Flamer Template weapons'. If any part of the Template reaches any Access Point of the Structure, roll a D20 for each **Garrisoned Model in the Intact Structure, regardless of their location within the Structure, on roll of 1-10 the Model receive a Wound Effect and its Armour Value is halved for this Ranged Attack.**

Flamers can be used to make a Ranged Attack from an Intact Structure by a Garrisoned Model. Place the Flamer Template in contact with an Access Point that the Model making a Ranged Attack is within B2B contact of.

SPECIAL ACTION FOR WEAPONS WHICH USE FLAMER TEMPLATES

Active: **Wall of Fire:** During the Activation of a Model with a Flamer Template weapon, the Player can 'Turn to Burn' 2 Resource Cards to make a 'Wall of Fire' Ranged Attack. The Player places 2 30mm tokens onto the battlefield, within 8" of the Model with a Flamer Template weapon. This Special Action counts as a 'Shooting' Action.

The distance between the 2 tokens must not exceed 8". Any Models which travel through the space between the two tokens or the tokens themselves, take an Autohit from the 'Wall of Fire' at the unmodified Weapon St of the Flamer Template weapon immediately.

Ignore the 'Cover and Flamer Template Weapons' rules for any Terrain touched by this Ranged Attack.

SHOTGUN TEMPLATE WAEPONS

Shotgun (ST) – Shotgun Template weapons can be used as a Close Combat weapon, regardless of their Weapon Type, following the rules of a Pistol (P) in Close Combat Attacks.
For Example: Mandible Autoshotgun with Solid Bullets

Mandible Autoshotgun with Solid Bullets

R	ST	RoF	AVV	TYPE
18	12	1	1	Piercing (S)

Mandible Autoshotgun with Solid Bullets

R	ST	RoF	AVV	TYPE
ST	10	2	0	Blast (S)

MAKING A RANGED ATTACK WITH SHOTGUN TEMPLATE WEAPONS

Place the narrow end of the Shotgun Template in Base contact with the Model making a Ranged Attack in any direction as long as no part of Template crosses the Front Facing of the Model making a Ranged Attack.

Make an RS test as normal with 1D20 per RoF of the Shotgun weapon for each Model within the Template. Shotguns ignore Cover Modifiers.

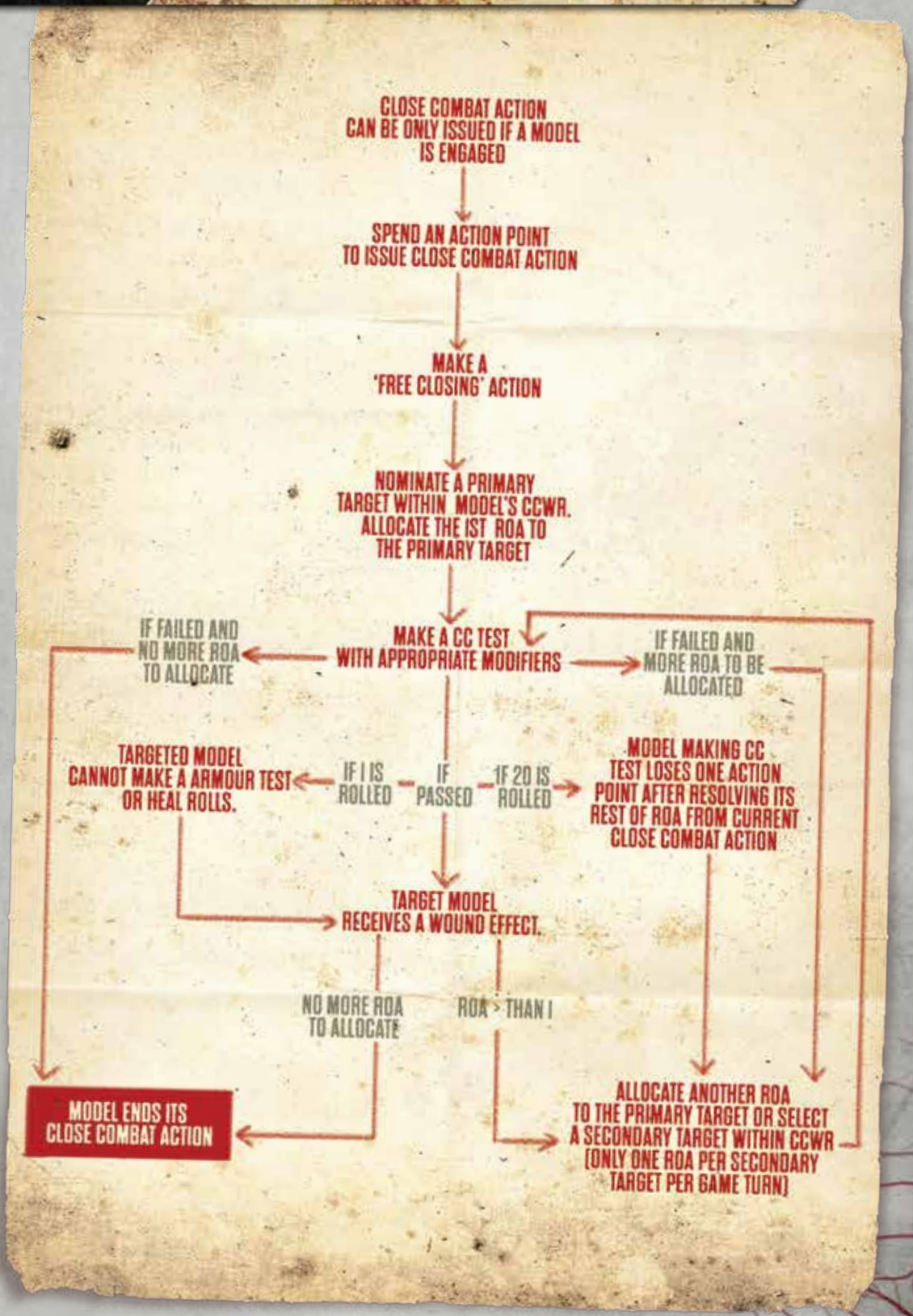
Shotgun Template weapons are unaffected by any kind of Range Modifiers.

GARRISONED SQUADS AND SHOTGUN TEMPLATE WEAPONS

Shotguns can be used against Garrisoned Squads in Intact Structures. Place the Shotgun Template as described in 'Making a Ranged Attack with Shotgun Template weapons'.
If any part of the Template reaches any Access Point of the Structure, make a RS test for each **Garrisoned Model within 1" of the Access Point.**

P1000 Hand Gun

CLOSE COMBAT SECTION



In Warzone Resurrection, there is every opportunity for a character to engage in mortal combat; often with equally devastating effects for their victim as shooting them from afar. In fact, many Squads and characters specialise in Close Combat.

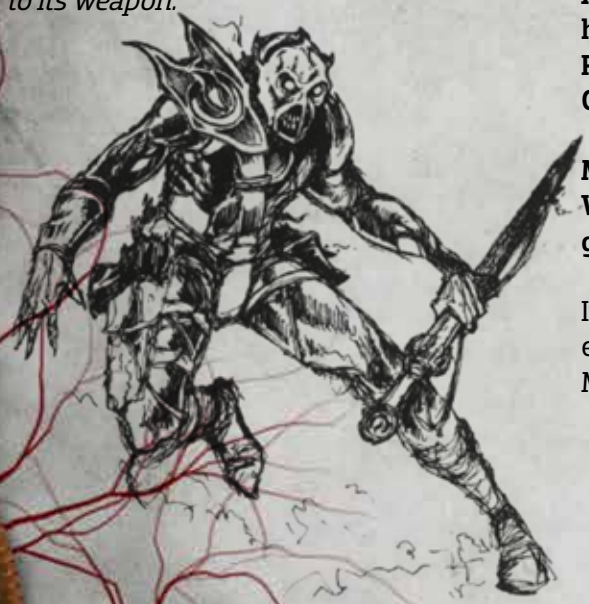
CLOSE COMBAT WEAPON RANGE

Close Combat Weapon Range is a distance measured in inches within which a Model can make a Close Combat Attack. Close Combat Weapon Range is equal to Weapon's Range. If not otherwise stated by the Model's weapon(s), CCWR is dependant of size of the Model's Base:

Small Bases – CCWR is Base to Base (B2B)
Medium Bases – CCWR is 1"
Heroes on Medium Bases – CCWR is 1.5"
Large Bases or larger – CCWR is 2"

The CCWR may be affected by any Gear Cards or Upgrades applied to the Model.

For Example: A Small Based Model equipped with Two Handed Sword has a 1.0" CCWR due to its weapon.



ENGAGING

1. AN ACTIVATED MODEL MUST ISSUE AN ENGAGE ACTION AND SPEND AN ACTION POINT.
2. THE PLAYER MUST SELECT A TARGET WITHIN LOS TO ENGAGE. PRE-MEASURE THE DISTANCE, REMEMBERING TO INCORPORATE ANY MODIFIERS TO MOVEMENT. A MODEL CAN ONLY MAKE AN ENGAGE ACTION IF IT IS ABLE TO END ITS ENGAGE MOVEMENT WITHIN ITS OWN OR THE TARGET'S CCWR.
3. CCWR IS ONLY VIABLE IN THE FRONT FACING. IF THE MODEL IS ABLE TO ENGAGE (MOVEMENT VALUE X2 PLUS CLOSE COMBAT WEAPON RANGE (CCWR)), MOVE THE MODEL IN A STRAIGHT LINE TOWARDS THE TARGET.

If a Model passes through the CCWR of an enemy Model as it travels to Engage, a Counter Charge can occur. **A Counter Charge is completed on a successful LD test by the counter charger (if counter charging Model is in a 'Sentry Action' the LD test is passed automatically).**

If a Counter Charge is successful the Engaging Model is stopped in the CCWR of the Counter Charging Model. Engaged Models cannot Counter Charge.

Models on a Small or a Medium Base cannot Counter Charge Models on Large Bases or Vehicles.

Activated Models that are already Engaged have only 1 Action Point to spend. This Action Point can only be spent on a Special or Basic Close Combat Action or a Move Action.

Models in at least one enemy Close Combat Weapon Range (CCWR) always count as Engaged.

If an Activated Model is Engaged due to an enemy Model's CCWR, but the Activated Model is not in range of its own CCWR, then

the Activated Model must perform a 'Free Closing' Action to bring itself into CCWR.

The 'Free Closing' Action can only be made as a part of activating a non-vehicle model, before any Action Points are spent within the Facing which the Model is Engaged with.

A 'Free Closing' Action does not cost any Action Points.

A Close Combat 'Free Closing' Action must be made against the closest Model. If more than one Model is within the same CCWR, the owning Player can select which Model to make the 'Free Closing' Action against.

Picture above: Both Models are Engaged, Alakhai can make a Close Combat Attack without performing Free Closing in his Activation Phase, the Capitol Trooper is Engaged but cannot make a Close Combat Attack as his CCWR is only B2B, therefore the Capitol Trooper must perform a Free Closing when it is Activated. Free Closing can be performed even if Models are both in their CCWR. This may allow to bring other Models into the Engagement. Models making Free Closing must stay within the enemy Model's Facing they are Engaged with.

During the 'Free Closing' Action, Models are unaffected by 'Free Slash'.

ENGAGE ACTIONS MADE FROM HEIGHT

Surprising an enemy from above, jumping on them from where they least expect it can be a sound and quick method to dispatch one's foe. In Warzone Resurrection Models can declare an Engage Action from height, jumping on their poor victim from a high vantage point.

Models which Engage from height gain an additional Modifier to their St and AVV Values for their 1st Close Combat test in the same Game Turn, dependent on their Base size:

- Small Bases: +1 St and +0 AVV Modifier for each 1" of vertical distance (i.e. Engage from 2" = +2 St)
- Medium Bases: +2 St and +0 AVV Modifier for each 1" of vertical distance (i.e. Engage from 2" = +4 St)
- Large Bases: +3 St and +1 AVV Modifier for each 1" of vertical distance (i.e. Engage from 2" = +6 St and + 2 AVV)

The Model that is Engaging from height must complete an Engage Action following the rules for 'Jumping from height'.

For Example: A Brotherhood Trooper Engages from height. The vertical height of the Terrain is 3", therefore the Brotherhood Trooper gains an additional a +3 St Modifier. Once the Engage Action is completed, the Brotherhood Trooper takes a St 8 Piercing Autohit as per Falling from height. Then the Brotherhood Trooper can make a Close Combat Action.

For Example: The Cuirassier 'Attila' MK.III Engages the Undead Legionnaire from a height of 2", as such it gets a Free Jump of the 2". It does not get an Engage Bonus (because it has not moved the required distance for an Engage Bonus), but it does get a +4 St Modifier to his first Close Combat test for 'Engage from Height'.

ENGAGING AND DIFFERENT ELEVATIONS

To be Engaged both Models must be on the same Elevation and within the CCWR of either Model. If both Models cannot be placed on the same Elevation or within a Vertical "reach" of the model listed on p.34 "Elevation, the target Model cannot be Engaged.

MAKING A CLOSE COMBAT ATTACK

1. A Model must issue a Close Combat Action and spend an Action Point.
2. A Model can make a 'Free Closing' Action.
3. The Player must select a Primary Target in their Activated Model's Front Facing within its CCWR.
4. The Player then applies Modifiers to their Model's CC Value and rolls a D20 to pass a CC test (regardless of the weapons RoA).
5. If the Player's Model passes the CC test, the targeted Model receives a Wound Effect.
6. The St of the Wound Effect is equal to the attacking Model's Strength Value, plus its Close Combat weapon's St Modifier and any other Modifiers.
7. The target Model must successfully pass an Armour test with the St Modifiers, weapon Type Modifiers and any other Modifiers in order to ignore the Wound Effect.
8. If the Armour test is unsuccessful the targeted Model loses a Wound.
9. If the Model's Wounds are reduced to 0 or less, the target Model is removed from play.
10. If the attacking Model uses a weapon with a RoA greater than I, the Player may then choose to target the Primary Target again or target a Secondary Target within its CCWR. Secondary Targets cannot be targeted more than once per Model Activation.
11. Repeat this process from step 4 again until the weapon's RoA has all been used

Designer Note: Only one Model in a Model's Activation Phase can be selected as the Primary Target.

DISENGAGING FROM CLOSE COMBAT

Disengage – Models which move out of their opponent's CCWR for any reason are classified as Disengaged.
Passive: Grab - If a Model on a Small or Medium Base attempts to Disengage from a Model on a Medium Base, they must first pass a St test. Ignore this rule if the 'Disengage' is forced (i.e. failed Break test).
Passive: Seize - If a Model on a Small, Medium or Large Base attempts to Disengage from a Model on a Large Base, they must first pass a St test. Ignore this rule if the 'Disengage' is forced (i.e. failed Break test).
Free Slash – Models which 'Disengage' take a 'Free Slash' Autohit immediately from the enemy Model(s).
The St of the 'Free Slash' is equal to the St of the Model/Vehicle that is performing the 'Free Slash' plus their highest Close Combat Weapon St x2.
Vehicles making a Free Slash use the unmodified St of their Close Combat Weapon.
For Example: Alakhai is Engaged with a Chasseur. The Player decides to Disengage Alakhai from the Close Combat. The Chasseur will now immediately make a 'Free Slash' of St 8 plus the Chasseur's Close Combat Weapon St of 1x2. Alakhai will receive a St 10 Wound Effect from the Chasseur.

FREE SLASH AGAINST VEHICLES

Models with SP which 'Disengage' take a 'Free Slash' Autohit immediately from the enemy Model(s). The AVV of the 'Free Slash' is equal to the highest AVV of any Close Combat Weapon equipped by the Model(s). The Free Slash is made against a random location. **Models equipped with 'Anti-Vehicle Grenades' can use them to make a 'Free Slash'.**

ENGAGING INTO REAR FACING

A Model can be Engaged in its Rear Facing. This only applies if the Engaging Model is completely within the Rear Facing of the Engaged Model. Models making a Close Combat Attack in the Rear Facing of a Model gain an additional +4 Modifier to their CC Value. **This Modifier is not applicable if a Model is making a Close Combat Squad Special Action.**

SPECIAL CLOSE COMBAT ACTIONS

Any Model can use a Special Close Combat Action instead of the normal Close Combat Action. **If a Special Close Combat Action is used, the Model's weapon's RoA is reduced to 1 and cannot be increased by any means.** All Special Close Combat Actions are regarded as Piercing (unless stated otherwise and regardless of the attacking Model's weapon Type). **A Model can issue only one Special Close Combat Action per Game Turn. Unless stated otherwise, all Special Close Combat Action count as a Close Combat Action.**

SPECIAL CLOSE COMBAT ACTIONS FOR MODELS ON SMALL BASES

Active: Back Stab – If a Model is Engaged in the Rear Facing of an enemy Model, a Back Stab Action can be initiated. The Model must pass a CC test, if successful the enemy Model receives a Wound Effect and the Armour Value of the enemy Model is halved. This Action can only be used against Models on Small or Medium Bases.
For Example: A Sacred Warrior is making a Back Stab Action against a Praetorian Stalker. The Sacred Warrior passes the CC test. The Praetorian Stalker receives a Wound Effect so must pass an Armour test. Because of the Back Stab, the Praetorian Stalker's Armour Value is equal to 8 (half of its normal Armour Value of 16). If the Praetorian Stalker had a +2 Modifier to Armour Value the Armour test would be successful on a roll of 10 or less (as per mathematical principle).

Active: Hold him down! – If a Model is in or Engages in a multiple combat which includes at least one other friendly Model, a Hold him down! Special Action can be attempted. The Model attempting Hold him down! must be in B2B with the target and in the target's Rear Facing. The Model must pass a CC test, if the test is successful then the targeted Model has been 'Held Down' (no Wound Effect is taken by the targeted Model). Any other unsuccessful CC tests against Held Down Models in the same Game Turn can be rerolled. This Action can only be used against Models on Small or Medium Bases.

'SPECIAL CLOSE COMBAT' ACTIONS FOR MODELS ON MEDIUM BASES

Active: Charge – Nominate a point on the battlefield that is within Movement Value x2 of the Model making a Charge. A Charge must be made in a straight line Towards the nominated point and is subject to Terrain Movement modifiers. If this move brings it into B2B with any Model on a Small Base, the Model receives an Autohit at the charger's unmodified St Value. Continue this process until the maximum Movement has been reached, a Model in the path of the charging Model is not removed, the charging Model is killed or a Model with a Medium or Large Base is met. As a Charge requires some momentum, this Close Combat Special Action cannot be made by a Model that is already Engaged.

Active: Brutal Attack – The Player must make a Close Combat Attack as normal, if this Close Combat Attack causes an enemy Model to be removed from play as a casualty, the enemy Squad that the removed Model was a member of must immediately take a Pinning test with a -4 Modifier to LD.

Active: Swing- Allocate a single D20 per Model in the 'Swinging' Model's CCWR and within its Front Facing, then make a CC test against each allocated D20 successively. For each successful CC test the relevant Model receives a Wound Effect or SP Damage at the unmodified St Value or AVV of the Model completing the Swing.

Active: Throw – A Throw Action can be declared against Models on Small Bases. Select a Model within the CCWR of the Thrower. If a successful CC test is made, the target Model is placed by the Player controlling the Thrower up to 4" away from the Thrower. The thrown Model must be placed on the same Elevation or below the Thrower and in the Thrower's Front Facing.
The thrown Model can be thrown over other Models, but cannot be placed on top of

any other Model or in Impassable Terrain. The thrown Model takes an Autohit with the thrower's St and a +4 Modifier. Models that become Disengaged by a Throw Close Combat Special Action are not affected by Free Slash. If a Model is thrown from height, add +1 St for each 1" the Model travels to a lower Elevation, measuring from the bottom of the thrower's Base.

For Example: A Model is thrown 3.2" down, this will be rounded up to 4". The thrown Model will suffer a St(x)+4+4 Wound Effect.

Active: Hold him down! – If a Model is in or Engages in a multiple combat which includes at least one other friendly Model, a Hold him down! Special Action can be attempted. The Model attempting Hold him down! must be in B2B with the target and in the target's Rear Facing. The Model must pass a CC test, if the test is successful then the targeted Model has been 'Held Down' (no Wound Effect is taken by the targeted Model). Any other unsuccessful CC tests against Held Down Models in the same Game Turn can be rerolled. This Action can only be used against Models on Small, Medium or Large Bases.

'SPECIAL CLOSE COMBAT' ACTIONS FOR MODELS ON LARGE BASES

Acive: Squash – A Squash Action can be declared against any Model on a Small or a Medium Base within the CCWR of the Model making a Squash Action. Make a CC test, if the test is successful, the target Model receives a Wound Effect equal to the St of the Model which performed a 'Squash' Action at Critical Force (3). If the targeted Model is removed from play as a casualty, the Squad of the squashed Model must take a Pinning test with -4 Modifier to LD immediately.

Active: Lob – A Lob Action can be declared against Models on Small or Medium Bases. Select a Model within the CCWR of the lobber. If a successful CC test is made, the target Model is placed by the Player controlling the lobber up to 6" away from the lobber. The lobbed Model must be placed on the same Elevation or below the lobber and in the lobber's Front Facing. The lobbed Model can be lobbed over other Models, but cannot be placed on top of any other Model or in Impassable Terrain. The lobbed Model takes an Autohit with the lobber's St and a +4 Modifier. Models that become Disengaged by a Lob Close Combat Special Action are not affected by Free Slash. If a Model is thrown from height, add +1 St for each 1" the Model travels to a lower Elevation, measuring from the bottom of the lobber's Base.

For Example: A Model is lobbed 3.2" down, this will be rounded up to 4". The lobbed Model will suffer a St(x)+4+4 Wound Effect.

Active: Thunderous Charge – Nominate a point on the battlefield that is within Movement Value x2 of the Model making a Thunderous Charge. A Thunderous Charge must be made in a straight line Towards the nominated point and is subject to Terrain Movement modifiers. If this move brings it into B2B with any Model on a Small or Medium Base, the Model receives an Autohit at the charger's unmodified St Value. Continue this process until the maximum Movement has been reached, a Model in the path of the charging Model is not removed, the charging Model is killed or a Model with a Large Base is met. As a Charge requires some momentum, this Close Combat Special Action cannot be made by a Model that is already Engaged.

Designer note: A model can only travel a distance in inches equal to its Movement Value x2 regardless of any other Actions used in the same Game Turn as a Thunderous Charge.

Nemesis Machine Gun

PSYCHIC FIGHT

The most effectual weapon in the arsenal of many is their mind itself. In Warzone Resurrection there are three types of Psychic powers.

General Rules: If not stated otherwise, a Squad can cast more than one Psychic Power in the same Game Turn, but may not cast the same power twice. Designer note: Shooting Powers follow rules of Making a Ranged Attack, thus a model can only make one Ranged Attack regardless of the type (Psychic or normal Ranged Attack).

Shooting (S) – Shooting Psychic Power Actions count as Basic Shooting Actions, but instead of using RS, the Model's WP Value is used. Cover **Modifiers are applied as if RS was being used. If a Model receives a Wound Effect from a Shooting Psychic Power it must use its WP Value for its Armour test.**

If a Vehicle receives SP Damage from a Shooting Psychic Power it must use its AV Value against the Shooting Psychic Power's AVV.

Designer Note: As the WP is used instead of Armour Value, Impenetrable Armour is ignored. However, as Shooting Psychic Power Actions count as Basic Shooting Actions, 'Heal' rolls can be made.

For Example: Blast of Demnogonis:

BLAST OF DEMNOGONIS

R	ST	ROF	AVV	TYPE
18	20	1	–	Psychic (S)

Booster (B) - Booster Psychic Power Actions can only be targeted on friendly Models. A WP test must be passed. The effect of the Booster Psychic Power, if not stated otherwise, dissipates at the end of the Game Turn. **Booster Psychic Power Actions can be completed by Engaged Models and can be targeted at Engaged Models**. There are no modifiers for any Booster WP tests, but LOS is required. **Booster Psychic Power Actions, if not stated otherwise, cost a Model 1 Action Point.**

FRANTIC INSANITY OF MUAWIJHE

R	ST	ROF	AVV	TYPE
18	18	–	1	Psychic (B)

For Example: Frantic Insanity of Muawijhe

Passive: Frantic Insanity – Every model in the Squad gains Impenetrable Armour (15).

Debuffs (D) – Debuff Psychic Power Actions can target any Model. A WP test must be passed. The effect of the Debuff Psychic Powers, if not stated otherwise, dissipates at the end of the Game Turn. **Debuff Psychic Power Actions can be completed by Engaged models and can be targeted at Engaged Models.** There are no modifiers for any Booster WP tests, but LOS is required. **Debuff Psychic Power Actions, if not stated otherwise, cost a Model 1 Action Point.**

DECAY OF DEMNOGONIS

R	ST	ROF	AVV	TYPE
18	–	1	–	Psychic (D)

Example: Decay of Demnogonis

Passive: Slow Rot- all models in the affected Squad receive a -6 Modifier to their Armour Value.

GENERAL RANGED WEAPONS

Pistols (P) – a pistol can be used as a Close Combat weapon. Models using a pistol to make a Close Combat Attack cannot Claim an Engage Bonus. Use the St, RoF (translate this to RoA for the purposes of Close Combat Attack), AVV and Type from the pistol's stat line. The Range of the pistol is reduced to the CCWR defined by the Models Base size. **Passive or Active Special rules cannot be used if the pistol is being used as a Close Combat weapon.**

Dual-stats – If a weapon has multiple Stat Values, always use the highest St and RoF Value. When being used for a Close Combat Attack, always use the pistol's unmodified Stat Values, regardless of any Modifiers applied.

For Example: Sherman Model 7 "Enforcer" Revolver

STATISTICS

SHERMAN MODEL 7 "ENFORCER" REVOLVER

R	ST	ROF	AVV	TYPE
14	12	2	1	Piercing (P)

Passive: Head Shot: If a natural 1 is rolled when making a RS test with this weapon, the Wound Effect gains Critical Force (2).

Auto (A) – Auto Type weapons cannot be used as a Close Combat weapon.

For Example: Car-24 SMG with UBGL

STATISTICS

CAR-24 SMG WITH UBGL

R	ST	ROF	AVV	TYPE
24	13	1	1	Piercing (A)

STATISTICS

CAR-24 SMG UBGL

R	ST	ROF	AVV	TYPE
18/SE*	10	1	1	Blast (A)

**SE (Small Explosion Template)*

Active: Grenade Launcher: 'Turn to Burn' 1 Resource Card, the nominated Model can use the Grenade Launcher. Up to 2 Models in the Squad can use the Grenade Launcher per Game Turn.

Special (S) – Special Type weapons cannot be used as a Close Combat weapon.

For Example: Chthonic Transfuser

STATISTICS

CHTHONIC TRANSFUSER

R	ST	ROF	AVV	TYPE
14	12	2	1	Piercing (S)

Passive: Chthonic Ichor: Centre the Small Explosion template over the Model removed from the Game with this weapon. Enemy Models under the template take a St8 AVV0 Blast Autohit.

Passive: Sticky: Enemy Squads taking casualties from the Chthonic Transfuser (including explosion damage) must pass a Pinning test with a -3 Modifier to LD immediately.

Heavy (H) – Models equipped with Heavy Weapons never gain an Engage Bonus and the RoA is always equal to 1.

For Example: Charger HMG

STATISTICS

CHARGER HMG

R	ST	ROF	AVV	TYPE
28	14	3	1	Piercing (H)

Grenades (G) - Grenades follow the normal rules of a Ranged Attack, but instead of using a weapon's Range Value, Grenades use the Model's St Value to represent how far the Grenade can reach in inches.

The player must nominate a point on battlefield within LOS and Range. To complete a Ranged Attack, the player must make a RS test using any Modifiers (Range, Cover, Card,

etc). Treat the nominated point as a target Model. If the point is behind Cover, it is always treated as Claiming Cover (unless the model making a Ranged Attack is also Claiming the Cover).
If the RS test is passed, centre the relevant Template on the nominated point. Every Model within the Template receives a Wound Effect at the Grenade's St or a SP Damage at the Grenade's AVV.
If a natural 20 is rolled, the Grenade explodes in active Model's hand,, so the Template is centred on this Model. Templates do not scatter in this situation. **Grenades ignore the 'Power Shot' Rule.**

If the RS test is failed, follow the rules for 'Scattering of an Explosion Template'. **Grenades scatter up to 5" (roll D20 and divided by 4).** It is possible for a Grenade to scatter out of LOS.

Generic Types of Grenades
The ROF of thrown/B2B Grenades cannot be increased by any means.

STATISTICS

ANTI-INFANTRY GRENADES

R	ST	ROF	AVV	TYPE
St/SE*	13	1	0	Blast (G)

STATISTICS

ANTI-VEHICLE GRENADES

R	ST	ROF	AVV	TYPE
B2B	15	1	6	Piercing (G)

Passive: Sticky Grenade: Anti-Vehicle Grenades can only be used as a Close Combat weapon. A Model using an Anti-Vehicle grenade as a Close Combat weapon does not receive an Engage Bonus.

STATISTICS

FLASH-BANG GRENADES

R	ST	ROF	AVV	TYPE
St/SE	–	1	–	Blast (G)

Passive: Stun: Every Model on a Small Base within the Template automatically receives a Stun Effect.

STATISTICS

FIRE GRENADES

R	ST	ROF	AVV	TYPE
St/SE	12	1	–	Blast (G)

Passive: Incendiary: Models Claiming Cover from the Model making a Ranged Attack's have their Armour Value halved for Ranged Attacks made with Fire Grenades.

Rail (R) - Rail weapons follow the rules for making a Ranged Attack.
If the RS test is successful, draw an imaginary line from the Model making the Ranged Attack Towards the Primary Target (and any Secondary Targets if the ROF is higher than 1) to the maximum Weapon Range.
This imaginary line is the Rail.
Treat the Rail as a 1mm wide template.
Every Model, token and Structure within the Rail receives a Wound Effect or SP Damage on a D20 roll of 1-10 at the same weapon St and AVV as used on the Primary Target (and Secondary Targets).
The Rail can only be drawn when the Primary Target (Secondary Targets) and the Model making a Ranged Attack are on the same Elevation.
Any successful Ranged Attack tests on a roll of 1-4 with Weapon Type: Rail against Vehicles inflicts Critical Damage (2).

Plasma Weapons:
Passive: Plasmatic Fire: All Ranged Plasma type weapons have the Passive: Plasmatic Fire Special Skill. Any model that receives a Wound Effect from a Plasma type weapon must reroll any successful Armour Test if the result of the Ranged Skill test was a 2-4.

SPECIAL SKILLS

Special Skills are either Generic or Squad Specific. Generic Skills are seen in many Squads across all the factions of Warzone Resurrection, whereas Squad Specific Skills are characteristic to the Squads that have them.

GENERIC SPECIAL SKILLS

Advisor – Certain characters are not leaders, but play a fundamental role in an army nonetheless. For the Points stated, an 'Advisor' may be taken in the appropriate OOC Slot or may join a Support or Troop type Squad before the Game begins, (in so doing, does not take a slot in the OOC). If an Advisor joins a Squad they cannot leave or lead it even as the Acting Squad Commander (unless the last Model in the Squad), or 'Get the Gun' and their Leadership is considered the same as the Squad they join. The Advisor keeps their own Weapons and Special Skills and does not gain those of the Squad. The Squad Commander's Skills overpower the Advisor's Skills if a Squad Test is needed, (e.g. If a Fearless Squad is joined by an Advisor without the Fearless Special Skill and is required to take a Pinning Test, they automatically pass and vice versa).

Berserk – When a Model with the Berserk Special Skill removes a Model from the Game as a casualty for the first time with a Close Combat Attack, it must immediately take a LD test. If the test is failed, the Model becomes a Berserker. A Berserker has the following Modifiers: +4 to CC, +2 to St, –2 to A and –2 to RS. A Berserker may only spend its Action Points on Run, Close Combat or making Engage Actions at the nearest enemy Model. A Model continues to be a Berserker until it loses a Wound.

Brutal – When a Model from a Squad is removed from the Game as a casualty by a Model with the Brutal Special Skill with a Close Combat Attack, the remaining Squad must immediately take a Pinning test.

Bulky – Any Models targeting a Model with the Bulky Special Skill gain a +4 Modifier to RS and CC.

Camouflage (X) – When a Model with the Camouflage Special Skill Claims Cover and is targeted by a Ranged Attack, the Model making a Ranged Attack receives an additional RS Modifier of (X).

Cartel Agent – Models with the Cartel Agent Special Skill can be used by any Faction, except for Dark Legion.

Contempt (X) – Once per Model Activation, Models with this Special Skill may re-roll a single failed CC test when the Close Combat Attack is targeted at (–X).
For Example: Cardinal Dominic has the 'Contempt: Dark Legion' Special Skill, Dominic may, once per Activation, re-roll a single failed CC test when the Close Combat Attack is targeted at any Squad from the Dark Legion faction.

Crackshot – When a Model with the Crackshot Special Skill makes an Aim Action, they gain an additional +2 Modifier to RS.

Dispersible – Models with this Special Skill can use their full LD Value for Squad Coherency.

Dissention – Any enemy Squad Commanders and Acting Squad Commanders within 12" of a Model with Dissention receive a –2 Modifier to their LD Value.

Disposable – A Squad with a Squad Commander or Acting Squad Commander with the Disposable Special Skill always pass Break tests.

Doomtrooper - Models with the Doomtrooper special skill may be paired. A Doomtrooper pair uses 1 Lord slot on the Offensive Organization Chart. A Doomtrooper pair can only be paired within a Brotherhood force or their own faction (unless stated otherwise). If a model with the Doomtrooper rule is the Warlord it loses the Doomtrooper special skill.

Duellist - Once per Activation, Models with this Special Skill may re-roll a single failed CC test when the Close Combat Attack is targeted at Models with the same Base size or smaller.

Espionage - A Model with the Espionage Special Skill can use 1 Action Point per Game Turn to complete an Espionage Action. Select an opposing player who must announce which Squad they will Activate next. The Espionage Special Skill can be used no more than once per player, per Game Turn.

Execution -

Warlord/Lord: At the cost of 1 Action Point, Warlords and Lords with the Execution Special Skill can choose to immediately remove a friendly Model within 6" from the Game as a casualty. The Squad the Model was removed from, at the beginning of their Activation, automatically pass a Morale test for 'Recover from Broken' and 'Recover from Pinning'. Models from the Squad do not lose Action Points for the recovery.

Squad Commander: At the beginning of the Squad's Activation, a Squad Commander with the Execution Special Skill can remove a Model from its own Squad as a casualty to automatically pass a Morale test for 'Recover from Broken' and 'Recover from Pinning'. Models from the Squad do not lose Action Points for the recovery.

Fear (X) – If a Model starts its Activation Engaged or Engages a Model with the Fear (X) Special Skill, it must make an immediate LD test with a Modifier equal to (X). If the test is failed, the Model's CC Value is halved. Models only make a Fear test once per Game Turn against the same or lower (X) Value. If the Model is Engaged or Engage a Model with a higher Fear (X) Value in the same Game Turn, they must make another LD test with the higher Fear (X) Modifier.

Fearless - Models with this Special Skill always pass Fear, Pinning and Break tests.

Ferocity - A Model with Ferocity gains a further +1 St Modifier to its Engage Bonus.

Fireproof - If a Model with the Fireproof Special Skill is targeted by a Flamer Template weapon, it gains +4 Modifier to Armour Value and ignore the 'Cover and Flamer Template weapons' rule.

Flammable - A Model with the Flammable Special Skill has a -4 Modifier to its Armour Value against Flamer Template weapon Ranged Attacks.

'Get the Gun' - When a non-vehicle Model with a Special weapon is removed from play, a non-vehicle Squad Member within 3" can attempt to utilize the weapon. Roll a D20, on a roll of 1-10 the weapon is saved (swap another Model in the Squad within 3" of the removed Model), on a result of 11+ the weapon is damaged and unusable. A Squad Commander or Lord attached to the squad may not attempt this roll.

Gunslinger - A Model with this Special Skill can complete Shooting Actions in both its Front and Rear Facing.

Guarded - This Special Skill can only be used if a Model is in a Squad of more than 1 Model. If the Guarded Model receives a Wound Effect from a Ranged Attack, another Model without the Guarded Special Skill in the Squad within 2" of the Guarded Model may be nominated to receive the Wound Effect by the controlling player.

Heal (X) – This Special Skill allows a Model to ignore a Wound Effect if an Armour test is failed, or not allowed to be made. (X) is the D20 roll needed to pass a Heal roll. Heal cannot be used if a Wound effect is inflicted with a Power Shot. The maximum Heal Value that a Model can have is Heal (8) regardless of Modifiers.
For Example: A Model with Heal (4) needs, after an unsuccessful Armour test, to pass a Heal test on 1-4 on a D20.

Infiltrate - Once both players have deployed their Squads, but before the first Game Turn starts, the Player may deploy their Infiltrating Squad. **Infiltrators must be deployed within Light or Heavy Terrain.** The Infiltrators cannot be deployed within 12" of any enemy Models. If there is more than one Squad to be deployed with the Infiltrate Special Skill, deploy

the Squads in turn, starting with the player with the Initiative. If it is impossible to deploy a Squad with the Infiltrate Special Skill, they must be deployed in the controlling player's Deployment Zone.

Inspiring Presence – Friendly Models within 8" of a Model with the 'Inspiring Presence' Special Skill receive a +1 Modifier to LD.

Leap (X) – A Model with the Leap Special Skill can be placed without any negative Movement Modifiers within (X) inches. This counts as a Move Action. The (X) Value is also the height of Terrain that the Model with 'Leap' can pass through.

Medic (X) – Any friendly Models within (X) inches of the Model with the Medic Special Skill can make 'Heal' rolls equal to (X).
For Example: Dr. Diana Clone has Medic (4), this means that all friendly Models within 4" of Dr. Diana Clone may make 'Heal' (4) rolls.

Pathfinder – Models with the Pathfinder Special Skill travel through Light Terrain as if it was Open Terrain, but are still entitled to Claim the Cover as usual.

Predator Senses – A Model with the Predator Senses Special Skill does not need LOS to make an Engage Action, nor does it need to Engage in a straight line. If the Model with Predator Senses completes an 'Engage Action' without LOS and/or not in a straight line it loses the Engage Bonus.

Psychic (X) – A Model with the Psychic (X) Special Skill can take up to X number of Psychic Powers listed under their Faction General Special Rules.

Ranger – Models with the Ranger Special Skill travel through Light Terrain and Heavy Terrain as if it was Open Terrain, but are still entitled to Claim the Cover as usual.

Rapid Deployment – Some Squads in Warzone Resurrection are capable of dropping into the battlefield using parachutes, or digging up from underground or shocking their opponents with a rapidly deployed assault.

Any Squad with the 'Rapid Deployment' Special Skill may choose not to deploy as normal and instead be held in reserve to Rapid Deploy. At the beginning of Turn 2 in the Control Phase (on turn 1 you may deploy or delay without rolling), both Players must nominate every not yet deployed Squad to arrive on the Battlefield via Rapid Deployment. Players may delay Squad deployment by taking Delay Test on a D20 in the Control Phase per Squad. On a roll of 1-10 the Squad can be deployed in a subsequent Game Turn or can continue to be delayed further on a successful Delay roll. On the result of an 11-20 the squad must be deployed this turn.

To Activate and deploy a unit, the player must nominate a point on the battlefield as the 'Deployment Point'. The Deployment Point must be placed in unoccupied Open Terrain. Roll a D20 using the Squad Commander's halved LD, this is referred to as the Rapid Deployment test. If the Rapid Deployment test is passed, then the Squad successively lands on the Deployment Point; place the Squad Commander on the Deployment Point, then deploy the rest of the relevant Squad within 3" of the Squad Commander. All deployed Models must be placed in unoccupied and non-impassable Terrain. If for some reason there is no room to place any Models in this manner, they are removed as casualties. The diameter of the Deployment Point is equal to the Base of the relevant Squad Commander.

Models that arrive via Rapid Deployment use an action point to deploy and count as having moved the full distance of 1 basic move action in inches; this does not count as a basic move action. Any model that Rapid deploys Engaged has 0 Action Points, which can be increased to one by Turning to Burn one Resource Card.

If an unmodified D20 roll of 20 is made for the 'Rapid Deployment test', then something goes very wrong; the Squad cannot be placed and is removed from the game as a casualty. If a D20 roll of 1 is made, then the Rapid Deployment does not cost an Action Point (although the Models still counts as having moved their full Movement Value). It the test is failed, the Deployment Point scatters, following the rules for 'Scattering of an Explosion Template'. The scatter distance is D20/2. If the Deployment Point scatters onto Impassable Terrain, off of the board or onto a Model, then roll D20 and

refer to the following table:

1-5: Delayed: The Squad is not deployed this Game Turn and may be deployed in any other Game Turn.

6-10: Emergency Deployment: Reduce the scatter distance as much as necessary to place the Deployment Point in any other form of Terrain (Open, Light or Heavy), ensuring this is the nearest point to the impossible Deployment Point but still within the original orientation of the scatter. The Squad is then immediately Deactivated.

11-15: Critical Deployment: Reduce the scatter distance as much as necessary to place the Deployment Point in any other form of Terrain (Open, Light or Heavy), ensuring this is the nearest point to the impossible Deployment Point but still within the original orientation of the scatter. All Models in the Squad receive a Stun Effect and the Squad is immediately Deactivated.

16-20: Perilous Deployment: Reduce the scatter distance as much as necessary to place the Deployment Point in any other form of Terrain (Open, Light or Heavy), ensuring this is the nearest point to the impossible Deployment Point but still within the original orientation of the scatter. Every Model in the Squad takes an St10 Piercing Autohit. The Squad is immediately Deactivated.

If, in any case, the Deployment Point scatters onto Light or Heavy Terrain, place the Models as per the Rapid Deployment rules. Each Model in the Squad must take a Con test. Any Model which fails the test must immediately take a St10 Piercing Autohit.

Designer Note: If the result on the Rapid Deployment table is '16-20', the Models which failed a Con Test suffer 2 St 10 Piercing Autohits.

Undeployed Models cannot be affected by any effects in the Game (ea. Cards, Skills) and the models cannot use any Special Skills or receive any Tactical or Gear Cards, unless stated otherwise. Once models are deployed they are immediately impacted by all effects in game

Resource Cards generated by undeployed Squad Commanders and Warlord cannot be Turned to Burn. However, the cards are affected by any Special Skills or other Cards as normal.

For Example: a Cybertronic player has played the strategy card: Economic Collapse, this card prevents all players from using Resource Cards this turn. If your RD unit is deployed on the table and they have a Resource Card it becomes available, but may not be "Turned to Burn" this turn due to the Cybertronic strategy card that is already in play.

Any Units not deployed on the tabletop at the end of the Game count as destroyed for all game purposes including Body Count value.

Relentless – Models with the Relentless Special Skill can never receive a 'Stun Effect'.

Shielded – All Lords and Warlords have the 'Shielded' Special Skill. If the Shielded Model receives a Wound Effect from a Ranged Attack, another Model without the Shielded or Guarded Special Skill within 2" of the Shielded Model may be nominated to receive the Wound Effect by the controlling player.

Slippery – Close Combat Attacks targeted at Models with the Slippery Special Skill suffer a -2 Modifier to their CC Value.

Sniper – Models with the Sniper Special Skill can ignore the closest single piece of Cover (to the model making a Ranged Attack) when making a Ranged Attack. The ignored piece of Cover does not count towards the maximum number of pieces of Cover a model can make a Ranged Attack through.

Stalk - If a Model attempts to make a Ranged Attack targeted at a Model with Stalk from further than 12" away, the Model making the Ranged Attack must pass an unmodified RS test. If the test is passed, the Model can then attempt to make a Ranged Attack. If the test is failed, the Model can nominate another target.

Stay Frosty – An Acting Squad Commander with the Stay Frosty Special Skill does not receive the LD Modifier for losing the Squad Commander.

Target Identifier - Models with the Target Identifier Special Skill always pass a 'Target Identified' roll.

Target Sense – Models with the Target Sense Special Rule ignore the Target Priority Rule.

Transport – This Model uses the rules for Transports found on Page 87.

Unique - Each Squad listed as Unique is 0-1 per Force. A Player can only have up to one copy of the uniquely named Squad regardless of OOC position. Therefore, for example, Lord type Mitch Hunter can not be played more than once in a Force, nor can he be played in an Army Led by Warlord type Mitch Hunter.

STRUCTURES

RUINED STRUCTURES

Such as City Ruins, open entrenchments or buildings with no roof.
Every Structure without a roof is classified as a Ruined Structure. Each piece of Ruined Structure Terrain counts as Heavy Terrain.

INTACT STRUCTURES

Such as Bunkers or Buildings with an Intact roof.
Intact Structures can be garrisoned as long as the Models can be physically placed inside the building via an Access Point.

The Access Point is an entrance to the Intact Structure such as doors, windows or cracks in the building structure through which a Model's Base and Body will fit.
Structures which do not have any Access Points for Models to be physically placed cannot be garrisoned. In such cases consider the Terrain piece as Impassable Terrain, depending on its nature.

Players should agree before the Game starts which sized Models can enter a particular Access Point (i.e. only human sized Small Bases, up to Nepharite sized Medium Bases, etc.).

Models garrisoning or attacking an Intact Structure can shoot through any Access Point as long as they can draw LOS to the target Model.

TARGETING TERRAIN AND STRUCTURES

Every Terrain piece in Warzone Resurrection can be destroyed.
Players can decide to make a Shooting or Close Combat Attack at Terrain and Intact Structures.
Models making a Ranged Attack at Terrain and Intact Structures always hit the weak point of the Intact Structure on roll of 1-16 regardless of any Modifiers or their RS skill.

All Close Combat Attack CC tests against Terrain and Intact Structures are passed automatically.

No Model can stay Engaged with a piece of any Terrain or Intact Structure once Deactivated.

Terrain and Intact Structures do not have a CCWR.

Dust was thrown up into the desert wind as the Cybertronic Scorpion appeared from the crimson dunes of Mars. Its tail became rigid and began to quiver as the RB12-19V crackled with green energy. A beam, blinding in light and superheated as lava burst from the appendage, coursing its way through the Martian air, exploding in a moment of silence that was immediately followed by an eardrum-shattering rumble. The stench of burning ozone was dominating and the Brotherhood Troopers, that had woken the Scorpion from its slumber, were nothing more than blackened slag and microwaved flesh.

MAKING A RANGED ATTACK AT TERRAIN AND STRUCTURES

1. The player must select a Terrain piece or an Intact Structure within range, LOS and Front Facing of the Model completing a Ranged Attack. A Model targeting a Terrain piece or an Intact Structure ignores the Target Priority rule.
   1.1 If the Model has a weapon with a RoF higher than 1, all D20s must be allocated to the same Terrain piece or Intact Structure.
2. The RS test is successful on a roll of 1-16 regardless of any Modifiers and the Model's RS.
3. If the player's Model passes the RS test, the targeted Model receives a Structure Point (SP) Damage.
4. The AVV of the weapon is equal to the weapon's AVV and any other Modifiers.
5. The opposing player must successfully pass an AV Test to ignore the SP Damage.
6. If the AV test is unsuccessful, the target loses a SP.
7. Consult the 'Structure Points and Armour Values of Terrain pieces and Intact Structures' section.

TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS

If a player decides to target a Terrain piece with a Template weapon, only the targeted Terrain piece can receive Structure Point Damage (SP), even if the Template scatters. **Any other Model or Terrain piece which is within a Template that has been targeted at a Terrain piece is unaffected by this Ranged Attack.**

STRUCTURE POINTS AND ARMOUR VALUES OF TERRAIN PIECES AND INTACT STRUCTURES

Each Intact Structure in the Game has a SP (Structure Points) and AV (Armoured Value):

DATA

Structure Points and Armour Values

STRUCTURE TYPE	AV	SP	ADDITIONAL SP MODIFIER
Concrete bunker	20	8	
Brick building	18	8	+2 for each storey above ground floor
Wooden building	16	6	+2 for each storey above ground floor
Brick wall (up to 7")	14	6	+2 for each extra 1" of wall length
Wooden crates	12	4	
Trees	12	4	

If not specified, players must agree before the Game starts what AV and SP the Structures will have.

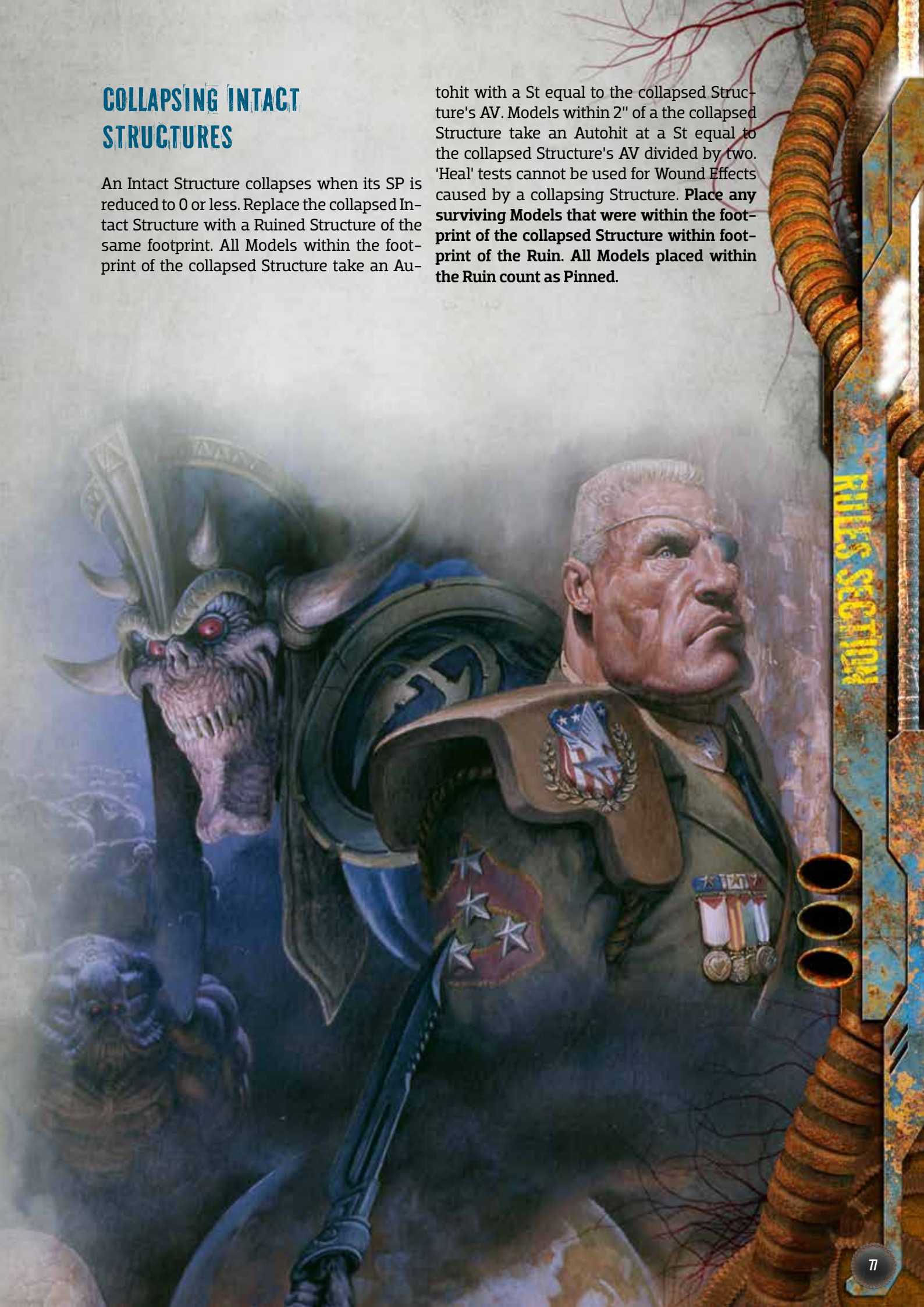
Destroyed Terrain pieces are replaced with a Light Terrain piece of the same Footprint.
If an Intact Structure has been destroyed, refer to the 'Collapsing Intact Structures' section.

Designer note: Destroyed trees, which provide Heavy Cover, can be reduced to Light Cover by destroying them.

Template Weapons with an AVV (Anti Vehicle Value) equal to or less than 2 have no effect on Structures (the explosive force is absorbed by the Structure).

COLLAPSING INTACT STRUCTURES

An Intact Structure collapses when its SP is reduced to 0 or less. Replace the collapsed Intact Structure with a Ruined Structure of the same footprint. All Models within the footprint of the collapsed Structure take an Autohit with a St equal to the collapsed Structure's AV. Models within 2" of a the collapsed Structure take an Autohit at a St equal to the collapsed Structure's AV divided by two. 'Heal' tests cannot be used for Wound Effects caused by a collapsing Structure. **Place any surviving Models that were within the footprint of the collapsed Structure within footprint of the Ruin. All Models placed within the Ruin count as Pinned.**



CARDS IN ADVANCED GAMES

CARD DECK FOR ADVANCED PLAY

If the Game is being played with Advanced Rules, each Player draws 5 cards from their deck. Each player may discard their entire initial hand to the 'discard pile', before the First Game Turn starts and replace it with a fresh hand from the top of their deck. They must keep their second hand. Player's hands are kept secret.

CARD DECK

Each player creates a deck with a minimum of 35 cards including Strategy, Tactical and Gear cards (but not Resource Cards). All decks must be shuffled by the controlling player and then cut before start of the Game by a randomly determined opponent. A maximum of 5 cards may be in a players hand at any time (although some Special Skills or Cards may change this). Each player may draw up to 1 card every Game Turn in the Control Phase, starting with the player with the Initiative, and must add this card to their hand. If a player has more than 5 cards in their hand at any time they must immediately discard cards until they have 5 cards or less. Cards that are discarded for any reason are placed in the Discard Pile. **Continuation of play is unaffected if any Player depletes their Card deck and/or hand.**

'TURN TO BURN'

This symbol can be found on all Strategy, Tactical and Gear Cards. The frequency of the symbol on the Card represents the number of Resource Cards a player needs to Turn to Burn to use the card.
So, if the symbol is on the Card 3 times the player will need to Turn to Burn 3 Resource Cards. Two symbols, two Resource cards etc.

TYPES OF CARDS

Squad Reference Card – On these cards the Stat lines and Squad Special Skills can be found.

Resource Cards – The Resource Cards represent your resources. Strategy, Tactical and Gear cards, as well as Active Special Skills, generally need Resource Cards to be utilised. To use a Resource Card the player must 'Turn to Burn' the Resource Card (an Action which is represented by turning the Resource Card upside down). Unless otherwise specified, each Resource Card represents 1 Resource.

Each Troop Squad Commander also provides 1 Resource Card. Resource Cards are allocated by the Warlord and Troop Squad Commanders, but they can be 'Turned to Burn' for any model in the Player's force.
Resource Cards are not normally removable, however if a Warlord is removed from play, Half of the resource cards it provided at the beginning of the Game are lost. If a Troop Squad Commander is removed from play, a number of Resource Cards equal to the number of Resource Cards it provided at the beginning of the Game are also lost. It is the controlling Player's choice which Resource Cards they remove (i.e. a 'Turned to Burn' Resource Card may be removed).

DATA

No. of Cards in Advanced Games

Warlord Type	No. Resource Cards
Tech	7
Close Combat	8
Ranged	6
Psychic	8

Strategy Cards – These cards mainly affect the battlefield. They can only be played at the end of the Control Phase, before any Squads are activated; starting with the player with Initiative. Only 1 Strategy card can be in play at any time. Unless otherwise specified, Strategy Cards are removed from play in the following Control Phase and added to the owning Player's Discard Pile.

Tactical Cards – These cards affect Squads or single Models. **They can only be issued between individual Model Activations.** Only 1 Tactical Card can be allocated to a Squad in a Game Turn. **The owning player may choose to discard their own Tactical Cards from play at any point in a Game Turn. The Tactical Cards can be played on any Squad (friendly or foe).** Unless otherwise specified, **Tactical Cards are removed from play in the Control Phase** and added to the owning Player's Discard Pile.They can only be played between Model Activation Phases of any player. The player which will Activate the next model may choose to play any number of Tactical cards on any number of squads (following card usage limitations: only one Tactical card allocated to a given squad at the same time, once this card is removed another card can be allocated to this squad) before the opposing player.

For Example: Player 1 Activates a Squad, now Player 1 or 2 can play Tactical Cards before the 1st Model gets Activated; once the Model is Activated, none of the players can put any Tactical Cards into play until the Model is Deactivated. Once the Model has been Deactivated, and before Player 1 Activates the 2nd Model, either player may put a Tactical card into play.

BONDED CARDS

A Card with 'Bonded: (X)' rule may only be included in the Player's deck if (X) is included in the Army. The Card may still be played during the game, even if (X) is removed from the game.

Gear Cards – These cards are not normally removable (unless specified otherwise) and can affect a Squad, battlefield feature, individual Model and/or Resource Card. Gear Cards may be played between Squad and individual Model Activations.

They can only be played between Model Activation Phases of any player. The player which will Activate the next model may choose to play any number of Gear cards on any number of friendly squads (following card usage limitations: only 3 Gear cards in play at the same time per player) before the enemy player.

The Card owning player may choose to discard a Gear Card from play at any point in a Game Turn. The Gear Cards can be played on any Squad (friendly or foe).

CONTROL PHASE

In the Control Phase Players must draw one Card from their deck, starting with the player with the Initiative. **They may 'Turn to Burn' one Resource Card in play to pick up one extra card from their deck.** This process can be repeated until they have up to five Cards in their hand. **No player may have more than five cards in their hand at any point during the Game;** if they do they must instantly discard down to five cards (in this case the player does not have to 'Turn to Burn' to discard). The Cards to be discarded are selected by the owning player; they cannot be used and must be immediately placed into the discard pile.

UTILISATION OF CARDS

- **Only 1 Strategy Card can be in play during the course of a Game Turn (regardless of how many players there are).**
- **Only 1 Tactical Card can be allocated to a Squad in a Game Turn.**
- **Only 3 Gear Cards can be in play per player.**

DECK CONSTRUCTION

A deck must consist of at least 35 cards and must follow the following construction rules:

- There can be no more than 3 of the same Strategy Cards in the deck
- There can be no more than of 5 of the same Tactical Cards in the deck.
- There can be no more than of 3 of the same Gear Cards in the deck.

'TURN TO BURN'

In an Advanced Game Resource cards can be 'Turned to Burn' in any of the following ways:

A. To give the selected Model (but not to a Vehicle) a third Action Point; can only be used once per Model per Turn.

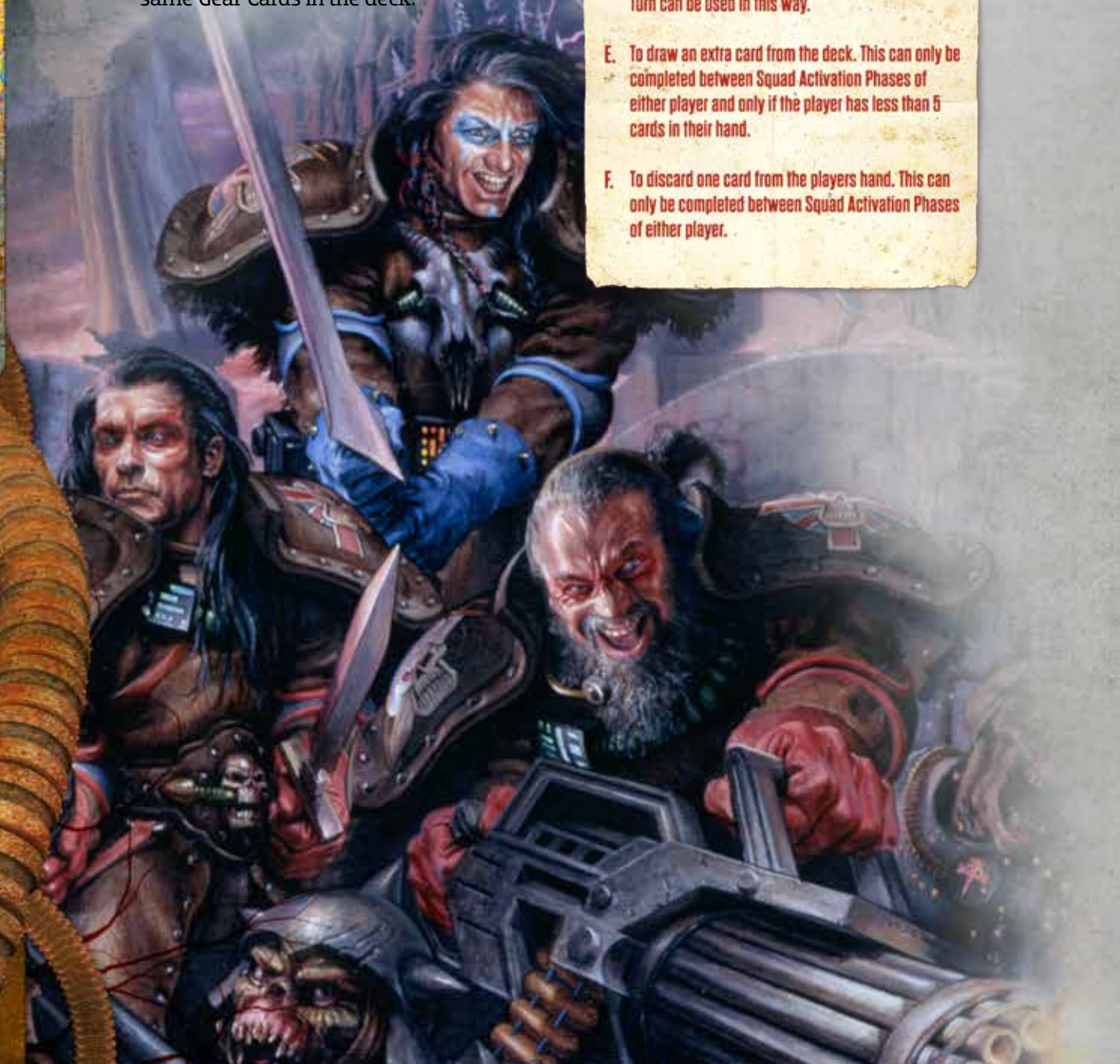
B. To add 'Heal (3)' to the selected Model; can only be used once per Wound Effect.

C. To Activate a Squad Special Skill if applicable or required.

D. To Modify the RoF or RoA Value of a single weapon by +1. 'Turn to Burn' and declare before making a Shooting or Close Combat Action. This cannot be used to increase the RoF or RoA during Special Actions. Only 1 Resource Card per Model per Game Turn can be used in this way.

E. To draw an extra card from the deck. This can only be completed between Squad Activation Phases of either player and only if the player has less than 5 cards in their hand.

F. To discard one card from the players hand. This can only be completed between Squad Activation Phases of either player.



We'd been briefed about the Undead Legionnaires, but nothing can prepare you for facing an enemy consisting of your own comrades dug up from their consecrated graves and made to fight you. The briefings instilled the tactics in us, impressing on all field officers the need to deploy in depth and make use of interlocking fields of heavy weapons fire, laying mine fields and the likes. The idea is that these particular foe are generally found in large numbers and aren't the brightest of sparks, meaning you should be able to draw them onto your guns and whittle them down by sheer weight of fire, making use of standard fire and manoeuvre doctrine as you fall back until they're ripe for a spirited bayonet charge.

Well, as I said, that's what the field manuals say about fighting Undead Legionnaires. Here's what happened the first time we actually faced them in combat.

My battalion, the 4/33rd (Princess Charlotte's) was tasked with clearing the basin surrounding a refinery captured from Mishima three days earlier in Warzone Delta 12. We'd encountered the usual Mishima stubbornness, with several companies of the defence force refusing to surrender and fleeing into the thick swamps at the heart of the basin. We were approaching our phase line having defeated a platoon strength force of enemy infantry, at a loss of four of our own dead and seven wounded. At that point my company signaller received a garbled transmission from the battalion HQ, attempting to warn of us of something, but exactly what we couldn't make out.
Then the field radio cut out entirely, all channels filled with a distorted drone before falling silent. The hairs on the back of my neck stood on end and the air temperature dropped, the swamp waters lapping around my ankles growing suddenly clammy. I had an inkling of what was coming, and turned to my platoon sergeant to get the lads deployed.

But Sergeant Chalcraft was staring at something across the swamp, the colour drained from his normally ruddy features. I followed his gaze, catching sight of movement amongst the mangrove roots. Before that movement could resolve itself I barked an order to get the HMGs up front, while the rest went firm.

Then a figure stumbled out from the shadows, splashing its way towards us. Sergeant Chalcraft called the shot, but before anyone had the chance to fire I countermanded it. I recognised the figure, you see? It was a Corporal Sorensen, from 5th Battalion, a man assumed to have been lost during the ill-fated assault on Hill 77.

Then I realised it couldn't possibly be that man. He, and in fact most of his company, were dead and buried having been lost trying boldly to take the 77th Crest.

I raised my aggressor, the words of a sermon I'd heard once as a child coming unbidden to my lips. I fired, and the target went down, fetid black blood staining the swamp all about.

Then it all went to hell. The tree line exploded as a wave of what I now know to be Undead Legionnaires spilled outwards. Some were carrying standard issue firearms while other bore something entirely different. I am ashamed to say they opened fire before us, for most of the platoon had never seen such a sight before and was rooted to the spot in shock. Fortunately, the Cardinal must have been watching over us for no one was hurt in that initial salvo.

Getting a grip, we returned fire, cutting down the entire first line of oncoming Legionnaires. Even as we fired we tried to block out the sight before us. Most of those figures bore unit badges that marked them out as our brothers, but we had no choice but to cut them down.

It was to no avail. The platoon was too few and the sight of our own brought back to such hideous undeath was clearly unnerving even the more seasoned of my men. Seeing that dozens more of the enemy were inbound, I ordered a fighting withdrawal, drawing on the briefings I mentioned to account for as many of the Legionnaires as possible.

Well, it took us seven hours to extricate ourselves from the basin, much of which was spent in direct contact with Dark Legion forces. When we finally got back to the refinery we learned that the entire region was overrun by a Dark Legion force judged to be fielding several thousand Undead Legionnaires, most of them disinterred from the Hill 77 graves. The battalion had been ordered to withdraw and an airstrike was being planned against the refinery in the hope that in destroying it the swamps and everything in them would burn.

The last thing I saw that day was the refinery going up in a stunning explosion, and I said a prayer for my fallen comrades - that their second deaths would see them find peace for all time at last.

VEHICLE RULES

GENERAL VEHICLE RULES

Vehicles in Warzone Resurrection, unless stated otherwise, have the following Special Rules:

1. All Vehicles, except Bikes and Jet Bikes, have the Bulky Special Skill.
2. All Vehicles, except Bikes and Jet Bikes have the Fearless Special Skill.
3. Engaged Tanks and Hoverers do not have their Action Points reduced due to being Engaged.
4. Engaged Tanks and Hoverers can only complete Move Actions whilst Engaged and cannot complete any Vehicle Special Actions.
5. All Vehicles, unless stated otherwise, can only complete the following Actions:
   - Vehicle Move Action
   - Vehicle Shooting Action
   - Aim Action
   - Vehicle Engage Action
   - Vehicle Special Actions
   - Pass Action
   - Close Combat Action
6. All Ranged Attacks of AVV5 or higher targeting a Vehicle gain the 'Target Sense' Special Skill.
7. Vehicles can reroll an unsuccessful AV test if the AVV of the Ranged or Close Combat Attack is equal to 0.

STATS AND TYPE OF VEHICLES

M – Movement is the distance in inches that the Vehicle can travel when making a basic Move Action. A Vehicle's minimum movement distance can never be reduced below 2", unless specifically defined.

The maximum distance a Vehicle can travel in inches in one Game Turn is triple its Movement Value. Vehicles can also pivot, to varying degrees dependent on their Type, during their movement.

CC – Close Combat. The number required to roll on a D20 for a Close Combat test.
RS – Range Skill. The number required to roll on a D20 for a Range Skill test.
WP– Will Power. Used to cast and resist Psychic Powers.
LD – Leadership. The number required to roll on a D20 for a Morale test.
Hit Location table – Each area on the Hit Location Table has a unique SP Value (Structure Point) and AV (Armoured Value) and lists the effect on a Vehicle once its SP is reduced to 0 in the relevant hit location. The top row of the Hit Location table is used to randomly determine the location of Structure Point Damage.

STATISTICS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Rider / AV		SP Weapon Controls / AV		SP Driving Systems / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
7	14	12	12	16	2	12	2	12	3	11	2	12	0	-4	3	100
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less , the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/4. Each Model within this range takes a S10 Piercing Autohit on a roll of 1-15.					

AV Front – Armoured Value Front. Modifier to Vehicle's AV when targeted in the Front Facing.
AV Back – Armoured Value Back. Modifier to Vehicle's AV when targeted in the Rear Facing.
AP – Action Points. The number of Action Points a Vehicle can spend during an Activation.
Pts – Points. This number represents how much the Model is worth and is used by the Players to produce balanced opposing army lists.

VEHICLE FACING AREAS

Walkers –The Facing Area of a Walker is calculated by the size of its base and its maximum height, with a minimum height value of 1.75"

Heavy Vehicles: Walkers, Tanks and Hoverers – uses the True Area, the actual size of the Model is its Facing Area (excluding Models weapons).

Tanks – uses the True Area, the actual size of the Model is its Facing Area (excluding Models weapons).

Hoverers – uses the True Area, the actual size of the Model is its Facing Area (excluding Models weapons). **Hoverers cannot be Rammed.**

Bikes – The Facing Area of a bike is calculated by the size of its Base and its maximum height, with a minimum height value of 1.5".

Jet Bikes – The Facing Area of a Jet Bike is calculated by the size of its base and its maximum height, with a minimum height value of 2". Jet Bikes must travel at least ½ of their Movement Value every turn if they are not Engaged. **If for any reason a Jet Bike cannot travel its minimum distance then it will receive a St15 AVV10 Piercing Autohit on the Body Location.**
Jet Bikes cannot be Rammed.

VEHICLE ACTION POINTS

Each Vehicle has an allocated number of Action Points. This number can be found on the Vehicle Stat Card.

VEHICLE ACTIONS

If more than one Action requires an immediate reaction, the Player with the Initiative decides the order that they are completed. **No Action can be Activated more than once per Model per Game Turn (unless stated otherwise).**

VEHICLE MOVE ACTIONS

Only one type of Move Action described below can be used per Model's Activation.

Tactical Move: Spend 1 Action Point to travel a distance in inches equal to the Movement Value. Unless stated otherwise a Vehicle can pivot up to 45 Degrees during a Tactical Move Action. As a Part of a Tactical Move, vehicles (except of Jet Bikes) can reverse in straight line.

Combat Move: Spend 2 Action Points to move the Movement Value of the Vehicle in inches x2. Unless stated otherwise a Vehicle can pivot up to 90 Degrees during a Combat Move Action.

Fast Move: Spend 3 Action Points to move the Movement Value of the Vehicle in inches x3. Unless stated otherwise a Vehicle can pivot up to 180 Degrees during a Fast Move Action.

Pivoting: Vehicles may change their orientation by pivoting on their centre point. Pivoting does not reduce the vehicle's Movement Value. Depending on the type of Vehicle.

pivoting can cost Action Points or may be made as part of a Move or Engage Action.

Turning a turret does not count as pivoting and can be made without spending a Model's Action Points.

Walkers: In addition to a Move Action pivot allowance, the Vehicle can pivot 90 Degrees without spending any Action Points during their Activation.

Heavy Vehicles: Walkers: In addition to a Move Action pivot allowance, the Vehicle can pivot 45 Degrees without spending any Action Points during their Activation.

Tanks and Heavy Vehicles: Tanks may only pivot as part of a Move Action. A Tank can pivot at any point during its Move Action.

Hoverers and Heavy Vehicles: Hoverers may only pivot as part of a Move Action. Hoverers can only pivot at the beginning and or end of their Move Action.

Bikes: Bikes must travel at least 1" as part of a Move Action in order to pivot.

Jet Bikes: Jet Bikes can pivot at any time during a Move Action.

VEHICLE SHOOTING ACTIONS

Only one type of Shooting Action described below can be used per Model's Activation.
Fire: Spend 1 Action Point to make a Shooting Action with **any one Ranged Weapon** following the rules in the Shooting Section.

Torrent of Fire: Spend 2 Action Points to make a Shooting Action with each of the Model's Ranged Weapons simultaneously.

VEHICLE ENGAGE ACTIONS

Engage Action: Spend 2 Action Points, this Action can only be completed by Walkers, Heavy Walkers, Bikes and Jet Bikes.
Vehicle Engage Actions follow the Rules in the Close Combat Section with the following exception:

The Engaging Vehicle gains a Bonus to St and AVV depending on its type:

DATA

Bonus to St and AVV

SQUAD TYPE	ST MODIFIER	AVV MODIFIER
BIKES/JET BIKES	+2	+1
WALKERS	+4	+2
HEAVY WALKERS	+6	+3

The Engage Bonus is only applied to the 1st Close Combat Attack of a Close Combat Action completed in the same Game Turn (even if the RoA of the weapon is more than 1).

A Model must travel at least its unmodified Movement Value when completing an Engage Action to Claim the Engage Bonus.
Ram: Spend 3 Action Points –This Action can only be completed by Tanks and Heavy Walkers.
This Action counts as a Combat Move (Vehicle Move Action).
Nominate a point on the battlefield that is within Movement Value x2 of the Vehicle making a Ram Special Action. A ram must be made in a straight line Towards the nominated point. If this move brings it into B2B with any Model refer to the following rules:

Ramming non-Vehicle Models: Non-Vehicle Models in the Vehicle's path must pass a Con test to avoid being Rammed. If the test is passed the Model successfully dodges the ramming Vehicle; move the rammed Model minimum distance needed to avoid the path of the ramming Vehicle.
If the Con test is failed then the rammed Model receives a Piercing Autohit at a St equal to the distance in inches between the start point

of the ram and the Base or Footprint of the rammed Model.

Ramming Engaged Models: If multiple Engaged Models survive a ramming, move the Models the minimum distance required away from the Vehicle's ramming path.
The Models must stay Engaged if possible, if there is no space to place the Models so that they stay Engaged, dis-engage the Models and place them within the minimum distance required from the Vehicle's ramming path (in this case, the ramming player decides where the models are placed).
Models which are forced to Disengage do not receive Free Slash.

Ramming other Vehicles: Both the rammed and ramming Vehicles receive 1 Autohit for each 6" travelled by the ramming Vehicle during the Ram Action. The AVV of the Autohit is equal to the distance travelled by the ramming Vehicle divided by 2.
The Ramming Vehicle takes an Autohit of an AVV equal to the distance it travelled divided by 3.
The location of damage needs to be rolled off as normal for each Autohit.
All Autohits against Vehicles are allocated to the relevant Facing.
Continue this process until the nominated point has been reached or a Vehicle is rammed.

Full Throttle: Spend 3 Action Points.
This Action allows the Vehicle to travel an extra 6" compared to Fast Move Vehicle Action, but at the risk of damaging the Drive Systems.
Vehicle must take an Autohit with AVV 1 on the 15-18 Hit Location.
If the AV test is failed, one Structure Point is removed as appropriate. Vehicles may perform a Full Throttle Action even if there are no Structure Points left on the 15-18 Hit Location, but instead the Vehicle takes an AVV 10 Autohit on the 1-10 Hit Location. Autohits due to **Full Throttle are allocated to the Front Facing.**

MOVING THROUGH TERRAIN

Autohits caused by moving through Terrain are allocated to the Front Facing of the Vehicle.

Walkers: Walkers are not slowed down by moving through Light Terrain, but must take an AV test at AVV2 on their Leg location at the end of their Movement.
The Movement of Walkers is Modified by -2" if they move through Heavy Terrain and they must take an AV test at AVV4 on their Leg location at the end of their Movement.
Walkers cannot travel through Impassable Terrain.

Heavy Vehicles: Walkers: Heavy Walkers are not slowed down by Light or Heavy Terrain, but must take an AV test at AVV2 (which can be rerolled if failed) on their Leg location at the end of their Movement if they travelled through Heavy Terrain.
Heavy Walkers cannot travel through Impassable Terrain.

Tanks and Heavy Vehicles: Tanks: Tanks are not slowed down by Light or Heavy Terrain, but must take an AV test at AVV2 (which can be rerolled if failed) on their Tracks location at the end of their Movement if they travelled through Heavy Terrain.
Tanks cannot travel through Impassable Terrain.

Hoverers and Heavy Vehicles: Hoverers: Hoverers are not slowed down by moving through Light Terrain.
The Movement of Hoverers is Modified by -2" if they travel through Heavy Terrain
Hoverers cannot travel through Impassable Terrain, except if moving over friendly or enemy models on Small or Medium bases.

Bikes: Bikes are not slowed down by moving through Light Terrain, but they must take AV test on AVV2 on their Driving Systems location at the end of their Movement.
The Movement of bikes is Modified by -2" if they travel through Heavy Terrain and they must take an AV test at AVV4.
Bikes cannot travel through Impassable Terrain.

Jet Bikes: Jet Bikes are not slowed down by moving through Light Terrain. The Movement of Jet Bikes is Modified by -2" if they move through Heavy Terrain.

Jet Bikes cannot travel through Impassable Terrain, except if moving over friendly or enemy models on Small or Medium bases.

VEHICLE STRUCTURE POINTS

In Warzone Resurrection each Vehicle has its own unique structural strength. In the Game terms, this is defined by Structure Points.
Every Vehicle is divided into a group of Hit Locations as shown in the Hit Location table. Each Hit Location has its own Structure Value and Armoured Value.

If any of the Hit Location's Structure Points are reduced to 0, then the Hit Location is classified as destroyed. If the destroyed Hit Location receives any further SP Damage, allocate the SP Damage to the Vehicle's 1-10 Hit Location.

Structure Points can be repaired by relevant Special Skills, Psychic Powers or Cards.

As long as a Vehicle is not classified as Destroyed, its Structure Points may be repaired, even if the Hit Location has been reduced to 0 Structure Points. Any effects of Hit Locations having been reduced to 0 Structure Points are automatically ignored if any of that Location's Structure Points are repaired.

MAKING A RANGED ATTACK WITH A VEHICLE

Vehicles follow the Making a Ranged Attack rules described in the Shooting Section with the following additions:
Each of a Vehicle's Ranged Weapons can make a Shooting Action at a different target, but must follow Target Priority rules.
A Primary Target must be selected for each Weapon.
If a LD test to gain the Target Sense Special Skill is failed, the Weapon's RoF is reduced to 0 for the Game Turn and cannot be increased by any means.

LINE OF SIGHT AND WEAPONS RANGE:

The Line of Sight for all Vehicles, unless otherwise stated, is checked from the Ranged Weapon that is being fired. Range is measured from the Base/Footprint to the Target's Base/Footprint.

Jet Bikes and Hoverers always ignore Light Cover Modifiers when making a Ranged Attack.

MAKING A RANGED ATTACK AT A VEHICLE

The Player must select a Primary Target within range, LOS and Front Facing of the Model completing a Ranged Attack. Follow the 'Target Priority' rule (unless the Ranged Attack has an AVV5 or higher).

1. If the Model has a weapon with a RoF higher than I, nominate a Primary Target following the 'Target Priority' rule (unless AVV is 5 or higher) and Secondary Targets which must be within 3" of the Primary Target and within range, LOS and Front Facing of the Model completing a Ranged Attack. Allocate a number of D20 equal to the RoF Value of the weapon to the targets. At least the first D20 must be allocated to the Primary Target. A maximum of 1D20 can be allocated per Secondary Target. Cover Modifiers are calculated before any RS test is made and all shots are considered to be fired at the same time; therefore removal of one target will not affect the Cover Modifiers of another target.
2. The Player then applies Modifiers to their Model's RS Value and rolls a D20 to pass a RS test for each allocated D20.
3. If the Player's Model passes the RS test, the targeted Vehicle receives a Structure Point Damage.
4. If the RS test is successful, the Player making a Ranged Attack rolls D20 for Vehicle Hit Location.

5. The AVV of the Structure Point Damage is equal to the weapon's AVV and any other Modifiers.

6. The target Vehicle must successfully pass an Armoured Value test with the AVV Modifiers and any other Modifiers in order to ignore the Structure Point Damage.

7. If the Armoured Value test is unsuccessful the targeted Model loses a Structure Point.

8. If the Model's SP is reduced to 0 in any Hit Location, refer to the relevant Hit Location table for the effect on the Vehicle.

MAKING A CLOSE COMBAT AT A VEHICLE:

Models making a Close Combat Attack against Vehicles follow the Making A Close Combat Attack rules describe in Close Combat section with following exceptions:
– CC Attacks vs Tanks – the Player can select the Hit Location instead of rolling for it.

TRANSPORT VEHICLES:

Troop and/or Support type Models may be transported by friendly vehicles with the Transport(X) skill. X denotes the capacity of the Transport, calculated based on the size of the boarding models' bases.

DATA

BASE SIZE	TRANSPORT VALUE
SMALL	1
MEDIUM	2
LARGE	4

At any time, a Transport Vehicle or a Squad of Transport Vehicles can transport Models from a single squad only.

For Example: A Transport (6) vehicle may hold six models with a Transport Value of (1), three of Value (2) or any combination not exceeding a total of (6).

Models cannot embark and disembark in the same turn. Transported models do not count the distance travelled while embarked towards their maximum movement limit per turn.

ENTERING A TRANSPORT:

Squads can be deployed already embarked, if the transport vehicle doesn't deploy via Infiltrate or Rapid Deployment.

Alternatively, during the game, a Model within 2" of a Transport Vehicle and within its rear arc may perform an Embark action for 1AP. It then immediately boards the vehicle and is deactivated. Remove the Model from the Board and place a marker next to the Transport to show the Model embarked.

EXITING A TRANSPORT:

A Transport Vehicle that has not moved or moved up to 2x its MV earlier in its Activation can perform a Disembark Action for 1 AP. Place all transported Models within 2" of the transport vehicle´s rear arc. The Transport vehicle then continues its activation.

All models in the disembarked squad start their Activation with 1 Action Point less than normal and count as having moved the full distance of 1 Basic Move action in inches. This does not count as a Basic Move Action. If the models are placed engaged with any enemy model, they start their Activation with 0 Action Points. However, they may still turn to burn a resource card to gain an extra action point.

DESTRUCTION OF THE TRANSPORT VEHICLES:

If a vehicle transporting other models is destroyed (or explodes), place all transported models as close as possible to the vehicle. Every transported model then receives a St 16 Blast Autohit in addition to any hits from the normal effects due to the vehicle being destroyed. All surviving models receive a Stun Effect.

SQUAD COHERENCY AND ACTIVATION:

Squad Coherency for transported Squads is measured from the Transport Vehicle Squad's Commander.

While aboard, transported models start their activation with 1AP, regardless of whether the vehicle is engaged or not.

Except in the turn when they embark or disembark, the transported Squad activates directly after the Transport Vehicle (before the opponent´s activation).

When the transporting Vehicle performed the Disembark Action and the transported Models are placed on the board again, they must be activated normally later in the turn. If a Model in a squad which has other models on board a transport vehicle begins its activation outside a transport vehicle, they must either perform the Embark action as the first action in their activation, or count as being out of coherency.
Embarked Models may not use Active Skills.

TYPES OF TRANSPORTS:

Enclosed Transports

Models aboard an enclosed transport are immune to any damage and all in-game effects and cannot be targeted. In their activation they can only perform a Pass Action.

Open Transports

Models aboard Open Transports can perform Basic Shooting with (P) and (A) type non-template-Weapons and Close Combat actions and can use psychic powers, however they receive a (-4) modifier to CC, RS and WP. Transported models use the Vehicle's LoS for their attacks, and treat the vehicle's base as their own for the purposes of determining who they can attack in close combat (however, they still count as mounted on their own base size for all other purposes). Transported models do not receive any Engage bonuses.

Models within an open transport vehicle can be attacked in close combat instead of the vehicle, but the attacker receives a (-4) modifier to their CC value. They can be targeted with a ranged attack only if the attacker has first performed an Aim action; the attacker also receives a (-4) modifier to RS. Transported Models receive a (+2) Modifier to Armour against all attacks. Embarked Models in Open Transports are vulnerable to Template Weapons as normal.

Transport Squads

While some Transports are single vehicle squads, some Transports are multiple vehicle Squads (like Bike Squads). Each Model from this Squad has its own Transport (X) Skill. All Vehicle Models in one Squad of Transport Vehicles must transport Models from the same Squad. Place the transported Model next to the Transport as a reminder which transport carries whom.