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Game: **SEDITION WARS: BATTLE FOR ALABASTER**

Publisher: **Studio McVey (2013)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SEDITION WARS

Players decide who plays the **Vanguard** and who plays the **Strain**.

Select either a **strategic** (one-off) or **campaign** scenario. Strategic scenarios use 20 force points per board tile used in the game and roll 1d6 for objective theme, then again for the scenario.

Set up the **board tiles**, and place **objective markers** and **strategic points**. Players select their force according to the scenario's force points, force requirements, troop costs and troop limits.

A player can recruit any model that matches their faction, meets the scenario restrictions, and does not result in their force point budget being exceeded. A force must begin play with a number of models equal to the force point allowance divided by 10 (rounded up). Hero, Commander and Phase 5 Meta-form models are **unique**; a force may only have one of a unique model of that faction, name and type.

Deployment Each side rolls 1d6. The highest roller chooses who will deploy all their models first. In a strategic scenario the first player chooses an outside tile edge and deploys his models within 5 squares of the edge, in any clear square(s). The other player then does the same from a tile edge furthest from the first player's choice. A campaign scenario has specific deployment rules.

Tac-Net The Vanguard player starts with tactics counters in his Tac-Net pool equal to his force's **highest tactics limit +1d6**.

PLAYING THE GAME

Play is split into **rounds**, each of which has of 2 **active modes**, one for each player. When a player is in **active mode**, his opponent is in **Reflex mode**.

Once all of a player's models have been activated, his turn ends and players switch modes. After both forces have taken a turn in active mode, the round ends.

ACTIVE MODE

1. FORCE MANAGEMENT

Perform your faction-specific **Force Management phase**.

VANGUARD FORCE MANAGEMENT

Replenish the Tac-Net pool by a number of tactics counters equal to the tactics limit of the highest ranking remaining model. There is no limit to the number of counters in the pool.

1. Access Tac-Net

Vanguard models may take 1 or more tactics counters from the Tac-Net pool, but may not have more than their **tactics** limit.

2. Designate Targets

You may spend a tactics counter from the Tac-Net pool to place a **target mark counter** on an enemy model within a Vanguard vector.

You may place as many target mark counters as you have in the pool, but a model may have only 1 counter on it at a time. A Vanguard model attacking an enemy with a target mark counter counter removes the counter to gain **Attack +3** for that attack.

An infected friendly model may be treated as an enemy if it has an **strain override counter** or 2 or more infection counters on it.

STRAIN FORCE MANAGEMENT

1. Declare Exogenesis Effects (choose one if applicable)

Gestate The engulfed model remains engulfed and becomes infection status 4.

Expunge The engulfed model is placed on the board up to 2 squares away from the consuming model.

Metabolize Remove the engulfed model from play and place 4 nano counters adjacent to the consuming model.

2. Move Nano Counters

Move any nano counters on the board up to 6 squares. Each counter may only be moved once. Nano counters can move through any square except walls, closed section doors and closed airlocks. They may end their move in a square occupied by a model or strategic point. Any number of nano counters may occupy a single square.

3. Mutate Infected Models

Infected models may **mutate** into Strain exo-forms or nano counters, depending on the model's **infection status**:

Level 3: Replace the infected model with a Phase 1 Necro-form *or* 2 nano counters adjacent to or in the model's base square.

Level 4: Replace the infected model with a Phase 2 Exo-form *or* 1d6 nano counters adjacent to or in the model's base square.

Newly converted models can only perform 1 action during the Strain player's first active mode after being created. They come into play with their full wounds; however any effects the mutated model suffered are transferred to the new model.

4. Spawn New Models

The Strain player may create new Strain models with nano counters and **spawn points**. A spawn point may only be used once per Force Management phase.

Phase 1 Necro-forms: Remove 2 nano counters on or adjacent to the spawn point (if spawning from a corpse, remove the corpse).

Phase 2 Exo-forms: Remove 3 nano counters on or adjacent to the spawn point.

A newly spawned model is placed on any square adjacent to the spawn point. Newly spawned models may only perform 1 action during the Strain player's first active mode after being created.

5. Evolve Exo-Forms

The Strain player may spend nano counters equal to a model's **evolution cost** to evolve that model into a more powerful creature.

The nano counters must be in or adjacent to the model's base square. Once the cost is paid, replace the model with the new model. Newly evolved models may only perform 1 action during the Strain player's first active mode after being created. They come into play with their full wounds; however any effects the original model suffered are transferred to the new model.

When evolving a normal model into a large model, place the new model in any clear squares adjacent to and including the original square. If squares are not clear, the model is *stuck* until it moves from that space. If adjacent squares contain models, they are pushed into the nearest adjacent clear square (and enemy models become **prone**).

6. Infection

If a non-Strain model is in a square occupied by 1 or more **nano counters** at the end of the Strain Force Management phase, the model must make a **status check for each counter** (4+ to pass, 3+ for a Hero or Commander). If failed, remove that counter and the model gains an **infection counter**.

2. ACTIVATION

Activate your models one at a time, and only once each during your activation. An activated model may *either:*

1. **Perform 2 actions.** Each action can only be performed once per activation:
   a. **Move** up to the model's mobility value in squares.
   b. **Attack** a target.
   c. Use a **strategic point**.
   d. Use an **ability**.
2. **Perform 1 focused action:**
   a. **Focus** an attack or attack ability (Attack +1d6).
   b. **Focus** a move action (run): move 2x mobility value.

Finishing Activation

When a model's activation is finished, make any required **status rolls** and apply any persistent **status effects** for that model. If there are multiple effects on a model, roll for each effect.

REFLEX MODE

When the conditions of a model's **reflex trigger** are met, the controlling player *must* declare the use of the reflex abilities attached to that trigger or lose the use of the reflex trigger for the current reflex mode. Unless otherwise stated, reflex triggers are vector-dependent.

The triggered reflex ability is resolved immediately, interrupting all other actions on the board. Once the ability has been resolved, play resumes normally.

A model can only use a single reflex trigger during reflex mode.

If the reflex trigger conditions of multiple models are met simultaneously, the player in reflex mode chooses the order in which they are resolved. If a triggering model is killed or removed from play before all models can resolve their abilities, models that did not have a chance to resolve their reflex triggers retain them.

MOVEMENT

A model making a move action may move up to its **mobility value** in squares in any direction. A model may only move onto full squares (those marked with a centre point).

A model may move through squares occupied by friendly models with the same base size or smaller, but not through squares occupied by friendly, larger models or enemy models of any size.

Moving over a **covering feature** (indicated with a red line) or through a **window covering feature** (indicated with a blue line) costs 2 squares of movement. Models must move straight through a window, and only to a square perpendicular to the window's edge (ie, not diagonally).

Doors cost a point of mobility to open or close and remain open until closed. **Standard doors** are white, **section doors** are blue and **airlocks** are red. A section door does not have a center cross point, but a vector can still be drawn through it.

A large model may try to **press through** an area smaller than its base size. It may not press through a window, but may press through hallways, doorways, and tile areas not large enough to accommodate a large base. Each square costs 2 squares of movement to move into. The model only counts as occupying the squares available to it on the map.

If the model ends its move while still in a space too small for it, it is **stuck**, and attackers gain Attack +1d6 to attack it. The stuck model may not use any reflex abilities.

OPEN ROLLS

Rolls for attacks or ability effects are **open rolls**. A result of 6 on a d6 allows you to roll an additional die and add its result to the original die roll.

6s on additional dice are also open; as long as a player continues to roll 6s, additional dice are generated.

ATTACKING

1. Select the Attack

Choose a **close combat attack** to attack an enemy model in an adjacent square, or a **ranged attack** to attack an enemy model at a distance.

2. Determine Attack Vector

Draw a **vector** from the centre of the attacking model's base square to the centre of the target model's base square. Vectors cannot be drawn through a wall, a closed door, a blacked-out square or square with no center cross, through a model of the same size or larger than the target (blocking model), or around or across a corner blocked by a wall. Large models can draw vectors and be targeted from any square they occupy.

Normal sized models that are prone do not block vector; large models that are prone do.

If the vector crosses a covering feature (outlined in red), a window, corner or doorway, and the target is adjacent to the cover, the target receives the **cover modifier**. If the attacker is adjacent to the cover, ignore the cover modifier.

If an attacker makes a ranged attack against a target adjacent to a model friendly to the attacker, the target gains the cover modifier.

3. Determine Range

Check the **range** to the target (the number of squares to the target, including the target's base square).

Close (C): A weapon with close range can only be used against targets in adjacent squares.
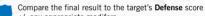
Short (S): An attack against targets up to 4 squares away.

Medium (M): An attack against targets up to 8 squares away.

Long (L): An attack against targets up to 12 squares away.

4. Roll to Hit

Roll 3d6 +/- any applicable modifiers. Attack rolls are always **open**: any 6s allow the rolling of further dice.

Compare the final result to the target's **Defense** score +/- any appropriate modifers.

Focusing an attack or attack ability adds Attack +1d6 to the attack roll (unless the attack needs to be focused to be used).

A Vanguard model attacking an enemy with a **target mark counter** on it may remove the counter to gain Attack +3.

A result greater than or equal to the target's modified Defense score hits.

Combat Modifiers	
Target in **cover**	Defense +3
Firing Close Ranged attack (L, M or S) when attacker is in close combat (adjacent)	Defense +3
Firing into Close Combat Ranged attack vs defender adjacent to a model friendly to the attacker	Defense +3
Ranged attack vs **prone** defender	Defense +3
Close combat attack vs **prone** defender	Attack +1d6
Vanguard model firing at a defender with a **target mark counter** (remove counter)	Attack +3
Stuck defender	Attack +1d6
Focused attack	Attack +1d6

5. Deal Damage

Damage = the attack's **base damage (D)** + [the attack's **damage staging (S)** x the number of 6s rolled]. Every 6 rolled allows the player to add the damage staging to the total damage done. Any additional dice gained also count towards staging if they roll a 6.

Subtract the total damage from the target's **Wounds**. A model with 0 wounds is killed and removed from the board. Death effects are resolved simultaneously.

Displacement Fields Clip a blue displacement field counter to the model with a displacement field.

A displacement field reduces the damage staging of attacks by 1. It can also stop all damage from a single attack (the attack still hits and any effects are applied), but the field is then removed.

6. Apply Attack Effects

Resolve any attack-specific effects. Unless otherwise stated, these are only applied to models if the initial attack hits. Effects that stipulate a direct effect to the attacker are applied even if the attack misses.

Any special exemptions from combat modifiers are applied before the attack roll is made. Blast AoE attacks have their effects applied after the attack hits; damage is applied to the primary target.

7. Remove Models

A **killed** model is removed from play. Killed Vanguard models and civilian counters are replaced with corpse counters.

AREAS OF EFFECT

Areas of Effect are represented by a 3x3 template, centered on a target base square. An AoE is blocked by blocking features.

Zones are AoE that remain on the board until the beginning of the placing player's next active mode. Any model moving into the zone is subject to its effect.

Blasts are instant effects that affect valid targets within their AoE and are then removed.

ABILITIES

Abilities

A model can use any **ability** as an action, and may use multiple abilities, but each ability can only be used once per activation. An ability's rules always override the normal game rules.

Some abilities require the player to spend tactics or nano counters to use or enhance the ability. Remove the appropriate counters from the model before the ability is resolved.

Free Abilities: Abilities that can be used without requiring the acting model to use an action. A model may only use a single free ability per activation.

Movement Abilities: Abilities that require using a model's Move action. A model cannot perform a move action and use a movement ability in the same activation unless otherwise specified. When any ability provides movement, treat that movement as normal model movement unless otherwise specified.

Attack Abilities: Abilities that require the model to select a target and make an attack roll. A model cannot perform a normal attack and use an attack ability in the same activation. Attack abilities may be focused to gain an Attack +1d6 modifier to the attack roll. Some must be focused to be used at all; in which case the attack does not gain the attack modifer.

Focused Abilities: Abilities that specify they benefit from different or better results when used as a focused action.

Traits

Traits are passive abilities that are always in effect unless otherwise specified. They are always free to use and can be applied even in reflex mode.

Focused Actions

Focusing an action such as an ability or attack requiring a die roll adds +1d6 to the roll. Non-attack abilities cannot be focused unless they specifically have a focus effect.

STATUS EFFECTS

A model affected by a status must make a 1d6 **status roll** at the end of its activation. If the result is 4+, the status effect ends; if the result is 3 or less, it persists.

Bleeding The model loses 1 wound at the beginning of its activation. If the model's wounds are healed or if it passes a status roll, **bleeding** is removed.

Burning The model loses 2 wounds at the beginning of its activation.

Corrosion The model loses 3 wounds at the beginning of its activation. Models killed by **corrosion** don't leave corpse counters.

Crush A model with **crush** gains **prone** and loses 1 wound when the effect is applied, and ends its activation if it was moving. It cannot take move actions or use reflex abilities. Crush is removed (the model is still prone) when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Inversion A model with **inversion** cannot take move actions, and ends its activation if it was moving. When determining vector to the model, intervening models do not block vector. Inversion is removed when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Prone A prone model is knocked down and cannot move any squares or make close combat attacks. It cannot use any ability, trait or reflex ability that allows it to perform a close combat attack or move squares. The model can remove this effect as a movement action; it cannot be removed with a status roll.

Rad The model cannot have wounds healed or be **evolved**.

Singularity A model with **singularity** has mobility reduced to 1, loses 1 wound when the effect is applied, and ends its activation if it was moving. It loses 4 wounds if it ends its activation with the effect. Singularity is removed when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Infection

Clip a red **infection counter** to the model when it becomes infected. A model can have multiple infection counters.

When a Strain model uses an attack that says **'target is infected'**, the target gains an infection counter and an **infection level** of 1. At the end of its activation it must make a status roll; if the roll fails, increase the model's infection status by 1. If the roll succeeds, the infection status does not change.

An infected model exposed to another source of infection has its infection level increased by 1. A model can have a maximum of 4 infection counters (infection level 4) attached to it at any time.

COUNTERS

No counter may be placed within 6 squares of a deployment zone, and counters of the same type must be at least 2 squares apart.

Corpses For 2 nano counters on or adjacent to the corpse counter, spawn a Revenant Necro-form in an adjacent square and then remove the corpse counter.

Civilians An adjacent model may use an action to move the civilian counter 6 squares. They can only be moved twice during a single active mode. Civilians cannot be attacked or damaged. They are infected only by nano counters (no status check) and only to infection level 1.

SPECIAL STRAIN ABILITIES

Engulf

The Strain model may swallow normal-sized models whole. If the consuming model is killed or takes 10 or more damage while a model is engulfed, place the engulfed model on the board in an adjacent square. It may activate normally if its force is in active mode.

Exogenesis

In the next Strain Force Management phase, before moving nano counters, choose one of the following:

Gestate The engulfed model remains engulfed and becomes infection status 4.

Expunge The engulfed model is placed on the board up to 2 squares away from the consuming model.

Metabolize Remove the engulfed model from play and place 4 nano counters adjacent to the consuming model.

Nanovore

When a Strain Exo-form is activated, prior to taking any actions, it can remove 1 or more adjacent nano counters and heal 2 wounds per counter removed.

Override

Once during the Strain reflex mode, when a model with an overrride counter is activated, the Strain player can use a move or attack action that belongs to that model (this counts towards the model's actions). Once resolved, the model continues as normal.

While a model has an override counter, friendly models may treat it as an enemy model, and it may use any attack or attack ability it has against itself. If a model with an override counter is no longer infected, remove the counter as soon as all infection is removed.

SPECIAL BOARD TILES

The Gantry Any normal-sized model moved into a chasm square by an enemy attack or ability is removed from the board. Nano counters can move across and end their movement in chasm squares. A model cannot draw a movement vector across chasm squares, but may draw a vector for *Reach* and ranged attacks.

Reactor Room Nano counters cannot be placed adjacent to or within the squares occupied by the reactor. Strain models must pay double the cost to evolve when within 3 squares of the reactor. A model that ends its reflex mode in a square adjacent to the reactor gains a rad counter. Nano counters adjacent to a vent can move from one vent to another as part of their movement.

All rules regarding chasm squares apply to the squares with no centre cross point around the reactor.

The Station When 4 turns have passed, place a train tile on the track in the station; anything on the tracks when it arrives is removed from the board. The train leaves at the end of the sixth turn; remove the train tile and any models aboard it from the board.

MISSIONS, OBJECTIVES, VICTORY

The first faction to fulfill all the victory conditions listed in a scenario wins.

A **mission** is a set of multiple objectives that must all be met to win the scenario. Each player can have a specific mission, and the objectives can be both free and ordered.

An **objective** is a specific action or event that a model or counter must trigger to complete. **Free objectives** can be triggered at any time and are usually represented by a strategic point or an objective counter. **Ordered objectives** must be completed in a specific order and are represented by numbered counters.

If a model ends its activation on an objective marker, that objective has been completed.

STRATEGIC POINTS

If the scenario allows players to place **strategic points**, each side rolls 1d6 and players alternate placing the points, starting with the highest roller. A maximum of 4 can be placed on any game tile; a room smaller than 8x8 can hold only 1; and they must be at least 3 squares away from a section door or airlock and at least 6 squares apart (or 4 squares if they are on different tiles).

A model must use an action while on or adjacent to a strategic point to use it. Some require the model to move onto the strategic point. A strategic point may only be used once per turn, and cannot be targeted by attacks unless the scenario specifies otherwise.

Vanguard Strategic Points

Auto-Doc Cellular Recovery
A Vanguard model on the auto-doc can use this action to remove any wounds, infection counters and **bleeding** status effects.

HAVOK Defense Gun Emplacement
A Vanguard model adjacent to the HAVOC gains Defense +3. A model on the HAVOC can use the gun as an attack action. Use the model's highest attack value for MOD.

Attack	MOD	RNG	D/S
HAVOC	-	S	6/3

FREE ABILITY Make 2 HAVOC attacks against the initial target or valid targets within 2 squares of initial target.

Life-Support Terminal Environmental Purge
A Vanguard model adjacent to this terminal can use this action by paying 1 tactics counter. Make a status check for each nano counter in a 4x4 square area within a single room on a board tile. On a successful check, remove the counter.

Security Terminal Tactical Assessment
A Vanguard model adjacent to this terminal can use this action by paying 1 tactics counter. Give 1 tactics counter to all Vanguard models on the board.

Teleportation Control Combat Teleport
A Vanguard model on the 3x3 area can use this action by paying 1 or more tactics counters. Select a 3x3 area within a single room on the board tile. Place 1 model (it may be the active Vanguard model) currently on the teleportation control in a clear square in the selected area. Do this for each tactics counter paid.

Strain Strategic Points

Necrocyst
Spawn Necro-forms for 2 nano counters on or adjacent to the spawn point.

Exocyst
Spawn Exo-forms for 3 nano counters on or adjacent to the spawn point.

Gestation Vent Force Evolution
A Strain model on the gestation vent can use this action. Spend 3 adjacent nano; the model is moved along its evolution path normally.

Macrophage Utility Conversion
A Phase 1 Strain Necro-form on or adjacent to the macrophage can use this action. Remove the model and place 3 nano counters in any squares adjacent to the macrophage.

Spore Engine Vent
A Strain model adjacent to the spore engine can use this action. Spend 1 adjacent nano counter and place 4 nano counters in any squares adjacent to the spore engine.

SEDITION WARS

ACTIVE MODE

1. FORCE MANAGEMENT

VANGUARD FORCE MANAGEMENT

Replenish the Tac-Net pool by a number of counters equal to the tactics limit of the highest ranking remaining model.

1. Access Tac-Net Models may take 1 or more tactics counters from the Tac-Net pool (no more than their **tactics** limit).

2. Designate Targets You may spend a tactics counter to place a **target mark counter** on an enemy model within a Vanguard vector.

STRAIN FORCE MANAGEMENT

1. Declare Exogenesis Effects (choose one if applicable)

Gestate Engulfed model remains engulfed and infection status 4.

Expunge Engulfed model placed on the board up to 2 squares away.

Metabolize Replace engulfed model with 4 nano counters adjacent to the consuming model.

2. Move Nano Counters

Move any nano counters on the board up to 6 squares.

3. Mutate Infected Models

Models may mutate into Strain exo-forms or nano counters:

Level 3: replace the infected model with a Phase 1 Necro-form or 2 nano counters adjacent to or in the model's base square.

Level 4: replace the infected model with a Phase 2 Necro-form or 1d6 nano counters adjacent to or in the model's base square.

4. Spawn New Models

Phase 1 Necro-forms: Remove 2 nano on or adjacent to the spawn point. **Phase 2 Exo-forms:** Remove 3 nano.

5. Evolve Exo-Forms

The Strain player may spend nano counters equal to a model's **evolution cost** to evolve that model into a more powerful creature.

6. Infection

A non-Strain model in a square occupied by one or more **nano counters** makes a **status check for each counter** (4+ to pass, 3+ for a Hero or Commander). If failed, remove that counter and the model gains an **infection counter**.

2. ACTIVATION

Activate your models one at a time, and only once each during your activation. An activated model may *either*:

1. Perform 2 actions.

Each action can only be performed once per activation:
   a. **Move** up to the model's mobility value in squares.
   b. **Attack** a target.
   c. Use a **strategic point**.
   d. Use an **ability**.

2. Perform 1 focused action:
   a. **Focus** an attack or attack ability (Attack +1d6).
   b. **Focus** a move action (run): move 2x mobility value.

When a model's activation is finished, make any required **status rolls** and apply any persistent **status effects** for that model. If there are multiple effects on a model, roll for each effect.

REFLEX MODE

When the conditions of a model's **reflex trigger** are met, the controlling player *must* declare the use of the reflex abilities attached to that trigger or lose its use for the current reflex mode. **A model can only use a single reflex trigger during reflex mode**.

ATTACKING

1. Select Close Combat or Ranged Attack

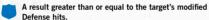**2. Determine Attack Vector**

3. Determine Range

Close (C): C weapons can only be used against adjacent targets.

Short (S): An attack against targets up to 4 squares away.

Medium (M): An attack against targets up to 8 squares away.

Long (L): An attack against targets up to 12 squares away.

4. Roll to Hit

Roll 3d6 +/- any applicable modifiers. Attack rolls are always **open**: any 6s allow the rolling of further dice.

🛡 **A result greater than or equal to the target's modified Defense hits.**

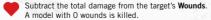**Focusing** an attack or attack ability adds Attack +1d6 to the attack roll (unless the attack needs to be focused to be used).

A Vanguard model attacking an enemy with a target mark counter on it may remove the counter to gain Attack +3.

Combat Modifiers

Target in **cover**	Defense +3
Ranged (L, M or S), attacker in C combat	Defense +3
Ranged vs defender adjacent to a model friendly to the attacker	Defense +3
Ranged attack vs **prone** defender	Defense +3
Close combat attack vs **prone** defender	Attack +1d6
Target mark counter (remove counter)	Attack +3
Stuck defender	Attack +1d6
Focused attack	Attack +1d6

5. Deal Damage

Damage = the attack's **base damage (D)** + [the attack's **damage staging (S) x the number of 6s rolled**]. Every 6 rolled allows the player to add the damage staging to the total damage done.

❤ Subtract the total damage from the target's **Wounds**. A model with 0 wounds is killed.

6. Apply Attack Effects

7. Remove Models

STATUS EFFECTS

A model affected by a status must make a 1d6 **status roll** at the end of its activation. If the result is 4 or higher, the status effect ends; if the result is 3 or lower, it persists.

Bleeding The model loses 1 wound at the beginning of its activation. If the model's wounds are healed or if it passes a status roll, **bleeding** is removed.

Burning The model loses 2 wounds at the beginning of its activation.

Corrosion The model loses 3 wounds at the beginning of its activation. Models killed by **corrosion** don't leave corpse counters.

Crush A model with **crush** gains **prone** and loses 1 wound when the effect is applied, and ends its activation if it was moving. It cannot take move actions or use reflex abilities. Crush is removed (the model is still prone) when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Inversion A model with **inversion** cannot take move actions, and ends its activation if it was moving. When determining vector to the model, intervening models do not block vector. Inversion is removed when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Prone A prone model is knocked down and cannot move any squares or make close combat attacks. It cannot use any ability, trait or reflex ability that allows it to perform a close combat attack or move squares. The model can remove this effect as a movement action; it cannot be removed with a status roll.

Rad The model cannot have wounds healed or be **evolved**.

Singularity A model with **singularity** has mobility reduced to 1, loses 1 wound when the effect is applied, and ends its activation if it was moving. It loses 4 wounds if it ends its activation with the effect. Singularity is removed when the effect ends at the beginning of the placing player's next active mode; it cannot be removed with a status roll.

Infection

Clip a red **infection counter** to the model when it becomes infected. A model can have multiple infection counters.

When a Strain model uses an attack that says **'target is infected'**, the target gains an infection counter and an **infection level** of 1.

At the end of its activation it must make a status roll; if the roll fails, increase the model's infection status by 1. If the roll succeeds, the infection status does not change.

An infected model exposed to another source of infection has its infection level increased by 1. A model can have a maximum of 4 infection counters (infection level 4) attached to it at any time.

STRATEGIC POINTS

Vanguard Strategic Points

Auto-Doc Cellular Recovery
A Vanguard model on the auto-doc can use this action to remove any wounds, infection counters and **bleeding** status effects.

HAVOK Defense Gun Emplacement
A Vanguard model adjacent to the HAVOC gains Defense +3. A model on the HAVOC can use the gun as an attack action. Use the model's highest attack value for MOD.

Attack	MOD	RNG	D/S
HAVOC	-	S	6/3

FREE ABILITY Make 2 HAVOC attacks against the initial target or valid targets within 2 squares of initial target.

Life-Support Terminal Environmental Purge
A Vanguard model adjacent to this terminal can use this action. Spend 1 tactics counter and you may make a status check for each nano counter in a 4x4 square area within a single room on a board tile. On a successful check, remove the counter.

Security Terminal Tactical Assessment
A Vanguard model adjacent to this terminal can use this action. Spend 1 tactics counter and give 1 tactics counter to all Vanguard models on the board.

Teleportation Control Combat Teleport
A Vanguard model on the 3x3 area can use this action. Spend 1 or more tactics counters and select a 3x3 area within a single room on the board tile. Place 1 model (it may be the active Vanguard model) currently on the teleportation control in a clear square in the selected area. Do this for each tactics counter spent.

Strain Strategic Points

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Spawn Necro-forms for 2 nano counters on or adjacent to the spawn point.

Exocyst
Spawn Exo-forms for 3 nano counters on or adjacent to the spawn point.

Gestation Vent Force Evolution
A Strain model on the gestation vent can use this action. Spend 3 adjacent nano; the model is moved along its evolution path normally.

Macrophage Utility Conversion
A Phase 1 Necro-form on or adjacent to the macrophage can use this action. Remove the model and place 3 nano counters in any squares adjacent to the macrophage.

Spore Engine Vent
A Strain model adjacent to the spore engine can use this action. Spend 1 adjacent nano counter and place 4 nano counters in any squares adjacent to the engine.

CAPTAIN — KARA BLACK
VANGUARD HERO COST: 20 TACTICS LIMIT: 4 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Plasma Beam	5	M	6/2	Target model gains **burning**.
Dachi M–Blade	6	C	4/3	**FREE ABILITY, COST 1** If target is killed, make a **Dachi M–Blade** attack against an adjacent enemy model.
Katar Pistol	4	S	4/1	Does not grant a firing close defense bonus to target.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Dauntless	Status checks: roll 2 dice and use the best result.
Close Combat Expert	+1d6 when attacking adjacent models.
Reflex Trigger	When an enemy model moves adjacent, make a **Dachi M–Blade** attack against it.

ABILITY	EFFECT
Fire Order	**MOVE ABILITY, COST 1** A Vanguard model within 2 squares can take an attack action.
Priority Target	**COST 1** Select a target mark counter currently in play. Using that counter this active mode grants attack +1D6 instead of Attack +3.
Kara's Kiss	**COST 1** An adjacent target enemy model gains **prone**.

5 15 12

GNOSIS BATTLESUIT: KARA BLACK
VANGUARD COMBAT FRAME COST: 50 TACTICS LIMIT: 4 SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Dai Dachi	5	C	6/3	If target killed by attack, Kara gains 1 tactics counter unless already at max.
Plsma Threader	5	M	8/4	**BLAST AOE:** All models in blast take 4 wounds and gain **burning**.

TRAIT	EFFECT
Piloted	If destroyed, place Captain Kara Black in play in an adjacent square. She may not activate until the next Vanguard active mode.
Machine	Cannot be **infected** or **healed**.
Combat Frame	Cannot gain **bleeding**, **burning** or **corrosion**.
Fractal Plating	Attacks against this model have -2 staging (min 0).
Steady Stance	Cannot be moved by abilities.
Massive	Cannot make run focused move actions.
Reflex Trigger	When an enemy model moves into vector and range, make an attack of your choice.

ABILITY	EFFECT
Vanguard Ward	**MOVE ABILITY, COST 1** Enemy models cannot move into or through adjacent squares until the beginning of its next activation.
Power Slide	**FOCUSED MOVE ABILITY, COST 2** Move 4-8 squares; adjacent enemy models gain **prone**.
Killing Floor	**FOCUSED ATTACK ABILITY, COST 1** Make a close combat attack; if it kills the target move 1 square. May then use ability repeatedly if each target killed and each cost paid.

4 10 20

TECH-COM KARA BLACK
VANGUARD COMMANDER COST: 20 TACTICS LIMIT: 4 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Sabre Kinesis Carbine	5	M	5/2	If target is killed, target mark all enemy models adjacent to the target's square.
M–Blade	6	C	3/1	
Katar Pistol	4	S	4/1	Does not grant a firing close defense bonus to target.

TRAIT	EFFECT
Tech-Com Helmet	Add +1 tactics counters to the Tac-Net each time it is replenished.
Dauntless	Status checks: roll 2 dice and use the best result.
Smart Link	+1d6 when making a **Sabre Kinesis Carbine** attack.
Reflex Trigger	When an enemy model moves within 5 squares, may use **Failure Drill** against it.

ABILITY	EFFECT
Threat Assessment	**COST 1** Place up to 3 target mark counters on enemy models in vector.
Target Mapping	**COST 1** Select an enemy model in vector. During this Vanguard active mode, target mark counters on that model grant +1 staging instead of an attack bonus when used.
Failure Drill	**COST 3** Make 3 **Sabre Kinesis Carbine** attacks against a single target up to 5 squares away within vector.

6 15 10

SPECIALIST BARKER ZOSA
VANGUARD HERO COST: 15 TACTICS LIMIT: 3 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Azriel Heavy Fusion Lance	5	M	8/2	Measure vector past the target through any models to the attack's max range. All models along this vector take 4 damage.
Bash	4	C	3/–	Target gains **prone**.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Exo-Frame	Cannot be moved by attack effects that move models.
Heavy Weapons Guy	**FREE ABILITY, COST 1** Focus an attack ability to gain +1d6 on his attack rolls with that ability.
Reflex Trigger	If an enemy model moves while in Barker's vector, place a target mark counter on it.

ABILITY	EFFECT
Sear	**ATTACK ABILITY, COST 1** Make a **Fusion Lance** attack. Targets damaged gain **rad**.
Slag	**ATTACK ABILITY, COST 1** Remove a target mark counter from an enemy within 8 squares and make a **Fusion Lance** attack against that model (even if vector is blocked). Reduce the staging of the attack by 1 for every blocking feature the attack must travel through to get to the target (min 0).

5 15 10

SPECIALIST BARKER ZOSA
VANGUARD HERO COST: 15 TACTICS LIMIT: 3 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Lucifer Plasma Thrower	5	M	6/3	**BLAST AOE:** Models in blast take 3 damage and gain **burning**.
Bash	4	C	3/–	Target gains **prone**.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Exo-Frame	Cannot be moved by attack effects that move models.
Heavy Weapons Guy	**FREE ABILITY, COST 1** Focus an attack ability to gain +1d6 on his attack rolls with that ability.
Reflex Trigger	If an enemy model moves while in Barker's vector, place a target mark counter on it.

ABILITY	EFFECT
Indirect Fire	**ATTACK ABILITY, COST 1** Make a **Plasma Thrower** attack against an empty square within weapon range. This attack automatically hits
Suppression	**COST 1** Enemies hit by the **Plasma Thrower's** effect this activation gain **prone**.

5 15 10

APHID LOADER BARKER ZOSA
VANGUARD HERO COST: 25 TACTICS LIMIT: 3 SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Azriel Hull Cutter	5	S	8/2	Measure vector past the target through any models to the attack's max range. All models along this vector gain **burning**.
Loader Grip	4	C	4/1	Move a normal-sized enemy target up to 5 squares directly away from Zosa. The target gains **prone** and takes 1 damage for each square moved.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Aphid Loader Frame	Cannot be moved by attack effects that move models. Gains defense +3 vs attacks targeting him from an adjacent square.
Reach	Can make **Loader Grip** attacks against models 2 squares away.
Reflex Trigger	When an adjacent enemy model targets Zosa use **Lift Shock**.

ABILITY	EFFECT
Lift Shock	**ATTACK ABILITY, COST 1** Make a **Loader Grip** attack against a model 2 squares or less away. If the attack hits the target model, it may not use Reflex abilities for the rest of the Vanguard activation.

4 13 16

CORPSMAN MORGAN VADE
VANGUARD HERO　　COST: 15　TACTICS LIMIT: 3　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Sabre Kinesis Carbine	4	M	5/2	
Katar Pistol	5	S	4/1	Does not grant a firing close defense bonus to target.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Bio Filter	Status check against infection: roll 2 dice and use the best result.
Pistol Expert	+1d6 when making a Katar pistol attack.
Reflex Trigger	When a model within 4 squares mutates or evolves, use **Mercy Killer** against it.

ABILITY	EFFECT
Combat Medic	**COST X** Heal Vade or an adjacent Vanguard model X wounds. **Focused:** Double the wounds healed.
Immunotherapy	**COST X** Reduce Vade's or an adjacent Vanguard model's infection status by X. A status reduced to 0 means the model is no longer infected.
Mercy Killer	**ATTACK ABILITY, COST 1** Place a target mark on an enemy within 4 squares and make a **Katar Pistol** attack against it.

5　15　10

INCINERATOR MORGAN VADE
VANGUARD HERO　　COST: 15　TACTICS LIMIT: 3　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Pyrofier	4	M	4/2	**BLAST AOE:** All models in blast take 2 damage and gain **burning**.

TRAIT	EFFECT
Hazard Suit	Cannot gain **burning** or **corrosion**.
Bio-Containment	Cannot gain **infection** from nano.
Incinerate	A **Pyrofier** attack gains staging on a roll of 5 or 6.
Reflex Trigger	When an nano counter moves within 3 squares, use **Biopurge**.

ABILITY	EFFECT
Combat Medic	**COST X** Heal Vade or an adjacent Vanguard model X wounds. **Focused:** Double the wounds healed.
Biopurge	**MOVE ABILITY** Remove 1 nano counter within 3 squares. **Focused:** Remove 2 nano counters within 3 squares.
Burn Baby!	**ATTACK ABILITY, COST 1** Place a burst on an enemy model; all models within the burst gain **burning**.

5　17　10

OPERATOR AKOSHA NAMA
VANGUARD HERO　　COST: 15　TACTICS LIMIT: 3　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Strider Kinesis Rifle	6	L	6/3	
Katar Pistol	6	S	4/1	Does not grant a firing close defense bonus to target.
Systema CQC	5	C	2/1	The target gains **prone**.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Sniper	Can draw vector to a target through normal-sized friendly models.
Reflex Trigger	When an enemy model activates in vector, use **Killshot** against that model.

ABILITY	EFFECT
Wired	**COST X** Until her next activation, Akosha can take X+1 **Reflex Trigger** actions during her next reflex mode.
Killshot	**ATTACK ABILITY, COST 1** Make a Kinesis Rifle attack against an enemy model. If the attack hits increase the staging by +1.

6　16　8

BATTLE-DAMAGED AKOSHA
VANGUARD HERO　　COST: 18　TACTICS LIMIT: 3　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Spin Pistols	6	M	4/2	If target is killed, Akosha gains 1 tactics counter.
Dachi M-Blades	4	C	4/3	If target is killed, Akosha gains 1 tactics counter.

TRAIT	EFFECT
Displacement Field	Begins play with a displacement field.
Wetwork	+1 staging on ranged and close combat attacks made during her activation.
Shredded Servos	May not perform focused move actions such as running.
Reflex Trigger	When an enemy model activates within 5 squares, use **Terminatrix** against it.

ABILITY	EFFECT
Wired Reflexes	**MOVE ABILITY, COST X** Gains defense +X against all attacks targeting her until her next activation.
Terminatrix	**FOCUSED ATTACK ABILITY, COST X** Make X close combat or X ranged attacks against a single valid target in range.

6　16　8

VOKKER DARGU
FIREBRAND CONSCRIPT COMMANDER　　COST: SPECIAL　GRIT: 4　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
AG Impulse	5	L	–/5	Reduce attack's staging by X. For each X, move the target 1 square.
Gyrus Splintergun	4	S	3/3	If target is **prone** increase staging by 1.

TRAIT	EFFECT
Survivor	Can be deployed in any force opposing the Strain. Does not benefit from Vanguard Tac-Net or Vanguard force abilities that specifically affect Vanguard models.
Visitor	This model can only be included if all players agree on its use.
Infectious	Vokker has no cost, but Strain player gets +20 points to build his force.
Firebrand Grit	Gains 1 grit at the beginning of his activation (max 4).
Meta-Cortex	When attacking during his activation, spend 1 grit to gain additional +1d6 attack.
Avoidance Logic	Defense +3 against ranged attacks.
Cortical Firewall	Cannot have override counters placed on him.
Reflex Trigger	When an enemy targets Vokker with a R attack, make an **AG Impulse** attack against it.

ABILITY	EFFECT
AG Grav-Pulse	**ATTACK ABILITY, COST 3** Make a AG Impulse attack; place Singularity or Crush zone on model instead of applying normal effect.
AG Killbox	**FOCUSED ATTACK ABILITY, COST 3** Use **AG Grav-Pulse**, then use **Fire Prediction**.
Fire Prediction	**ATTACK ABILITY, COST 2** Make a +1d6 Gyrus Splintergun attack against 2 targets.

6　15　10

JADE 'IRON' LILY
FIREBRAND HERO　　COST: 12　GRIT: 2　SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Kick Wrench	4	C	3/2	Target gains **prone**.

TRAIT	EFFECT
Survivor	Can be deployed in any force opposing the Strain. Does not benefit from Vanguard Tac-Net or Vanguard force abilities that specifically affect Vanguard models.
Pilot	Pilot abilities may be used when she is attached to a frame as a pilot. While acting as a pilot she may only use Pilot abilities.
Tough	When making a status check, roll 3 dice and use the best result.
Gain Grit	Gains 1 grit at the beginning of her activation (max 2).
Reflex Trigger	When an enemy model moves adjacent, make a close range attack against it.
Pilot Reflex	When an enemy model damages a frame piloted by Jade, use **Crusher** or **Miner** and make an attack against it.

ABILITY	EFFECT
Overdrive	**FOCUSED PILOT MOVE ABILITY, COST 1** Moves piloted frame twice normal mobility.
Crusher	**FREE PILOT ABILITY, COST 1** All pilot C attacks gain +2 attack until end of activation.
Miner	**FREE PILOT ABILITY, COST 1** All pilot R attacks gain +2 attack until end of activation.
Repair	**COST X** Repair adjacent machine 2 wounds for each grit spent. **Focused:** Repair adjacent machine 3 wounds for each grit spent.

5　18　10

CAPTAIN IAN REINS
INDEPENDENT HERO
COST: 14 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Cassul Pistol	5	M	4/2	+1 damage staging against large-based models.
Roundhouse Punch	3	C	2/–	Target gains **prone**.

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Calamity Crew	Models with this trait gain attack +3 when within 3 squares of Captain Reins.
Reflex Trigger	When an enemy attacks a model with the **Calamity Crew** trait, Reins may use **Quickdraw** on the attacker if within range of his **Cassul Pistol**.

ABILITY	EFFECT
Dodge This	**ATTACK ABILITY** Place a target mark counter on an enemy model and make an attack against that target.
Quickdraw	**ATTACK ABILITY** Make a **Cassul Pistol** attack against an enemy model. If the attack damages the model, it gains **prone**. **Reflex Triggers** cannot interrupt this attack.

5 16 8

BELLA GRANGE
INDEPENDENT HERO
COST: 12 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Lever Action	5	M	5/2	+1 damage staging against normal-based models.
Love Tap	3	C	2/1	

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Calamity Crew	Models with this trait within 3 squares of Bella may, once during their activation, reroll any result of 1 on a single chosen die until the result is no longer 1.
Reflex Trigger	When an enemy model moves within 5 squares, use **Incoming**.

ABILITY	EFFECT
Scorn & Derision	**FOCUSED ATTACK ABILITY** Make a **Lever Action** attack against up to 3 wounded enemy models within 3 squares in vector.
Incoming	**ATTACK ABILITY** Place a target mark counter on an enemy model with 5 squares and make a **Lever Action** attack against it

5 15 8

PHOENIX CORBETT
INDEPENDENT HERO
COST: 14 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Calhoun Full–Bore	5	M	4/2	
Big Ol' Kick	4	C	2/–	Move target 1 square away from Phoenix.

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Calamity Crew	While within 3 squares of a model with this trait, attacks made by Phoenix do not grant firing close or firing into close combat defense bonuses to targets.
Reflex Trigger	When an enemy model moves while in Phoenix's vector, make a **Calhoun Full–Bore** attack against it.

ABILITY	EFFECT
Aiming to Misbehave	**MOVE ABILITY** May make 3 **Reflex Trigger** actions against different targets during his next Reflex mode.
Bully	Move an adjacent model of the same size 1 square in any direction.

5 16 10

DELTA CHEN
INDEPENDENT HERO
COST: 16 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Cleaver	5	C	3/3	+1 damage staging.
Blade	5	C	3/3	Target gains **bleeding**.
Judoka	5	C	–/–	Move target into any square adjacent to Delta; target gains **prone**.

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Calamity Crew	While within 3 squares of a model with this trait, Delta gains +1 staging on attacks made at C range.
Reflex Trigger	When an enemy model targets Delta with an attack or attack ability, use **Redirected**.

ABILITY	EFFECT
Redirected	**MOVE ABILITY** Delta may switch base squares with another normal-sized model within 2 squares. The next attack to hit Delta before her next activation hits this model instead.
Dervish	**FOCUSED ATTACK ABILITY** May attack up to 4 targets once each during this activation.

6 18 8

KEEGAN KOR
INDEPENDENT HERO
COST: 15 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Tabit Blade	5	C	3/2	Target gains **bleeding**.
Jailhouse Sweep	4	C	2/–	Target gains **prone**.

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Dauntless	Status check: roll 2 dice and use the best result.
Knife Fighter	Attack +1d6 when making **Tabit Blade** attacks.
Reflex Trigger	When targeted by an enemy model with an attack, Keegan can use **Razor Walk**.

ABILITY	EFFECT
Vault	**FREE ABILITY** While adjacent to an enemy model, place Keegan into any unoccupied space adjacent to that model.
Razor Walk	**ATTACK ABILITY** Move Keegan up to 3 squares and make a **Tabit Blade** attack.

6 18 8

THI UTILITY
INDUSTRIAL POWER FRAME
COST: 20 SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Crusher	3	C	3/3	Target gains **bleeding**.
Heavy Tread	3	C	4/4	Target gains **prone**.
Maul Ore Flamer	3	S	4/1	**BLAST AOE:** All models in blast gain **burning**.
Mattock Mine Pulse Cannon	3	M	7/3	Models are moved 3 squares (normal-sized) or 1 square (large-sized) directly away from THI Utility and knocked **prone**.

TRAIT	EFFECT
Hard Points	When deploying, select any 2 attacks (may choose **Crusher** twice). The THI may only use these 2 attacks during play.
Power Frame	Option: may have a model with the Pilot trait attached to it (addition point cost). Pilot's activation and actions replace the THI's. Damage and effects do not affect pilot.
Machine	Cannot be infected or healed.
Industrial Shell	Cannot gain **bleeding** or **burning**.
Massive	Cannot make run focused move actions.
Reflex Trigger	Use **Immovable** if a model uses an attack or ability to try and move the THI.

ABILITY	EFFECT
Immoveable	**MOVE ABILITY** Until next activation, cannot be moved by abilities or effects.
Rend	**FOCUSED ATTACK ABILITY** If THI has 2 Crushers, make 2 Crusher attacks against the same target. If both succeed, target takes +6 wounds.

4 14 20

VANGUARD TROOPER
SAMARITAN

COST: 5 TACTICS: 1 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Sabre Kinesis Carbine	5	M	5/2	
Sabre Overload	5	S	7/-	Normal-sized target gains **prone**. Samaritan cannot make ranged attacks until its next activation.
Gauntlet Strike	3	C	2/-	

TRAIT	EFFECT
Prophet Armor	Attacks against this model have -1 staging.
Reflex Trigger	When enemy model moves in vector, make a **Sabre Kinesis Carbine** attack against it.

ABILITY	EFFECT
Frosty	**COST 1** Until its next action, this model gains attack +1d6 during Reflex mode. **Focused:** Can take 2 **Reflex Trigger** actions during its next Reflex mode, but does not gain attack +1d6 for those attacks.

5 15 6

VANGUARD ELITE TROOPER
SAMARITAN GRENADIER

COST: 10 TACTICS LIMIT: 2 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Bouncer MPGL	5	M	3/-	
Effect: Gravnade				**ZONE AOE:** Place an inversion, crush, or singularity zone on target.
Effect: Incendio				**BLAST AOE:** All models in blast take 3 damage and gain **burning**.
Effect: Rad Pulse				**BLAST AOE:** Remove 1d6 nano counters in blast. Target gains **rad**.

TRAIT	EFFECT
Prophet Armor	Attacks against this model have -1 staging.
Grenade Select	When making a **Bouncer MPGL** attack, choose an attack effect. The Gravnade and Rad Pulse effects may be used only once per game.
Reflex Trigger	When an enemy model moves while in vector, place a target mark counter on it.

ABILITY	EFFECT
Bouncer	**ATTACK ABILITY, COST 2** Pick a square in vector within 4 squares of the Grenadier, then pick a target within 4 squares and vector of that square. The Grenadier may attack this target as if it were in the Grenadier's vector.

5 15 6

VANGUARD ELITE TROOPER
SAMARITAN LANCER

COST: 10 TACTICS: 2 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Azriel Fusion Lance	5	M	6/2	Measure vector past the target through any models up to the attack's maximum range or first blocking feature. All models along this vector take 3 damage.

TRAIT	EFFECT
Prophet Armor	Attacks against this model have -1 staging.
Reflex Trigger	When an enemy model with a target mark counter on it moves within vector, make a Fusion Lance attack against it.

ABILITY	EFFECT
Industrial Beam	**ATTACK ABILITY, COST 1** Make a **Fusion Lance** attack. Ignore covering features.
Power Beam	**ATTACK ABILITY, COST 1** Make a **Fusion Lance** attack. Re-roll results of 1 on attack dice until the result is no longer 1. If no dice are re-rolled, the attack gains +1 staging.

5 15 6

VANGUARD ELITE TROOPER
SAMARITAN REAVER

COST: 10 TACTICS LIMIT: 2 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Reaver Support Weapon	5	M	5/2	**FREE ABILITY, COST 1** If target is killed, make a **Reaver Support Weapon** attack against an enemy model within vector and 2 squares of the original target.
Kinesis Cascade	4	S	7/-	**BLAST AOE:** All models within blast gain **prone**. Cannot make any ranged attacks again until next activation.

TRAIT	EFFECT
Prophet Armor	Attacks against this model have -1 staging.
Reflex Trigger	When an enemy model with a target mark counter on it moves while in vector, make a ranged attack against it.

ABILITY	EFFECT
Rock 'n' Roll	**ATTACK ABILITY, COST 1** Target up to 3 enemy models in vector, each no more than 2 squares from the previously targeted model. Make a **Reaver Support Weapon** attack against each model targeted.
Smartgunner	**MOVE ABILITY, COST 1** Place 1 target mark counter each on up to 3 enemy models within vector.

5 15 6

FIREBRAND HERO
NIVEN BANKS

COST: SPECIAL SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Pulse Cutter	5	M	3/3	Does not grant a firing close defence bonus to target.
Curb Stomp	3	C	3/-	If target is killed, Niven heals 3 wounds.

TRAIT	EFFECT
Survivor	Can be deployed in any force opposing the Strain. Does not benefit from Vanguard Tac-Net or Vanguard force abilities that specifically affect Vanguard models.
Visitor	This model can only be included if all players agree on its use.
Infectious	Niven has no cost, but Strain player gets +16 points to build his force.
Hardsuit	Reduces damage staging of any close combat attack that affects Niven by 1 (min 0).
Reflex Trigger	When an enemy moves into range and vector, make a **Pulse Cutter** attack against it.

ABILITY	EFFECT
Segementation	**ATTACK ABILITY** Make a **Pulse Cutter** attack; +1 damage staging on a roll of 5 or 6.
Pulse Burn	**ATTACK ABILITY** Make a **Pulse Cutter** attack; target gains **burning** in addition to damage.

5 18 10

STRAIN PHASE 2 EXO-FORM
NIVEN-FORM

COST: SPECIAL EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Vile Pulse Blast	4	C	4/1	Move target up to 3 squares away from Niven-form. Target gains **corrosion**.
Tendril	3	C	1/1	Target is **infected** (gains an infection counter).

TRAIT	EFFECT
Infected	Strain player may only gain this model by mutating the Niven Banks model into a Phase 2 Exo-form.
Reach	**Tendril** attack can attack targets 2 squares away.
Odious Presence	Models that move adjacent end their movement immediately and may not move again during their activation.
Nanite Utility	Strain models within 5 squares heal +1 wounds when using nanovore.
Reflex Trigger	When an enemy moves into an adjacent square, make a **Vile Pulse** attack against it.

ABILITY	EFFECT
Network Interference	**MOVE ABILITY** Remove 1 tactic marker from all Vanguard models within 5 squares.

4 14 14

SERGEANT RAMIREZ
VANGUARD HERO — COST: SPECIAL TACTICS LIMIT: 3 SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Reaver Support Weapon	5	M	5/2	**FREE ABILITY, COST 1** If target is killed, make a **Reaver Support Weapon** attack against an enemy model within vector and 2 squares of the original target.
Kinesis Cascade	4	S	7/–	**BLAST AOE:** All models within blast gain **prone**. Cannot make any ranged attacks again until next activation.

TRAIT	EFFECT
Prophet Armor	Attacks against this model have -1 staging.
Visitor	This model can only be included if all players agree on its use.
Infectious	Ramirez has no cost, but Strain player gets +12 points to build his force.
Reaver Frame	When making a focused attack action, add +2 to the staging of the first attack.
Reflex Trigger	When an enemy model with a target mark counter on it moves while in vector, make a ranged attack against it.

ABILITY	EFFECT
Let's Rock	**ATTACK ABILITY, COST 1** Target up to 4 enemy models in vector, each no more than 3 squares from the previously targeted model. Make a **Reaver Support Weapon** attack against each model targeted.
Smartgunner	**MOVE ABILITY, COST 1** Place 1 target mark counter each on up to 3 enemy models in vector.
Target Solution	**FREE ABILITY, COST 1** This activation, may use target markers on enemy models without removing them.

5 16 8

RAMIREZ-FORM
STRAIN PHASE 2 EXO-FORM — COST: SPECIAL EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Biogenic Claw	4	C	3/2	Target is **infected** (gains an infection counter).

TRAIT	EFFECT
Infected	Strain player may only gain this model by mutating the Sergeant Ramirez model into a Phase 2 Exo-form.
Reach	**Biogenic Claw** attack can attack targets 2 squares away.
Terrifying Bulk	Adjacent enemy models cannot move away from Ramirez-form.
Terrible Way to Die	When this model is killed, all enemy models within 2 squares gain an infection token.
Reflex Trigger	When an enemy moves within 2 squares, use **Morbid Grip**.

ABILITY	EFFECT
Feedback Virus	**FREE ABILITY** Remove a target mark counter from any Strain model within 5 squares.
Morbid Grip	**ATTACK ABILITY** Make a **Biogenic Claw** attack against an enemy model. If the attack hits, move that model adjacent to Ramirez-form

4 15 12

HEXEN PHAEDRUS
INDEPENDENT HERO — COST: SPECIAL SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Nano-Thief	6	M	–/–	**BLAST AOE:** Remove all nano counters in the blast. Hexen heals 1 wound for each counter removed.
Nano-Ripper	6	M	–/3	Remove all nano counters adjacent to the target; increase the staging of the attack by the number of counters removed.

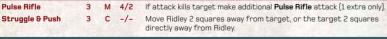| TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Infectious	Hexen has no cost, but Strain player gets +12 points to build his force.
Nano-Augment	After taking damage, roll 1d6. Hexen reduces the damage by the result.
Little Red Dress	Friendly adjacent models gain attack +1 against enemy models within 5 squares of her.
Reflex Trigger	When a Strain model within 6 squares spends or generates nano with an ability, Hexen may use **Nano Ripper**.

ABILITY	EFFECT
Redirected	**MOVE ABILITY** Move any nano within 3 squares up to 3 squares away from Hexen. **Focused:** Move any nano within 5 squares up to 3 squares away from Hexen.
Nano-Strike	**FOCUSED ATTACK ABILITY** Make a **Nano-Thief** attack, then a **Nano-Ripper** attack.

6 10 8

PROTO-PHAEDRUS
STRAIN PHASE 2 EXO-FORM — COST: SPECIAL EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Nano-Shift	6	M	–/–	**BLAST AOE:** Move all nano counters in the blast up to 4 squares in any direction.
Nano-Ripper	6	M	–/3	Remove any nano counters adjacent to the target; increase the staging of the attack by the number of counters removed.

TRAIT	EFFECT
Infected	Strain player may only gain this model by mutating the Hexen Phaedrus model into a Phase 2 Exo-form.
Nano-Augment	After taking damage, roll 1d6. Proto-Phaedrus reduces the damage by the result.
Seductive Abomination	Gains defense +3 against ranged **Reflex Trigger** attacks made against her.
Reflex Trigger	When a model within 6 squares begins its activation adjacent to or on a nano counter, Proto-Phaedrus may use **Nano Ripper**.

ABILITY	EFFECT
Nano-Impulse	**MOVE ABILITY** Move any nano within 3 squares up to 4 squares in any direction. **Focused:** Move any nano within 5 squares up to 4 squares in any direction.
Nano-Strike	**ATTACK ABILITY** Make a **Nano-Shift** attack, then a **Nano-Ripper** attack.

6 15 10

DR. SUSAN RIDLEY
INDEPENDENT HERO — COST: SPECIAL SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Pulse Rifle	3	M	4/2	If attack kills target make additional **Pulse Rifle** attack (1 extra only).
Struggle & Push	3	C	–/–	Move Ridley 2 squares away from target, or the target 2 squares directly away from Ridley.

TRAIT	EFFECT
Independent	Can be used in a Vanguard or Firebrand force.
Visitor	This model can only be included if all players agree on its use.
Infectious	Ridley has no cost, but Strain player gets +12 points to build his force.
Maternal Instinct	Cannot have an override counter placed on her.
Zero Tolerance	Can treat any allied model with 1 or more infection counters as an enemy.
Desperate Escape	When wounds reduced to 4 or less, increase mobility to 8.
Reflex Trigger	When a Strain model moves within 5 squares, make a **Pulse Rifle** attack against it.

ABILITY	EFFECT
Get Away From Her!	**FOCUSED ABILITY** All adjacent enemy models move 2 squares directly away from Ridley.
Pulse Burn	**ATTACK ABILITY** Make a **Pulse Rifle** attack. The target gains **burning** in addition to normal damage.

6 15 8

RIDLEY-FORM
STRAIN PHASE 2 EXO-FORM — COST: SPECIAL EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Pulse Injector	4	M	3/1	Target is **infected** (gains an infection counter).
Tendril	3	C	1/1	Target is **infected** (gains an infection counter).
Vile Maw	3	C	2	For each 6 result rolled, target gains 1 infection counter.

TRAIT	EFFECT
Infected	Strain player may only gain this model by mutating the Dr. Susan Ridley model into a Phase 2 Exo-form.
Reach	**Tendril** attack can attack targets 2 squares away.
Gruesome Awareness	During activation, gains defense +4 against **Relex Trigger**-based attacks.
Reflex Trigger	When an enemy model moves within 5 squares, make a **Pulse Injector** attack against it.

ABILITY	EFFECT
Two Are One	**FOCUSED ABILITY** Make a **Pulse Injector** attack and a **Vile Maw** attack.
Pulse Burn	**MOVE ABILITY** Place 2 nano adjacent to Ridley-form. **Focused:** Place 4 nano adjacent to Ridley-form.

4 16 10

VANGUARD TACTICAL AI
HURLEY-BASTION MOBILE CIC
COST: 30 TACTICS LIMIT: – SIZE: L

ATTACK	MOD	RNG	D/S	EFFECT
Kinesis Cannon	6	L	10/5	**BLAST AOE:** Models in blast take 5 damage.

TRAIT	EFFECT
Artillery	Hurley cannot make ranged attacks against targets within 4 squares.
Machine	Cannot be infected or healed.
Firewall	**Override** cannot be used on models within 3 squares of Hurley.
Drone Payload	May have a maximum of 6 drones (2 of each type) on the board at any time.
Tac-Net Boost	Adds +2 to the Tac-Net pool at the beginning of each Vanguard active mode.
Reflex Trigger	If an enemy model moves within 8 squares of a drone, use **Activate Drone**.

ABILITY	EFFECT
Activate Drone	**FREE ABILITY** A Drone may take a single move or attack action.
Deploy Drone	**MOVE ABILITY** Place a drone in a square adjacent to Hurley. **Focused:** Place 2 drones in squares adjacent to Hurley.

4 12 20

VANGUARD DRONE
ATTACK DRONE
COST: – TACTICS LIMIT: – SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Impact	3	S	3/–	Move drone adjacent to target.
K–Beam	4	M	3/2	

TRAIT	EFFECT
Machine	Cannot be infected or healed.
Viral Safeguard	**Override** cannot be used on models within 2 squares of this drone.
Automaton	Drones are special counters that are treated like models, but can only perform one non-focused action during their activation.
Reflex Trigger	If an enemy model activates in vector within 8 squares of a drone, the attack drone can place a target mark counter on it.

ABILITY	EFFECT
Tac-Aim	**ATTACK ABILITY** Remove a target mark from target model and make a **K–Beam** attack against it. If the attack hits, it gains +1 staging.

6 15 4

VANGUARD DRONE
DEFENSE DRONE
COST: – TACTICS LIMIT: – SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Repulsor	3	S	–/–	Models adjacent to the defence drone gain **prone**.

TRAIT	EFFECT
Machine	Cannot be infected or healed.
Viral Safeguard	**Override** cannot be used on models within 2 squares of this drone.
Deflector	When a model adjacent to the defense drone is targeted by an attack, the attack targets the defense drone instead.
Automaton	Drones are special counters that are treated like models, but can only perform one non-focused action during their activation.
Reflex Trigger	When a friendly model within 4 squares is targeted by a ranged attack, move the defense drone adjacent to that model.

ABILITY	EFFECT
Shield	**MOVE ABILITY** The defense drone gains Defense +3 until the beginning of its next activation.

6 17 4

VANGUARD DRONE
SENTRY DRONE
COST: – TACTICS LIMIT: – SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Impact	3	S	3/–	Move drone adjacent to target.

TRAIT	EFFECT
Machine	Cannot be infected or healed.
Viral Safeguard	**Override** cannot be used on models within 2 squares of this drone.
Automaton	Drones are special counters that are treated like models, but can only perform one non-focused action during their activation.
Reflex Trigger	If an enemy model moves within vector, place a target mark counter on it.

ABILITY	EFFECT
Tactical Observer	Until the beginning of the next Vanguard activation, Vanguard models adjacent to the sentry drone gain +1d6 ATT instead of +3 ATT when removing target mark counters from enemy targets as part of an attack or attack ability.

6 15 4

STRAIN PHASE 1 NECRO-FORM
BONE CRAB
COST: 3 EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Necro-Stinger	4	C	2/1	Target gains **bleeding**..
Head Clamp	4	C	–/–	Target is **infected** (gains an infection counter) and gains an override counter.

TRAIT	EFFECT
Growth Spurt	If a corpse token is used to spawn a bone crab, place 2 on the board instead of 1.
Skitter	Gains defense +4 against any ranged attacks that target it.
Reflex Trigger	When targeted by a ranged attack, use **Phalangeal Rush**.

ABILITY	EFFECT
Phalangeal Rush	**MOVE ABILITY** Move up to 4 squares, ignoring blocking models and covering features.

6 16 3

STRAIN PHASE 1 NECRO-FORM
REVENANT
COST: 3 EVOLUTION: N/A SIZE: N

ATTACK	MOD	RNG	D/S	EFFECT
Appendage	3	C	3/1	Target gains **bleeding**..
Tendril	3	C	1/1	Target is **infected** (gains an infection counter).

TRAIT	EFFECT
Reach	The Revenant's **Tendril** attack can target models up to 2 squares away.
Necroform	The model cannot gain **bleeding**.
Putrefaction	When killed, remove the Revenant and replace it with a nano counter.
Horde	Gains attack +1 for every additional Strain model adjacent to and with a vector to its target.
Reflex Trigger	When damaged by a ranged attack, **must** use **Lurch** to move 2 squares directly towards the attacking model, maintaining vector where possible.

ABILITY	EFFECT
Lurch	**ATTACK ABILITY** Move the Revenant up to 2 squares. At the end of this movement if there is an enemy model within attack range, make an attack against it.

4 12 10

STALKER
STRAIN PHASE 2 EXO-FORM   **COST: 6   EVOLUTION: 6 (SCYTHE WITCH or SIREN BROOD)   SIZE: N**

ATTACK	MOD	RNG	D/S	EFFECT
Scythe Spur	4	C	4/1	Target gains **bleeding**.
Tendril	3	C	1/1	Target is **infected** (gains an infection counter).

TRAIT	EFFECT
Reach	Close combat attacks can target models up to 2 squares away.
Horde	Gains attack +1 for every additional Strain model adjacent to and with a vector to its target.
Reflex Trigger	When an enemy model moves within 4 squares, move the Stalker adjacent to the model and make a **Scythe Spur** attack.

ABILITY	EFFECT
Homicidal Rage	**FOCUSED** Make 2 **Scythe Spur** attacks; +1d6 on both attacks.
Prowl	**MOVE ABILITY** Move the Stalker 4 squares. Moving over any covering features costs no additional mobility. Vector cannot be drawn to the Stalker during this movement. **Focused:** As above except move 8 squares.

6   16   10

BRIMSTONE
STRAIN PHASE 3 EXO-FORM   **COST: 18   EVOLUTION: N/A   SIZE: L**

ATTACK	MOD	RNG	D/S	EFFECT
Lockjaws	3	C	3/1	Target is **infected** (gains an infection counter).
Napthalmus	6	L	4/-	Measure vector past the target through any models up to the attack's maximum range or first blocking feature. All models along this vector line (including target) gain **corrosion**.

TRAIT	EFFECT
Bio-Armor	Attacks against this model have -1 staging.
Penetrating Aim	Can draw vector through normal-sized models.
Reflex Trigger	When an enemy model activates in Brimstone's vector, make a ranged attack against that model.

ABILITY	EFFECT
Beam Flare	**ATTACK ABILITY** Make a **Napthalmus** attack. Double its base damage.
Brace Fire	**ATTACK ABILITY** Make a **Napthalmus** attack. The Brimstone gains +1d6 on this attack.

4   16   16

QUASIMODO
STRAIN PHASE 2 EXO-FORM   **COST: 10   EVOLUTION: 6 (BRIMSTONE or TITAN BROOD)   SIZE: N**

ATTACK	MOD	RNG	D/S	EFFECT
Grimjaws	3	C	3/1	Target is **infected** (gains an infection counter).
Vitrifier	5	M	3/-	**BLAST AOE:** All non-Strain models within the blast gain **corrosion**.

TRAIT	EFFECT
Virulent Spray	When making a Vitrifier attack, Quasimodo may choose to move any nano counters adjacent to it into the Vitrifier's blast AOE.
Reflex Trigger	When an enemy model moves while in the Quasimodo's vector, make a Vitrifier attack against it.

ABILITY	EFFECT
Infectious Slime	**ATTACK ABILITY** Make a **Vitrifier** attack. Instead of corrosion, models in the AOE of the attack gain an infection counter.

4   16   10

GRENDLR
STRAIN PHASE 4 META-FORM   **COST: 36   EVOLUTION: N/A   SIZE: L**

ATTACK	MOD	RNG	D/S	EFFECT
Mandible Cannon	4	L	4/2	**FREE ABILITY** Make a second Mandible Cannon attack against a valid target within 2 squares of the original target.
Infection Lash	6	S	1/1	Move target into closest square adjacent to Grendlr. Target is **infected** (gains an infection counter).
Mech-Talons	4	C	3/1	Target and enemy models adjacent to target gain prone.
Maw	4	C	4/-	Target is engulfed. **Exogenesis** begins.

TRAIT	EFFECT
Bio-Metal	Attacks against this model have -2 staging; model cannot gain **bleeding** or **burning**.
Nano-Gen	When activated, place 4 new nano counters in squares adjacent to Grendlr.
Regeneration	When damaged, reduce the damage by 1d6.
Reflex Trigger	When a model with an infection counter activates within 10 squares, place an override counter on it.

ABILITY	EFFECT
Override	**FREE ABILITY** Place an override counter on an infected model within 10 squares. This does not require vector to the model.
Gluttony	**ATTACK ABILITY** Make a **Maw** attack against an adjacent friendly model. This does no damage, but its effect is applied normally.

6   16   20

SCYTHE WITCH
STRAIN PHASE 3 EXO-FORM   **COST: 18   EVOLUTION: N/A   SIZE: N**

ATTACK	MOD	RNG	D/S	EFFECT
Talon	6	C	3/1	Target is **infected** (gains an infection counter).
Scythe Hook	6	S	1/1	Move target into closest square adjacent to Scythe Witch.
Scythe Spur	6	C	4/1	Target gains **prone** and **bleeding**.

TRAIT	EFFECT
Reach	Close combat attacks can target models up to 2 squares away.
Horde	Gains attack +1 for every additional Strain model adjacent to and with a vector to its target.
Reflex Trigger	If targeted by a ranged attack, use **Spring-Heeled** to move towards the attacking model. The Scythe Witch must move adjacent to her attacker if possible.

ABILITY	EFFECT
Furious Snare	**FOCUSED ATTACK ABILITY** Make a **Scythe Hook** or **Scythe Spur** attack. If the attack does damage, make a Talon attack against the target model with attack +2d6.
Spring-Heeled	**MOVE ABILITY** Move the Scythe Witch up to 6 squares, ignoring covering terrain and normal-sized models. Vector cannot be drawn to the Scythe Witch during this movement. **Focused:** As above except move the Scythe Witch 12 squares.

6   18   14

CTHONIAN
STRAIN PHASE 5 META-FORM   **COST: 50   EVOLUTION: N/A   SIZE: L**

ATTACK	MOD	RNG	D/S	EFFECT
Dark Matter Cannon	8	L	8/2	**ZONE AOE:** Place a singularity zone on target.
Vector Launcher	5	L	4/-	**BLAST AOE:** Models in AOE gain 2 infection counters.
Reaper Tendrils	6	S	5/1	If this attack kills an infected model, place a nano counter adjacent to the Cthonian for each infection counter the model had.
Crushing Step	4	C	3/1	Target gains **prone**.

TRAIT	EFFECT
Bio-Metal Carapace	Attacks against this model have -2 staging; model cannot gain **bleeding** or **burning**.
Regeneration	When damaged, reduce the damage by 1d6.
Reflex Trigger	When a model with override activates, that model gains an infection counter.

ABILITY	EFFECT
Override	**FREE ABILITY** Place an override counter on an infected model within 10 squares. This does not require vector to the model.
Reap	**FOCUSED ATTACK ABILITY** Make up to 4 **Reaper Tendrils** attacks, no more than 1 per target.

4   20   30