# SEC7NDS

Version 0.81
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A fast and furious game of futuristic stealth Troopers!

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# Contents

<Subspace connection established>

Have colonial neighbours become planetary rivals? Has population growth created competition for resources? Is the planet just not big enough for the both of you?

Whatever your defense needs, the solution is the same…

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The X-93b – your first and last choice in colonial defense.

Terms negotiable. Quantity discounts available. Financing available on approved credit.

# Introduction To The Playtest

Welcome to the Playtest Version of 7 Seconds. It is our pleasure to present you with this early access copy of the game. We hope you have fun trying out these rules.

This version represents a snapshot of the latest version of the rules. Layout and Artwork are not of the final quality. Due to the evolving nature of the rules, there are bound to be mistakes within this document, please forgive these.

Once you try this game, you are invited to provide feedback on your experience. Please send an email with subject line "Playtest Feedback" to stuart@lunaticopus.com or simply use the "Contact Us" page at www.lunaticopus.com.

Feedback could include the following:

- Overall impression of the game.
- What did you like about the game?
- What did you not like about the game?
- Was there anything you found confusing or unclear?
- Was there anything you felt that you should be able to do, that the rules didn't allow?
- Was there anything you felt you shouldn't be able to do, that the rules allowed?
- Any comments, positive or negative, on the setting?
- Anything from major issues to minor typos are welcomed to be commented on.

People that provide useful feedback will get their names included in the final rulebook, so please include your name as you want it to appear.

7 Seconds will be launching on Kickstarter, probably in the fourth quarter of 2025.

We truly hope you enjoy your experience with 7 Seconds. We've poured a lot of blood, sweat and love into these pages.

# Introduction

7 Seconds is a two player game of fast-paced combat in the 22nd century, a time when troops in powered stealth armour dominate the battlefield, living and dying by their stealth and sensor technology. If you can detect them before they detect you, you can win the day. Otherwise, your life expectancy is 7 seconds.

Players new to miniature wargaming should refer to the glossary on page 37 for unfamiliar terms.

# What You Need To Play

## Miniatures

7 Seconds will launch with a line of 3D printable figures via .stl files. If you have access to a 3D printer, this is perhaps the simplest solution to figures. Otherwise you are free to use or kitbash your own selection of figures. For those who would like to try the game without committing to painting up figures, cardboard standees are included with these rules.

To play all missions you need the following figures, per player: 1 Commander, 4 Tactical Troopers, 2 Scout Troopers, 2 Assault Troopers, and 1 Engineer. In addition, you need a collection of drone figures - 5 Basic Drones, 4 Kamikaze Drone, 4 Haywire Drones and 3 Recce Drones. Not all of these will be used in any one battle.

Figures should be based, as desired. Specific sizes of bases are not required, any reasonable size that prevents the figure from falling over, while not being so big as to prevent it fitting between terrain features.

All ranges are measured from the closest edge of the base of the figures, so touching Units would have a range of zero. The center of the Unit determines the cover bonus for area terrain, so for example a Unit at the edge of a forest can claim cover for defensive purposes (its center is in the woods), yet have no intervening cover when firing (its closest edge is

outside the woods). Figures that are partially blocked by terrain can still be targeted or fired upon if at least 50% of the model is visible.

These rules assume 32mm figures, although other Figure Scales can be used. Using figures smaller than 20mm, it is recommended that you cut all movement ranges and Range Bands in half of what is listed below.

## Dice

7 Seconds uses standard 6-sided dice. Each player should have at least half a dozen dice, plus one that is clearly different from the rest, referred to in the rules as the Red Die (although any colour can be used as long as it is clear to both players). When rolling dice, lower numbers are usually better than high ones, except when Targeting.

## Measuring Device

To play you will need a tape measure or ruler marked in inches. You may premeasure at any time.

## Table & Terrain

In order to play a battle, you will need a battlefield or, more specifically, the Table. This can be as simple as a dining room table with a few books representing hills and saltshakers representing buildings or as complex as beautifully constructed gaming tables that accurately recreate alien worlds. While aesthetic tables add to the enjoyment of the game, all tables, no matter how humble, are playable.

Area terrain like forests and swamps should ideally have clearly defined edges and sufficient room in which to place Units. Densely packed trees look great, but are hindrances to play because Units can't actually be placed in the woods. A piece of green felt, cut to an interesting shape with half a dozen scattered trees is a good compromise.

A good game Table has a reasonable mix of hills to break Line of Sight, woods or equivalent to provide

cover and swamps or broken ground to restrict movement. In general, 7 Seconds plays best on a cluttered Table with few open areas. Without enough terrain, the game will be very short and extremely deadly.

Terrain in 7 Seconds has two effects. First it can affect movement, including Hindering Terrain that slows movement and Impassable Terrain that prevents it.

Secondarily, terrain can affect targeting and shooting. This includes Light Cover which provides limited protection, Heavy Cover which provides better protection, and Blocking Terrain that prevents fire completely.

Before a game, always take a moment to discuss the terrain so that both players agree on what is blocking terrain, what consists of the edges of area terrain, and any other issues that could be considered ambiguous.

Table size is a matter of player preference and available surface, with larger Tables taking longer play time. A three foot by 3 foot playing area should be sufficient for most games.

## Counters

7 Seconds uses a variety of counters (provided), as described below.

**Activation** – Indicates a Unit is available for activation. An activation chit is placed by each Unit at the start of the Round and is removed when the Unit is activated. In addition, Command actions can replace used Activation Counters. A Unit can never have more than one Activation Counter at a time. See "Command" on page 22

**Target** – Indicates a Trooper or Objective has been detected. The more Target Counters on a target, the greater the chance of the target being hit. Double sided, 1 and 5 targets respectively.

**Damaged** – Indicates a Unit has been damaged (a piece of cotton wool between the figure's legs can be a more aesthetic alternative for this counter).

**Blip** – Each of the 16 squares in the Holding Area has a corresponding Blip Counter with its number on the reverse side, and is used for concealed movement. Blip counters are deployed on the Table and used until such time as the Blip is Revealed (either by choice or enemy Targeting). Once revealed the Blip is replaced with its corresponding unit(s). Blip counters referencing empty squares in the holding area are used as Decoys to confuse your opponent. See page XXX.

**Initiative counter** – Indicated the player that went first that round.

**Objective Counter** – Indicates possible mission Objectives. Note: these come in 2 colours to remind you who places which, Blue are placed by attacker, red by the defender.
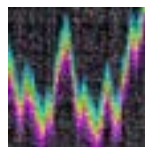
**Haywire Counter** – Indicates Haywire Drone is actively jamming.

**Smoke & Crater counters**

You don't win a war by dying for your country, but by making the poor bastard on the other side die for his.

# Mission, Troop and Drone Cards

Players draw mission cards and troop cards to determine their goals and the Units they have available. Usually a player has no control over which Units are assigned to him, simulating the decisions of higher levels of the command structure, although occasionally limited choices are offered.

## Mission Cards

Mission cards have 4 areas. At the top of the card is the Title. Below this is the written version of the mission as troopers might have received it (this is strictly for flavour). Top right is the Troop Line that indicates which of the 3 lines on the Troop Card is to be used (A, B or C). Finally the Victory Points, where the various mission Objectives and their victory point rewards are listed.

Mission cards should not be revealed to your opponent until the end of the game.

Note: Because your opponent won't know your mission Objectives until the end of the game, you are encouraged to use tactical deception to mislead your opponent. Assign some Units (or Decoys) to an Objective other than your true Objective to keep them guessing.



Example Mission Card

## Troop Cards

Troop cards list 3 different squad configurations, labeled A, B and C. The Troop line on the Mission card indicates which configuration is to be used.

The Troop Card will also indicate which line of the Drone card to use for your assigned drones.

Troops may be Spec Ops, Veteran, or Reserve. This refers to the level of technology of their equipment as well as their training and ability.



Example Troop Card

## Drone Cards

Drone cards list 3 different squad configurations, labeled X, Y and Z. The Drone line on the Troops card indicates which configuration is to be used.



Example Drone Card

## Holding Area

Troops and drones are initially placed in the Holding Area, a player mat that has 16 squares. Each square can contain no more than 2 troopers and/or drones. Some squares may be left empty.

# Stat Descriptions

Players control **Units** belonging to a side or **Faction**. **Factions** are described by six **Stats** that define the technological capabilities of their Units for each of the three ratings. The different Stats are explained below. Players can create their own **Faction** (see page 30) or select one of the provided ones (see page 26).

## Sensors (Sen)

Power suits use complex sensors to detect enemy **Units**. This **Stat** indicates the maximum number of **Dice** available to **Target** an enemy **Unit** or **Objective**.

## Stealth (Stl)

Once a weapons lock has been achieved against you, *anywhere* is preferable to your current position. This **Stat** determines the number of **Target Counters** removed when performing a **Move** or **Jump Action**, if moved a sufficient distance, in a single **Action**.

## Armour (Arm)

While direct hits by rifles or missiles are deadly, power armour provides a certain degree of protection against grazes and near misses. This **Stat** is used when rolling to avoid being damaged or injured due to rifle grazes and missile near misses, as well as damage from flamer hits.

## Countermeasures (CM)

All power suits and drones contain anti-missile **Countermeasures** that are automatically deployed when enemy missiles are within range. The **Stat** is used when attempting to shoot down nearby enemy missiles.

## Nuclear (Nuc)

**Trooper** suits utilize micro-nuclear missile technology. The **Stat** describes the size of the missile's blast radius in inches as well as the number of dice damage.

## Robotics (Rob)

The **Robotics Stat** indicates the technology employed by **Drones**. The **Stat** determines the blast radius for Kamikaze **Drones**, the number of Target Dice for Recce **Drones** and the level of **Countermeasures** for all **Drones**.

# Units

**Troopers** and **Drones**, have their abilities defined by **Stats** that are determined by their **Faction's** technology, divided into three different ratings for troops, see "Ratings of Troops – Spec Ops, Veteran, Reserve" on page 12.

More detailed information about these **Units** can be found on page 33 for **Troopers** and page 34 for **Drones**.

Note: Troopers use the first five Stats, and Drones use only the final Stat: Robotics.

## Troopers

There are five different types of **Troopers:** **Commander, Tactical, Scout, Assault** and **Engineer.** The below table shows the various unit types with their **Stats** and equipment.

In the table above, par indicates that the basic Faction tech level for that rating is used. +1 indicates the relevant

| Unit | Notes |
|---|---|
| Commander | May issue Commands. |
| Tactical | Doubles range bands when Firing Rifles. |
| Assault | Armed with a Plasma Rifle. |
| Scout | Double range bands when Targeting. |
| Engineer | May issue Commands to Drones, may Repair. |

## Drones

In addition to troopers, players have access to drones. There are 4 different types of drones, **Basic, Kamikaze, Haywire,** and **Recce Drones.**

All **Drones** have **Countermeasures**, can **Fire Rifle** (Machine Gun), and may **Move** and **Jump.** These are all a **Basic Drone** can perform.

**Kamikaze Drones** can explode after any **Move** or **Jump.**

**Haywire Drones** can broadcast a field that scrambles and jams attempts to target and also interferes with the **Trooper** suit and **Drone** functions.

**Recce Drones** (Reconnaissance Drones) are able to target as a **Trooper.** Its maximum number of **Dice** for its

| Unit | Jump | Explode | Jam | Target |
|---|---|---|---|---|
| Basic | Yes | No | No | No |
| Kamikaze | Yes | Yes | No | No |
| Haywire | Yes | No | Yes | No |
| Recce | Yes | No | No | Yes |

**Sensor Pool** is its **Robotics.**

# Objectives

**Objectives** are only used in Attack / Defence games.

**Objectives** begin the game as Contested. Moving to within 6" of an **Objective** with no enemy that is also within 6" of the **Objective** makes the **Objectives** Secured. A secured objective remains secured until either your opponent moves a unit to within 6" or achieves **Control The Table** (see page 16).

**Objectives** may be targeted and receive Target Counters. Since **Objectives** are immobile, once received, there is no way to remove **Target Counters** from them.

**Objectives** can be attacked with missiles; a direct hit will destroy them. **Objectives** are not harmed by rifles or deviated missiles.

# Core Concepts

## Target Acquisition

Because the involved soldiers are **Stealth Troopers,** and thus difficult to detect and target, 7 Seconds separates target acquisition and attacking in two separate actions. Once a target is acquired, the target's location is transmitted to all friendly **Units** - making the acquisition available to all. This is represented with **Target Counters**.

**Units** receive **Target Counters** through either enemy targeting (**Active** or **Passive Sensors**) or through giving away their position by performing a variety of actions. The better the **Unit** has been spotted, the more **Target Counters** will be assigned to him.

Once a **Unit** has **Target Counters**, the only way to remove them is to move the **Unit** to a new location. How effective this is depends on the moving **Unit's Stealth Stat**. See page 18 for more information.

Players may only attack a **Unit** with **Target Counters**.

## Range Bands

Ranges for targeting, as well as firing of various rifles are listed in **Range Bands**.

| Type | Inches |
|---|---|
| Range Band | 6" |
| Double Range Band | 12" |

For example, an **Engineer** shoots a gauss rifle (a 6" **Range Band**) if the range to target is under 6", then it is said to be in the first **Range Band**. If the range is 6- 12", it is said to be in the second **Range Band**. Third **Range Band** is 12- 18". This continues over the entirety of the table - there is no limit to range.

Example 2, a **Tactical Trooper** shoots a gauss rifle (which doubles **Range Bands** to 12") if the range to target is under 12", then it is said to be in the first **Range Band**. If the range is 12 - 24", it is said to be in the second **Range Band**. Third **Range Band** is 24 - 36".

## Drones

In addition to troopers, players have access to drones. There are 4 different types of drones, **Basic, Kamikaze, Haywire**, and **Recce Drones**.

All **Drones** have **Countermeasures** , can **Fire Rifle** (MG), and may **Move** and **Jump**. These are all a **Basic Drone** can perform.

**Kamikaze Drones** can explode after any **Move** or **Jump**.

**Haywire Drones** can broadcast a field that scrambles and jams attempts to target and also interferes with the **Trooper** suit and Drone functions.

**Recce Drones** are able to target as a trooper. Its maximum number of **Dice** for its **Sensor Pool** is its **Robotics**.

Note: **Drones** always use their **Robotics** stat in lieu of other stats.

## Ratings of Troops – Spec Ops, Veteran, Reserve

**Spec Ops Units** consist of the best trained and highest technological **Units** your **Faction** possesses.

**Veteran Units** are solid soldiers, equipped with older or less advanced models, often seen with front line troops.

**Reserve Units** are green troops with near obsolete equipment, often deployed with reserves and rear line deployments.

David Wilkins gritted his teeth and cursed under his breath as he stared at his HUD as if somehow it would give him more information than it already had. Unsurprisingly, nothing changed. He had two possible enemy contacts: one to the west, and one to the east. Wilkins knew there was only one enemy out there, so the other was definitely a sensor echo. The problem was he had no idea which one. Wilkins knew he had enough time for one active scan to get a weapon's lock and take the shot. If Wilkins scanned the wrong target, he would give the real one all the data needed to gun Wilkins down. A 50/50 chance to either live or die, he had no choice but to roll the dice.

Turning east, Wilkins began a full intensity scan. It would light him up on their scanners, but he couldn't afford to miss.

"Scanners online. Acquiring target," his HUD reported.

The scan only took a moment - it always did- but for Wilkins it felt like an eternity. He gripped his Gauss rifle tighter as he desperately tried to control his breathing and ignore his own vital signs on the HUD rapidly turning yellow.

He almost jumped when the beep signalling a completed scan chimed, and then he saw it.

"Error: No target found!" Wrong choice.

He cursed as he took off at a full sprint, due east. He knew he had a few seconds at most to live if he didn't shake his pursuer. If that was even possible at this point.

"Alert! Active scan detected!" flashed on his HUD.

Apparently the enemy didn't think they could afford to miss either. If Wilkins could sprint any faster in response he would.

"Alert! Incoming missile!"

Wilkins's heart sank all the way to his feet, and into the topsoil beneath him.

"Deploy countermeasures!" he barked,

Even without his command his suit automatically began firing flares and screaming electronic noise in a vain attempt to scramble the guidance system of the miniature nuke flying straight for him. Wilkins looked back just in time to see the missile sharply turn, careening away before slamming into the ground and detonating only sixty meters away. The blast threw him off his feet and into the air only to hit the ground hard when he came back down..

Wilkins gasped as consciousness suddenly returned to him. His whole body ached but, either nothing was broken or adrenaline was numbing him to it, although he would have to consult his suit's systems to be sure which. The thought of his suit brought him back to reality as he realized his HUD was dead so he hit the power switch and prayed.

After a moment, his HUD flickered to life, causing him to let out a breath he hadn't realized he was holding. It quickly changed to an irritated sigh as his headset filled his ears with the company jingle. For a moment he wondered if he might have actually died and gone to hell as he lay there listening to the ridiculous jingle while his suit finished rebooting.

Wilkins's eyes shot open as he heard a branch snap, despite his suit's desperate musical attempts to either convince him to buy more gear, or get him killed.

In one adrenaline-fuelled movement, Wilkins grabbed his rifle and rolled to a crouched position, weapon trained in the direction of the sound. He was close enough he could see the other man's eyes widen in surprise, clearly not expecting him to still be on his feet. The man turned his own rifle to Wilkins but he didn't have time. At this range it didn't even matter that his suit's targeting computer hadn't finished booting. Wilkins narrowed his sight and pulled the trigger. <CLICK> Wilkins saw the three suitably blood red words appear on his HUD

"Weapon malfunction detected!"

as the other man spun his rifle on him, the company jingle finished and an electronic voice filled his ears,

"The Suzuko-Ford X-93b! Because the armed forces deserve quality and reliability!"

# Rules

## Overview

After setting up terrain, players roll to determine the type of game they will play (attack/defend or chance encounter) and place mission **Objectives**.

Players then draw Mission cards from the appropriate deck as well as a Troops card and a Drone card. The Mission card determines the player's **Objectives** and indicates which squad configuration on the Troops card is to be used. The Troops card also dictates which line of the Drone card to use.

Players take the miniatures indicated and place them in the **Holding Area** (a play mat with 16 squares). Up to two Units can be placed in each square, some squares can be left empty.

Players then place 16 **Blip** counters on the Table (each counter represents one square in the **Holding Area**) and give each **Blip** an activation counter.

The game then commences through a series of **Rounds**, each consisting of a **Refresh Phase**, an **Initiative Phase** and an **Action Phase**. This comprises a single **Battle**.

## Winning

Players attempt to complete missions to gain **Victory Points**. The player with the highest victory point total wins. Note that it is sometimes possible to win, even if all of a player's units are killed, depending on the missions both players had been assigned.

> Winning by 5 or fewer **Victory Points** is a marginal victory.
>
> Winning by 6-19 points is a normal victory.
>
> Winning by 20 or more points is a decisive victory.

Note: Successful play is a combination of attempting to complete your **Objectives** while denying your opponent their **Objectives**. However, since your opponent's **Objectives** are hidden until the end of the game, you need to try to guess their **Objectives** based on their behaviour, but beware of diversionary actions.

## Pre-Game Setup

### Terrain Set-up

7 Seconds works best on a table with lots of terrain, especially hills and woods. Terrain should be set-up in any manner agreeable to both players.

Terrain selection is largely a matter of player preference and available models. However, consider themed tables such as:

- Pastoral Hills - Lots of rolling hills with trees and brush, maybe a stream.
- Former Battle Site - As above, but with lots of radioactive craters scattered about.
- Blasted Urban - Lots of ruins and rubble.

### Determine Table Edges and Missions

After each player has selected a **Faction**, each rolls a die. High die becoming the **Attacker**, the other being the **Defender**. In the event of a tie, a **Chance Encounter** is played.

Note: If playing a **Campaign** game, this step is slightly different, see page 31.

## Attack / Defense

- Defender picks **Table Edge**
- Attacker places **Objective δ** and **ε** counters anywhere within the defender's 25% of the board that is at least 6" from a **Table edge**, and at least 8" apart.
- Defender places **Objective α**, **β** and **γ** counters, anywhere on the defender's half of the board that is not within 6" of a **Table edge**, or 8" of another **Objective**.
- Attacker draws an Offense Mission Card, a Troop Card, and a Drone Card.
- Defender draws a Defense Mission Card, a Troop Card, and a Drone Card.
- Both players place their **Units** on the Holding Area mat.
- Defender sets up his **Blip** counters anywhere on his 50% of the Table
- Attacker sets up his **Blip** counters within 6" of his Table edge.
- Attacker takes the **Initiative Counter**.
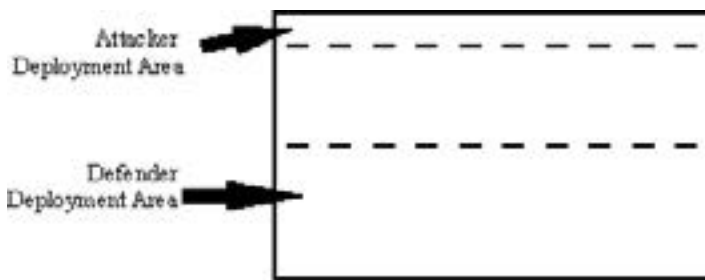


Attack / Defense Deployment Zones

## Chance Encounter

Roll to see who gets the **Initiative Counter**.

Second player chooses a **Table edge**.

Both players draw a Chance Encounter Mission card , a Troop Card, and a Drone Card.

Both players purchase drones up to the amount of points indicated on the troop card.

Both players place their **Units** on the **Holding Area** mat.

First Player deploys 4 of his **Blip** counters within 6" of his Table edge.

Second Player deploys 4 of his **Blip** counters within 6" of his Table edge.

Players alternate deploying **Blips** 4 at a time until all 16 **Blip** counters are placed, all within 6" of their table edge
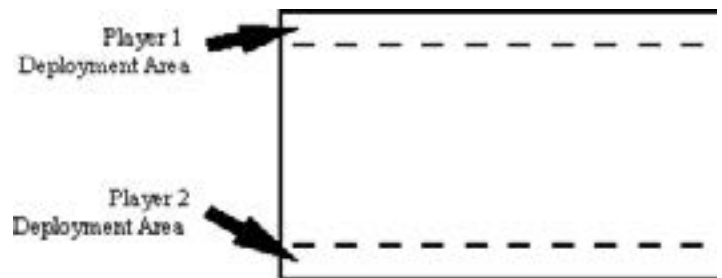


Chance Encounter Deployment Zones

## Mission Cards

Mission cards should not be revealed to players' opponents until the end of the game when **Victory Points** are calculated. Each player receives **Victory Points** only from their own mission card.

## Turn Sequence

The game is played in **Rounds**, each **Round** consisting of several phases.

## Refresh Phase

Place an **Activation Counter** next to every Unit on both sides.

## Initiative Phase

Both players roll a die, high roller takes the **Initiative Counter.**

If tied, the player with the **Initiative Counter** passes it to the other player.

Exception: This phase is skipped for Turn 1, as Initiative was determined in setup.

## Action Phase

The player with the Initiative Counter chooses a Unit to activate.

To **Activate** a **Unit** or **Blip** remove its **Activation Counter** and perform its action(s).

Activated troopers get to make two actions, while **Drones** and blips get to make one.

For troopers you are free to choose two different actions or the same **Action** twice. You may see the results of the first **Action** before declaring the second.

Play then switches to the other player, alternating between the two of you until all **Activation Counters** are used or both players pass.

After Activating a **Unit.** You may also Activate up to three **Blip** counters as part of your turn. However, in none of these extra Activations can you voluntarily reveal a **Blip.** See "Activating and Voluntarily Revealing Blips" on page 17

## Multiple Activations

Should you ever have double the number of **Units** with **Activation Counters** as your opponent, you may **Activate** two **Units** instead of one. Should you have triple the **Units**, you may **Activate** three **Units** instead.

## End of Round

Once a **Round** is complete, start the next one unless one of the following has occurred:

- Only one player has Troopers remaining
- Either player announces a **Withdraw.**
- Both players agree to end the game.

If only one player has Troopers remaining (on the **Table** or the **Deployment Area**), then that player is said to **Control The Table.**

If a player announces their intention to **Withdraw,** the other player must decide to either allow them or pursue. If they allow it, they automatically **Control The Table.** If they pursue, then play one more Round; if at the end of this **Round** only one player has **Troopers** remaining, they **Control The Table** , otherwise the **Table** is **Contested.**

If both players agree to end the game, the **Table** is considered **Contested.**

## End of Game

If at the end of the game the **Table** is **Contested,** the state of any **Objectives** are the same as they were at the end of the last round.

If the defender **Controls The Table,** then all surviving **Objectives** are considered secure.

If the attacker **Controls The Table** , he may choose the state of all surviving Objectives, either:  **Secured, Destroyed** or **Inspected** (10 **Target Counters** on each).

At this point mission cards are revealed and **Victory Points** are calculated. The player with the highest number of **Victory Points** is the winner.

# Actions

Players have a number of actions available to choose from. These are described below.

Many actions require the player to place **Target Counters** on that acting **Unit**. This represents the **Unit** calling attention to itself. Once a **Unit**'s position is compromised, only movement can remove **Target Counters**.

| Action | Target Counters | Legal Units |
|---|---|---|
| Move | Removes | All |
| Jump | Removes + Adds 1 | Scout Troopers, Drones |
| Target | 1/die | Trooper, Recce Drone |
| Fire Rifle | 1 | All |
| Fire Missile | 1 | Trooper except Commander |
| Fire Flamer | 1 | Trooper |
| Command | 1 | Commander, Engineer |
| Repair | 1 | Engineer |
| Scramble | 0 | Any |
| Kamikaze | N/A | Kamikaze Drone |
| Toggle Jammer | 1 | Haywire Drone |

Action Table



# Activating and Voluntarily Revealing Blips

As blips may be revealed at any time, players can select a **Blip** to activate, reveal it, and then treat it as the actual **Unit** type. Should the **Blip** represent two **Units**, both may be activated this turn. One **Unit** should complete its actions before switching to the other.

When placing revealed units on the table, place them touching the blip counter.

**Example 1:** The attacker selects a **Blip**, reveals and replaces it with a **Trooper**. This **Trooper** now has two actions available to it.

**Example 2:** The attacker selects a **Blip**, reveals and replaces it with a **Trooper** and a drone. The **Trooper** has 2 actions, then the **Drone** will have one, all taken before the next player's turn.

**Example 3:** The attacker selects a **Blip** to **Activate** and chooses to **Move** it. It is then revealed and replaced with a trooper. This **Trooper** has NO ACTIONS LEFT since it already used all of its actions as a blip. Had it been revealed before it **Moved**, it would have gained an additional action.

## Involuntary Revealing

Blips that receive one or more **Target Counters** are involuntarily revealed. Immediately reveal the **Blip** and replace it with the **Unit** (s) it represents. If it represents two **Units**, both get the assigned **Target Counters**.

Note: When performing a **Target** action, Involuntary Revealing occurs after all points from the **Sensor Pool** are assigned. You are not allowed to put a point into a **Blip**, see what it represents and then spend more of your **Sensor Pool** to add additional **Target Counters** in the same action.

Should the **Blip** be revealed to be a **Decoy**, discard it and any **Target Counters** assigned to it.

Example:  A blip gets assigned 3 **Target Counters**. It is revealed as representing 2 drones. Both drones get 3 **Target Counters** each.

## Move

Troopers may **Move** up to 6" and remove a number of **Target Counters** equal to their **Stealth Stat**. However, they may not remove more **Target Counters** than the actual distance from starting position to end position.

Example, A **Trooper** with **Stealth** 3 moves around an obstacle, ending only 2 inches from his starting position (measured as a straight line), thus only 2 **Target Counters** are removed.

**Drones** move similarly, but remove **Target Counters** based on their **Robotics** not their **Stealth**.

**Blips** can also move as above, but never have Target Counters to remove since **Targeting** a **Blip** forces it to be revealed.

**Troopers** always end their **Move** Facing in the direction of movement. **Drones** and **Blips** do not take **Facing** into consideration.

**Units Move** at half speed through **Hindering** terrain, that is, they expend 2" of movement for every inch travelled.

While **Moving**, the **Unit** is subject to the **Passive Sensor** rules on this page.

**Units**, including **Blips**, may never overlap or occupy the same space. You cannot move through another **Unit**, friend or foe.

## Jump

**Troopers** are equipped with anti-gravity packs. **Drones** fly, and are treated the same way.

**Jumping** allows **Units** to move up to 9 inches in any direction ignoring intervening terrain. As with Moving, remove **Target Counters** equal to the lower of **Stealth** or number of inches moved, then add one **Target Counter** to the **Unit**. For **Troopers**, place **Facing** the direction of movement.

## Passive Sensors

Whenever a **Unit Moves** or **Jumps**, if its final position lies within 6" of an enemy **Unit**, both the **Unit** and the enemy receive one **Target Counter** each. If a **Unit** moves within 6" of multiple enemies, each enemy gains a **Target Counter** and the moving **Unit** gains one for each enemy within range. These **Target Counters** are gained after counters are removed for moving.

Any **Blips** within 6" are revealed. If the **Blip** is revealed to be a **Decoy**, no **Target Counter** is placed on the moving **Unit**. **Blips** representing 2 **Units** give a **Target Counter** to the moving **Unit** for each **Unit** revealed, and each **Unit** revealed receives a **Target Counter**.

Terrain, other than blocking terrain, does not affect **Passive Sensors**. Range of **Passive Sensors** is always 6" regardless of terrain.

**Objectives** receive **Target Counters** from **Passive Sensors**, but do not generate any on the moving **Unit**.

Example: A **Trooper Moves** near 3 enemies as his first action. He gains 3 **Target Counters** while the enemies gain 1 each. As his second **Action** he **Moves** again, but remains within 6" of the enemies. His **Stealth** is 4 so he removes all 3 of the **Target Counters** but then gains another 3 for the second movement, since he is still within 6" of the 3 enemies. Each enemy **Unit** acquires a second **Target Counter**.

Note: When moving a **Blip** to within 6" of an enemy, the moving **Blip** is revealed first. If it is a **Decoy Blip**, the **Decoy** is revealed and removed, and enemy blips are not revealed or targeted

## Target

**Troopers** and recce **Drones** may perform **Target** actions to locate, identify and mark enemy targets, and to transmit this information to friendly **Units**. This involves using **Active Sensor** equipment, and thus entails a risk to the targeting **Unit** as well.

First, choose a number of **Dice** equal or less than your **Sensors Stat** and roll them, adding the results to get your **Sensor Pool**.

Then place a **Target Counter** on the acting **Unit** for each **Die** rolled.

Finally, spend points from your **Sensor Pool** to place **Target Counters** on enemy **Units**, **Objectives** or even patches of ground. Each **Target Counter** costs 1 point per Range Band (as shown in the table below), modified by terrain.

**Units** may target any number of enemies with a single target action, as long as they have points remaining in their **Sensor Pool**. Any number of **Target Counters** can be given to a single target.

Troopers have a 180° **Line of Sight**. They may target enemies outside of their line-of-sight but the cost per counter is doubled. **Units** behind hills or other obstacles that block line-of-sight cannot be targeted.

Note: There is no maximum range to **Targeting**, just diminishing effect due to range.

Double Range is used by **Scout Troopers** only.

| Range | Double Range | Target Counters |
|-------|--------------|-----------------|
| Under 6” | Under 12” | 1 per point |
| 6- 12” | 12 - 24” | 1 per 2 points |
| 12- 18” | 24 - 36” | 1 per 3 points |
| 18- 24” | 36 - 48” | 1 per 4 points |

Target Range Bands

## Terrain Effects

Enemies in light cover are treated as being one **Range Band** further away than they actually are. Enemies in heavy cover are treated as being two **Range Bands** further away.

Terrain between the shooter and the target may also block or hinder targeting. If there is **Light Cover** between the active unit and its target, but the target isn't actually in the same cover, then place one fewer **Target Counter** than normal. If there is up to 3” of **Heavy Cover** intervening, then place two fewer **Target Counters**, if more than 3” it is treated as blocking. See Terrain Effects, page 23.

**Blips** that are successfully targeted are involuntarily revealed, see page 17.

Example 1: A **Trooper** targets an enemy **Trooper** 8” away in light cover. This is the second **Range Band**, but the **Light Cover** makes it treated as the third **Range Band**. So, one Target Counter would be placed for every three points of Sensor Pool spent.

Example 2: A **Trooper** targets an enemy **Trooper** 8” away in Heavy Cover with 2” of intervening heavy cover. This is the second **Range Band**, but the **Heavy Cover** makes it treated as the fourth **Range Band**. The intervening terrain would "eat" the first two **Target Counters** placed, so eight points of sensor pool would be used up to satisfy the intervening terrain, and one **Target Counter** would be placed for every four points of Sensor Pool afterwards spent.

## Fire Rifle

Place 1 **Target Counter** on the firing **Unit**.

**Assault** troopers carry plasma rifles, all other **Troopers** carry gauss rifles, and **Drones** are armed with machine guns.

In order to fire a rifle at an enemy **Unit**, the Unit must be in **Line Of Sight**, be within the trooper's **Firing Arc** (180°), and must have already been targeted (have **Target Counters** currently on it).



Firing Arc

Rifle ranges are measured in 6" **Range Bands**. So ranges of 0 to 6" are said to be in the first **Range Band**, 6-12" are said to be in the second **Range Band**, etc. There is no upper limit to the range of a rifle, but unless a target is exceedingly well lit up with **Target Counters**, extreme range shots are usually impossible.

The base number of Dice rolled is equal to the number of **Target Counters** on the target divided by the number of **Range Bands**, rounding down, as summarized below.

Note that **Scout Troopers** double their **Range Band** size when **Targeting**.

| Base # of Dice | Range Bands | Double Range Bands |
|---|---|---|
| 1 Per Target Counter | Under 6" | Under 12" |
| 1 Per 2 Target Counters | 6 - 12" | 12 - 24" |
| 1 Per 3 Target Counters | 12 - 18" | 24 - 36" |
| 1 Per 4 Target Counters | 18 - 24" | 36 - 48" |

Rifle Range Bands

The base number of **Dice** rolled is modified by terrain. If the center of the target is in **Light Cover** then treat as 1 **Range Band** more than it actually is. If the target is in **Heavy Cover**, treat it as 2 **Range Bands** further away. Furthermore, if there is covering terrain between the shooter and the target, then the attack may roll 1 or 2 fewer dice, depending on if the cover is **Light** or **Heavy** respectively. See Terrain Effects, page 23.

If terrain reduces the number of **Dice** to zero or less, then the shot is impossible.

## Resolving Gauss Rifle Attacks

Roll the number of **Dice** (adjusted for terrain) indicated.

If any **Die** rolled is a 1, the **Unit** is hit and killed.

If the lowest single **Die** is a 2, the target is grazed. **Drones** are destroyed by a graze. **Troopers** roll 2 **Dice** (a Red Die and a normal die). If the **Red Die** roll is higher than the **Unit's Armour**, the Trooper is **Stunned**. If the normal **Die** is higher than the **Unit's Armour**, the trooper's suit is **Damaged**. It is possible for the **Trooper** to be both **Stunned** and **Damaged** at once.

See Damage Effects, page 25.

Example: A **Trooper** fires a gauss rifle at a target 25" away with 6 **Target Counters** on it and no cover. This is in the 3rd **Range Band**, so the **Trooper** only gets 1 **Die** for every 3 counters . Rolling 2 **Dice**, a roll of 1 on either **Die** would kill.

## Resolving Plasma Rifle Attacks

Plasma Rifles are handled similarly to Gauss Rifles except they kill on a roll of 1 or 2, and graze on a 3.

## Resolving Drone MG Attacks

The machine guns mounted of Drones are incapable of harming Troopers but can shoot down enemy Drones.

Otherwise, they operate similar to gauss rifles, and will kill a Drone on a roll of 1 or 2.

## Rifles vs Objectives

Rifles cannot damage **Objectives**.

## Fire Missile

All troopers carry micro-nuclear missiles.

Place 1 **Target Counter** on the firing **Unit**.

In order to fire a missile at an enemy **Unit**, the **Unit** must have a minimum of one **Target Counter** on it. The target does not need to be in **Line-of Sight**.

In order for a missile to hit, it must first overcome **Countermeasures** generated by each enemy **Unit** within 3" of the missile's straight flight path, including the target **Unit**. Roll a **Die** for each intervening **Unit**. If the **Die** roll is higher than the intervening **Unit's Countermeasures**, the missile continues on its path and **Countermeasures** have failed, otherwise the missile has been destroyed and has no effect.

If all **Countermeasures** fail, roll a single **Die** to hit. If the roll is equal to or less than the number of Target Counters on the target, the missile has scored a direct hit and the target is destroyed.

### Terrain Effects

Targets in **Light Cover** treat the number of **Target Counters** on them as 1 less than they actually have. Targets in **Heavy Cover** are treated as having 2 less **Target Counters**.

### Missile Deviation

If the missile does not score a direct hit it deviates 2d6 in a random direction. Select 2 dice, the **Red Die** and a normal die, with the **Red Die** as the base. Roll both dice. The sum of the **Dice** is the distance, the direction being indicated by the direction of the second **Die** from the base die. This identifies the **Mean Point of Impact (MPI)**.

Example, two different coloured **Dice** are selected, with the **Red Die** as the base. The **Dice** are rolled and appear as in the diagram below. The missile deviates eight inches down and to the left.
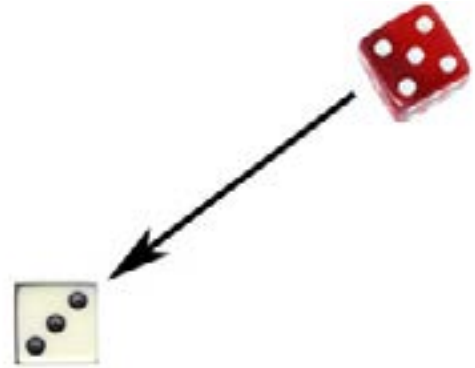


Missile Deviation Roll Indicating Distance and Direction

## Resolving Blasts

Each missile, whether or not it deviates, has a blast raius equal to the firing **Unit's Nuclear Stat**.

Missiles destroyed by **Countermeasures** do not detonate and don't thus have an area of effect.

Anyone within the blast area is affected. **Drones** are automatically destroyed. For troopers, only a direct hit is an automatic kill, but they may be **Damaged**, **Stunned** or killed by the blast. **Objectives** can only be destroyed by a direct missile hit.

Each **Trooper** affected rolls a number of **Dice** equal to the firing trooper's **Nuclear stat**. If any of the **Dice** rolled are higher than the **Units Armour**, then the Unit is **Damaged**. If the **Unit** is damaged, roll the **Dice** again. If any exceed its **Armour** then the Trooper is Stunned. If **Stunned**, roll the **Dice** one more time, if any of these exceed its **Armour**, the **Unit** is destroyed.

Missiles that are not destroyed by **Countermeasures** create craters. If a crater more than half covers a terrain feature, remove the terrain feature if possible.

For craters you can use the provided counters or make 3D terrain features of similar size.

## Fire Flamer

Place 1 **Target Counter** on the firing **Unit**.

Flamers are used to create smoke by releasing highly volatile chemicals that ignite. Pick a direction within the trooper's **Firing Arc** and center a 5" diameter smoke counter up to 6" from the **Unit**. The smoke remains for the rest of the game. The fire will not spread significantly during the course of the game.

Flamer counters act as **Light Cover**, see Terrain Effects, page 23.

While flamers are not designed as offensive weapons, they are occasionally used as such. Any **Unit** within the area of a firing flamer is attacked. **Troopers** are treated as grazed and **Drones** are destroyed automatically. **Objectives** are not damaged by flamers. Once a smoke template is in place **Units** may enter the smoke freely.

For smoke, use the provided counters or a similar sized piece of cotton wool.
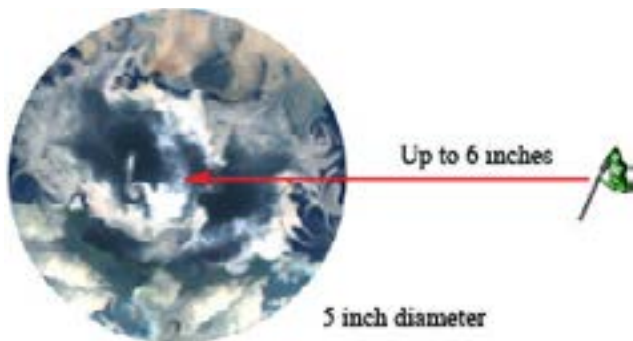


Placing Smoke Counter

## Command

The **Unit** issuing the **Command** receives 1 Target Counter.

**Command** allows a **Unit Commander** to replace the **Activation Counter** on a subordinate **Unit**. No **Unit** may ever have more than 1 **Activation Counter**.

Similarly, **Engineers** can perform **Command** actions, but can only give activation tokens to **Drones**.

## Repair

**Engineers** can repair damaged friendly troopers. The **Engineer** and the damaged **Trooper** have to be touching (0" range).

Remove the damaged trooper's **Damaged** token. Add a **Target Counter** to the Engineer.

**Engineers** can repair their own suit.

## Scramble

**Units** with zero **Target Counters** can spend an action to remove their miniature from the table and place it in an empty square in the holding area, and replace it with three Blip counters at the same location - one Blip counter corresponding to the Holding Area square used and the other two representing empty squares (i.e. dummies).

Note: This action can only be performed if there are three unused blip tokens available.

## Kamikaze

Kamikaze **Drones** can take a special kamikaze action. This **Action** allows the **Drone** to **Move** or **Jump** using normal movement rules and then explode. The explosion is treated as a missile detonation with a blast radius equal to the Faction's Robotics.

If the Kamikaze movement brings the **Drone** into contact with an enemy **Unit** or **Objective**, rolling lower than the number of **Target Counters** on the Unit or **Objective** automatically destroys it. Otherwise, treat the effect as a deviated missile.

However, terrain affects the targeting of units by **Kamikaze Drones**. If the target is in **Light Cover**, treat it as if it has one fewer **Target Counter**. If the target is in **Heavy Cover**, treat it as if it had two fewer **Target Counters**.

# Toggle Jammer

Place a **Target Counter** on the jamming **Drone**.

Haywire **Drones** have a special Toggle Jammer action. This allows the **Drone** to turn on or off the jamming field.

Haywire **Drones** broadcast a 3" radius field that acts as portable **Heavy Cover**. This field also interferes with the **Trooper** suit and **Drone** functions, and any **Trooper** that ends its activation within the scramble field must roll less than or equal to its Armour or become damaged. Any **Drone** other than the haywire **Drone** itself that ends its activation within the field is destroyed. Blips that end within the field are revealed and resolved by Unit type.

Jamming fields have no effect on **Countermeasures**.

# Terrain Effects

Terrain effects are broken into two types, those that affect movement and those that affect targeting and shooting.

## Hindering & Impassable Terrain

Terrain that affects movement is called **Hindering**. **Units Move** at half speed through **Hindering** Terrain.

**Impassable Terrain** such as deep rivers and lakes is impossible to **Move** into.

## Light, Heavy, & Blocking Cover

Terrain also provides cover from enemy targeting and fire. For combat purposes, terrain is either clear, light, heavy or blocking.

**Clear** is the default open area on the **Table** and uses the base rules.

**Light Cover** encompasses those areas of partial cover such as thin brush and civilian buildings.

**Heavy Cover** includes dense woods and fortified buildings.

**Blocking Cover** prevents **LoS** if more than half the target is obscured.

Enemies in light cover are treated as being one **Range Band** further away than they actually are. Enemies in heavy cover are treated as being two **Range Bands** further away.

## Intervening Terrain

Intervening Terrain, that is terrain between the shooter and the target may also block or hinder targeting. If there are multiple intervening terrain features, apply the modifier for all.

## Targeting

If there is **Light Cover** between the active **Unit** and its target, but the target isn't actually in the same cover, then place one fewer **Target Counters** than normal. If there is up to 3" of **Heavy Cover** intervening, then place two fewer **Target Counters**, if more than 3" it is treated as blocking.

## Shooting

Shooting rifles is also affected by intervening terrain. If there is **Light Cover** between the shooter and target, roll one fewer die. If there is up to 3" of **Heavy Cover**, roll two less dice.

Missile attacks are unaffected by Intervening Terrain.

When determining whether a **Unit** is in cover, use the center of the target's base and the closest edge of the scanner / attacker. This allows a well-placed **Unit** to gain the benefits of cover by sitting at the edge of terrain, while being able to fire without penalties.

| Type | Targeting | Rifle | Missile |
|------|-----------|-------|---------|
| Target in Light Cover | +1 Range Band | +1 Range Band | Treat as 1 less TC |
| Target in Heavy Cover | +2 Range Bands | +2 Range Bands | Treat as 2 less TC |
| Intervening Light Cover | -1 Target Counter | -1 Dice | No effect |
| Intervening Heavy Cover | -2 Target Counters | -2 Dice | No Effect |

Terrain Effects

| Terrain | Troopers & Blips | Drones |
|---|---|---|
| Woods | Heavy, Hindering | Heavy, Hindering |
| Bush | Light | Light, Hindering |
| Plains | Open | Open |
| Hills | Blocking | Blocking |
| Streams | Hindering | Open |
| Rivers | Impassible | Open |
| Large Buildings & Compounds | Blocking | Blocking |
| Civilian Buildings | Light, Hindering | Light, Hindering |
| Swamps | Hindering | Clear |
| Rock Formations | Blocking | Blocking |
| Broken, Rocky | Light, Hindering | Light |
| Flamer Smoke | Light | Light |
| Active Haywire Drone | Heavy | Heavy |
| Craters | Heavy, Hindering | Heavy, Hindering |

Terrian Types

Cover Example
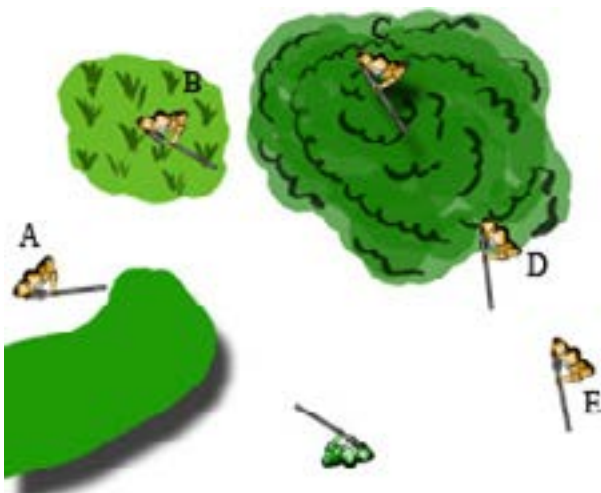


In the above illustration, the green **Trooper** doesn't have **Line of Sight** to Target A, who is behind a hill. Target B is in a marsh, so he counts as having light cover. Target C is more than 3 inches into the woods, so no **Line of Fire** exists. Target D is at the tree line; he

would get the benefit of heavy cover and can return fire without penalty. Target E is in the open.

# Damage Effects

## Suit Damaged

Once a suit has been damaged each **Action** has the possibility of failing. Before each action, roll a die. On a roll of 5 or 6 the suit fails to respond and the Unit does nothing. He may try again if he has a second action. Suits remain damaged throughout the battle; unless **Repaired** by an **Engineer**. If a suit is damaged a second time, it is destroyed.

## Stunned

Sometimes in battle, even if a power suit is not damaged, the **Trooper** inside may be knocked unconscious by the concussion of a hit. Lay the **Figure** prone to indicate that the **Trooper** is **Stunned**.

At the start of the Unit's activation, it may attempt to recover. Roll a d6. On a roll of 1 or 2 the **Trooper** wakes up, stands, and takes a normal activation; on a roll of 3– 6 the Trooper is still **Stunned** and the Activation Counter is spent.

**Commands** may be issued to a stunned trooper. In effect, this gives a second chance to wake him up.

## Killed

Unit is removed from table.

# Factions and Faction Tech

Each player represents a **Faction**. This is a nationality or alliance that is in conflict or war with one or more opposing Factions.

You may use one of the provided **Factions** or create your own.

## Sample Factions

Provided are three sample **Factions**. Each has a name, a flag, a brief background, and 6 **Stats** for each rating indicating the level of military technology they have been able to develop or buy.

# New Tokyo

New Tokyo was founded by settlers from Japan and still retains strong cultural ties to their parent nation. As each successive generation becomes ever more distant from their roots, however, their culture becomes increasingly based on mass media stereotypes rather than actual Japanese culture.

New Tokyo is a Feudalist nation built on a combination of tradition and technology. Advanced technology has replaced many industries such as construction, transportation, and sanitation, but humans are still preferred for many personal service jobs like cashiers,as well as menial tasks in food production and farming,albeit with robotic assistance and supervision. New Tokyo is a heavily class based society, with a lord at the top, and nobles swearing fealty to them. In the military, Commissioned officers are exclusively taken from the nobility, graduating from an academy where they are taught skills in leadership, strategy, and swordsmanship (despite its complete lack of practical use in modern warfare). Nobles generally settle disputes via public sword duels, although their liege lord has the right to forbid a duel to the death. Lower class individuals settle disputes in a slightly less official, but just as public manner, using either staves or fists.  Non-commissioned troops conscripted or volunteers from the lower castes, with distinguished military service being a well respected means of boosting a family's status.

The people of New Tokyo have a major cultural taboo against the use of nuclear power of any kind, whether for energy or weaponry, and this has severely stunted this faction's development in nuclear technology.

| Unit | Sensors | Stealth | Amour | CM | Nuclear | Robotics |
|------|---------|---------|-------|-----|---------|----------|
| Spec Ops | 5 | 5 | 3 | 5 | 1 | 5 |
| Veteran | 3 | 4 | 2 | 4 | 1 | 4 |
| Reserve | 2 | 3 | 1 | 2 | 1 | 3 |

# People's Utopian Collective

The People's Utopian Collective began its existence as a grand social experiment, combining extreme socialism with participatory democracy. The experiment was cut short over 75 years ago when General Tomas Chapman staged a coup over claims of government corruption. Chapman's family have ruled the Collective ever since, with his grandson currently holding the traditional family position of "interim president".

The PUC now has a strong military tradition, with two-year mandatory military service for all citizens, and a strong cadre of career service people. It is out of these numbers that the ranks of the Stealth Troopers are chosen.

The PUC, while not noted for their technological brilliance, produces strong, robust power armour.

| Unit | Sensors | Stealth | Amour | CM | Nuclear | Robotics |
|------|---------|---------|-------|-----|---------|----------|
| Spec Ops | 4 | 4 | 5 | 4 | 4 | 3 |
| Veteran | 3 | 3 | 4 | 3 | 3 | 2 |
| Reserve | 2 | 2 | 3 | 2 | 2 | 1 |

# Council of Zane

The Council of Zane is humorously referred to as "The Bureaucratic nation of Bureaucracy", "the nation of redundancy", or "the slowest nation to get anything done but usually gets it done right" by enemies and allies alike. It functions as a highly organized but tediously slow machine, with every action or decision, large or small, urgent or not, requiring documentation printed and  signed in triplicate after double redundant verification of unique keys from multiple departments, with a complexity so vast that it is a common joke that the greatest encryption in the galaxy is the Council of Zane's bureaucracy, which can only be understood by those who have lived within it.

Due to the Council of Zane's unusually horizontal leadership structure, the Faction has rarely given any particular endeavor or avenue of research the full resources at their disposal, instead allocating all resources equally, only giving additional resources in response to a crisis.

Given their lack of drive, and a general philosophy of sticking to time tested ideas and proven technologies, rather than "dangerous new ideas", the Council of Zane is the epitome of mediocrity, functioning as a "Jack of all trades, master of none".

| Unit | Sensors | Stealth | Amour | CM | Nuclear | Robotics |
|------|---------|---------|-------|-----|---------|----------|
| Spec Ops | 4 | 4 | 4 | 4 | 4 | 4 |
| Veteran | 3 | 3 | 3 | 3 | 3 | 3 |
| Reserve | 2 | 2 | 2 | 2 | 2 | 2 |

## Creating Your Own Faction

Creating your own **Faction** is a simple matter of picking a name and ideally a flag or some other distinctive heraldry and then assigning levels to the six **Faction Stats** for each of the three different ratings.

Each **Faction Stat** must be in the range of 1 – 5.

First determine your tech levels for your **Reserve** troops. **Reserve Units** are near obsolete or very basic **Units**. Tech **Stats** start at 1 each and you have 6 points to add to them, with a maximum of 5 total for any one **Stat**. Record these as your **Reserve** line.

Then determine your tech levels for your **Veteran** troops. **Veteran Units** are those typically seen on front lines of the battlefield. Tech **Stats** start at the values of your **Reserve** tech and you have 6 more points to add to them, with a maximum of 5 total for any one **Stat**. Record these as your **Veteran** line.

Finally, determine your tech levels for your **Spec Ops** troops. **Spec Ops** troops have the best equipment your Faction can provide. Tech **Stats** start at the values of your **Veteran** tech and you have 6 more points to add to them, with a maximum of 5 total for any one **Stat**. Record these as your **Spec Ops** line.

Then all that remains is to create any lore you wish to breathe life into your **Faction**.

I was in trouble.

Some PUCie bastard had tagged me and I was lit up like a christmas tree.

I had to move - NOW!

There was a dense cluster of trees, if I could just get to them. But I needed to cross a small clearing first.

I took off like a bat out of hell. If I could just make it to those trees…

Then BAM. I was hit. I went down hard, blacking out.

The auto-doc sprang to work. I was pumped full of pain killers, stimulants, blood coagulants, the works. Anything to get me up and moving.

When I regained consciousness I saw that the defibrillator had fired - twice. I had three shattered ribs and God only knows what else, but I was alive.

I got up and sprinted to the trees.

I'd live another day.

# Campaign Rules

Battles can be combined into a campaign, allowing players certain advantages as a result of previous battles.

## Winning

There are two ways to win a 7 Seconds campaign. The first is to accumulate a number of Campaign Points determined by the desired length of the campaign. The second way to win 4 battles in a row (a Winning Streak of 4).

| Length | Campaign Points to Win |
|---|---|
| Short | 6 |
| Medium | 10 |
| Long | 20 |

## Campaign Points

You get 1 **Campaign Point** for a marginal victory, 2 **Campaign Points** for a regular victory and 3 for a decisive victory.

## Winning Streak

Calculate the number of consecutive wins you have received. If you lose a game, even a marginal loss, your **Streak** is reset to zero.

**Streaks** have the following effects:

| Winning Streak | Effect |
|---|---|
| 1 | +1 on roll to determine Attacker/Defender. |
| 2 | +2 on roll to determine Attacker/Defender, draw an additional Troop card and choose which one to play. |
| 3 | +3 on roll to determine Attacker/Defender, draw an additional Mission card and an additional Troop card and choose which ones to play. |
| 4 | You win the Campaign, regardless of Campaign Points! |

## Improving Technology

New technology can be acquired through research and reverse-engineering of captured suits, as well as purchasing it from Earth.

After each battle, each player receives a number of **Tech Points** equal to:

- Taking part in Battle +1
- Controlling the table at end of Battle +1

It costs 2 points to increase a **Reserve** tech **Stat**. It costs 4 points to increase a **Veteran** tech **Stat**. It costs 6 points to increase a **Spec Ops** tech **Stat**.

You can never raise a **Reserve Stat** to above that of your **Veteran Stat**. You can never raise a **Veteran Stat** to above that of your **Spec Ops Stat** .

If your opponent's **Stat** for that rating is higher than yours, the cost is halved.

# Setting

Mankind has gone to the stars, and he has discovered he is alone. Sure, the universe is brimming with life, but (so far) he has yet to encounter intelligent species.

By the early 22nd century humanity had colonized more than a hundred worlds. Interstellar travel is still relatively slow, however, with the fastest ships taking months to travel to a nearby system and over a decade to go from Earth to the frontier. As a result, colony worlds live in near total isolation. Their primary outside contact is subspace radio, an interstellar internet that allows messages to be sent between systems in only a few days or weeks.

To understand the makeup of a colony, you need to begin with the original colony ships. Each ship was constructed with an agenda to form a colony for a distinct group of people who share some common trait such as nationality, ideology or religion. As such it would contain tens of thousands of Palestinians or Libertarians or Mormons. However, this unity was limited to the individual ships; each planet received dozens of different colony ships each with different communities, coming together effectively at random.

In the early colonial era most colonies got along with varying degrees of civility, but as colonies grew, conflict inevitably ensued. Vital resources that once seemed endless and ideological differences that initially seemed insignificant became points of conflict. Colonies formed Factions and lines were drawn in the sand.

Corporations on Earth were more than willing to sell military technology to any and all of the different Factions. The corporations would send large trade ships to collect natural resources and other goods to ship back to Earth, paying the colonies with technology. Everything from irrigation techniques to nuclear weapons technology could be had for a price. As conflicts erupted between Factions, arms races inevitably occurred as Earth sold streams of incrementally improving equipment. Weapons quickly became obsolete and were replaced by newer and better designs.

The pinnacle of military technology is the Battle Suit, a high tech armour that amplifies the user's speed and strength while concealing itself using a vast array of stealth technology and augmented by devastating weapons. The troopers who use them have a well-deserved reputation of being more than a little crazy. Being a successful power Trooper requires a cocky, act first – think later personality. Many become addicted to the speed and adrenaline rush of combat. War has become a balance between surgical strikes behind enemy lines and border defense against nearly invisible attackers. Actual combat is brief and deadly, involving a small number of combatants using hit-and-run guerrilla tactics.

## Organization

Organization varies between different Factions, but certain conventions are usually followed. For example, the number of displays in a Commander suit dictates the usual size of a squad. Squads usually consist of a Commander and 4 troopers, however squads are often under strength or are temporarily reinforced for specific missions. Therefore, unit sizes typically range from 4 to 8 men, including the Commander.

## Military Technology

Anti-ballistic laser and missile systems caused the virtual demise of military aircraft, ceding the battlefield to ground based units. By the late 21st century, military forces consisted primarily of various kinds of tanks; nothing less could survive long enough to be effective. Then weapons technology overtook armour technology to the point that any tank could be destroyed by a single direct hit and misses were rare. Development shifted toward smaller, more agile units, with high technology stealth systems; the principle became "the best way to survive being hit is not to be hit in the first place".

Tanks shrank to two-man and one-man models, and finally to the power suit – the smallest manned armoured unit possible. Even at this size they still carry the firepower of an old-style battle tank.

Now battles primarily consist of power-suited troopers hugging the terrain while repositioning themselves to avoid enemy weapons lock.

Technology is king. Stealth is power. Speed is life.

# Weapons and Equipment

## Stealth, Scanning & Targeting Systems

Power suits are designed to be virtually invisible. This goes well beyond simple camouflage; suits are infrared neutral, include radar dampeners, use directed laser communications and contain numerous other stealth systems.

Scanning systems implement a wide variety of both active and passive sensors. Passive scanners are of limited use against power troopers, and are mostly used for terrain analysis and close range detection. Active systems are much more effective but reveal the location of the scanning Trooper as well, making scanning a hazardous trade-off.

Targeting systems have evolved to the point that a sufficiently located target is virtually impossible to miss. If you can see it, it's as good as dead.

## Power Armour

Each power suit contains a wide variety of technological innovations that are considered standard military features by the 22nd century.

These include full chemical, biological and radiation protection, both passive and active sensors, anti-missile countermeasures, flamers, self-repairing materials, automatic first aid and field medical treatment, directed laser communications and several days supply of food and water.

Power armour uses a composite defense philosophy. Armour provides a degree of protection against glancing hits and near misses from missiles. Countermeasures automatically fire to shoot down enemy missiles before they can explode. Flamers are defensive weapons that launch canisters of chemicals that ignite into massive fireballs to produce obscuring smoke; any damage to enemies is purely a secondary effect.

The power suits amplify the users' movements, allowing troopers to punch through brick walls, run at high speeds and, when combined with anti-gravity units, to jump great distances.

As technology improves older suits become more and more obsolete, yet are too expensive to throw away. Factions give older suits to second line and green troopers. While the latest and best equipment is saved for special forces and other advanced units.

### Tactical Suit

This is the standard, generic suit, and is the most common. It comes equipped with a gauss rifle, missiles and a flamer.

### Command Suit

Unit Commanders wear this suit. It sacrifices the missile system to make room for additional communications equipment, allowing the Commander to see through the eyes of any Trooper under his command.

### Assault Trooper

Assault troopers have increased armour and more lethal, shorter ranged plasma rifles.

### Scout Trooper

Scout troopers have improved electronics (Sensors and Stealth) as well as antigravity jump ability.

### Engineer Trooper

Engineer troopers have improved Countermeasures as well as the ability to issue Commands to Drones (only).

### Ratings of Troops – Spec Ops, Veteran, Reserve

Spec Ops Units consist of the highest technological Unit your Faction possesses.

Veteran Units use older or less advanced models, often seen with front line troops.

Reserve Units use near obsolete or very basic technology, often deployed with rear line troops.

## Weapons

### Gauss Rifles

Gauss rifles have enough firepower that a direct hit can tear a Trooper in half or rip open a tank. Even grazes can significantly damage a power trooper.

Gauss rifles use electromagnetic technology to deliver a short burst of very high velocity armour piercing rounds. These are the most common rifle type, excelling at nothing, but balancing adequate killing power and reasonable visibility.

### Plasma Rifles

Plasma rifles fire balls of superheated plasma that explode on contact. This turns even the most minor grazing hit into a massively lethal effect. However, the weapon has a significantly shorter range and is less accurate than the gauss rifle.

### Micro-Nuclear Missiles

Most troopers carry a magazine-fed micro-nuke missile delivery system as a support weapon. These missiles create large blast areas capable of killing and disabling several enemy Units as well as vaporizing mission Objectives.

### Flamers

Flamers are technically not offensive weapons; they're officially provided so the Trooper can create heat and smoke to help conceal withdrawals. However, they do function as reasonable weapons under certain circumstances. Flamers destroy Drones and can damage power armour.

## Drones

Drones are semi-autonomous Units that fly via quad blades or wings.

Drones have two modes of travel. They can fly extremely low to the ground (nap-of-earth) using the regular Move rules, or higher allowing them to fly over obstacles using the Jump rules.

Drones are armed with machine guns that, while unable to do more than scratch the paint on Troopers, are effective at shooting down enemy drones.

There are four different models of Drones. Basic Drones have limited capabilities (Move, Jump, Fire Rifle (MG) and deploy Countermeasures. Kamikaze Drones can explode after any Move or Jump, with an effect of a missile with a blast radius equal to the Faction's Robotics Stat. Haywire Drones can toggle a jamming field after any Move or Jump. Recce Drones can target as a Trooper, with a maximum number of Dice equal to the Faction's Robotics Stat.

# Designer Notes

## Origins

There were several things I wanted to accomplish when I started writing this game.

First I wanted to explore the role of technology in the future of warfare. Even now, in the early 21st century, militarizes are highly technologically based. Laser-guided missiles fire from under the cover of darkness, artillery pounds targets pinpointed by radio transmissions, and cruise missiles hit targets identified by satellite. This trend toward higher technology will continue producing faster, smaller, stealthier and stronger units.

Second, I wanted the game to allow for a simple but playable two-player campaign. I envisioned a game where completing a mission was only marginally more important than being able to pick over the enemy's destroyed equipment to reverse-engineer their tech.

Finally, I wanted to make the game fast, tight and focused. This is why I stuck to only power suits and unmanned Drones. Perhaps someday I will create another game exploring other aspects of the 22nd century military, but 7 Seconds belongs to the power suit.

## Setting

It is impossible to create a futuristic game without defining the setting to at least some degree. That said, I deliberately left many of the details vague. All that is really important is that mankind has gone to the stars and, after a while some of them didn't like their neighbours. I also deliberately kept it to planetary combat. Interstellar or even interplanetary conflicts are logistically difficult at best, and well beyond the scope of this game.

The date of the mid 22nd century provided in the setting was selected not because I believe it will take that long to develop the technology, but rather because it would be the earliest I could envision interstellar colonies established to the point that they are fighting over resources.

The game is set in space primarily to remove it from current politics. What will the world be like in 150 years? Will Poland make a play for world domination? Will Brazil and the Congo emerge as competing superpowers? Who knows? Are these situations likely? Nope, but they are about as likely as things resembling the current world political situation.

Finally, players are encouraged to create their own Factions. While the game includes a few sample Factions, creating your own lets you tailor the type of game you want to play. Creative players will be able to create interesting and exotic Factions. Since colonies are formed from a single colony ship, its origin dictates the flavour of the colony. Normally, all of a particular colony share some aspect of a common background, be it national, ethnic, religious, ideological, social, cultural or whatever. And since Factions are often composed of two or more of these colonies, many a strange mix is possible. Want to play a Faction that is an alliance between displaced Palestinians and medieval re-creationists? Go for it!

## Morale

One thing that may surprise people is the apparent lack of morale rules. I felt that morale would have little impact on highly trained "fighter-jock" types in a battle that lasts less than a minute. By the time they realize that most of their buddies are dead, the battle's over.

However, there is actually a pseudo-morale system hidden in the victory point system. In the majority of the missions there is a point where it is wise to turn tail and run. Voluntarily fleeing avoids losing Victory Points for dead troopers.

## Mission / Force Cards

The Mission and Force Cards are used to abstract out the higher levels of the chain of command.

Commanders don't get to choose the missions they receive or the troops assigned to their command.

They take what they have and try to accomplish their Objectives. Occasionally they may be offered the choice of a mission specialist for a mission, but usually not.

Mission and Force Cards also lead to unequal forces. At first it may seem unfair to play a game where one side has a reinforced squad of state-of-the-art troops and the other has an undersized squad with obsolete equipment. While this doesn't produce a fair battle, it can produce a fair game. The Victory Points on the mission cards are skewed towards forces with inferior troops in order to produce a balanced game. While you may find yourself in a near impossible position: if you hold your line and make your opponent pay enough, you can turn it into a hollow victory or a game win.

So I hope you have as much fun playing this game as I did writing it.

Feel free to contact me with questions and comments at stukenny@gmail.com

# Glossary

**Action** – A single activity of a Unit. Activated troopers get two actions, other Units get one.

**Action Phase** – A phase of a Round where players alternate performing actions for their Units.

**Activate** – Select a Unit with an Activation Counter to perform their action(s).

**Active Sensors** – Sensors that are used in Target Actions.

**Activation Counter** – A counter that indicates that a Unit is available to select to activate.

**Assault Trooper** – A type of Stealth Trooper, armed with a plasma rifle.

**Basic Drone** – A drone with limited capabilities.

**Battle** – A game. Alternately, a single engagement of a campaign.

**Blip** – A counter used for hidden movement. May represent 0, 1 or 2 Units.

**Blocking Terrain** – Terrain that prevents targeting and shooting through it.

**Campaign** – A series of connected battles to determine an overall winner. See page 31.

**Campaign Points** – Points used to determine the winner of a campaign. See page 31.

**Command** – An action that puts Activation Counters on friendly Units. May only be performed by Commanders and Engineers.

**Commander** – A type of Stealth Trooper, the leader of a group of Troopers.

**Counter** – A playing piece other than a figure.

**Countermeasures** – A Faction statistic representing the Faction's ability to counter enemy missiles.

**CM** – Countermeasures

**Contested** – Table state when neither player Controls the Table.

**Control the Table** – Having the only troopers on the table or holding area at the end of the game.

**Cover** – Terrain features that provide defensive benefits to a Unit. May be clear, light, heavy, or blocking.

**Damaged** – Indication that the power armour of a Trooper has been damaged. Every time the Trooper attempts an Action or attempts intercepting a missile with CM, roll 1-4 on a Die to take an action.

**Decoy** – A Blip counter representing zero Units.

**Destroyed** – The state of an objective that has been destroyed by a missile.

**Die** – A single, standard six-sided die.

**Drone** – A small, robotic Unit. Comes in 4 varieties: Basic, Kamikaze, Haywire and Recce.

**Engineer** – A type of Stealth Trooper, able to issue Commands to Drones.

**Facing** – The direction that a Figure is pointing. Facing is only used for troopers, not Drones or blips. Depending on poses, it is sometimes difficult to determine which direction a Figure is Facing. In these cases the direction of Facing should be indicated on the Figure's base.

**Faction** – The nation / alliance whose Units are controlled by a player.

**Figure** – A Metal, plastic or card playing piece representing a Trooper, Drone or Blip.

**Figure Scale** – The height of a soldier from ground to eye-level. If using official 7 Seconds figures, this is 32mm. If using less than 20mm figures, it is recommended to cut all movement rates and Range Bands in half.

**Fire Flamer** – An Action to use the Unit's flamer. See Fire Flamer page 22.

**Fire Missile** – An Action to attack with the Unit's micro-nuclear missiles. See Fire Missile page 21.

**Fire Rifle** – An Action to attack with the unit's primary weapon, either a gauss rifle or a plasma rifle. See Fire Rifle page 20.

**Firing Arc** – Troopers can only Fire Rifle at targets within 90° on either side of their Facing. (180° total Firing Arc).

**Ground Scale** – Scale of terrain and ranges, often Different from Figure Scale. 20m to the inch.

**Haywire Drone** – A drone that can create a jamming field.

**Heavy Cover** – Terrain that provides significant protection against targeting and shooting.

**Hindering Terain** – Terrain that restricts Units to half speed.

**Holding Area** – A mat with 16 squares that Units are deployed onto until they are revealed and placed on the Table.

**Impassable Terrain** – Terrain that can't be moved into / through.

**Initiative Phase** – A phase of the Round where players roll for initiative.

**Inspected** – The state of an objective that has received Target Counters.

**Jump** – An Action available only to Scout Troopers and drones, allows Units to move further, jumping over terrain.

**Kamikaze Drone** – A drone that can explode as a deviated missile.

**Light Cover** – Terrain that provides limited protection against targeting and shooting.

**Line of Fire** – Same as Line of Sight but used when firing a rifle.

**Line of Sight** – An imaginary line drawn from the closest parts of the bases of a viewer and a target. LoS can be blocked by hills and other blocking terrain.

**LoF** – Line of Fire.

**LoS** – Line of Sight.

**Mean Point of Impact** – Center of a blast radius.

**Move** – An Action to reposition a unit and remove Target Counters. See page 18

**Nuclear**– A Faction Stat representing the blast radius of a Faction's micro-nuclear weapons.

**Objective** – One of five goals used in attack/defense games. May or may not be relevant to a given mission.

**Passive Sensors** – Sensors that automatically detect targets within 6".

**Range Band** – A unit of measure. For example, plasma rifles use 8" Range Bands so 0-8" is in the first Range Band, 8-16" is in the second Range Band, etc.

**Recce Drone** – A recognizance drone with that can Target similarly to a Trooper.

**Red Die** – A six-sided die that is red that is used for both rolls to stun and for missile scatter.

**Refresh Phase** – A phase of a Round where both players place Activation Counters on their Units.

**Reserve** – A rating of trooper, lowest level quality.

**Robotics** – A Faction Stat representing the abilities of the Faction's Drones.

**Round** - A sequence of phases, consisting of the Refresh Phase, Initiative Phase and the Action Phase.

**Scout** – A type of Stealth Trooper, armed with a gauss rifle and capable of Jumping.

**Secured** – The state of an objective that has been neither destroyed nor inspected.

**Sensor Pool** –  A pool of points generated by performing a Target Action, spent to place Targeting Counters.

**Sensors** – A Faction Stat representing the Faction's ability to detect enemy Units.

**Spec Ops** – Special Operations. A rating of trooper, highest level quality.

**Stat** – Statistic. A numerical value representing a Faction's technical capability.

**Stealth** – A Faction Stat representing the Faction's ability to remove Target Counters.

**Stealth Trooper** – A soldier in stealth armour, either a Commander, Tactical, Assault, Scout or Engineer.

**Streak** – The number of consecutive wins you have achieved, reset to zero after a loss. Used in the Campaign rules. See page 31.

**Stunned** – Indication that a Trooper is injured and/or unconscious. Must roll 1-2 to recover.

**Table** – The battlefield.

**Table Edge** – A side of the rectangular playing area. The Table edge that the attacker enters from is said to be the "attacker's Table edge" and the opposite one is the "defender's Table edge".

**Table Scale** – See Ground Scale.

**Target** – An Action to place Target Counters on enemies. Players roll Dice (up to his Sensor Stat if a trooper, or his Robotics Stat if a Recce Drone) to create a Sensor Pool. See Targeting page 19.

**Target Counter** – A counter that indicates a Unit has been detected. The more Target Counters on a Unit, the more precise the detection and the easier it is to attack.

**Tactical** – A type of Stealth Trooper, armed with a gauss rifle.

**Tech Points** – Used in Campaign play to buy improvements to your faction's technology. See page 31.

**Trooper** – Short for a Power Armoured Stealth Trooper, a stealth soldier in power armour.

**Unit** – A Trooper, Drone or Blip.

**Verteran** – A rating of trooper, mid level quality.

**Victory Points** – The score that determines which player won a battle.

**Withdraw** – Voluntarily ending the battle, leaving your opponent Controlling the Table.