

AFTERLIFE



V 1.3
RULES
FIRST
EDITION

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AFTERLIFE GAME RULES - 1ST EDITION V1.3

THE STORY

Afterlife tells the story of society torn apart by civil war after the collapse of the Unity Council, a monolithic global governing body created almost two hundred years previously to lead humanity toward a bright and peaceful future. After decades of brutal oppression by its ruling elites, the Unity Council's authority has collapsed in the face of a popular uprising, and dozens of major corporations have broken away to form the new Pan Continental Republic.

Sprawling hyper-cities, built for a world of prosperity, have become lethal war zones. Corporations, emergent governments, resistance movements and criminal elements engage in an escalating conflict for power, wealth, or simply survival.

Earth is a battlefield. What will you fight for?

ACKNOWLEDGEMENTS

Special thanks to Falk (Tabletop Fix), Bowen Block, Mark Latham, Russell Goodwin, and many Kickstarter backers for helping with play testing and contributing ideas, material and suggestions.

DESIGNERS NOTE ON THE GAME

Afterlife is a 28mm scale tabletop war game which rewards complex tactical play, combining the strengths of small units. The game is designed to be fast and intense, maximising carnage and enjoyment for both players.

Afterlife is a narrative war game designed to place gamers at the heart of an epic story, and the rules reflect this. We have done our best to provide accurate points values for players who wish to create balanced forces and play competitive games, however the rules should not be considered balanced for competitive tournament style play.

Opposing forces will often be unequal and mission objectives will sometimes seem impossible. Win or lose, Afterlife is intended to be enjoyable for both players, and revenge is always possible in the next game. We hope you enjoy playing Afterlife!

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Painted miniatures by Dwartist, Adam Homoki and Neal Cherrie.

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WHAT YOU NEED TO PLAY

- Afterlife miniatures.
- A set of Afterlife card tokens and resin activation markers - If you don't have tokens/markers, or need more, you can download and cut out a set from our website.
- D10 Dice - at least 4 (the more the better). The game play will be faster with more dice of multiple colours to represent different weapons.
- Tape measure(s) marked in inches.
- A flat gaming area, ideally at least 4' x 4'.
- Terrain/scenery - the game works best in a built up urban environment, with plenty of buildings and structures to fight in and around.

The most important rule is simply that both players should have fun. If you come across a situation where the rules are unclear or don't provide a solution to a situation, just flip a coin or dice off to determine whose interpretation to use, and get on with the game!

For additional Rules downloads, and to purchase Afterlife miniatures please visit:
www.anvilindustry.co.uk

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This edition contains all the core rules and statistics for most existing Units. Additional rules and content to expand your game experience (such as those for using Named Characters and Vehicles) are available as free PDF downloads.

1. IMPORTANT GAME CONCEPTS

If you have played other 28mm scale tabletop games, you will likely already be familiar with some of these ideas; however, some are unique to Afterlife. This section provides definitions of some key terms, as well as some important universal game rules.

Figure

An individual miniature in the game, usually mounted on its own plastic base.

Unit

A Unit is a character, mech, vehicle, or group of similar Figures which are Deployed and fight as a group during the game.

It is recommended that, for most typical games, players use between six and ten Units each. This keeps each Game Turn a reasonable length. Larger games are of course possible!

Movement and Measuring

- All distances are given in inches.
- For movement, measure from any point on a Figure's base, ensuring you use the same point for both the start and end of the move.
- For measuring range between two Figures, measure from the edge of one base to the edge of the other.
- When moving your Figures, it's ok to measure possible moves before deciding where to go. For any other measuring (most commonly checking range to an opposing Unit) you may not measure in advance. You must declare the action you are attempting first, and then check range. If you have misjudged the distance, the action will fail.
- You and your opponent can of course agree to allow pre-measuring for everything if you prefer, but we find it slows down the game and takes some skill out of it.

Line of Sight (LoS)

In most cases, Afterlife uses 'true line of sight' (LoS) to determine if one Figure can see another. For LoS to exist, a Figure should be able to draw an invisible line to the other Figure's main bulk (if you can only see a Figure's arm, weapon, or foot, it's not enough for LoS to exist). Where a Figure is in LoS, but partly concealed behind something, it will often benefit from being in Cover.

It will usually be obvious that LoS exists between two Figures, but it may occasionally be necessary to get a 'model's eye view' from behind the Figure in question, to see exactly what is visible. If you cannot agree whether LoS exists or not, ask a neutral person to decide, or roll off/flip a coin.

Unless otherwise stated, when determining LoS, Figures can ignore the presence of other Figures in their own Unit, but Figures in other friendly and opposing Units will block LoS.

Dice Rolling

Afterlife uses D10 dice, where the 0 on a die represents 10. You will most commonly need to roll a D10 and add a fixed value, comparing the result to your opponent’s score. A modifier such as ‘+2’ means you add the modifier (2) to the total result before working out if the action is a success or failure.

Figure and Weapon Profiles

Each Figure and weapon has a profile with a set of game statistics. These determine how likely a Figure is to succeed when attempting actions during the game. Figures and weapons are also classified by Type, and the game features universal rules which apply to all Figures or Weapons of a given Type.

Example Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Marine	8(12)	10	5	4	9	7	1	20
Availability	Core		Unit Type	Infantry			Unit Size	6-10

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Rifle (Small Arm)	30	1	4		Included	Incl.

Activation

Afterlife uses alternating activation to ensure both players are fully engaged in the game; Players take it in turns to nominate an “Active Unit”, which can then move and attack.

An Activation Marker is placed to indicate that the Unit may not Activate again during the current Game Turn.

Reaction

Afterlife simulates combat in real time; an important element of the game is that often, a Unit which is Attacked by the Active Unit will have the opportunity to React and counter-attack. Thus, although a Unit can only be “Active” once in any Game Turn, it may have the opportunity to engage in combat multiple times.

Hidden

Afterlife simulates the fog of war with a Hidden system. Units start the game with a Hidden Marker, which confers a number of important advantages until the Unit is detected by their opponents.

Unit Coherency

Where a Unit is comprised of more than one Figure, it must move and fight in a group with each Figure remaining within 3” of another member of their Unit at all times. You may not split the Unit such that a gap of more than 3” exists between groups of Figures in the Unit. This is called Unit Coherency, and must be maintained throughout the game.

2. SCENARIO / MISSION SET UP

A game of Afterlife can be a scenario which you devise yourself, or one of a number of narrative missions which will be available to download.

When designing your own scenario, you need to decide on a Credit limit for each Player (see Assembling a Combat Force), this could be the same for each Player, or one Player could have a larger force, if their mission objective is more difficult.

Missions can involve securing an objective, rescuing a captive VIP, sneaking through a security line undetected or simply annihilating your opponent.

We recommend a game area approximately 4' x4' in size, and your games will be more enjoyable with plenty of terrain and buildings to fight in and around!

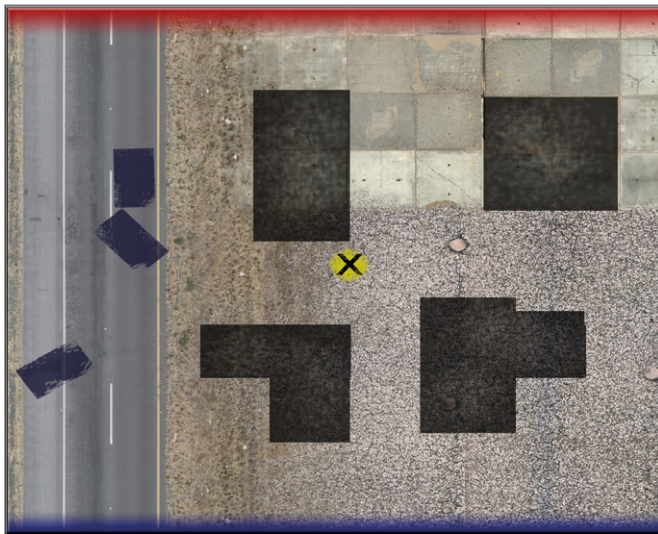
Before starting a game, you should always discuss the Mission and Objectives with your opponent to avoid mid-game misunderstandings. In particular, given the special rules which apply to many terrain features, it's important to agree in advance which rules will apply to particular terrain features and buildings

Example Scenario

Here is an example scenario ideal for a first game. Set up a number of buildings, wrecked vehicles, or similar (the more the better!) on a 4'x4' table. Each Player has 1000 Credits (or an agreed lower value) to spend on their forces, which Deploy from opposing table edges during Game Turn One.

The Objective is in the center, it could be a crashed spy plane, power generator, Sphere Node or similar high value target, and both sides want to secure it and deny the enemy!

Each Players objective is to either wipe out their opponents force, or have the closest surviving Unit to the Objective at the end of Game Turn 4.



3. DEPLOYMENT, GAME TURNS AND ACTIVATION SEQUENCE

In Afterlife, there is no lengthy deployment phase where players have to reveal their forces disposition and formation right at the start.

Instead, each Player's available Units form a Reserve, and start the mission off the table.

Depending on the chosen mission, each player will have a defined Deployment Zone. This could be a table edge, marked table zone, building entrance or similar.

During the first Game Turn, when a Player takes a turn to Activate a Unit, they may choose any Unit in their Reserve and bring it onto the table, measuring the Units movement from any starting point in their Deployment Zone.

Unless otherwise stated, when a Unit is deployed, it receives a Hidden Marker, indicating that opposing forces are not yet aware of its presence.

A Player can choose to keep some of their Units in Reserve and Deploy them in subsequent Game Turns. Any Units Deploying from the Reserve after the first Game Turn must be Activated and brought on to the table before Activating any Units which are already in play.

The Game Turn and Activation sequence

Each game is split into a number of Game Turns; this may be a fixed number, or as many as are needed for one player to achieve victory.

Once you have set up terrain and any Units which start the game on the table, the following Activation Sequence is followed during each Game Turn.

1. Each Player rolls a D10. Re-roll in the event of a tie.
2. The Player who rolled higher chooses a Unit to Activate, and may take actions with it as detailed in the 'Activation' section.
3. Place an Activation Marker by the Unit to indicate it has activated. Players may not Activate a Unit more than once in each Game Turn.
4. The opposing Player then selects a Unit to Activate in the same way.
5. Continue the sequence until one Player has Activated all their Units (excluding any which the Player wishes to keep in Reserve).
6. The other Player can then Activate one further Unit. After this, any of their remaining Units may then be activated on a D10 roll of 5+; make a Roll for each remaining Unit in turn.
7. Remove all Activation Markers and start the next Game Turn.



Activation

A Unit's Activation consists of a Movement Phase and an Attack Phase, completed in that order.

Movement Phase

A Figure's Move value is split into two parts. The first number given is the Manoeuvre value, and the second number (in brackets) is the Run value. Where a Figure has only one value, it is a Manoeuvre value, and the Figure cannot Run.

Each Figure in a Unit can either: Remain Stationary OR Manoeuvre OR Run.

A Figure which Remains Stationary holds its current position, but can still be repositioned up to 2" in any direction (normally this will be useful for emerging from behind an obstacle to obtain LoS to a target).

A Figure which chooses to Manoeuvre or Run, can be moved a number of inches up to the relevant value. It can travel along any path as long as the total length of the path does not exceed the limit.

General Limitations on Movement

There are no penalties for crossing uneven/difficult ground and Figures can pass over obstacles up to 1" high without penalty.

Obstacles over 1" high, but not higher than double a Figure's height, can be climbed up/ down during a Manoeuvre (not a Run), but include the vertical height as part of the measured distance moved.

Walls with no access points or obstacles over twice the height of a model, cannot be passed without special rules/equipment (the same is true for deep water, lava, bottomless pits, thin air, meter thick concrete walls etc). Some common sense is needed when moving Units through terrain, particularly small gaps. If it looks believable for a Figure to move through a particular area, then it can do so, however you must be able to fit the Units base at the location the move ends.

Figures can be moved through friendly non-Vehicle Figures, so long as their base can be positioned at the end location of the movement. Figures cannot move through opposing Figures of any kind.

If you judge that the exact positioning of Figures in a Unit is not likely to have a major impact on the game, it's fine to measure the Movement of one Figure in a Unit precisely, and then move the remaining Figures to be in approximately the same formation as before. Exact positioning is generally only necessary when you are close to opposing Units and even 1" could make a difference.

A Unit must end its Movement Phase in Coherency (each Figure within 3" of another and no gaps greater than 3" between groups of Figures). If a Unit does not, or cannot maintain Coherency, it does not get an Attack Phase and its Activation is over.



Attack Phase

During the Attack Phase, the Active Unit can make an Attack against a single opposing Unit.

Each Figure can make a single Attack with a single weapon. Where a Figure is equipped with more than one weapon you must choose which one to use before resolving any Attack.

Unless otherwise stated, a Figure which Ran during its Movement Phase may not make an Attack. Further restrictions apply to certain weapon Types.

When a Unit contains multiple shooters, with identical profiles and equipment, it is possible in some circumstances to roll dice for some stages together, saving time. Where a Unit is shooting with different weapons, make separate rolls for each type of weapon, or use different coloured dice.

Use the following sequence to resolve a Units Attacks:

1. Declare a target Unit

If the target Unit is still Hidden the Attacking Unit will need to attempt to Detect it at this point in the sequence; the procedure for this is covered in the Fog of War section.

2. Check Range/LoS

Check that each Shooter has at least one target Figure which is in both LoS and the range of the firing weapon. If at least one Figure in the Unit has a valid target, the Attack proceeds. Otherwise the Attack fails and the Units Activation is over.

At this point in the sequence, the target Unit may be able to React and trigger a Fire Fight, in which case follow the sequence detailed in the Reactions section.

3. Roll to Hit

Each weapon able to be fired will make a number of shots equal to its Burst value. For each shot roll a D10 and add the shooter's Ballistics value. Each result which equals or beats the target's Evasion value scores a Hit.

4. Roll to Damage

For each successful hit, roll a D10 and add the firing weapons Damage value. If the result equals or beats the target's Toughness value, the target unit is allocated one Wound. *When making Hit and Damage rolls, a result of 1 is always counted as a failure, even if it would normally represent a successful Roll.*

5. Allocate Wounds

Wounds are allocated one at a time by the player controlling the target Unit. A Figure is removed as a casualty when it has no Wounds remaining, and cannot be allocated further Wounds.

Allocation is subject to the following criteria, applied in the order they are listed:

- i. The Wound must be allocated to a Figure which is in LoS of at least one Shooter.
- ii. The Wound must be allocated first to any Multi-Wound Figure which has already suffered a Wound but has at least one remaining.
- iii. The Wound must be allocated first to a Figure which is not in Cover.
- iv. Any Wound which cannot be allocated to a Figure is discarded.

As an example, if the target is a pair of Ajax Exo-Mechs, one unharmed and in the open, and the other in Cover and having lost one Wound already, the Wound must be allocated to the Wounded Ajax (Criteria ii). If neither Ajax were damaged, it would be allocated to the Ajax not in Cover (Criteria iii), and a second Wound from the same attack would then have to be allocated to the Wounded and exposed Ajax - standing in the open is bad for your health!

6. Cover Save

Cover is anything which a Figure could reasonably hide behind or in, and which provides some concealment and protection. A Figure counts as in Cover if, from the point of view of the Attacking enemy Unit, it is at least 50% concealed, or in an area of terrain which is defined as Cover (e.g. a Structure or Woodland area). Infantry type Figures only need to be behind something they could reasonably duck down behind, in order to count as 50% concealed.

If a Wound is allocated to a Figure which is in Cover the controlling Player can attempt a Cover Save: Roll a D10, if the result equals or beats the Cover Value of the terrain, the Wound is cancelled. Note that a Figure which makes a successful Cover Save can still be allocated further Wounds.

For simplicity, we recommend you assign all your terrain to one of the suggested categories in the table on the next page, but as long as you and your opponent agree before a game, you are welcome to assign your own Values from 4+ to 10+.

Mixed Units

Occasionally you may encounter a situation where a target Unit includes figures with different Toughness and/or Evasion Values.

When making Hit and Damage Rolls against a mixed Unit, use the Statistics of the Figures which are in the majority. In determining which Figures are in the majority, do not count any Figures which are not valid targets (out of Range or LoS for example). If there is no clear majority, the player controlling the target Unit may choose which Figures stats to use. Wounds must then be allocated first to Figures with the Stats used in the Rolls (this is an additional Wound Allocation Criteria, which is applied before Criteria ii).

Friendly Fire

Units will hold back where there is a risk of hitting friendly Units. Wounds cannot be allocated to opposing Figures which are within 3" of any friendly Figure, unless the target Figure is within 8" of the Unit making the Attack.

Weapons with the Fragmenting, Missile or Mortar special rules cannot be used if the intended target is within 6" of any friendly Figure.

Friendly Fire rules do not apply to Sniper type Weapons, as they are sufficiently accurate to tell apart friend and foe.

Cover Value	Examples of appropriate terrain.
8+	Thick vegetation/hedges, light weight barricades e.g. wood/corrugated iron/barrels. Light civilian buildings, typically with thin non-reinforced walls or large toughened glass panels. Largely ruined buildings will also fit in this category.
7+	Dense forests, strong barricades e.g. sandbags, concrete blocks, and wrecked vehicles. Military/industrial buildings, typically with stronger walls and smaller windows.
6+	Dedicated defensive positions such as well made trenches/bunkers or reinforced buildings with suitable firing points.



4. REACTIONS

Afterlife uses a universal Reaction mechanic, allowing any unit which is Attacked the opportunity to immediately return fire if they are able to do so.

There is only ever one Active unit at a time. If the Active Unit attacks an enemy Unit during its Attack Phase, the opposing player can choose to React (it's normally advantageous to do so).

If the opposing Unit Reacts, a Fire Fight is triggered in which both Units may get an opportunity to make a shooting attack.

To resolve a Fire Fight:

Each player rolls a D10 and adds their Units Reaction Value. The total is the Units Reaction Score.

If one Units Reaction Score exceeds that of the opposing Unit by difference of three or more (e.g. A Unit scores 11 while their opponent scores 8) then they can resolve their Attack first. Any opposing Figures which survive can then resolve their Attack.

If the difference is less than three then the Units resolve their Attacks simultaneously, so any figures which are killed can still Attack before being removed.

After all Attacks have been resolved and casualties removed, the Active Unit receives an Activation Marker.

Play now passes to the opposing Player, who can now choose a Unit to Activate as normal.

Limitations on Reaction Fire

A Unit can attempt to React each time it is Attacked in each Game Turn, however some limitations apply.

Certain weapons have restrictions when used by a Unit making a Reaction. These are detailed in the Weapon Classes and Special Rules sections.

Additionally, Units which come under sustained fire are distracted and less likely to return fire effectively.

If a Unit is the target of an Attack in two consecutive opposing Player Activations, it suffers a -3 modifier to its Reaction Score during the second Fire Fight. Further consecutive Fire Fights will impose additional cumulative -3 modifiers (so a third Fire Fight in a row will be resolved at -6, if the Unit survives!).



5. UNIT TYPES

Units in Afterlife are categorised by Type. Each Unit Type has a number of associated universal rules which apply only to Units of that Type. Certain Units have more than one Type, in which case apply the rules for both Types.

Infantry

The most common Unit type in the game, Infantry, are unencumbered by Exo-skeletons or heavy equipment and are thus able to duck down and hide much more effectively. An Infantry Figure is assumed to be in Cover if it could reasonably crouch/kneel down behind a terrain feature its base is in contact with. The usual requirement to be 50% concealed does not apply.

All Infantry Figures are assumed to have a back up Pistol (Small Arm: Range 12 | Burst 1 | Damage 3) on their person, even if they are not specifically listed as equipped with one.

Some Infantry Units are further designated as Light Infantry. Light Infantry can Run and still Attack with Small Arms, but only up to a maximum range of 12". Light Infantry can use their Bonus 6" Move for being Hidden when remaining more than 6" away from enemy Units (rather than the usual 12").

Exo-Mech

Exo-Mechs are advanced Mechanical Exo-Skeletons, usually containing a human pilot. They are bulky and slower to react, but provide a lot of protection and additional powered systems. Exo-Mechs can cross obstacles up their own height without penalty.

They can jump on to (or down from) an obstacle up to twice their height during both a Manoeuvre and a Run (but include the vertical distance in the movement)

Machine

Machine Units are entirely Electro/Mechanical constructs with no human pilot, often remote controlled from another location.

Machine Units are completely immune to ordinary human emotions. They automatically pass any Suppression Tests they are required to take.

Crawler

Crawler Units are heavy and slow moving; they are usually support weapons mounted on a tracked or wheeled base. They are not able to move over obstacles taller than 1", unless there is a clear ramp, and cannot move up or down inside Structures without a ramp or lift (either present on the model, or agreed to exist in advance).

Flight

Flight Type units are either small drone aircraft, or Figures equipped with jet packs or other equipment designed for limited, low altitude flights. These Units can make a Manoeuvre or Run in any direction, including vertically, but cannot end their movement in mid-air.

Units which only have the Flight type remain airborne all the time, and cannot move into any enclosed area where there is a solid surface within 3" of the Figure.

6. WEAPON CLASSES

Weapons are separated into a number of main Classes which have universal rules.

Melee (ME)

Melee Weapons include close combat weapons and certain smaller firearms and devices which are only effective at very close range. All Melee Weapons have a Range of 2". Wounds inflicted with a Melee weapon must be allocated first to any opposing Figures which are physically in base contact with the user, otherwise the usual Wound allocation rules apply.

Small Arm (SA)

The most common weapon Class, covering a huge range of smaller Infantry weapons such as shotguns, sub-machine guns, and assault rifles.

Small Arms are particularly effective at very close range. A Figure, which is part of the Active Unit, Attacking with a Small Arm can add +1 to the weapons Damage Value if there is a valid target within 8".

Support (SU)

Support weapons are larger and less manoeuvrable weapons. Examples include heavy machine guns, portable rocket launchers, and similar.

If a Support weapon is used during a Reaction, the weapon's Burst Value is halved (rounding down, to a minimum of Burst 1). Additionally, the Figure's Attack is always resolved after any opposing Figures Attacking with Small Arms.

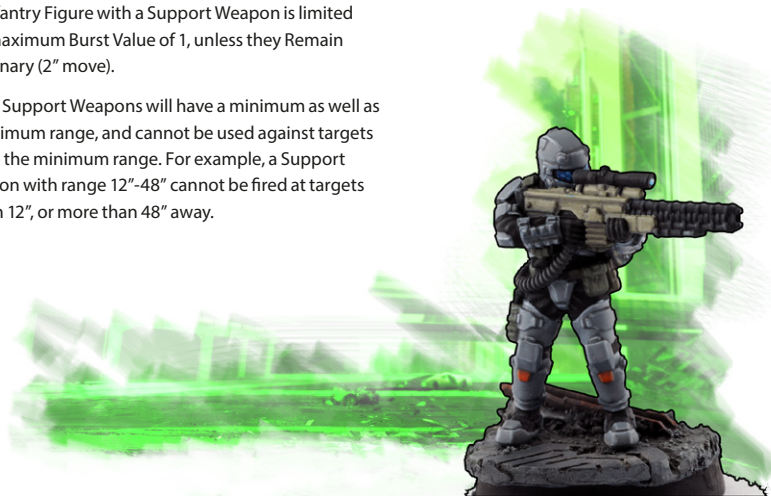
An Infantry Figure with a Support Weapon is limited to a maximum Burst Value of 1, unless they Remain Stationary (2" move).

Some Support Weapons will have a minimum as well as a maximum range, and cannot be used against targets inside the minimum range. For example, a Support Weapon with range 12"-48" cannot be fired at targets within 12", or more than 48" away.

Heavy (H)

Weapons classed as Heavy are the largest weapons in the game and are almost always found mounted on Vehicles or the largest Exo-Mechs.

Heavy weapons not mounted on a Vehicle or Aircraft cannot be fired unless the user Remains Stationary. Heavy weapons can only be used during a Unit's Activation, not during a Reaction.



7. UNIVERSAL WEAPON SPECIAL RULES

The game includes a wide range of weapons which have different effects. Special rules, which apply to a number of different weapons, are detailed here.

Critical Hit (CR)

Critical Hit weapons are able to inflict significant extra damage after piercing the targets armour. If a Figure is allocated a Wound from a Critical Hit weapon and has further Wounds remaining, the Attacking player may immediately repeat the Damage Roll. Any resulting second Wound is allocated to the same Figure. This effect stacks, so "Critical Hit x2" allows a third Damage Roll if the second roll also inflicts a Wound. Wounds from Critical Hit weapons should be allocated before other Wound types from the same Unit's Shooting Attack.

A successful Cover save against the first Wound from a Critical Hit weapon will also block the second Damage Roll. If the Cover Save fails, a further save cannot be made against the second Damage Roll.

Seeker (SK)

Seeker weapons are designed to lock on to a target, making a hit more certain. They can re-roll unsuccessful Hit Rolls when Attacking Vehicle/Aircraft Units or any Exo-Mech/Machine Figure with three or more Wounds.

Mortar (M0)

Mortar weapons do not require direct LoS to the target Unit so long as at least one friendly Unit has LoS to the target and there is a clear trajectory between the Attacker and target Unit (i.e. if one Unit could throw a ball in the air and have it land on the other without hitting a ceiling, large wall or similar).

Missile (MI)

Missile Weapons cannot be used in a Reaction. Missile weapons cannot be used against Infantry (including Light Infantry) unless they also have the Fragmenting special rule.

Fragmenting 'N' (F)

When firing a Fragmenting weapon, nominate a target Figure within range and LoS of the shooter and roll to Hit as normal. If a hit is scored, assign one Hit to the nominated Figure, then assign further Hits to any other Figures within 6" and LoS of the nominated Figure, starting with the closest and moving further away. Continue until EITHER every possible Figure has been hit OR total Hits equal the weapons Fragmenting value (The 'N' will be replaced with a number). Make Damage Rolls for the Figures allocated a Hit as normal. Wounds can only be allocated to Figures within 6" and LoS of the nominated Figure.

- It's possible for a Fragmenting weapon to Hit/Wound Figures which are not visible to the Attacker.
- It's possible for a Fragmenting weapon to affect more than one Unit (including friendly forces!). In this case assign Hits to the different Units and then work out Damage Rolls and Wound allocation separately for each.

Designer's note - *Many other games use 'blast templates' to represent explosive weapons and similar. Afterlife uses a slightly more abstract method to achieve a similar result. The main reason for this is to give players freedom to place their models wherever looks visually most interesting, rather than feeling forced to take time to carefully spread them out in an unnatural pattern to avoid Blast templates.*

Blast 'N' (B)

Blast weapons are flamethrowers, thermal lances, large shotguns, or similar, which cause intense damage over a short path. When firing a Blast weapon, place a D6 or other marker at a point on the ground which is within range and LoS of the shooter, creating a 'Blast Line' from the weapon barrel to the marker.

Blast weapons Hit automatically without needing to roll. Allocate Hits to any Figures whose base edge is within 1" of the Blast Line. Start with the closest Figure and move away until you have allocated Hits equal to the weapons Blast Value or run out of possible targets. Make Damage Rolls and allocate Wounds as normal. Wounds can be allocated to any Figures in the target Unit which are in LoS. Blast weapons ignore Cover Saves.

Thermal (T)

Weapons which inflict damage primarily with heat, Thermal weapons, gain +1 to their Damage stat when Attacking Infantry Figures. Additionally, an Infantry Unit which takes a casualty from a Thermal weapon suffers a -3 modifier to its Nerve Value for the Suppression Test, instead of the usual -1 modifier.

Sniper (Sn)

If an Active Figure with a Sniper weapon Manoeuvres, the weapon's range is halved during their Attack Phase. A Figure cannot both Run and Attack with a Sniper weapon during the same Game Turn (including in a Reaction); doing one of these things will preclude the other.

If a Hidden Unit Attacks only with Sniper weapons, and is Detected, it will automatically Attack before the target Unit in any resulting Fire Fight.

As long as Snipers remain Hidden, the Suppression Test modifier for suffering one or more Wounds is increased to -2 (normally -1).

Silenced (Si)

If an Active Unit Attacks ONLY with Silenced Weapons, it gains a +2 modifier to its Reaction Score.

EMP

An Electromagnetic Pulse (or weapons which have similar effects) is used to disable and destroy targets which rely heavily on Electronic systems to operate. An EMP weapon doubles its Damage Value (rounding up) when used against targets with the Machine Unit Type. Against Infantry Units which do not also have the Machine Unit Type, EMP weapons always require a Damage Roll result of Ten to inflict a Wound.

Smoke 'N'

Weapons with the Smoke rule are not weapons per se, but rather a range of thrown or fired devices which are designed to provide temporary concealment.

A Figure using a Smoke weapon targets a point on the ground within range, rather than an opposing Unit (other Figures in the same Unit can Attack an opposing Unit at the same time).

Place a Smoke Marker at the chosen point. A circular smoke cloud is created with a diameter equal to the Smoke Value of the weapon (place a D6 showing the value next to the Smoke Marker if needed) and a height of 4".

- Any Shots fired fully through a Smoke Cloud must re-roll successful Hit Rolls and only those that score a second Hit actually count.
- During a Detection Test, if the LoS to the chosen Figure is drawn through a Smoke Cloud, the Figure counts as being 6" further away than it actually is.
- For these Rules to apply, the Smoke Marker must be between the Attacking Unit and its Target.
- Smoke Cloud effects apply to all Units regardless of who used the Smoke weapon. At the end of the Game Turn in which it is created, the Smoke Cloud disperses and the Marker should be removed from play.

Where a Unit is listed as equipped with Smoke Grenades, it can use them once per game during their Attack Phase. Instead of targeting an enemy Unit, place a Smoke Marker within 6" of a Figure in the Unit. The Smoke Cloud has diameter equal to 4" +1" for every two Figures with LoS to the Smoke Marker when it is placed, up to a maximum diameter of 8"

8. FOG OF WAR

Players enjoy a bird's eye view of the battlefield and total knowledge of their opponent's forces, but this is not the case for Units on the ground. To represent this, Afterlife uses a Fog of War Mechanic.

Unless otherwise stated, all Units start the game Hidden. To indicate this, a Hidden Marker is placed with each Unit when it Deploys.

While Units remain Hidden they gain the following advantages:

- They may travel an extra 6" when making a Manoeuvre or Run, so long as all Figures remain both out of LoS and more than 12" away from enemy Units during their entire Movement Phase.
- They are not affected by Blast or Fragmenting Weapons.
- Opposing Units must detect them before they are able to Attack.

Detecting and Attacking Hidden Enemy Units

A Player who chooses to Attack a Hidden enemy Unit must take a Detection Test:

Choose one Figure in the Hidden Unit which is both in LoS and no more than 24" away from the Active Unit. If this is impossible, the test fails automatically.

Roll a D10 and add the Detecting Unit's Reaction Value to establish a Detection Score.

- If the chosen Figure is within 8", the Detection Test automatically succeeds.
- If the chosen Figure is within 16", you can Roll 2 D10 and use the higher result.
- If the chosen Figure is in Cover, it gains +2 Evasion for the Test.

If the Detection Score equals or beats the chosen Figures Evasion Value the Test succeeds; remove the target Unit's Hidden Marker and proceed with the Attack.

If the Detection test fails, the Unit cannot Attack and its Activation ends.

A Player can declare they are attempting only to detect a Unit, instead of making an Attack. In this case, the opposing Unit will not be able to React.

Reactions and Hidden Units.

A non-Active target Unit can still declare a Reaction, in which case they can also attempt to Detect a Hidden Attacker before the Reaction Score Roll.

During the Reaction Score Roll, a Unit which was Hidden before the start of the current Activation gains +2 to its Reaction Score total (if both Units were Hidden, neither side gets this bonus).

Resolve the Fire Fight Attacks as normal. However, a Unit which remains Hidden cannot be Attacked and the opposing Unit wastes its Attack, blazing away at smoke and shadows.

Regaining Hidden Status

When a Unit Activates, it can regain its Hidden Marker if at the end of its Activation, the following conditions are met:

- There are no enemy Units within 18".
- There are no enemy Units with LoS to any Figure in the Unit.
- The Unit did not make an Attack.
- It's hypothetically possible, assuming an unlimited Move Value, for the Unit to move off the table edge without coming into LoS of any enemy Unit at any point.

9. SUPPRESSION

While Afterlife features many soulless killing machines with no capability for emotion, ordinary human fighters can only endure so much horror before they cease to be an effective fighting force. Units which suffer casualties or are left in highly hazardous situations can become pinned down, or even break and run, ignoring their orders.

To represent this, Units have a Nerve Value which determines their ability remain a coherent fighting force in contact with the enemy.

If a Unit is Attacked and suffers one or more Hits, it must test for Suppression.

After resolving the Attack and removing any casualties, take a Suppression Test:

Roll a D10. If the roll is equal to or under the Unit's Nerve Value, the test is passed.

- If the Unit suffered one or more Wounds during the Attack which triggered the Suppression Test, apply a -1 modifier to the Units Nerve value for the Test.
- If a Unit is forced to take a Suppression Test in two consecutive opposing Player Activations, it suffers an additional -2 modifier to its Nerve value during the second Suppression Test. Further consecutive Suppression Tests will impose additional cumulative -2 modifiers.

If the Test is failed, the Unit is Suppressed. Place a Suppression Marker with the Unit.

The Effects of Suppression

A Suppressed Unit cannot React, so will be unable to return fire when Attacked. If a Unit becomes Suppressed before it is able to Attack in a Fire Fight, it cannot do so (fighters are too busy ducking to return fire effectively).

A Suppressed Unit can Activate as normal if it has not already done so, but any opposing Unit which Reacts will automatically resolve its Attack first.

A Suppressed Unit can still be forced to take further Suppression Tests. If a second Test is failed, the Unit receives a second Suppression Marker, an Activation Marker if it does not already have one, and it cannot Activate or React for the rest of the Game Turn.

At the end of the Game Turn, all Suppression Markers are removed along with Activation Markers.

Fragile Units

A Unit which is involved in heavy fighting and has suffered many casualties may break and run, or choose to make a tactical withdrawal.

If an Infantry or Light Infantry Unit has half the number of Wounds it started the game with (or fewer), it is described as Fragile, and additional rules apply. Round down (so a Unit starting the game with 9 Wounds will count as Fragile when 4 Wounds remain).

An Infantry Unit always counts as Fragile if it has one or two Wounds remaining.

If a Fragile Unit has two Suppressed Markers at any point, it is routed and immediately destroyed; remove the rest of the Unit as casualties.

A Fragile Unit must successfully roll a D10 and score equal to or under their unmodified Nerve Value in order to perform a Breach and Clear (see Urban Combat Rules), or to move out of Cover if the move leaves them in LoS to one or more opposing Units.

10. ADVANCED URBAN COMBAT

The basic rules for Movement, Cover, and LoS detailed previously in this rules set are adequate on gaming tables with relatively few buildings, or where most buildings cannot be entered. For an urban table well covered with buildings and/or with extensive indoor areas, we recommend you use these advanced urban combat rules. Certain mechanics are simplified to speed up the game, and rules are added to simulate brutal and uncompromising close-quartered battle in confined spaces.

Defining Structure Zones

A Structure is any terrain element featuring an enclosed space surrounded by walls or similar (and often a roof), with clearly defined Access Points (doors, large windows, or similar features which allow physical access). A Structure will often also have Fire Points (windows, vents, holes, or similar which allow a Figure to see and shoot out). The most common Structures will be conventional buildings.

Each Structure in a game of Afterlife is divided into different Zones; a small building with a single room contains one Zone. A larger building with more than one room, or rooms over several different floors, will count each room, or separate space, as a Zone.

A Zone should not normally measure more than 10" in any dimension. In the case of larger areas which are technically Zones, such as hangars, warehouses etc, it will usually be better to count the internal space as open terrain, but still use the LoS rules for Structure walls detailed below.

A building which is partially ruined may be counted as a Structure Zone when attacked from undamaged directions, but as open terrain when attacked from the ruined side.

It's important to discuss with your opponent before the game which terrain elements will use the Structure rules, and how many Zones each Structure will be subdivided into.

Movement in Structures

1. A Unit can enter or move between Zones by moving through an Access point. Figures in a Unit can move freely in and through Zones, but still have to maintain coherency (i.e. you will not normally be able to spread a Unit across multiple floors/levels).
2. A Unit wishing to move into a Zone above or below the one they are in can either use stairs which are physically present on the terrain, or can sacrifice all horizontal movement and its figures may be positioned in approximately the same spot on the level above or below (representing the Unit redeploying via an internal ladder, lift or stairwell which isn't shown on the physical model).
3. If a Unit is Hidden it can use its bonus 6" move to go up or down one level, so long as it remains out of LoS and more than 12" from Enemy Units. This means that a Hidden Unit can either move two floors, or move one floor and complete a normal move horizontally.
4. If a Structure is a solid model with no way to physically place figures inside, you can position figures on the roof and count them as being inside. Use a D6 die placed with the Unit to indicate which floor it is on (1 = lowest floor, two = next floor up etc).

Making Unusual Moves

Terrain collections vary a lot and it's impossible to come up with movement rules for every situation

If you want your Figures to make unusual moves which are not clearly covered by the rules (e.g. crawling through a pipe/ventilation shaft, along a high ledge between buildings, climbing a rock face etc) you can discuss what you want to do with your opponent. If you both agree it's physically feasible, go for it! Infantry are a lot more flexible so can pull off a lot of moves which would be impossible for an Exo-Mech or Machine Unit.

Depending on what you are attempting you might need a 3rd party to determine a reduced movement speed, risk of falling (and consequences), or similar.

Occupying Structure Zones

If at least half (rounding up) of the Figures in a Unit are located in the same Zone, they are said to Occupy that Zone.

Figures cannot move into a Zone which is already Occupied by opposing forces, except by storming it using a Breach and Clear action (detailed later in this section).

If a Unit moves to Occupy a Zone, and there are opposing Figures in it, but not enough to Occupy the Zone, then the opposing Figures present are removed as casualties.

Line of Sight in Structure Zones

To avoid difficulties getting a "models eye view" and speed up play, LoS in structures is simplified and dealt with in the following way:

- Figures within a Zone are always assumed to have LoS to any Figure in the same Zone.
- If a Zone wall has no Access or Firing Points, and is of reasonably solid construction (such that it will block most weapons fire), then there is never any LoS through the wall.
- If a Zone wall has Access/Firing Points and/or is not particularly strong (i.e. it would be possible for Figures to easily create Firing Points, or shoot straight through the wall), then it is possible to draw LoS through the wall to or from a Figure whose base is physically touching the wall.
- This rule works the same whether you are inside or outside a Structure. If a Figure is standing in the middle of a Zone with no LoS to anything outside, an opponent can move into base contact with the outside wall and gain LoS inside.
- Figures in Base contact with the edge of a Zone count as being in Cover against shooting attacks made from outside the Zone (usually a 7+ Cover save).
- If you and your opponent agree before a game, then Units can Attack through floors to Zones above/below, in which case treat the floors the same as walls.

Line of Sight and Attacking from a Height

- Rooftops and similar raised platforms are treated as Structure Zones for the purposes of movement and occupation. They are accessed via ladders or the Zones directly below, and you must use a Breach and Clear action to get onto the roof if it's Occupied by opposing Units.
- Rooftops count as open spaces for the purpose of LoS to Units not on the roof. Units on raised levels with LoS through a wall/over a roof edge have a blind spot at the base of the wall which extends out to a distance equal to 1/3 of the drop (round to nearest Inch). There is no LoS to/from anything in this blind spot area. Example - An Infantry Unit is on a rooftop edge with a 12" drop. They can shoot out, but not at any Figure whose base is wholly within 4" of the base of the Structure.
- Infantry Units in base contact with the edge of a roof are assumed to be in Cover against any shots made from a lower level. Other Unit types do not get any Cover on roofs, unless there is a suitably large parapet.
- When measuring distance between Units, where one is on a raised area, measure a straight line between the Units, rather than horizontally along the ground.
- A Unit which is at least one story higher than an opposing Unit can count the lower Unit as being 6" closer than it actually is, for the purpose of Detection Tests.

Attacking and Structure Zones

Certain weapons are particularly effective in Structure Zones, while others are too dangerous or unwieldy to use indoors.

Missile weapons can only be fired out of a Zone by Figures in base contact with the Wall they are shooting through. Missiles cannot be fired into adjacent Structure Zones in the same building.

Fragmenting weapons can only be fired out of a Zone by Figures in base contact with the Wall they are shooting through.

If a Fragmenting weapon is fired from the outside at a Unit in a Zone, and a Hit is scored, the Target Unit must roll a single Cover save immediately. If the Save is passed, the Weapon exploded outside the Zone and has no effect. If the Save is failed, the Weapon explodes inside the Zone and can inflict significant damage:

Resolve the Attack, but double the number of Damage Rolls. No further Cover Saves are allowed. Example - a Unit of two Figures hit by a Fragmenting 3 Weapon would normally allow two Damage Rolls, but you would roll four in total.

If a Fragmenting weapon is fired out of a Zone and into an adjacent Zone, it is resolved in the same way as before, but a Cover Save to block the shot is not allowed.

So long as a Zone is occupied by a Detected Enemy Unit, you can fire Fragmenting Weapons at it without needing LoS to the Figures, only to a window, door, or similar. The procedure is the same as above. However, if the weapon explodes inside the Zone, there is no Target Figure. Instead, the defending Player assigns Hits up to the Weapons Fragmenting Value to any Detected Figures of their choice within the Zone. The number of Damage Rolls is not doubled when fired at Units not in LoS.

Blast weapons can only be fired through the wall of a Zone (either in or out of it) if the shooter is in base contact with the wall they are shooting through.

If a Blast Weapon is fired into a Zone, there is no need to create a Blast Line, simply assign a Damage Roll to every Figure in the target Zone, up to the weapons 'N' value. Additionally, add +2 to the weapons Damage Value.

Breach and Clear

A building held by opposing forces will often be difficult to access and well prepared to repel an assault. The only effective way to claim these areas intact is to send in Infantry Units to perform a Breach and Clear room by room, resulting in chaotic and brutal close-quarter battle.

A Zone occupied by Opposing forces can only be entered by using a Breach and Clear action. An unsuppressed Unit can launch a Breach and Clear if a majority (rounding up) of the Unit is able to Manoeuvre (not Run) to be within 3" of a suitable Access Point into the target Zone.

Launching a Breach and Clear replaces the Unit's normal Attack Phase.

A Zone can be Occupied by more than one Defending Unit, and if you are using the Command Orders Rules it's possible for two Attacking Units to perform a simultaneous Breach and Clear, so the Rules allow for more than one Attacker/Defender.

Resolving a Breach and Clear

1. Participation

All Attacking and Defending (Occupying) Units are able to participate, and all Figures count all other Figures as being in LoS and 1" away. Participants can only use Small Arm and Melee Type weapons.

2. Detection.

Each participating Unit can take one Detection Test to try and detect a Hidden opposing Unit. Detection tests during a Breach and Clear are always D10 + Reaction must equal or beat opponent's Evasion. Don't use the special rules/modifiers.

3. Establish Reaction Order

Establish a Reaction Score (D10 + Reaction Value) for each participating Unit.

Units which were Hidden prior to the start of the Breach and Clear gain +2 to their Reaction Score.

Units which are still Hidden gain +4 to their Reaction Score, but lose their Hidden Marker, so can be Attacked during the Breach and Clear Action.

4. Resolve Attacks

Participating Units resolve their Attacks, starting with the Unit with the highest Reaction score, in descending order.

If the difference between two Units Reaction Rolls is two or less, the Unit with the lower value can still count its Attacks as simultaneous, so will resolve them before removing casualties.

If there is more than one opposing Unit, each individual Figure can choose which enemy Unit to Attack (declare all targets before making any rolls).

Defending Units which are Suppressed can still Attack, but halve their Ballistics Value (rounding up). Defending Units which have two Suppression Markers cannot Attack at all.

If an attacking Unit has the highest Reaction Score, it can Attack using Support Weapons with the Blast or Fragmenting special rules. Resolve the Attack as though the weapon is being fired into the Structure Zone from the Access Point. This represents use of the Weapon immediately before launching the Breach and Clear.

5. Determine a Victor

- i. If one side has destroyed all opposing participants, they win. Otherwise:
- ii. Each Player adds the number of Wounds still possessed by their surviving participants, and the total number of Wounds inflicted on their opponent's participants. The defending Player gets a +1 bonus to their total for every three Wounds they have remaining in the zone.
- iii. The player with the higher total wins the Breach and Clear. In the event of a tie, the side with the Unit which had the highest Reaction Score wins (if still a tie, flip a coin).

6. Retreat and Suppression

If the defending Unit(s) wins, it continues to Occupy the Zone and Attackers remain outside (they have failed to force a way inside).

If the Attacking Unit(s) wins, Attacking Figures must be positioned inside the Zone within 6" of the Access Point used.

Defeated defending Units must choose a retreat Access Point and are positioned outside it, up to 3" away. They cannot choose:

- An Access Point used by an attacking Unit (unless that Unit has been destroyed).

- An Access Point leading to an adjacent Zone Occupied by opposing Units.
- An Access Point where the 3" move would leave them within 2" of Opposing Figures.

If there is no valid Access Point to retreat through, defeated Units are trapped and completely destroyed.

Each surviving Unit on the losing side must take a Suppression Test, following the normal rules. Units on the winning side only need to take a Suppression Test if they suffered one or more casualties.

7. Complete the Action

Attacking Units receive an Activation Marker if they do not already have one. Defending Units receive an Activation marker if they became Suppressed as a result of the Action.

Machine Units in Breach and Clear

Machine Units are much slower to react than well trained human fighters, and at close range they are easily confused and destroyed.

To represent this, Machine Units can participate in Breach and Clear Actions as normal, but if they are on the losing side they must Roll a D10 and score equal or under their Reaction Value. If the Unit fails it suffers additional wounds equal to the number inflicted during the Breach and Clear Action (or one wound, if none were lost during the Action).

11. ASSEMBLING A COMBAT FORCE

After the fracturing of the Unity Council, dozens of different factions have sprung up with competing ambitions. The Unity Council and the Pan-Continental Republic are the largest groups (in terms of military power and territory) but are themselves beset by internal conflict.

In Volume 1: The Shards of Liberty, the Game focuses on a very specific area of the conflict, the SHARD Strike by Republic special forces against Unity City, so included in this document are Faction Lists for both the Unity Council and the Republic.

You are also very welcome to create your own Faction, mixing and matching Units from the entire range to suit your personal preferences. A further section "Rebels and Renegades" gives guidance on how to go about doing this.

FORCE ORGANISATION

Missions/scenario which form part of the narrative will usually give fixed or suggested Units to use.

For basic scenarios, or those that you develop yourself, you can build your Force from the army lists.

All Units and upgrade options have a list cost in Unity Credits. You can assemble a Force from your available miniatures, up to the total Credit Limit of the Game you are playing.

To calculate the cost of a Unit, multiply the cost per Figure given in the Profile by the number of Figures to get a basic cost, then add the cost of any upgrades/ options (which will either be per Unit or per Figure). Total the cost of all the Units you are deploying to work out a total cost for the Force.

Afterlife is a Narrative game, so as long as your opponent agrees, you can use any combination of Units to build your Force for a game, ignoring the restrictions below. If you haven't had a chance to design a specific scenario with your opponent, stick to the following Force Organisation guidelines below.

- Units have an availability category, either **Core, Elite or Support**.
- Characters do not have a category, you can include one Character for every four normal Units in your Force.
- The total number of Elite and Support Units combined cannot exceed the total number of Core Units.
- Some Units have a Unit Limit Value (in brackets after their category). You can include duplicates of a Unit up to its Limit Value without penalty. The first Unit over the limits costs 20% more than its listed credit value, the second and subsequent Units over the limits cost 30% more than the listed value.

These guidelines intentionally place few restrictions, to encourage original and interesting Force lists. The Limit Values (and Credits Multiplier) are there to discourage people from creating Forces designed around duplicates of the most powerful Units - as it's not much fun for the other player!

12. UNITY COUNCIL

The Unity Councils military forces are enormous and powerful, but are spread thinly across the globe. As well as keeping control over the Councils remaining loyal territories, the Unity Council Marine Corp is tasked with reclaiming those lost to rebel groups.

Most Council Forces maintain a connection to the Sphere Network and benefit from extremely rapid processing and sharing of battlefield data, giving them an advantage over most opponents.

Unity Council Special Rules

Sphere Uplink - Machine Units form a network and share visual information and analysis, improving their awareness. For Detection Tests or Reaction Roll-Offs, Machine Units gain +1 to their Reaction Value for every other Machine or Exo-Mech Unit which also has LoS to the opposing Unit, up to a maximum bonus of +3.

Advanced Targeting - Exo-Mech Units can make use of each other's range and target acquisition data, allowing more accurate shooting. An Exo-Mech Unit gains +1 Ballistics for every other non-Suppressed Exo-Mech Unit which also has LoS to the target Unit, up to a maximum of +2.



MARINE CORPS INFANTRY

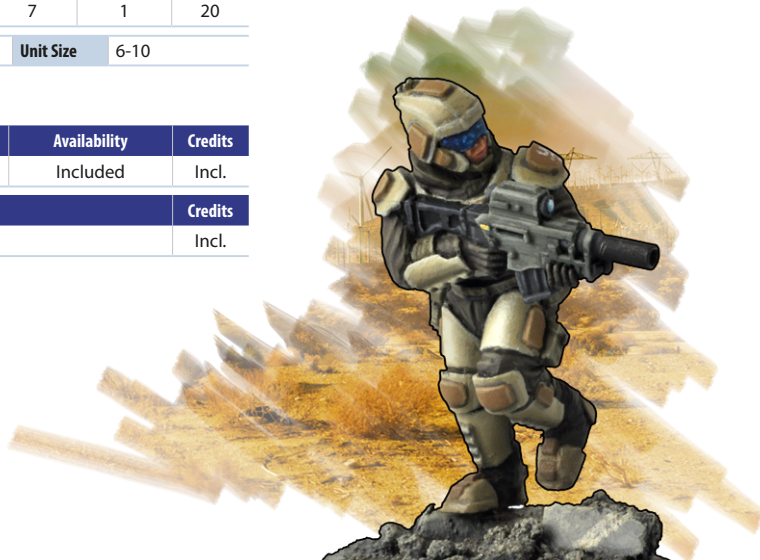
The majority of the Unity Councils Military manpower is made up of contracted armies trained and equipped by powerful member corporations. The most experienced soldiers are drafted into the centrally controlled Unity Council Marine Corps, A well equipped rapid reaction task force, able to deploy anywhere on earth in a matter of hours. After the Cataclysm the UCMC is stretched thinly across the globe, garrisoning critical Unity infrastructure and playing a role in all major Council Military operations.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Marine	8(12)	10	5	4	9	7	1	20
Availability	Core		Unit Type	Infantry			Unit Size	6-10

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Rifle (Small Arm)	30	1	4		Included	Incl.
Equipment	Special Rules					Credits
Smoke Grenades	Smoke - see weapon special rules section.					Incl.



STIM HOUNDS

Genetically engineered to monstrous proportions, Stim Hounds are pure-breed attack dogs capable of tearing an unprotected man apart in seconds. Stim Hounds are commonly attached to Unity Council Infantry formations and used to detect enemy units and explore potentially hazardous areas. On receiving an encoded control pulse from a Handler, implanted Auto-Injectors flood the Hounds with combat drugs, creating a state of extreme aggression and rendering them almost immune to pain for a short period.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Stimhound	16	11	6	6	8	-	1	25
Availability	Core		Unit Type	Infantry (of sorts)			Unit Size	3-6

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Teeth (Melee)	2	2	5		Included	Incl.



SPECIAL RULES

Release the Hounds! - Stim Hounds start the game attached to a "handler" Unit of Marines or Unity Guard, and must remain in coherency with it. They do not get an Activation of their own, but Activate and Move with the Handler Unit. They cannot be chosen as a target by opposing Units while they are with the Handler Unit.

When the Handler Unit is destroyed OR when the controlling Player chooses, the Hounds are released and become a separate Unit, they don't get a Hidden Marker.

When Stim Hounds are Activated, they **must** always attempt to move and Attack the nearest opposing Infantry Unit. Stim Hounds may Attack other Unit types, but only if there are no available Infantry targets.

At the start of their Attack Phase Stim Hounds automatically Detect all opposing Infantry Units within 8", including those out of LoS, but will not Detect other Unit Types.

Mindless Killer -

Stim Hounds are immune to the effects of Suppression.

UNITY GUARD

The Unity Guard is the Council's elite internal security organisation, tasked with garrisoning Unity Council facilities, protecting high ranking personnel and crushing internal dissent. Members of the Guard are drawn from the Councils' most loyal and fanatical supporters, and undergo further training and indoctrination to ensure their unwavering obedience. In the aftermath of the Cataclysm, the Unity Guard has expanded its reach and man power, using ever more brutal tactics to crush the Councils enemies within the walls of the Hyper-Cities.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Unity Guard	8(12)	10	4	4	9	8	1	21
Availability	Core		Unit Type	Infantry		Unit Size	6-10	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Enforcer Shotgun (SA)	20	1	4		Included	Incl.
Flame Thrower (SU)	8	1	5	Blast (4), Thermal	0-1 per Unit, replaces Shotgun	20

SA = Small Arm, SU = Support Weapon



BASTION PLATFORM

Unity Council forces are often dug into defensive positions, and make extensive use of mobile support weapon platforms to provide infantry units with heavier firepower. Support Platforms lack the mobility of Exo-Mech systems, but are simpler to maintain and available in greater numbers.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Bastion Platform	8	8	1	3	11	0	2	60
Availability	Support (2)		Unit Type	Machine, Crawler		Unit Size	1-3	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Bastion Grenade Launcher (SU)	6-48	2	5	Fragmenting (4)	Select one weapon for each Platform	Incl.
Bastion Missile System (SU)	12-60	1	9	Fragmenting (3), Missile		

SU = Support Weapon

SPECIAL RULES

Infantry Support - A Unit of Bastion Platforms can be paired with any friendly Core Infantry Unit before the start of the game.

The Bastion Unit and paired Infantry Unit count as a single Unit, and the Platforms may use the paired Infantry Units Reaction and Ballistic stats as long as at least one Infantry Figure survives and is not Suppressed.

Opposing Units can always choose to direct fire at either the Infantry Unit or the Bastion Platforms.

The Pair can be broken into separate Units at the start of a Game Turn if desired, but cannot be paired up again.



SPECTRE OPERATIVES

Spectre Operatives are among the most elite and secretive military assets available to the Council, trained and equipped for covert operations and lightning fast precision raids.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Spectre	8(14)	11	8	6	9	9	1	38
Availability	Elite (2)		Unit Type	Light Infantry			Unit Size	4-6

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
SD Combined						
• Rifle (SU)	36	1	5	Sniper, Silenced, n/a	*	Incl.
• Carbine (SA)	24	1	4			

* Each Spectre has an SD Combined, a single weapon with two profiles. The Unit must choose which profile to use each time they Attack, all Figures must use the same profile.

SU = Support Weapon, SA = Small Arm

Equipment	Special Rules	Credits
Smoke Grenades	Smoke - see weapon special rules section.	Incl.

Active Camouflage Spectre Armour incorporates advanced Active Camouflage elements which blend them into their surroundings and distort electronic and thermal scanner readings.

Spectres count as being 8" further away than they actually are when opposing Units try to Detect them (So Detection is impossible outside 16", Roll 1 D10 within 16" and 2 D10 within 8").



AJAX EXO-MECHS

The UC-12 Ajax Exo-Mech is one of the most advanced weapons systems ever designed. The Pilot is Nerve-Synched directly into the computer control interface, allowing them to wear and control the suits Mechanical limbs and weapon systems like an extension of their own body. The result is an unstoppable warmachine combining the mobility of an infantry man with the firepower and survivability of an armoured vehicle. The Unity Councils Heavy Assault Regiment (Mechanised) is equipped almost entirely with Ajax Exo-mech suits, and leads the vanguard of every assault, crushing the enemies of the council with lightning fast strikes and precision firepower.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Ajax Exo-Mech	8(12)	8	6	6	13	10	2	90
Availability	Elite (2)		Unit Type	Exo-Mech		Unit Size	2-4	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Ajax Carbine (SA)	18	1	5		Included	Incl.
Ajax SGL (SU)					Replaces EMP Cannon	5
• Frag	6-48	1	5	• Fragmenting (3)		
• Turbo	36	1	8	• Critical Hit		
• Smoke	36	1	*	• Smoke 6, one use per Game		
The Smart Grenade Launcher (SGL) is loaded with different Grenade types, shown above. Choose which you want to use at the start of each Attack Phase.						
Minigun (SA)	24	4	5		Replaces EMP Cannon	10
Ajax EMP Cannon (SU)	20	*	5	EMP, Hits every Figure in target Unit	Included	Incl.

SA = Small Arm, SU = Support Weapon



TRACER EXO-MECHS

Tracers were developed to provide a lighter and more mobile Exo-Mech Unit, better able to support UCMC infantry in confined spaces. Recon Tracer Exo-Mech Infantry are lightly armed but able to move and react rapidly to new tactical situations. Support Tracer Exo-Mechs are adapted to carry heavy weaponry, and can bring a huge amount of firepower down on opponents while still remaining mobile enough to keep up with Infantry Units.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Recon Tracer	10(16)	10	5	5	11	8	1	34

Availability	Core (2)	Unit Type	Exo-Mech, Infantry	Unit Size	4-8
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	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Fire Support Tracer	8(12)	9	4	5	11	8	1	32

Availability	Elite (2)	Unit Type	Exo-Mech	Unit Size	3-6
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Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Tracer Rifle (SA)	36	1	5		Included with Recon	Incl.
Tracer SGL (SU)	6-48	1	5	Fragmenting (3).	Included with Fire Support	Incl.
Tracer Javelin Missile Pod (SU)	12-36	1	9	Mortar, Missile	Optional upgrade for Fire Support	10

SA = Small Arm, SU = Support Weapon

Equipment	Special Rules	Credits
Smoke Grenades	Smoke - see weapon special rules section Only Recon Tracers are equipped with Smoke Grenades.	Incl.

SPECIAL RULES

You can select a Unit comprised entirely of either Recon or Fire Support Tracers.

You can also choose to have a mixed Unit of both types, in which case use the Fire Support Profile for all Figures in the Unit (except Credit costs remain the same as normal).

Attachment - A single Fire Support Tracer can be attached to a Unit of Marine Corp Infantry at the cost listed.



CRANE C-25 HEAVY INFANTRY

CRANE Corporation makes extensive use of unmanned mechanised assault units in its military forces, but still deploys human Units alongside them. Human soldiers are able to perform certain tasks more effectively than even the most advanced machines, and are still required to make complex tactical decisions on the ground. CRANE executives have also found that human units are cheaper to replace when they are damaged beyond repair in combat.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
C-25 Infantry	6(10)	10	4	5	10	7	1	22
Availability	Core		Unit Type	Infantry			Unit Size	4-8

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
CR-6 LMG (Small Arm)	36	1	4	Burst 2 if the user remains stationary.	Included	Incl.



CRANE C-48 WARDEN MECH

CRANE Corporation has long been a market leader in the design of semi-autonomous machines, including a number of military variants leased to the Unity Council Marine Corp. After the outbreak of war, CRANE has converted a number of huge manufacturing plants to churn out legions of mechanised warriors, immune to pain, doubt and fear. The C-48 'Warden' Autonomous Mech, is a common variant, equipped with the 'Firestone' HEAT Missile System and CR-9 Cannons for defence against infantry.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits	
Warden	8	8	2	4	13	0	2	95	
Availability	Support (2)	Unit Type	Machine			Unit Size	1-4		

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
CR-9 Cannons (Pair) (SA)	24	3	5		Included	Incl.
FireStone Missile (SU)	12-60	1	10	Missile, Seeker, Critical Hit. Max 4 shots/Game	Included	Incl.
Flame Thrower (SU)	8	1	5	Blast (4), Thermal	Replaces one CR-9 Cannon, reduces burst on remaining cannon to 2	15

SA = Small Arm, SU = Support Weapon

SPECIAL RULES

Advanced Targeting - Wardens are able to fire their weapons independently. First resolve Shooting with the Firestone system, and then make a separate attack with the Units other weapons, which can be against a different target Unit if desired



13. PAN-CONTINENTAL REPUBLIC

Front line Republic Units are outmatched in almost every way by their Council opponents. They are outnumbered, often out-gunned and are several steps behind in the technological arms race, lacking sophisticated Exo-Mech Units and battlefield communications provided by the Sphere Network.

That the Republic is still fighting is down to talented battlefield Commanders, often veterans of the Terra Nulia Wars, using asymmetric tactics to hold their own against the Councils more numerous forces.

Republic Special Rules

Feint - A Republic Player can choose to take the first Activation of a Game Turn where it would otherwise go to their opponent. If this rule is used the Republic Unit which Activates first cannot make an Attack.

Hit and Run - During each Game Turn one Unit can choose to Activate with this alternative sequence : Attack Phase, then Movement Phase.

If a Figure Attacks with a weapon which normally has Movement restriction requirements, those still apply in the Movement Phase.



GRENADIER TEAM

The Grenadiers are the standing contract army of the Radoni Corporation. Having gained valuable combat experience fighting for the Unity Council before the cataclysm, the Grenadiers form the backbone of resistance across numerous combat zones. Grenadiers are well equipped, with effective body armour and battle rifles which fire powerful grenades.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits	
Grenadier	6(10)	10	3	4	10	7	1	21	
Field Commander	6(10)	10	4	5	10	8	1	45	
Availability	Core	Unit Type	Infantry			Unit Size	6-10		
Grenadier Anti-Armour Specialists	6(10)	10	3	4	10	7	1	60	
Availability	Support (2)	Unit Type	Infantry			Unit Size	2 or 3 Teams		

An Anti-Armour Team consists of two Grenadiers, one with a Battle Rifle and one with a HEAT Missile.

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Battle Rifle (Small Arm)	36	1	5	Battle Rifles are Damage 6 when used against non-Infantry targets more than 8" away.	Included	Incl.
HEAT Missile (Support Weapon)	6-48	1	9	Missile, Critical Hit	0-1 per unit Replaces Rifle.	15
Equipment	Special Rules					Credits
Smoke Grenades	Smoke - see weapon special rules section.					10

SPECIAL RULES

Field Commander - A single Field Commander can be added to one Unit of Grenadiers or Anti-Armour Specialists in the force. The Unit will benefit from the higher Reaction and Nerve Value.

Target Relay - During each Game Turn, one Non-Machine Unit shooting at a target the Commander has LoS can use the Commanders Ballistic Value of 5.



MK1 RAIDER EXO-MECH

In the immediate aftermath of the cataclysm and the Pan-Continental Republics secession, the Unity Councils decisive military response decimated several major rebel Mega-Corporations in a matter of weeks and left the new Republic in danger of annihilation. Radoni Corporation was able to deploy large numbers of existing "Raider" Exo-Mechs to help hold the line. Less sophisticated than Council Mechs, the Raider still offers significantly enhanced manoeuvrability and firepower.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Mk1 Raider Exo-Mech	10(14)	9	4	4	11	8	2	70
Availability	Core (2)		Unit Type	Exo-Mech		Unit Size	3-6	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Raider Carbine (SA)	18	2	4		Included	Incl.
Raider Tri-Cannon (SU)	36	3	7		Replaces HEAT Missile	10
HEAT Missile (SU)	6-48	1	9	Missile, Critical Hit	Included	Incl.

SA = Small Arm, SU = Support Weapon



TAURUS WEAPONS TRACTOR

Radoni Corporation supports its infantry with large numbers of Industrial Tractor units, retrofitted to carry heavy weaponry. The Units can be operated remotely, using the limited onboard AI, or be slaved to the scope of a Grenadiers Rifle, allowing any nearby infantry to direct the weapons support fire with pin-point accuracy.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Taurus Weapons Tractor	8	9	1	3	11	-	2	55
Availability	Support (2)	Unit Type	Machine, Crawler			Unit Size	1-5	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Minigun (SU)	24	4	5		Choose One Weapon for each Tractor	10
Autocannon (SU)	6-60	2	8			5
Taurus Missile Launcher (SU)	6-48	1	5	Thermal, Fragmenting 4		5

SU = Support Weapon

SPECIAL RULES

Infantry Support - A Unit of Taurus Tractors can be paired with any friendly Core Infantry Unit before the start of the game.

The Tractor Unit and paired Infantry Unit count as a single Unit, and the Tractors may use the paired Infantry Units Reaction and Ballistic stats as long as at least one Infantry Figure survives and is not Suppressed.

Opposing Units can always choose to direct fire at either the Infantry Unit or the Tractors.

The Pair can be broken into separate Units at the start of a Game Turn if desired, but cannot be paired up again.



GOLIATH

The Goliath Heavy Assault Mech is based on a Radoni Corporation power lifter Unit, swiftly modified with enhanced servo motors, a much larger power supply and thick armour plates. With the devastating power of its Minigun and Auto-Howitzer, the Goliath's primary purpose is to engage and destroy Ajax Exo-Mechs and similarly fast armoured Units.

The CQB variant is a new design, optimised for the brutal close range fire-fights Radoni forces have faced in trying to defend Republic Hyper-cities from uncompromising Unity Council strike teams.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Goliath	10	6	3	5	14	10	3	200
Availability	Support (2)	Unit Type	Exo-Mech	Unit Size	1			

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Auto-Howitzer (HV)	6-60	1	10	Fragmenting 2, Critical Hit*	Choose any 2 weapons.	30
Minigun (SA)	36	5	5			50
IronStorm Frag Launcher (SU)	12	2	5	Blast 6		20
Heavy Thermal Lance (SU)	8	1	10	Blast 4, Thermal, Critical Hit.		30

SA = Small Arm, SU = Support Weapon, HV = Heavy Weapon

*The Auto-Howitzer can only make one Critical Hit Re-Roll per Attack, even if it inflicts two Wounds.

Equipment	Special Rules	Credits
CQB Upgrade	This upgrade grants +1 Reaction, Smoke Grenades, and removes the Exposed Power Unit Rule.	25

SPECIAL RULES

Lumbering - The Goliath can Move and Attack with both Weapons, against the same target Unit.

Stomp - Special Melee Attack (Melee: Burst 3, Damage 10).

Exposed Power Unit - The Goliath's rear armour and mechanisms are more vulnerable to attack. Against any shooting attack made from behind the Goliath (the rear 180 degree arc) it has a Toughness of 12.



COMMANDO STRIKE TEAM

For special operations such as the Shard Strike missions, the Republic calls on Radoni Corporations elite commando teams. Equipped with lighter armour and weaponry than regular Grenadier infantry, they are more vulnerable, so rely on surprise and speed.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Commando	8(12)	11	6	5	9	8	1	25
Availability	Core		Unit Type	Light Infantry			Unit Size	4-8

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Crisis Carbine (Small Arm)	18	2	3	Small Arm +1 Damage bonus applies within 12" rather than 8"	Included	Incl.
Equipment		Special Rules				Credits
Smoke Grenades		Smoke - see weapon special rules section.				10



COMMANDO ASSAULT SPECIALISTS

Commando Assault Specialists are trained in all aspects of close quarter battle, forced entry and room clearing. Their heavier armour and Riot Shields gives them vital added protection, while breaching charges and thermal lances will make short work of anything in their way.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Commando Assault Specialist	8(12)	11	6	5	10	8	1	32
Availability	Elite (2)		Unit Type	Infantry		Unit Size	4-8	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Crisis Carbine (SA)	18	2	3	Small Arm +1 Damage bonus applies within 12" rather than 8"	Included, choose either weapon.	Incl.
Shotgun (SA)	18	1	4			
Grenade Launcher (SU)	24	1	6	Fragmenting (3)	0-2 per Unit, replacing Carbine	10
Thermal Lance (SU)	6	1	8	Blast 2, Thermal, Critical Hit.		10

SA = Small Arm, SU = Support Weapon

Equipment	Special Rules	Credits
Ballistic Shield	Ballistic Shield - Grants +1 Toughness, and +2 Toughness during a Breach and Clear Action. Figures carrying a Ballistic Shield cannot Run.	4
Smoke Grenades	Smoke - see weapon special rules section.	10

SPECIAL RULES

Breaching Charges - When launching a Breach and Clear, Assault Commandos count their Reaction Value as 10.

Additionally, One Figure in base contact with a Vehicle in Gear 1, or a Structure wall/door can make a single Attack with a Breaching Charge during their Attack Phase (ME: Burst 1, Damage 12, Critical Hit)



COMMANDO SNIPER TEAM

Some Commandos are formed into dedicated Sniper Units, tasked with providing precision covering fire to their comrades. Their powerful Mag Rifles propel a tiny projectile at hyper-sonic speeds, allowing powerful and accurate shots at almost any range.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Commando Sniper	8(12)	11	5	5	9	8	1	32
Availability	Elite (2)		Unit Type	Infantry			Unit Size	4-6

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Mag Rifle (Support Weapon)	48	1	8	Sniper	Included	Incl.



PULSE MECH

Developed in secret by Xian Corp, using many technologies “acquired” from rival corporations, the Pulse-Mech is one of the most advanced weapons systems in the Republic’s arsenal. Piloted through an advanced Neuralink, the suit augments the users power and agility without slowing them down, providing hugely improved firepower and speed. Pulse-Mechs lack the heavy armour of other Mech designs, but can take out better armoured opponents with their lethal hyper-velocity Mag-Carbines.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Pulse-Mech	10(16)	10	5	5	12	9	1	60
Availability	Elite (2)		Unit Type	Exo-Mech		Unit Size	4-6	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Mag Carbines (Pair) (SA)	24	2	6		Included	Incl.
Pulse Mech Frag Rifle (SU)	4-36	3	6		0-2 per Unit, Replaces Mag Carbines.	5

SA = Small Arm, SU = Support Weapon

Equipment	Special Rules	Credits
Flight Pack	If the Unit is equipped with Flight Packs, they can use them at the start of their Movement Phase, granting the “Flight” Unit Type. A Unit using Flight Pack’s automatically loses its Hidden Marker at the end of its Activation.	15



SUPPORT PULSE MECH

Developed in secret by Xian Corp, using many technologies “acquired” from rival corporations, the Pulse-Mech is one of the most advanced weapons systems in the Republic’s arsenal. Piloted through an advanced Neuralink the suit augments the users power and agility without slowing them down, providing hugely improved firepower and speed.

When Pulse-Mech pilots need to carry heavier firepower into the field, they can use the Support variant of the suit, with improved armour and stability.

Profile

	Move	Evasion	Reaction	Ballistics	Toughness	Nerve	Wounds	Credits
Support Pulse-Mech	8(12)	9	4	6	12	9	1	70
Availability	Elite (2)		Unit Type	Exo-Mech		Unit Size	2-3	

Armoury

Weapon	Range	Burst	Damage	Special Rules	Availability	Credits
Mag Carbine (SA)	24	1	6		Included	Incl.
Pulse Mech Autocannons (SU)	4-48	3	8		Choose either weapon.	Incl.
Pulse Mech Missile System (SU)	6-48	2	6	Missile, Seeker, Fragmenting (3)		10

SA = Small Arm, SU = Support Weapon

14. REBELS AND RENEGADES

Having trouble deciding where your loyalties lie? Perhaps you think you can do a better job ruling over your fiefdom than the Council or the Republic, you're sick of the Federici's undercutting you in Corporate dealings, or you've got some experimental hardware you're just dying to try out in anger, against anyone who tries to muscle in on the good thing you've got going on.

Shady profit driven executives, power crazed religious zealots, battle hardened revolutionaries and local Mafia gangs... Welcome to the end of the world, but you're not going to go down without a fight!

Since the Council withdrew most of its forces from your part of town, you've got a chance to choose your own destiny, assemble your associates and load up with weapons you found in an abandoned Council Barracks, it's show time!

You don't have to pick just one Faction. You are free to design your own Force, with a unique background and mixture of Units from any Faction. This is subject to the following Guidelines:

- A Renegade Force is subject to the normal Unit limitations, but can select Core, Elite and Support Units from both the Republic, Council and any future Force lists we release.
- You don't benefit from any Faction specific rules.
- Your Points Limit for a Game is reduced by 10%.
- You must come up with a background story for your army, which explains who they are, why they are fighting, and how they got access to any advanced hardware.
- You can use the rules for Named Characters, but you should come up with a different name/background and use a different/converted miniature, make sure your opponent knows which Character rules you are applying to your new Character.
- We recommend that Units in a Renegade list are painted and modelled appropriately to reflect your chosen background, for example if you are running a Criminal gang with Units of captured/hot-wired Ajax Exo-mechs, they should be modelled with serious battle damage and improvised repairs.

Designers Note - The Renegade list is provided as an option for Players wishing to create an awesome and original themed Force. It is not intended for picking and choosing only the best Units from different Factions, as this can easily create a Force which is 'broken' and significantly overpowered, the 10% Points Limit reduction is there to offset this.

Afterlife tells the story of society torn apart by civil war after the collapse of the Unity Council, a monolithic global governing body created almost two hundred years previously to lead humanity toward a bright and peaceful future. After decades of brutal oppression by its ruling elites, the Unity Council's authority has collapsed in the face of a popular uprising and of dozens of major corporations have broken away to form the new Pan Continental Republic.

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