

# Zone Beta 2.5.7 Updates

## CQB

Shooting at infantry from the outside of a building isn't the only way of dealing with them. Often, it becomes necessary to storm the building with your own infantry and enter the unforgiving world of room to room slaughter. Up close and personal, bloodshed is assured and likely to be high.

Every infantry base has a CQB value in its Core Stat Sheet. This represents their training, equipment and lethality in close quarter battle. Having the biggest gun doesn't count for much here. Instead, speed, surprise and aggression (coupled with a few well placed grenades) will be the most effective weapons.

A CQB occurs when a player with an Infantry Squad that has spent its full Activation inside a Structure or Forest containing enemy Bases (i.e. it must begin and end its Activation inside) chooses to initiate a CQB on their turn (note that the player may choose to not initiate a CQB if they don't want to). The CQB takes place **at the end** of that Squad's activation and is resolved according to the following section.

***(Note: Players who don't have an Infantry Squad that have spent an entire turn in a Structure or Forest (as described above) cannot initiate a CQB)***

### CQB FIGHT SEQUENCE

#### 1. Determine Dice Number

Each player multiplies the CQB value for each of their Infantry Bases in that Structure or Forest by the number of damage points the Base has remaining in total (rounding up), then adds them together to get a total number of dice. This includes **ALL** Infantry bases, even if they just entered this turn.

Individual Bases or Squads which have not been focusing on the combat, either by shooting and/or searching for Objectives, contribute fewer dice. Every base shooting from a structure or forest, and every squad that searches this turn contribute **-3** dice per action they've taken to a minimum of 0.

If a player has Occupier's Advantage, then each of their bases contribute **+2** dice. **A player loses Occupiers Advantage from this point onward.** Players with infantry bases involved in the CQB which have not yet activated this turn must elect to take the -3 dice penalty if they wish to shoot and/or search with them later in the turn. **\*\*\*\*\***

#### 2. Distribute Dice

These dice are then allocated by each player against the Squad/s of the opposing side (not individual bases). These do not have to be evenly distributed.

#### 3. Determine Hits

The dice are then rolled against the target Squad's Armour value, in reference to the CQB Damage Table:

**(Keep the same table already in the posted rules)**

Any roll which equals or beats the required value inflicts one hit against the target Squad. Note that only 1Dp can be achieved per hit.

Units with Passive Countermeasures may now attempt to block the hits in the same way as normal shooting hits are usually blocked.

Elite (or simply very agile) troops are particularly adept at surviving the merciless world of room-clearance. Such Units also feature a Dodge Value in the special section of their Core Stat Sheet. Units with a Dodge Value may also attempt to evade the hits in the same manner as with Passive Countermeasures. Units with both Passive Countermeasures and a Dodge Value may use both in succession.

#### 4 - Allocate Damage

Each remaining hit inflicts one damage point to the target Squad. This damage must be allocated to the Base which has sustained the most damage previously until it is destroyed, then to the next and so on (this prevents players spreading damage amongst their Bases). If multiple Bases have the same number of DP remaining then their controlling player may pick any. Note that this is fast and usually bloody, similar to most real battles in confined spaces.

#### 5. Fortitude

CQB is often highly distressing for the combatants, as deaths (and often grizzly ones at that!) are witnessed up close and personal.

Once damage has been allocated, any Squad involved in the CQB which has been reduced to less than half its original total DP they started the game with (either during the CQB or before it) must immediately take a Fortitude Test to determine if it still has the stomach to remain in the fight. If the test is beaten, then the Squad holds its nerve and remains in the fray. You may elect to fail this test without rolling the dice, even if you are above half DP (if you're scared as hell and your officer tells you to run, would you argue?), as other factors in the game may force this test.

You do not take this test if all the infantry on all opposing sides of the Fight Sequence have been killed (since the victors will be celebrating success!).

If the test is failed, then the remains of the Squad must immediately vacate the Structure or Forest, either by transferring to an adjacent Structure, Embarking directly into Transports (see 'Transports') or by abandoning it.

If this would result in all the Squads in the Fight Sequence vacating the building, then the Squad with the highest number of remaining damage points stays inside (dice-off in the event of a tie).

*Taking part in a CQB is done outside of normal Activation and does not count towards any limits, such as movement, shooting or allowed Embark/ Disembark operations. Units which have already Activated this turn (e.g. by moving into the Structure) still take part.*

**(Note: Only 1 CQB may occur per Structure or Forest per turn.)**

Chart for CQB sequence (probably don't use a numbered chart as it doesn't match the steps above)

Active player determines if they can and/or want to initiate a CQB at the end of an Infantry Squads turn.

1. All players then determine their dice pool based on **ALL** infantry squads inside the structure or forest
2. Distribute their dice against enemy Infantry Squads
3. Roll dice and count up their successes against each enemy squad
4. Make any passive countermeasures and/or dodge rolls
5. Determine how many hits each squad has sustained
6. Make any necessary Fortitude Tests and resolve failed ones

## Special Weapons

### Flame(pg30)

Flame weapons have been seen on battlefield for millennia. In the far future, their primary use is for expunging well dug-in infantry from cover. Flame weapons may directly target infantry inside a Structure or Forest even if they have not been allocated to fire from it. They also ignore Soft and Body Cover. They may not target infantry inside a Structure or Forest which contains your own troops.

In addition, shooting flames into a Structure or Forest will frequently start fires! If a Flame weapon has been fired against a Structure, Forest or a Unit inside it place a Fire Token on the Structure or Forest for every 6+ on the roll to hit (NB: You may roll to hit against a target that the weapon is too weak to damage directly).

### Fire(pg30)

At the start of the Round Up Phase, roll a D6 for each Fire Token in a Structure or Forrest. On a roll of 1-2, the fire goes out (remove the token), on a roll of 3-5 a Structure takes 1Dp, on a roll of a 6 a Structure takes 2Dp and another Fire Token is added. Forests take double this amount of damage. Each DP inflicted AUTOMATICALLY inflicts Collateral Damage.

If there are multiple Fire Tokens in the same Structure or Forest, you might find it easier and neater to use a red D6 to represent them.

### Area (Area-X) (pg 29 last paragraph for the special weapon)

In addition, explosions will often start fires! If an Area weapon achieves a direct hit against a Structure or Forest on a roll of 6+ a fire has started! Place a Fire Token on the Structure or Forrest (see Fires).

### Fast Roping -X" (pg27 second paragraph of the rule)

They may Disembark directly into a Structure or Forest, when their Transport is within (X)" of it. This works in exactly the same way as Disembarking a ground Transport directly into the Structure or Forest. There doesn't have to be an entrance for a Structure either, as troops with such training will always be carrying breaching charges! \*\*\*\*\*

### Walkers (pg27 End of the first paragraph for the special rule)

Walkers may also step over low Features, Contours, and Units up to the height of the highest leg joint on the model.

## Objectives

### **Carrying and moving Objectives**(pg39)

Once an Objective has been discovered, it can be carried. ONLY vehicle and infantry Units may carry an Objective (although aircraft may carry a Unit which is carrying an Objective - this is usually the fastest way of extracting the Objective!). When carried, that Objective moves with the Unit carrying it. If that Unit leaves the table, then the Objective has been successfully extracted. Infantry Units that have discovered an Objective in a Structure or Forest with no enemy Units inside may either Abandon the Structure or Forest or Embark into an legal transport within 1" of an entrance. \*\*\*\*\*

### **Destroying Units carrying Objectives**(Pg 40)

If a Unit carrying an Objective is destroyed, place the Objective on the table where the destroyed Unit was. If the Unit was being carried by an aerial Transport which was Destroyed in the Air or it fails its save in a crash landing (see Destroyed Aircraft table), then that Objective is removed from the game.

## Objectives

### **Transferring and picking up Discovered Objectives**(pg39)

Objectives may be 'passed' instantly and without cost between friendly Units up to 2" apart DURING EITHER UNIT'S ACTIVATION, but only between a maximum of two different Squads per turn. This means that if the particular Unit carrying the Objective is destroyed, then another player might get a chance to swoop in and steal the Objective! A Discovered Objective not being carried and in the open may be instantly picked up by a vehicle Unit or infantry base within 2" of it during their Activation.

### **Piece of Intel** (pg41)

Paragraph 4:

If a Booby Trap is revealed do the following: If the Piece of Intel was in the open, then the Unit which moved over it takes D3 Energy 10 hits. If the Piece of Intel was in a Structure or Forest, then the feature takes D6 DP and causes D3 Collateral Damage. \*\*\*\*\*

### **Approach**(pg8) *Remove approach types*

## Scenarios

(pg 39)

## **CANNON/MISSILE PLATFORM**

Change the Cannon Platform energy stat from E10 to E8

## **Shooting Squads/Transports**

### **Transports** (pg24)

4) A Unit cannot be in 2 different Transports with the same T letter value in the same turn.

If a Transport is transporting a Squad(s) it must shoot at the same time as those Units. Movement may be completed before/after shooting as usual, and may be in the opposite order for Transport and transported Units, providing that shots are allocated at the same time for both. For example, a Squad may deploy from a Transport and then move. Then the Squad and the Transport shoot, then the Transport may move.

If there are Transports left over which are yet to complete their Actions after every available Battlegroup has been Activated, then these remain inactivated that turn (so don't forget to activate them at some point!).

### **Squads** (pg9)

#### **ACTIONS**

The player must now complete the Actions for all Units within their active Battlegroup. The Actions are split into two categories; movement and shooting. Each Unit must complete one before starting on the other. For example, a player might choose to move a Unit and then shoot with it. A Unit may also shoot before moving. Neither shooting nor movement may be 'split' in any way (e.g. a player may not move their Unit a bit, shoot, and then move it again).

All Units within a Squad must move and shoot together (e.g. they must all move and then all shoot) and all Squads within the same Transport must shoot at the same time, declaring and resolving the shots one Squad at a time (e.g. in a Battlegroup with 2 Squads sharing a Transport, you may move one Squad, shoot with both, then move the other Squad after both Squads have been disembarked).

You must announce each Action before completing it, giving your opponents a chance to react if able. Once all Units in a Battlegroup have completed their Actions then that Battlegroup's activation is over for this turn, and the next player in order of Initiative must activate a Battlegroup.

## New Special Rules to Add

### **Devastator (Devastator-X)**

These potent weapons are designed to inflict massive damage to large targets once their armour is penetrated, often by exploding inside or simply through exceptional stopping power. These weapons are represented by an entry on the Weapons Stat Sheet with Devastator followed by a number (e.g. Devastator-2) in the 'Special' section. This weapon does the normal number of damage points times this number against Vehicles and Aircraft.

### **Strafing (Strafe)**

These rapid fire weapons are designed to cut a path through multiple targets. A strafe weapon may allocate its shots to multiple targets, providing that each target Unit/Structure is within 3" of another Unit targeted by this weapon and may normally be fired upon (i.e. is in Line of Sight, range etc).

### **Fragmentation (Frag-X)**

Fragmentation weapons have a wide area of effect but are not an all enveloping explosion, but usually a storm of flying shrapnel which may hit any unlucky enough to be in the blast. These weapons are represented by an entry on the Weapons Stat Sheet with Frag followed by a dice roll value (e.g. Frag 3+) in the 'Special' section.

This weapon is always an Area weapon as well, but does not automatically affect every Unit under the template. Instead of rolling an AC value to hit simply place the template on a legitimate unit (see "shooting" rules), each unit under the template is hit on a D6 roll equal to or higher than the Frag value. Countermeasures apply for all units under the template up to a maximum of 6+, then roll to damage as usual.

If a feature is targeted by this weapon then they suffer a number of auto hits based on the original template size, all other Area weapon rules apply. Small template = 1, Medium template = 2, Large template = 3. These result in an automatic amount collateral damage equal the amount of hits sustained. \*\*\*\*\*

**Note:** This weapons template does NOT deviate and you cannot choose to target a unit that would result in a friendly unit being under the template (or feature with friends units inside). All other Area weapon rules apply.

### **Focus Fire (Focus-X)**

Focus Fire weapons work in concert with other copies of the same weapons to achieve far greater power and lethality than can be achieved individually against well armored targets. This may be a design aspect of the weapons itself or it may simply represent the superior teamwork of the shooters. These weapons are represented by an entry on the Weapon Stat Sheet with Focus followed by a number (e.g. Focus-2) in the 'Special' section. Multiple hits against the same Unit from identical Focus Fire weapons fired from a single Squad in Coherency may Focus Fire. After Counter Measures have been applied one or more Hits may be discarded,

and the Focus Fire value (e.g. Focus-2) of each discarded hit may be added to the Energy (E) value of another hit (up to a maximum of E-13).

### **Through Cover**

These weapons feature a system which can circumvent some forms of cover and concealment. Shaltari Microwave cannons and air-bursting shells are typical examples of such weapons. Through cover Weapons ignore Soft Cover.

### **Barrage (Barrage-X)**

Some weapons send forth such a storm of projectiles that they are able to overcome the countermeasures of their target through sheer weight of fire, these weapons are commonly known as Barrage weapons. These weapons are represented by an entry on the Weapons Stats Sheet with Barrage followed by a value (e.g. Barrage-2) in the 'Special' section. Barrage weapons do not have a fixed R(C) value but rather one dependent upon the total Barrage value used for the shot. Use the table below to determine the countered range and available Area template size for the shot. All Barrage weapons use the Indirect Fire and Area weapon rules, except that a roll of 1 to hit is not ignored as a miss.

Shots marked in red gain Devastator-2 or may double their Devastator value if they already have one.

**Note:** You may use a smaller template at shorter ranges to achieve this if desired.

To determine the weapons's R(F) value and template size (for firing at a target without Active Countermeasures) use the same table as above, but double the Barrage value to a maximum of 12.

When shooting directly at a Structure or Forest, the shot has a Demolisher value equal to that shown on the table for a given Barrage value (use the small template line to determine maximum range). The Demolisher value is NOT doubled like it normally would be for normal Area weapons against features. Barrage weapons may not fire directly at Infantry inside Structures or Forest(they are too imprecise for that!).

If a Squad contains multiple identical weapons with the Barrage rule they MUST all fire as a battery at the same target, combining their shots for greater affect. Add together the Barrage values of all identical weapons in the Squad to determine the shot's Barrage value. Range and Line of Sight can be measured from any Unit in the Squad.

### **Lightning Reflexes**

A select few units feature technologies that allow them to react quickly to changing situations and bring their weapons to bare on unsuspecting targets. These units may fire weapons on the same turn as Disembarking/Embarking from a Transport, but may NOT do both and shoot in the same turn (e.g. it may Disembark and fire immediately OR it may fire and the Embark in the same turn). **(Note: Disregard the 'Shooting When Disembarking' penalties)**

### **Infiltrate (Infiltrate-X)**

Certain units are specially designed to infiltrate the battlefield prior to engagement, allowing them to set up in an advantageous position. Units with this special rule may Direct Deploy even when the scenario would not normally allow them to do so, up to 'X' inches onto the battlefield from any friendly table edge. If Infantry with this special rule deploy into a Structure or Forest

containing an Objective or Intel, they may not search on the first turn of the game. If Units use this special rule and have a Transport, that Transport must start the game **In Reserve**.

### Transition Units

Transition Units may change their form during battle, adapting their role or abilities to suit the tactical situation. A Transition Unit will have two or more **Mode** stat lines on its Core Stat Sheet, representing any changes that the Transition makes to the Unit's abilities. Both Mode stat lines will ALWAYS have the same number of DP, and sustained DP's transfer whenever a unit Transitions. When Directly Deploying or moving onto the table edge from Readiness you should announce which Mode the Unit will be starting in.

A Transition unit may perform a Transition when it would normally be able to move. Simply announce the Transition and start using the desired Mode stat line. A Transition unit may move before or after Transition only (i.e. it may not move a bit, Transition and then move a bit more). However, a unit may transition twice in the same turn (i.e. it may Transition, move and the Transition back).

A unit which has performed or intends to perform Transition/s may only move up to half of its available Mv value (before or after Transition), rounding down to the nearest inch. Making a Transition counts as a move of 1: if no actual movement is made. Multiple Transition units within the same Squad do NOT have to Transition together, but normal Coherency rules apply. If making a Transition involves Transitioning from an Aircraft Mode to a Vehicle Mode the Aircraft must be able to land before the Transition can be made (all the normal rules apply).\*\*\*\*\*

### Dispersed Formation (DF)

Some Infantry Squads operate in a widely spaced formation, limiting the effect of a single hit to lone individuals. Infantry which operate in this way are represented by an entry on the Core Stat Sheet by the letters **DF** in the 'Special' section. Such Units can only ever sustain 1DP per hit.

### Tech Killer

Features cannot sustain damage from this weapon.

### Rare Squads

These are military assets that are extremely limited in availability, either due to special purpose use, difficulty of manufacturer or high value. A Rare Squad will be indicated by an entry on the Core Stat Sheet of the word **Rare** in the 'Special' section. You may only take a maximum of **one** of each Rare Squad in a Skirmish sized game, **two** in a Clash and **three** in a Battle. This restriction applies to each Rare Squad individually (you may take two DIFFERENT types of Rare Squads in a Skirmish for example).

### Famous Commanders

Famous Commanders are particularly notable or notorious individuals, legendary for their exploits on the Battlefield as great leaders. The rules for Famous Commanders are designed to add some extra flavour and narrative to your games.

Famous Commanders are usually attached to a special Command Unit (Mount) which is incorporated into their points cost (unlike for normal Commanders, which are chosen



separately). Also, a Famous Commander's points cost DOES contribute to their Battlegroups's points cost for the purpose of army list writing. If a transport option is provided, points must be paid for it as usual (unless otherwise stated).

Famous Commanders will have various other special rules which will be described in their individual entries. These special rules usually include the addition of unique cards to the Command Card Deck - **How these will be applied in the future depends on the new command deck rules.**

You May only take one Famous Commander per army and they may only be fielded with the opponent's consent. They may not be taken in standard tournaments but individual Tournament Organizers may allow their use at their discretion.

## **Add this section to the top of the Resistance stats Page**

### **Hovercraft**

These are air cushion type vehicles for amphibious and land based high speed operations. With Great skill and experience, Resistance groups have perfected their use in lightning, frontline assaults. Hovercrafts follow all the normal rules for skimmers with the following exceptions: Weapons shooting at a Hovercraft suffer a +1 modifier to their AC value (to a maximum of 6+) instead of the normal +2 modifier. A hovercraft does not halve its MV value when entering the table from readiness. A Unit Disembarking/Embarking from a Hovercraft may forfeit its second Disembark/Embark allocation to fire its weapons in the same turn (**Note: Disregard the 'Shooting When Disembarking' penalties**). Disembarking and not moving further still counts as moving 1" for the purpose of shooting. Also, given Resistance's expertise with these Transports, Hovercrafts ignore the 'Aerial Advantage' rule making them available turn 1.

### **Drill Units**

A key part of almost all Resistance tunnel attacks is the Breeching Drill. These are used to break through from an underground tunnel to the surface. The most popular design builds in an integral central passage, allowing units lying in wait to burst topside through the drill as soon as the breach is made. Such units are represented by the word Drill in place of their unit category on their Core Stat Sheet.

Drill units do not deploy or active like regular units. They do not take up any Army Roster slots and are not part of any Squad or Battlegroup. They automatically start the game in Readiness but can only be deployed on turns 2-4 at the END of Phase One:

- 1) Choose point of entry: Pick any point on the battlefield that would be passable for vehicles at ground level.

- 2) Roll to determine inaccuracy: Digging a hole to the surface is seldom a precise art! The actual location in which the Drill will emerge is D6+1 inches from the chosen point of entry in a random direction determined by a spinner or other direction determining device.
- 3) Place Drill: Place the center of the Drill model's main body or base over this point. If the model cannot be placed due to impassable terrain (If a terrain feature is in the way for example), then move the point of entry back towards the original chosen point until the model can be placed legitimately.
- 4) Sit tight! Once the Drill has been placed it cannot be moved or activated for the rest of the game.

**Note:** In order to use Drills you must have at least as many Subterranean Squads as you do Drills in your Army List. \*\*\*\*\*

### Subterranean Squads

Any forces which are planning to assault from the tunnels will need to have started the battle in position underground, although only smaller units are suitable for such operations. Squads which can begin the game underground are indicated by the term "Subterranean" in the 'Special' section of their Core Stat Sheet. At the beginning of the game, any number of these Squads may elect to begin underground, in which case they may not enter the battlefield from a friendly table edge or deploy conventionally during the game. Instead, these squads may deploy from any placed Drill Unit as if the center of the model was a normal table edge, **and may shoot at a +3 AC the turn they deploy.** Squads with the Subterranean rule may leave the battlefield through the Drill in the same way, even if they did not initially begin the game underground. Only one squad may deploy from or leave the battlefield per Drill per turn, and 3 per XL Drill.

If all Drills are destroyed then any Squads still underground are effectively stranded and cannot enter the battlefield, although they do not count towards enemy kill points as they have not been destroyed.

### Army Composition - Allied and Feral

The Resistance is unique in the sheer variety of its equipment and the difference in mindset of its forces. When writing a Resistance army list a player **MUST** decide if their army is Allied (i.e. is happy to work with the UCM) or Feral (is opposed to the UCM). Your choice will affect two things:

- 1) **Squad Availability:** Certain Squads are only permitted in Allied or Feral armies. This is indicated by the term "Allied" or "Feral" in the 'Special' section of their Core Stat Sheet. For example, Marine Force Recon teams (Allied) may only be taken in Allied armies.
- 2) **Command Cards:** The Allied and Feral Command Card Decks are slightly different. Before the game, you must remove all cards clearly marked as not belonging to your faction (these particular cards will be clearly labeled as either Allied or Feral only). Once you have done so, you will be left with the usual 40 cards.

