Home Raiders

There are countless other fascinating, strange and fantastical worlds, which exist in dimensions parallel to our own. These dimensions are known as the Inner-space. Some of the people living in these dimensions are well aware of our existence, and they covet to control the space in which we inhabit. The very homes we live in are their most desired prize.

However, these are little people, who live in cramped and tiny worlds, but have discovered the science which enables them to open gates to other realms within the Inner-space. They struggle with one another for control of our homes. Once they open a portal into one of our habitats, they stand ready to tackle other teams of fighters, sometimes from other worlds, for dominance. They have to keep fighting this never ending struggle in every room, every flat, every house, every store…

The rules for Home Raiders start in just a few pages. This game has been designed with two levels of complexity in mind, depending on your level of expertise. All the rules presented should be good for your first game, but if you want to leave the more advanced level for later, you can ignore the rules that have this symbol next to them:

Contents of this box

This box contains two full teams ready to play for dominance. You are all set to play a medium sized game of 580 Team points using these miniatures (anything bigger than 1000 Team points is considered a large game).

You have the rules (you are reading them right now), our special dice, wound tokens, pearls, and character cards.

Most games of miniatures require scenery to play your battles around. This game makes no exception, but the good thing is...you already own everything you need!

Home Raiders is played in your own home, so everything you have lying around on your desk, your kitchen or across your living room are the only things you will need in terms of scenery. You will only need to choose a couple of distinctive objects in your home to use as Portals.

Expand your collection

What you get in this box is just the beginning! You can build bigger teams to face your friends, expanding them, either making your existing units stronger or adding new characters to join the fray. Make sure to log in at *www.vesper-on.com* to find everything you want to know about Home Raiders and the creatures living in the Inner-space. You will also find useful gaming aids and resources to use in your games.

The Inner-space

We would like to introduce some of the contenders in Home Raiders. Each one of these races of little people have their own unique history, and very particular ways of life. As previously mentioned, they constantly struggle to control your home - even though you probably will never notice that they are there.

Once one of these factions gains control of a space, they will start to blend with it. They will bring elements of their own Inner worlds, leaving scents and clues to their presence or passing, only visible to the trained eye of those who are in the know.

New Lilliput

This society made contact with us, the human race, when a British gentleman accidently landed on the shores of the nation of Lilliput. That gentleman was a giant to the people of that tiny nation and its neighbouring enemies of Blefuscu, as its inhabitants were slightly taller than that man's thumb! Once the man left, the destiny of those nations was changed forever.

It took a while, but the Lilliputians finally signed an armistice with Blefuscu, and started throwing all their joint resources into finding out more of the world that produced these giant folk, like the one they had met.

Given their short size compared to ours, their life cycle happens way faster than ours. Regardless of a shorter life span, they achieve so much more in such a short space of time. Because of this, their technology advances in leaps and bounds compared to ours. This enabled them to discover that humans are not actually sharing the same world as them.

They realised that they live in a parallel dimension to our own, and there are many others. With this startling discovery, they rapidly invented 'Portals', allowing them to open limited spaces in other dimensions. They learned that when they visit our space, they can open channels which boost the resources of their own Inner world. The more space they control from our own world, the better theirs becomes.

Once they started travelling the Inner-space, they opened new gateways for the other dimensions to come through. Some of the worlds they made contact with were more friendly than others. These other races of little people have been visiting our world and each other ever since.

New Lilliput is content just with the opening of channels to our world, but some of the more mischievous races from the other dimensions are trying to affect it. New Lilliput, now burdened by responsibility, are fighting to prevent that. They are now investing many resources in their armed forces, and their elite warriors are well prepared to enter our world, to defend it from the invaders of the other dimensions.

When New Lilliput controls a space everything seems to be in good order. Things are where they are supposed to be, our technology works just fine, and the house looks nice and clean.

Gremlins

The Gremlins were a semi-primitive race when New Lilliput made first contact with them. However, they are a very curious and industrious folk. They soon became enchanted by the technology that the visitors brought along, and started mimicking their tools.

They seized control of one of the Portals, and eagerly studied it... and soon replicated one for their own use. They used this technology to break into New Lilliput, and started to loot the world, taking home much of their tools and technology, as if it belonged to them!

Gremlins believe that everything that exists is rightfully theirs, so they have no qualms in taking home anything they fancy. It is needless to say that the people of New Lilliput frowned upon this attitude, and they promptly asked them to leave their dimension. This clash of culture is often a cause for dispute amongst these two races.

Combining their unexpected knack for putting things together and their hard-working nature, it soon lead them to create wonderful new items from the fruits of their looting raids. They eventually found the way through the portals into our world, discovering a new bountiful technology which they just adore! They love above all things to strip down our machines, taking some of the shiniest components in order to build their crazy contraptions.

From this abundance of looted technology, they managed to forge lightning rods to defend themselves from the other little people trying to take away what they believe to be theirs. They also built the Ragmen, mechanical contraptions made from metal cogs, wood and strips of cloth, hurriedly assembled to serve as cannon fodder and to act as watchmen while they disassemble human machines.

When the Gremlins seize a space, our stuff becomes ruined. You will notice that there are Gremlins in your home when the fridge breaks down, the TV stops working, then the washing machine, then the vacuum cleaner…

Fair folk

Fair folk used to happily live in our world ages ago. They kept themselves hidden away from human eyes, but their playful nature usually led them to execute pranks on us longshanks. They were known as pixies, fairies, elves, gnomes, and many other names all over the world. Their natural habitat was the wilderness. They had their space, and we had ours. But as time went on we slowly invaded their forests. Brick and steel soon took the place of tree and stone. Their magic dwindled, and no matter how hard some people clapped their hands, the fair folk just went away. They departed and hid away in their own Inner world. They grew grey and sad, and forgot about the humans and our shared history. We just brushed them aside, only to be know in folklore and children's bedtime stories. That is until New Lilliput stumbled into their dimension.

They were reminded of our world and, filled with strength and energy anew, the Fair folk decided to reclaim their place in it. They also remembered that they all knew how to create portals, and made their way back. As soon as they drew their first breath in our dimension again, they felt vigorous once more. They want to come back to our forests, but to do so, they must first get a hold of our homes (as we did theirs in centuries past).

What some other races define as technology, they call magic. They are natural magic users, and they have been looking for the chance to stretch their arcane muscles again in the sport of combat. Fairies, centaurs and dragon riders are pouring into our world every day, just for the thrill of adventure.

When the Fair folk gain control over a space, moss seems to grow everywhere. Our gardens and our plants grow easily, our books turn yellow, walls become damp, and little green sprouts appear between the cracks in the floor.

Freeloaders

When the Gremlins began to explore the Inner dimensions on their own, they soon stumbled upon this new species. They were naive as the Gremlins once were, and they took interest in everything those strangers brought along. They also had that communal sense of property ownership, and they felt inclined to keep any nice manufactured item that caught their eye.

As soon as they saw the Portals operate for the first time, some of them managed to instinctively open gates to other dimensions spontaneously. That lead New Lilliput scholars to believe that these people are natural born magic users, but they don't seem to have the inclination to use it for their own gain. In fact, they don't seem to be inclined to do pretty much anything, other than eating and taking naps every now and then.

However, they love to collect objects fabricated by other races and reuse them - often for a completely different purpose than the one they were intended to serve. The only thing that seems to spur their interest is collecting big piles of junk. They love to catalogue and study those "alien" items. As soon as they learned about our world, they went mad for it! They revell diving into our homes, which they see as huge personal storage containers, and carefully reorder their inventories.

These Freeloaders gather our things, and move them around based on their own chaotic order. They actually grow quite fond of these things, and are ready to defend what they see to be their collections against any invaders. They use sewing needles and bottle tops as weapons, and their inner magic seems to make them behave in unpredictable ways.

You will notice that your house is full of Freeloaders when stuff moves or simply disappears. Pen drives, socks and keys are nowhere to be found (even though you are sure you left them there). Food vanishes into thin air when you are not looking, your headphone wires tangle themselves up overnight, and your wallet just happens to be in your fridge for no particular reason.

Lords of Dust

When New Lilliput came across the Lords of Dust for the first time, they stumbled upon a stern and distrustful society. They lived in a world overtaken by grime. Their industry has generated an overwhelming amount of pollution in the form of dust, and they had their hands full dealing with that. They had no way to get rid of the dirt.

The Lords of Dust are a clever bunch, and they soon saw the potential of the Portals. They faked friendship with the New Lilliputian ambassadors, presented lavish gifts and pampered them with disingenuous hospitality, until they agreed to share the secrets of Portal technology. They then cast the foreigners away and began to explore the Inner-space. Most of that was only tiny worlds with little potential, but as soon as they gazed upon our world for the first time, they knew they had found the garbage dump they had been eager to discover. They organized their finest into teams, and sent them to our homes to coordinate the transport of dust from their world into ours efficiently.

They are well equipped and organized. They know how to roll the specks of dirt and hair into balls, and hide them under our beds. They dispose of their piles of dust carefully laying them down in thin layers onto our books and shelves. The ironic thing is that this huge undertaking is forcing them to increase the productivity of their factories in their own world, which in turn is generating even much more dust that they can actually spit into our world! They desperately need to control more and more spaces in our homes in order to avoid the collapse of their civilization under a mountain of filth.

When the Lords of Dust get a hold in a new home, dust just keeps piling on all the time. No matter how often people broom or mop the floors, they always seem to remain filthy. When rays of light shine through window blinds, little specks of dust float in the air. Black chunks of unknown matter stick under the chairs, and flocks of fluff congregate under the beds and armchairs of the house.

Team points

When you are preparing your team of combatants to play a game of Home Raiders with your friends, you must agree beforehand the upper limit of Team points you will use to build your teams with. Then, add up the cost of all the Units, Leaders and Heroes that you want to include making sure you didn't exceed the limit. You can't include more Leaders than Units in your team.

Measuring

Distances are always measured in inches. When measuring between two characters, do it from the edge of one base to the edge of the other. You can measure anything at any point during the game.

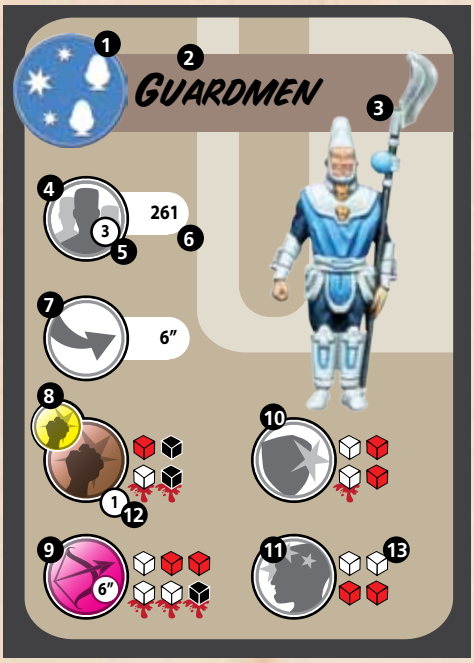
Activations, Turns and Rounds

Before each turn begins, one of the players will draw a pearl from an opaque bag (or cup). Each team will be represented by a colour, and there will be one pearl for each Unit and Hero of every team in the bag. When a pearl of your colour is drawn, leave it on the side and activate one of your Units or Heroes this turn. When the turn is over, you will draw a new pearl and continue playing like this until the round is over.

A round begins by placing all the pearls inside the bag. Every time that you take one pearl out of the bag, a new turn begins and a player will play with one of his Units or Heroes. When all the pearls are outside the bag and the last turn has been resolved, the current round is over and a new one is about to begin.

Example: Victor and Marc are playing a game of Home Raiders. Victor plays New Lilliput and will use the blue pearls. Marc plays with Gremlins and will use the red ones. They both place their pearls inside the bag. Victor places two blue pearls as he plays with two units. Marc places three red pearls, as he is playing with two units and one hero. The first round begins and Marc decides to draw the first pearl, and a blue one comes out. That means that Victor will play the first turn by activating one of his units.

Character cards



1.- Faction. You can only have characters of the same faction in your team.

2.- Name.

3.- Picture.

4.- Troop type. Characters fall into one of the three troop categories: Units, Leaders and Heroes.

5.- Force. In the case of Units, this number indicates the number of characters that you get in the Unit when you include it in your team.

6.- Cost. Indicates how many Team points it costs to include this Unit, Leader or Hero in your team.

7.- Movement. Characters can move up to that many inches with a Movement action. The colours on this icon or on the icons of the other traits signal the abilities that each character can have.

8.- Close combat. This trait shows this character's potential when performing Close combat attack actions.

9.- Shooting. This trait shows this character's potential when performing Ranged attack actions. The number within the icon indicates the base range of this character's ranged attacks.

10.- Defence. This trait shows this character's potential when defending from any Attack action.

11.- Spirit. This trait shows this character's potential to perform and defend from Spirit actions.

12.- Boost. This shows a modifier to your roll.

13.- Dice pool. Here you see the dice you will roll when performing your actions.

Troop types

There are three types of troops, and each one behaves in a slightly different way. Each character in your team will either be treated along with other characters as a group (Units and Leaders) or as a single character (Hero). When we mention troops in this rules, we are referring to Units, Leaders or Heroes equally.

Unit

Instead of just one character, you can include as many characters of this sort in your team as the number shown in the Force box. If you want to include a second copy of this unit, you have to pay the same cost in Team points again and include the number of characters indicated. This second unit can join the first one increasing its original number of characters, or be brought into the team as a new unit (place a new pearl in the bag).

A unit acts together at the same time, so when you decide to activate any of your units all the characters in it will perform the same type of action at the same time. In order to act as a unit, its characters must stay in formation, which is within 3" of one another at all times. If by any reason any of the members of the team goes astray beyond this range, the next actions of this unit need to address this situation by moving them all back together again by investing as many Movement actions as required.

When a Unit is performing a Ranged attack action, all the characters in it must attack the same target. When a Unit is performing a Close combat attack action, each character will only be able to target one character that it is in base contact with.

Leaders receive the benefits of the Unit's abilities. Characters within a Unit that have different abilities than the rest (usually Leaders) will apply their effects only when relevant.
Example: Captain Shefin is leading a unit of Guards. He has the Sucker punch combat ability, and will apply it when he is rolling his own Close combat attacks, while the rest of the unit benefits from their Roundhouse attack and Reach abilities.

Leader

Leaders must join units when deployed on the combat space, and they will bravely lead them in battle. From then on they will activate along with that unit. If the leader has any Unit affecting Leader abilities, when the Leader is vanished, its unit will no longer benefit from these effects. Leaders cannot be chosen as specific targets of any Ranged attack, unless they are the last character standing of their Unit. You can't include more Leaders in your team than the total number of Units. Leaders can declare a different type of action than the rest of its Unit, as long as they remain within the 3" formation.

Hero

These brave characters usually work best on their own. They function just like Units formed by just one character.

Movement actions

When a troop moves willingly from one spot to the other using one of its actions, that is considered to be a Movement action. Troops can move up to as many inches as the number indicated in their Movement trait on their character card. Characters cannot move through other characters (friendly or not) or objects.

When troops want to climb up or down from vertical or steep surfaces, or when walking on top of uneven objects (such as a keyboard or a pile of pens), each inch they move will count as two inches of their movement value. It is best to agree before playing which objects of the combat space will be considered uneven for movement purposes.

Falling

If a character falls (or the model gets knocked down) from a height higher than 3", it will receive a Wound token.

Close combat attack actions

Close combat attack actions are those in which a character is willingly trying to harm an enemy character that it is in base contact with. Troops can spend any of their actions to perform Close combat attack actions during their turn. In order to do so, one of the two (or more) characters involved must have previously spent one of their actions to get into base contact with one another.

To perform a close combat attack action, the attacking character must designate any eligible character that it is in base contact with. You will then pick up the character's Close combat dice pool and roll it. The defending player, as a reaction, will pick up the Defence dice pool of the target character and roll it. If the attacker rolls more Aces than the defender, the target character will receive one Wound token.

If either the attacking or the defending characters have any ability in their relevant traits, they should be taken into account during Close combat attack actions.

Ranged attack actions

Ranged attack actions are those in which troops are willingly trying to harm any opposing troop that is far away. Troops can spend any of their actions to perform Ranged attack actions during their turn. In order to do so, each shooting character must check for line of sight to make sure that it sees the character or unit it is willing to shoot at.

To perform a Ranged attack action, the attacking character must designate any eligible target within its line of sight. You will then pick up the character's Shooting dice pool and roll it. The defending player, as a reaction, will pick up the Defence dice pool of the target character and roll it. If the attacker rolls more Aces than the defender, the target character will receive one Wound token.

If either the attacking or the defending characters have any ability in their relevant traits, they should be taken into account during Ranged attack actions. Characters in base contact with any opposing character cannot be chosen as targets for Ranged attacks.

Types of actions and reactions

Each troop in your team can perform two actions each turn. There is a limited set of action types: Move actions, Close combat attack actions, Ranged attack actions, Spirit actions and Generic actions. Each of those will be explained in its relevant section in this rules set. Troops can perform two actions of the same type in the same turn if they want to.

Reactions are those instances in which troops are required to respond to another troop's action or to any game effect during the opponent's turn, such as rolling for Defence or moving from their current stance against their will, or when asked to perform a free action.

Base contact

A character is considered to be in base contact with another character, or object on the table, when its base is touching the base of the other character or the object. Once in base contact with another character, characters cannot move until one of them is vanished or moves away from base contact. Characters in base contact with enemy characters cannot perform Ranged attack actions.

When a character in base contact with an opposing character wants to move away, the "abandoned" character may perform a free Close combat attack action against the character that is moving away.

Abilities

As you can see, some trait icons on each character card have different colours. These refer to special abilities that each character has related to each of those traits. You have all the abilities listed in this rulebook. When any of these abilities contradicts any general rule explained previously, the ability will prevail.

When a character uses an ability that Hurts, it will receive a Wound token at the end of the current turn.

Dice

Many actions performed during the game will require the players to roll some dice. In order to figure out how many dice to roll, you have to look at your character's card and check out the dice pool relevant to the action you are about to perform.

You will notice that each character has a different number of dice shown next to each trait; the total number of dice that the character has is what we call a dice pool. You will also notice that there are three different colours for them: white, red and black. Each of those colour groups are called sets of dice. When you roll the dice, you have to pick up that many dice of each colour in your hand and roll them.

Example: This dice pool has two sets of dice (one white and one red), for a total of five dice.

When you roll your dice, you are looking for Aces !. If you roll a ! in any of your dice, you've just rolled a Critical Ace. This result still counts as an Ace, and you get to roll those dice again! When you are rolling against an opposing player, whoever rolls the highest number of Aces wins the roll.

Wound tokens and Vanishing

When a character in Home Raiders receives an attack and fails its Defence roll, a Wound token will be placed next to its model. When a character receives a second Wound token, the character is vanished. It will then be removed from the combat space (and from the game). It will now return to the Inner-space and heal its wounds before the next encounter.

Healing. When a character is healed it removes a Wound token.

Wounded characters will ignore the dice with wound marks: . These dice disappear from your dice pool until the character is healed back, and will not be included on any dice roll.

Line of sight

Characters have a line of sight of 360-degrees, looking all around them at all times. In order to work out if there is a line of sight between two characters, you have to draw an imaginary line between the shooting character's base and the target character's base. If there is nothing between them, then there is an open line of sight and you can perform the Ranged attack action normally.

If there is anything (an object or any other character) obscuring any part of the target character's base, then the defending character will upgrade its weakest set of Defence dice. If there is anything (an object or any other character) obscuring the target character completely, then the shooter cannot see it and that shot is not possible. Characters from the same unit of the shooter do not block Line of sight.

When dealing with different heights, lean down to the shooting character's head level and try to look at the target character from there. If you can clearly see the whole character from there, then you have an open line of sight. If you can't see the whole body of the character (forget any item it might be holding in its hands), then that character will be partially obscured. If you can't see the target character at all, then you just can't choose that character as target.

Range

Any character that has a dice pool in its shooting trait can shoot up to any range within the combat space. It will also have a number next to the shooting icon. That number indicates the base range of the weapon that it is using. Any shot beyond this range is going to be less effective, meaning that when a character is shooting at a target beyond this distance it will discard its strongest set of dice in order to take the shot. *Example, if a character with this Shooting dice pool and a 6" range is shooting anywhere beyond 6", then the dice pool becomes .*

Go to ground

When a character is about to become the target of a shooting attack, it can decide to go to ground to get a better chance of avoiding being harmed. Before any dice are rolled, the defender can declare that it is going to ground (in the case of Units, the whole unit is forced to go to ground at the same time). It is only fair that the attacker gives the opponent enough time to express this intent. If you decide to go to ground, lay your models carefully on the spot. In this case, the defender will upgrade its weakest set of Defence dice. The character will remain like this until it is activated again. During its next activation, this character (or unit) must spend its first action as a Generic action in order to stand up.

Units and shooting

When a Unit is performing a Ranged attack action, all of its characters will declare the same Hero or Unit as their intended target. The Unit will declare that it spends an action as a Ranged attack action, and signal its intended target. Then each of the characters in the unit will perform their attack rolls separately, and the target will make each defence roll accordingly. The active player will decide in which order to perform each shot.

When a unit is the target of a Ranged attack action, the character closest to the source of the attack must be the first target and it will defend from the attack. When there is more than one character at the same distance, the defending player will decide which character takes the shot. If the defence roll fails, that character will receive a Wound token. As long as a character from the target unit is still on the combat space, it can defend from as many shots as it can take before vanishing.

Characters that are not within the line of sight of the shooting character cannot be declared as targets. This means that once all the visible targets have been vanished, all remaining Ranged attacks will be lost if none of the attackers can see any more characters of the target unit.

Spirit actions

The Spirit trait is generally used as a reaction, as only the characters that have an ability in it can use it as an action. Characters that can perform Spirit actions will usually challenge their targets. In that case both characters will roll their Spirit dice pool, and whoever rolls the highest amount of Aces wins the challenge. Challenges can only be called upon enemy characters within line of sight of the active character, unless otherwise stated. Spirit actions target specific characters within units (even Leaders), chosen by the active player. Range is not relevant in Spirit actions.

Spirit abilities are quite rare, so most of the characters able to use them will be Leaders or Heroes. When any of these characters belongs to a unit, it will only be able to perform a Spirit action when the rest of the unit is performing any sort of Attack action.

Generic actions

Any action which is not a Move, Attack or Spirit action is considered to be a Generic action. Actions such as standing up, when your character has gone to ground, are Generic actions. Some game rules might require characters to perform Generic actions in order to fulfil any particular requirement, as you will see in the next page. Generic actions do not require any rolling of dice, only that the character spends one of its available actions as a Generic action. Characters belonging to Units can only perform Generic actions which are different from the rest of the Unit when the rest of the unit is performing any sort of non-movement action.

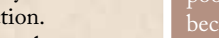
Combat space and objects

Portals can open limited blocks of combat space in our world, in which the creatures from the Inner-space can appear and fight each other. In order to have an interesting combat space, it would be good to have at least two objects in it for every square foot. For example, if you are playing on a 30" by 30" surface, it would be good to have between 13 to 18 objects laying around. But the great thing about this game is that you should use the real space as it is as much as possible. This means that if you are playing on an untidy desk, that's all you need right in front of you. Another good method for setting up your space is to toss your bin on the table and let its contents scatter freely (as long as there is nothing organic or wet in it!). Once you are happy with the looks of the combat space, you can both place your Portals and start playing. Once the game begins, Portals are treated just like any other object of the game.

Objects on the table can be climbed upon (as long as you can place the model safely on top of them), or used as cover to protect from Ranged attacks. You can also determine which of those objects are movable, as some abilities allow characters to interact with objects in this way. Mugs and cell phones may be moved (pushed) by the characters, while computer screens or lamps are considered to be unmovable. It is a good idea to decide which of the objects on the combat space are movable and which are not before the game begins.

Dice strength and Boosts

Some abilities refer to your "weakest" or your "strongest" set of dice. We will establish that white dice are weaker than red dice, and red dice are weaker than black dice. So in the case that your dice pool is , then your weakest set of dice are the red ones, and your strongest set of dice are the blacks.

When you are asked to upgrade your weakest set of dice, you turn that set into the next strongest set of dice. For example, if your dice pool is , then it will become  . When you are asked to downgrade your strongest set of dice, you turn that set into the next weakest set of dice. For example, if your dice pool is , then it will become .

Some traits have a number in their Boost box. When you are rolling dice relevant to that trait, as long as you roll at least one Ace, you will add as many aces to your total rolled as indicated in the Boost.

Vanished troops and pearls

When a Unit or a Hero is vanished from the game before it had the chance to be activated that round, its pearl will still be in the bag. When a pearl of that team's colour is drawn, the player may decide to pass that turn and decline to activate any of his Units. So as long as there are more pearls in the bag than unactivated troops on the combat space, you can pass the turn.

Before placing the pearls back in the bag in the next round, make sure that you place only one pearl per Unit and Hero.

Deployment, Portals and Combat space

The players determine the combat space that they will be playing on. You can agree before the game begins how big it will be, depending on the size of your teams. It can be a whole table, or any area of your floor. This will be the space that your portals can keep open for you to face your opposition, and anything beyond this limit doesn't exist and none of the characters can go beyond that frontier.

Each team will have a Portal, and it will manifest in a special object on the combat space chosen by each of the players. It needs to have a significant volume, such as a coffee mug, a lamp or a shampoo bottle (or you can build your own, inspired by your faction). Its location on the combat space is determined by the setup, and it might be a key element of the game, depending on the objective (see this same page).

Before starting the first round, both players will deploy their troops within 6" of their portal. When there is no more room to place more characters within this range, you can then (and only then) start placing more troops within 12" of the Portal.

Win the house

Why don't you take your games to the next level? You could draw a little map of your home and play a game in each of the rooms, using the objects you can usually find there. After playing each game, mark the map with the symbol of the team that won each game. Once you've played in all the rooms, you will prove which team owns the house!

Playing and winning the game

Once you have defined your combat space and both players have built their teams, the game is just about to start. Players will now roll for setup to lay the Portals as indicated. Afterwards, one of you will have to roll a white die, one player will choose "Blank" and the other player will go with "Ace", treating the Critical Ace result as a normal Ace. The player that gets his result on the die decides where to place his Portal and deploys his team. Once that player's team has been deployed, the other player places his Portal, deploys his team and then rolls for an Objective.

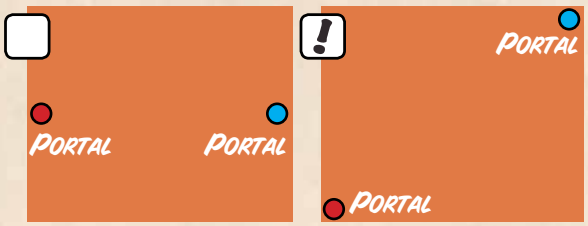
Once both teams have been deployed, place all the pearls in the bag and get the first round going. Let the game begin!

Setup

Setup tells you where to place your portals on the combat space. Once you have determined how big it is going to be, roll one white dice (treating the Critical Ace result as a normal Ace). Lay your Portals on the combat space as shown below, depending on your roll.

Direct confrontation. Place the portals in the middle of opposing sides of the combat space.

Cunning strategy. Place the portals in opposing corners of the combat space.



Objective

Every mission can be different from the last, and each space is different. This means that tactics need to adapt in order to conquer the objective. Roll two white dice (treating the Critical Ace result as a normal Ace). Both teams will have the same objective.

Vanish the enemy. Whoever manages to vanish the highest number of characters in the opposing team by the end of the sixth round wins the game.

Control the Portal. Whoever manages to get more characters in base contact with the Portal of the opposing team by the end of the sixth round wins the game.

Strategic spot. Each player places two markers (they can be anything small, like a coin or a key) on the combat space. They must be placed at least 15" away from their own Portal, and 5" away from each other.

Whoever controls the highest number of markers by the end of the sixth round wins the game. In case of a tie, the player with a character controlling the marker that is further away from its own Portal wins the game. In order to control a marker, a character must get in base contact with it and spend a Generic action. Units can choose one of their characters to spend a Generic action to control a marker while the rest of the unit performs any other non-movement action. If the character is vanished, abandons the marker or doesn't use the Generic action in order to control the marker by the end of the sixth round, the marker is not considered to be controlled.

This game has been designed by David Esbrí and published by Vesper-on Games S.L.

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Movement

Push. This character can push a movable object up to half of its movement value if it is in base contact with the object at the beginning of the action. This object can only be pushed over a flat even surface.

Climb. This character can move up or down vertical or steep surfaces without applying any penalties.

Ghost. This character can move away from base contact without generating any attacks from the abandoned character. It can also move freely through any other character, friendly or not.

Charge. If during its movement this character gets in base contact with any enemy character, its next Close combat attack action within the same turn will upgrade its weakest set of dice.

Running shot. This character can move up to half of its movement value interrupting its Movement action to perform its second action as a Ranged attack action. Once resolved, it can finish the rest of the original Movement action.

Feather fall. This character doesn't suffer any damage when falling from any height.

Eager teleport. Hurts. Once per game, this character can perform a Generic action in order to vanish and reappear immediately in base contact with any other character (friendly or not) anywhere on the Combat space.

Flight. This character can move in any direction up to its full movement value ignoring any terrain and other characters as long as this Movement action does not end placing the character over other characters or terrain it could not normally move on.

Transport. This character can carry friendly characters as long as they are all within 3" of it before performing the Movement action. In the case of Units, all of its characters must be within 3" of the transport. Once the whole movement has been resolved, transported characters will be placed back on the ground within 3" of this character.

Relocate. This character can perform a Movement action while in base contact with only one enemy model. If so, it will be able to move and relocate around that character as long as it doesn't break base contact.

Close combat

Exploit weakness. When this character performs a Close combat attack action, the target character downgrades its strongest set of Defence dice.

Roundhouse attack. When this character deals damage with a Close combat attack, it can perform a free Close combat attack action against any other target character in base contact which this character hasn't attacked previously this turn.

Violent attack. After the target character rolls Defence reacting to this character's Close combat attack, you may ask your opponent to reroll one set of dice.

Reassuring attack. When performing Close combat attacks, this character will always get at least one Ace even if it didn't roll any.

Knock back. After performing a Close combat attack, all the extra Aces rolled surplus to the Aces rolled by the target character's Defence roll may be turned into inches. The attacking character may decide to move the target character up to that many inches in any direction (moving the target character away from base contact).

Sucker punch. This character may perform its Close combat attack only with its strongest set of dice. If this manages to wound the target character, its whole unit will be forced to go to ground as well.

Rampage. Hurts. This character can perform two Close combat attack actions, each of those directed to two different characters in base contact by spending one single Close combat attack action. If this manages to wound or vanish both characters, this character heals.

Grapple. This character can perform a Generic action against any character it is in base contact with, by rolling its weakest set of Close combat dice. If the roll produces at least one Ace, the target character will only roll his weakest set of defence dice the next time it is the target of any Close combat attack this round.

Reach. This character can make Close combat attacks against characters that are up to 2" away from him.

Entangle. When this character performs the free Close combat attack against an enemy character trying to break away from base contact, it will upgrade its weakest set of dice. If that character has the Ghost ability, then this character will still be able to perform the free attack, but only with its strongest set of dice

Shooting

Sure aim. This character can invest its two actions to make one single Ranged attack action upgrading its weakest set of dice.

Double shot. After rolling the shooting dice, but before the target rolls for defence, this character can decide to distribute the total amount of aces rolled between two eligible targets.

Blast. This character may spend its two actions to perform one single Ranged attack. This attack will affect all characters (friend and foe) within 2" of the target character's base. Roll once for the Shooting attack, and have each eligible target make its defence roll.

Lightning bolt. This character may perform its Ranged attack only with its strongest set of dice. If this manages to wound its target, it can then perform another free Shooting attack with its complete dice pool against any other target within 6" of the original target, even if it is outside the shooter's line of sight.

Parabolic. This character's Ranged attacks can ignore one character or object blocking its line of sight. If the character chooses to shoot this way it will downgrade its strongest set of dice.

Bullseye. This character may decide to downgrade its strongest set of shooting dice. In this case, the target character will also downgrade its strongest set of defence dice.

Multitask. This character can perform Ranged attack actions while in base contact with enemy characters, aimed to any eligible target.

Point blank. This character can shoot at characters that it is in base contact with, upgrading its weakest set of Shooting dice.

Saturation fire. This character may decide to roll only its strongest set of dice, in this case, the target character's Unit is forced to go to ground.

Sniper. When this character chooses as a target for its Ranged attack any target that hasn't been activated this round yet, it will upgrade its weakest set of dice.

Spirit

Subtle manipulation. This character can call for a Spirit challenge. If successful, it can move the target character up to 3" in any direction.

Distract. This character can call for a Spirit challenge. If successful, the target character will downgrade its strongest set of dice on its next roll.

Mind trick. This character can call for a Spirit challenge. If successful, the target character cannot attack this character during its next turn, but may choose a different eligible target.

Transfer. If wounded, this character can call for a Spirit challenge. If successful, it will heal and the target character will receive a Wound token. This Spirit challenge can't be taken upon any wounded target.

Strong will. This character can never be the target of any of the opponent's Spirit abilities.

Disrupt. This character can call for a Spirit challenge. If successful, the target character's unit must be activated in the opponent's next turn.

Charm. This character can call for a Spirit challenge. If successful, the target character will immediately perform a free Close combat attack against a model it is base contact with, chosen by this character.

Confuse. This character can call for a Spirit challenge against an enemy Leader. If successful, the target character's command abilities will cease to work for the rest of the current round.

Stun. This character can call for a Spirit challenge. If successful, the target character will lose one of its abilities for the rest of the current round, chosen by this character.

Brainfreeze. Hurts. This character can force a target character to make a Spirit roll with its weakest set of dice. If the target character doesn't roll at least one Ace, it will receive a Wound counter. This ability can't be taken upon any wounded target.

Defence

Sharp reflexes. When this character is the target of a Ranged attack, it upgrades his weakest set of Defence dice.

Wall of shields. This character receives a Boost of 1 to its Defence roll if it is in base contact with any ally character with this same ability.

Regeneration. After this character receives a Wound token, roll one dice of the type of the weakest defence set. If it rolls an Ace, remove the Wound token.

Deflect. If this character is the target of a Ranged attack and is successful in the Defence roll, it can redirect the attack to any eligible target as if it was the original shooter. This character will then perform a free Ranged attack action.

Shrapnel. When this character is vanished, all characters in base contact with it must defend from an automatic Close combat attack of 1 Ace.

Resilience. When this character is the target of a Close combat attack, it will upgrade its weakest set of Defence dice.

Energy barrier. When this character is the target of an Attack, before rolling for defence it can force the attacker to reroll its dice and choose which of the two rolls will be used for this action.

Flicker. When this character defends successfully from a Close combat attack, it can decide to interchange its location with any other model (friend or foe) within 5" of its original location.

Bodyguard. This character can decide to become the target of any attack directed to any friendly character that it is in base contact with.

Mirror image. When this character receives a Wound token, it can roll one dice of the type of its weakest set of Defence dice. If it rolls an Ace, the character will assign this Wound to any other friendly character within 5".

Unit

Action group. This Unit can divide into two units by taking a Generic action.

Scouts. This Unit may deploy anywhere on the combat space after all the other units (friendly or not) have been deployed, as long as it is deployed further than 12" away from any enemy character.

Firm stance. This Unit cannot be pushed or moved in any way against its will.

Phalanx. If all the characters of this Unit are in base contact with each other while performing a Close combat attack, they will upgrade their weakest set of dice.

Open formation. This Unit will keep its formation even when its characters are within 5" from each other.

Divided aim. Each of the characters in this unit may choose its own target when performing Ranged attack actions.

Wardancers. This Unit can move away from base contact without generating any free attacks.

Beating posse. If more than one character of this Unit is in base contact with the same target character, they will receive a Boost of 1 to their Close combat attacks against that character.

Hikers. When this unit moves over an uneven surface or climbs heights of up to 1 inch, they can do that without suffering any penalties to their Movement.

Iron spirits. Whenever this unit is called upon a Spirit challenge, the challenging character will downgrade its strongest set of Spirit dice.

Leader

Aim. This character's Unit gets a Boost of 1 to its Ranged attacks.

Warrior monk. This character's Unit gets a Boost of 1 to its Close combat attacks.

Fast recovery. This character's Unit can stand up for free at the beginning of their turn if they went to ground previously.

Defensive stance. After defending from a Close combat attack, this character's unit can move away from base contact without generating any free attacks. They may move up to 1" in any direction.

Reckon. Once all the teams are deployed, this character's Unit can perform a free Movement action before the first round begins.

Dodge. When this character's Unit is the target of a Ranged attack, the attacker will reduce its shooting range by 2".

Lead by example. Hurts. When any character from this character's Unit is wounded, this character can perform a Generic action to heal it.

Replacement. When this character vanishes, you can remove any other Leader from a different friendly Unit and place it on the same spot this character was when it vanished and attach it to the Unit that this character was with.

General. This character's Leader abilities will transfer to the whole army, instead of to its Unit only. If this character is vanished, any transferred ability will no longer be in use.

Redeploy. This character can abandon the Unit it was originally deployed with. When the Unit declares a Movement action, this character can abandon the formation and move freely, becoming a one man unit on its own (place a new pearl into the bag at the end of the current round); this character cannot be activated again until the next round. This character can join any new Unit by moving within 3" of a friendly Unit and declaring its intention to join it; said Unit cannot be activated until the next round (remove a pearl from the bag at the end of the current round).

Hero

Precise attack. Enemy characters defending from attacks from this character will treat any Critical Ace results in their Defence roll as if they were normal Ace results.

Swan song. When this character gets vanished, it can perform one last free Attack action before disappearing.

Explorer. This character may deploy anywhere on the combat space after all the other units (friendly or not) have been deployed, as long as it is deployed further than 12" away from any enemy character.

Selfish fighter. When this character receives a Wound token, it can ignore the wound and cause any friendly character that it is in base contact with to receive said Wound token.

Prudent strategist. All friendly characters within 3" will upgrade their weakest set of Defence dice.

Messenger. If this character begins its turn within 3" of a Leader and ends its turn within 3" of a unit not affected by that Leader's command abilities, this said unit will benefit from that Leader's command abilities until the end of the round.

Sworn enemy. Choose one Leader or Hero in the opposing team before rolling for Setup. When this character performs any Attack action specifically directed against that character, upgrade its weakest set of dice.

Champion. This character can endure two Wound tokens instead of one before being vanished.

Fervour. Hurts. This character can perform three actions instead of two this turn.

Specialist. This character can be deployed within any friendly unit, and will operate with it just like any other of its members. This character will benefit from any Unit abilities affecting the unit.