

WARZONE

ETERNAL



KICKSTARTER

GAME RULES PREVIEW

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HEROIC
Signatures

/// INTRODUCTION ///

Warzone Eternal is a miniatures skirmish game set in the techno-fantasy future of the Mutant Chronicles universe played with 32mm miniatures. This document is intended to give Kickstarter backers a basic understanding of how a game of *Warzone Eternal* is played.

/// PREPARATION ///

PLAYING AREA

The standard playing area for a game of *Warzone Eternal* is 3 feet by 3 feet. At least 50% of this space should be covered with pieces of terrain large enough to obstruct sight lines. These pieces of terrain may pose hazards or provide tactical opportunities, as defined by the Terrain Traits that the players assign to them.

DICE

Warzone Eternal uses a 20-sided die (a “d20”) to resolve all actions. Low rolls are better, as players are typically looking to roll equal to or under a target number.

COUNTERS

Players will need counters, markers, or other physical indicators to uniquely represent Wounds, the Activation status of a Unit, or various other game effects.

FORCES

Each player will bring a number of *Warzone Eternal* models representing Units from a single faction up to a total number of Deployment Points (DP) agreed upon by the players. A Unit’s DP is listed in its Profile. For average games, this will result in opposing Forces of 10–20 models.

Some Units will additionally have a Specialist Points (SP) cost listed in their Profile. This represents Units with particularly unique skills or effective weaponry. The number of SPs that may be included in a Force will be determined by the number and types of Leaders that are selected..

SCENARIO

Players will determine the scenario to be played as well as whether their Force represents the Agents of Light or the Servants of Darkness—whether this is a proud affiliation or the result of subtle manipulation by powerful forces is up to the player! The scenario will define the objectives to be accomplished, the deployment areas for each Force, and any special rules that may apply in the game.

DEPLOYMENT

Players roll off and the winner chooses one of the two Deployment Areas identified in the Scenario or passes that choice to their opponent. The player that chooses their Deployment Area deploys half of their Units. Their opponent then deploys their entire Force into the opposite Deployment Area. Finally, the first player deploys the remainder of their Units. Some Units possess Special Abilities that allow deployment outside of the Scenario’s Deployment Areas.



/// PLAYING THE GAME ///

TESTS AND TARGET NUMBER ("TN")

In a game of *Warzone Eternal*, players will frequently need to determine the results of an Action. These are called Tests and they are performed by rolling a d20 against a specific target number, referred to as a TN. The target number will be expressed as "TN(X)," where the X is either a specific number value or, more often, derived from a Unit's Profile. If the die roll is equal to or under the TN, the Test is a success. If the die roll is greater than the TN, the Test is a failure.

THE GAME TURN

A game of *Warzone Eternal* is played over a series of Turns, each of which is divided into three Phases:

1. START TURN PHASE Each Turn begins with this Phase, during which players roll off to determine who will Activate a Unit first during the Activation Phase. Die results are modified by the current Victory Point totals for each player, thereby helping to mitigate runaway victories. During this Phase players will also determine if either side receives any Pass Counters for the Turn. A Force that finds itself outnumbered receives one Pass Counter for every two fewer Activations it has than its opponent. These Pass Counters can be used in the Activation Phase in place of Activating a Unit.

2. ACTIVATION PHASE This is the primary Phase of a Turn and consists of players taking alternating turns Activating their Units until all Units capable of being Activated have done so. During a Unit's Activation they are assigned an Activation Counter and then perform up to two Actions, declaring and completing their first Action before declaring their second Action. Unless otherwise stated, each type of Action can be performed multiple times and in any order. A Unit may end its Activation without performing both of its Actions, but forfeits any unused Actions.

3. END TURN PHASE During this Phase players will review Scenario victory conditions to determine if they have been achieved by either player. If they have not, Activation and Reaction Counters are removed, resetting the table for the next Turn to begin.

/// ACTIONS ///

When a Unit is Activated, it may perform up to two Actions from the following:

AIM The Unit receives a bonus to hit and increases their weapon's Damage Rating for the next Shoot Action they perform during this Activation.

BRACE The Unit ignores the recoil penalty of certain high rate of fire weapons and gains the ability to Suppress targets for the next Shoot Action they perform during this Activation.

CHARGE The Unit moves towards a visible enemy Unit and, if it reaches base-to-base contact with that enemy, may perform a free Strike Action with a bonus to hit.

CLIMB The Unit moves up to half its Movement Rating up or down a vertical surface with which it is in base-to-base contact.

MOVE The Unit is moved up to its Movement Rating.

RALLY The Unit removes a Pinned Counter it has.

RELOAD The Unit removes a Reload Counter from one of its Weapons.

SHOOT The Unit performs a ranged attack.

STRIKE The Unit performs a melee attack.

/// REACTIONS ///

Generally, unless they have a Pinned Counter, a Unit may be assigned a Reaction Counter and perform a Reaction once each Turn. Reactions may never be declared by the player who is currently activating a Unit, and only one Unit may perform a Reaction in response to an enemy Action. The available Reactions are:

AMBUSH The reacting Unit uses its Reaction and its Activation to interrupt an enemy Unit's Move, Charge, or Climb Action to perform a Shoot or Charge Action targeting that enemy Unit.

COUNTERATTACK The reacting Unit, after having been targeted by an enemy Unit's Shoot or Strike Action, performs a Shoot or Strike Action targeting that enemy Unit.

DIVE FOR COVER The reacting Unit, after having been declared the target of an enemy Unit's Shoot Action, receives a bonus to their Armor Rating for resisting damage from that attack.

PARTING BLOW The reacting Unit performs a single Strike Action targeting an enemy Unit that seeks to move out of base-to-base contact by any means.

/// MOVEMENT ///

Units will typically move about the battlefield through the use of Move or Charge Actions, though some special effects may compel movement. During the course of this movement a Unit's base size must always be observed, and that base must be able to physically fit between any obstacles on the battlefield and sit flat on the tabletop or terrain feature at the conclusion of its movement. Units may end their movement facing in any direction, as facing has no game effect unless otherwise stated.

Obstacles shorter than a Unit may be clambered over, but taller obstacles must be scaled via the Climb Action.

Units may pass freely through Friendly Units of the same base size or smaller, but may never move through Friendly Units with a larger base size or Enemy Units of any kind.

A Unit may never willingly exit the Battlefield unless otherwise noted, such as in certain Scenarios.

REPOSITION

Once per Activation a Unit may move up to 2" in any direction so long as it ends in base-to-base contact with a Terrain Feature. This may occur before or after an Action is completed, but not in the midst of the performance of an Action.

/// RANGED ATTACKS ///

Units that are not in base-to-base contact with an enemy Unit and are armed with a ranged weapon may perform a Shoot Action to target a visible enemy Unit. These Actions are resolved by performing a Test with a TN equal to the Unit's Missile Weapon Rating modified by the enemy's Defense Rating, the distance to the enemy Unit, the accuracy of the weapon being used, the presence of intervening obstacles, and other modifiers.

On a success, the Unit has struck the enemy Unit which will now need to perform an Armor Test to resist suffering an injury. On a failure, the ranged attack has missed.

CRITICAL SUCCESS A natural roll of a "1" on a Shoot Action Test signifies a Critical Success increasing the attack's Damage Multiplier by 1.

CRITICAL FAILURE A natural roll of a "20" on a Shoot Action Test signifies a Critical Failure. The Unit receives a Reload Counter and may not use this Weapon to perform Shoot or Strike Actions until it is reloaded with a Reload Action. Some weapons are more prone to running out of ammo or jamming, and will yield a Critical Failure on other die results as stated in the Unit's Profile.

AREA OF EFFECT WEAPONS

Certain *Warzone Eternal* weapons affect not



just a single enemy Unit, but instead all Units within a defined area. These Area of Effect weapons originate from an Impact Point, typically centered on an enemy Unit's base, and affect an area called the Threat Zone. All Units whose bases are at least partially caught in the Threat Zone, as well as all other Units in base-to-base contact, are considered to be in the Threat Zone and subject to the Area of Effect Weapon.

TACTICAL FIRE

Certain specific weapons, such as hand grenades or grenade launchers, may be used to target spots on the battlefield as opposed to enemy Units. These targeted spots must be a minimum distance away from intervening obstacles to represent the parabolic arc of the shots and incur a negative penalty to the TN of the Shoot Action Test.

/// MELEE ATTACKS ///

Unless otherwise stated, Units may only perform Strike Actions against enemy Units in base-to-base contact. These Actions are resolved by performing a Test with a TN equal to the Unit's Close Combat Rating modified by the enemy's Defense Rating, the accuracy of the weapon being used, the presence of supporting allies, and other modifiers.

On a success, the Unit has struck the enemy Unit which will now need to perform an Armor Test to resist suffering an injury. On a failure, the melee attack has missed.

CRITICAL SUCCESS A natural roll of a "1" on a Strike Action Test signifies a Critical Success increasing the attack's Damage Multiplier by 1.

CRITICAL FAILURE A natural roll of a "20" on a Strike Action Test signifies a Critical Failure. The Unit performing the Strike Action gains a Pinned Counter.



/// TAKING DAMAGE ///

Whether from the blows of enemy weapons, falling from heights, or similar precarious situations, Units in *Warzone Eternal* will often need to resist suffering an injury. This is done by performing a Test with a TN equal to the Unit's Armor Rating, modified by the damage of the attack. The amount by which the Unit succeeds, or fails, this Armor Test will determine the severity of the damage as follows:

Succeeded TN by 6+: No Effect

Succeeded TN by 0–5: Pinned

Failed TN by 1–5: Pinned and Wounded

Failed TN by 6+: Dead

The varying Degrees of Damage will affect a model as follows:

PINNED The Unit is assigned a Pinned Counter (a Unit may never have more than one). Units with Pinned Counters may not be assigned a Reaction Counter or declare an Action that moves them closer to visible enemy Units.

WOUNDED The Unit is assigned a Wound Counter. If a Unit has a number of Wound Counters equal to or greater than its Wound Rating, all future amounts by which an Armor Test is Failed are doubled.

DEAD The Unit is assigned a Wound Counter. Then, if this Unit now has a number of Wound Counters equal to or greater than its Wound Rating, it is immediately removed from the Battlefield as a Casualty. If this Unit is not removed as a Casualty, it receives a Pinned Counter.

DAMAGE MULTIPLIERS

Some sources of damage will require a Unit to succeed at multiple Armor Tests in order to avoid suffering damage. Such attacks have a Damage Multiplier which is expressed as a multiplier following the DAM Rating (such as DAM 12(x2)). A Unit hit by a source of damage with a Damage Multiplier must succeed at that number of Armor Tests in order to avoid taking damage.



/// SAMPLE UNIT CARD | BAUHAUS BLITZER ///

BLITZER
BLITZERS | BAUHAUS

UNIT SPECIAL ABILITIES
Blitz, Trailblaze

DP	SP
4	0

CC	DEF	MW	PW	LD	W	ST	MV	AR
13	-1	13	11	12	1	5	4	21

EQUIPMENT

CC	SHORT	LONG	AMMO
MP-103 SMG // Burst (2), Recoil (1)			
-	Up to 6"	+0/12	19
MP-105 HANDGUN			
+0/12	Up to 6"	+1/12	20

SPECIAL ABILITIES

Blitz // When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move Action.

Trailblaze // This Unit ignores the Rough Terrain Trait.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area. Each of these Tests should be resolved sequentially, in the order determined by the Unit's player, resolving any Shoot Action Test Critical Failures immediately.

Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.

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NOTES ABOUT UNIT CARDS

Each Unit in Warzone Eternal will have a corresponding Unit Card that details the Characteristics Ratings for that Unit and any Weapons they carry, as well as listing all of their Unit and Weapon Special Abilities. The Unit and Weapon Special Abilities are summarized on the back of the Unit Card, making it a one-stop reference for gameplay.



/// SAMPLE UNIT CARD | MISHIMA SHADOW WALKER ///



SHADOW WALKER
SHADOW WALKER | MISHIMA

UNIT SPECIAL ABILITIES

Blur (-1), Camouflage (2), Fearless, Mortuary Enzymes, Tactical

DP | SP
5 | 1

CC	DEF	MW	PW	LD	W	ST	MV	AR
13	-2	12	12	13	1	5	6	20

EQUIPMENT

CC	SHORT	LONG	AMMO
POISONED PUNISHER SHORTSWORD // Vicious +1/ST+6x2	-	-	-
SILENCED PUNISHER HANDGUN // Silenced -2/12	Up to 6"	+0/13	6"-18" -2/12
SMOKE GRENADES // Cloud (2), Smoke, Tactical Fire	-	Up to ST"	+0/-
		ST"-12"	-3/-
			20

SPECIAL ABILITIES

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Blur (X) // This Unit receives a bonus of X to its DEF Characteristic against Shoot Action Tests targeting it as part of any Reaction.

Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Mortuary Enzymes // When this Unit is removed from the Battlefield as a Casualty all Units in base-to-base contact with it suffer a DAM 8 hit.

Tactical // This Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

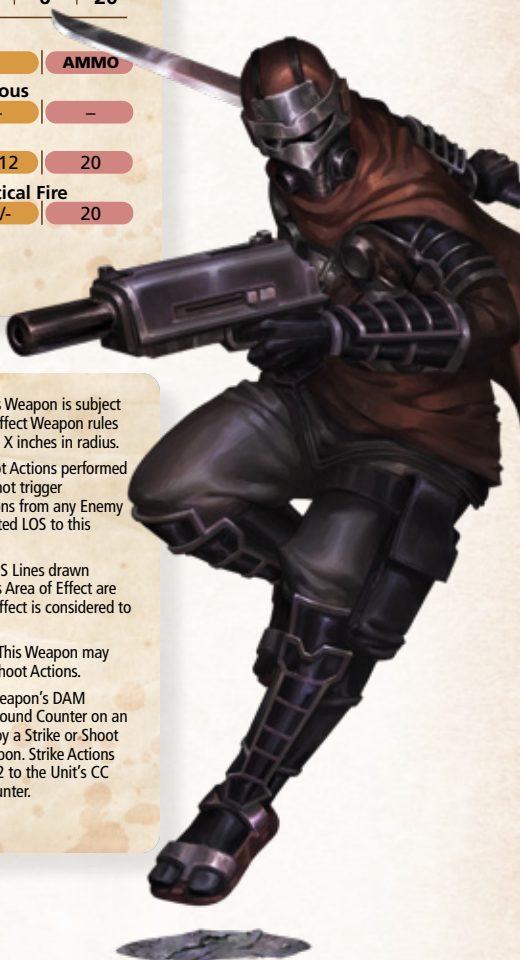
Cloud (X) // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Silenced // Shoot Actions performed with this Weapon do not trigger Counterattack Reactions from any Enemy Unit who has Obstructed LOS to this model.

Smoke // Any LOS Lines drawn through this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.

Tactical Fire // This Weapon may perform Tactical Fire Shoot Actions.

Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



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