

RUINSTARS - MISSIONS QUICK REF

MISSION SETUP

SETUP STEPS



EACH TURN



PVP

Both Squads build to **100 GP** at the same **TL**. Roll off to assign Squad A / B. Each Squad secretly rolls **2D6** for their Objective; both reveal simultaneously and pursue their own Objective independently.

PVE

Select an enemy faction and a **Threat Level (1-3)**. Roll **3D6** on the faction Spawn Table – each die resolved independently. Roll **1D6** for Squad A/B assignment: **1-3** = Player is Squad A; **4-6** = Player is Squad B. Roll **2D6** for two Objectives with different Archetypes (re-roll if they match).

MISSION SCORING

BOTH MODES

+1 MP per TL for completing the mission
+1 MP per TL per completed Objective

PVP ONLY

+1 MP per TL if all enemy Units Taken Out

PVE ONLY

+1 MP per TL if all NPC Units Taken Out AND at least one Player Unit extracted

MISSION END

PvP: End of Turn 4.

PvE: Player Squad fully extracts, or all Player Units are Taken Out.

BATTLEFIELDS (D6)

Roll at Mission start. Effect triggers at the start of each Turn after the first.

1 The Ruined City – Collapse

Roll a random Anchor. All terrain within 4" is removed; all Units within 4" take 2 Damage.

2 The Facility – Darkness

Select a random Anchor. Until end of Turn, Units within 4" cannot be targeted in Ranged Combat.

3 The Jungle – Miasmic Mist

Select one random Standing Unit from each Squad. That Unit moves 2" three times in random directions (no AoD). If blocked, it takes 1 Melee Damage.

4 The Alien Hive – Noxious Gas

Select a random Anchor. All Units within 4" take 1 Damage.

5 The Cursed Temple – Haunting Spirits

Select one random Unit from each Squad. That Unit immediately attacks the closest valid target in Combat, Squadmate or enemy.

6 The Rift – Shifting Realities

Select a random Anchor, then roll 1D6. 1-3: All Units within 4" move 2" toward it (no AoD). 4-6: All Units within 4" move 2" away from it (no AoD).

DEPLOYMENTS (D6)

Roll at Mission start. **PvP:** roll off for A/B. **PvE:** 1-3 = Squad A, 4-6 = Squad B.

1 Standard Insertion

Squad A: Adjacent to SW, S, or SE Anchors. Squad B: Adjacent to NW, N, or NE Anchors (split evenly), in Cover/out of sight.

2 Hot Drop

Squad A: Adjacent to N, S, E, or W Anchors. Squad B: Adjacent to NW, NE, SW, or SE Anchors (split evenly), in Cover/out of sight.

3 Flanked

Squad A: within 4" of S Anchor. Squad B: Adjacent to NW or NE Anchors (split evenly), in Cover/out of sight.

4 Deep Strike

Squad A: within 4" of SE Anchor. Squad B: within 4" of NW Anchor, in Cover if possible.

5 Overwatch

Squad A: Adjacent to SW, S, or SE Anchors. Squad B: Adjacent to W, N, or E Anchors (split evenly), in Cover/out of sight.

6 Encircled

Squad A: within 4" of Center Anchor. Squad B: Adjacent to NW, NE, SW, or SE Anchors (split evenly), in Cover/out of sight.

OBJECTIVES

Roll 1D6 for **Archetype**, then 1D6 for **Variation**.

1-2 Control · **3-4 Activate** · **5-6 Destroy**

CONTROL

Setup: 3 Objectives on random Anchors.

1-2 Hold the Line

Control all 3 Objectives at the end of any one Turn.

3-4 Sustained Hold

Control 2+ Objectives at the end of two consecutive Turns.

5-6 Clear and Move

Control 1+ Objective at end of three consecutive Turns. Remove one controlled Objective at end of Turn.

ACTIVATE

Activate (ZACT): Unit Controls an Objective. Objective removed from battlefield.

1-2 Full Access

Place all 3 at mission start. Activate all three in any order.

3-4 Sequence

Place only the first Objective. Each activation places the next on a random unoccupied Anchor.

5-6 Search and Recover

Place 3 Objectives. On Activation, roll 1D6: found if result ≤ current Turn number. No TD re-rolls. Finder carries item (drop/pass for 1ACT). PvE: carrier must extract. PvP: carrier must be Standing at mission end.

DESTROY

Objectives on random Anchors. Can be targeted in combat.

1-2 Full Denial

Place 3 Objectives. ARM 4 HIT 3. Destroy all three.

3-4 High-Value Target

Place 1 Objective. ARM 4 HIT 6. Destroy it.

5-6 Attrition

Place 3 Objectives. ARM 4 HIT 3. At end of each Turn, remaining Objectives regain 1 lost HIT. Destroy two of three.

PVE NOTES

NPC SQUADS

Select an enemy faction and a **Threat Level (1-3)**. Roll **3D6** – each die resolved independently. Look up each result in the faction Spawn Table column for the current TL to identify spawned Units.

In Campaign play, TL matches the Operation: TL1 for Op 1, TL2 for Op 2, TL3 for Op 3. We recommend using the same faction for all Missions within an Operation.

NPC ACTIVATIONS

After each **Player Unit** activation, the same player activates one Ready **NPC Unit** per its **Behavior** skill. Repeat until all Units have activated. Resolve any Start of Turn skills before activations begin.

REINFORCEMENTS (TURN 5+)

At the start of Turn 5 and each subsequent Turn, roll **1D6** and consult the Spawn Table for the current TL. Spawn the indicated Units Adjacent to a random Anchor – one Unit per Anchor.

EXTRACTION (TURN 4+)

At the start of Turn 4, place the **Extraction Point** on a random unoccupied Anchor.

At the end of Turn 4 or later, each **Standing Unit** within 3" of the Extraction Point that is **not Adjacent to any enemy** extracts successfully.

Units that fail both conditions are left behind – treat as Taken Out for Injury purposes.

HORDE MODE NOTES

STRUCTURE

3 Acts × 3 Waves. Each Wave is a reduced PvE mission with **one Objective**. A Wave ends when all NPC Units are Taken Out.

No Extraction required for Wave completion. HIT does not reset between Waves. Every 3 Waves: select a new random battlefield and NPC faction and increase TL by 1. Spend MP on Spoils of War at the end of each Wave.

WAVE SCORING

+1 MP per TL for completing the Wave

+1 MP per TL for completing the Objective

+1 MP per Turn before Turn 4 the Wave was completed (Turn 1: +3, Turn 2: +2, Turn 3: +1)

DOWNED UNITS

When a Player Unit reaches **0 HIT**, it is **Downed** instead of Taken Out. Place it on its side. Do not remove it from the battlefield.

· Ignored by NPC Units; cannot be targeted in combat.

· Takes no Damage.

· May only perform **Move**, **Dash**, or **Revive** (no Attacks of Opportunity).

If all Player Units are Downed simultaneously, the session ends in defeat.

REVIVE (2 ACT)

A **Standing Unit** that Controls a **Downed** Squadmate may revive it. A Downed Unit may also revive itself if it Controls a Standing Squadmate.

The revived Unit returns to Standing with **1 new Injury** and **half its HIT** remaining (round up).