

# RUINSTARS - PVE MISSIONS QUICK REF

## GAME CYCLE

### MISSION SETUP



### EACH TURN



### NPC SQUADS

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

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

### EXTRACTION & MISSION POINTS

At start of Turn 4, roll a random Anchor as the **Extraction Point**. At end of Turn 4+, Standing Units within 3" of it and not Adjacent to enemies may **Extract**. Units that fail both conditions count as Taken Out.

## TURN SEQUENCE



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

**Turn 5+:** At the start of the Turn, before Battlefield effects, roll **1D6** and spawn Units on random anchors

## OBJECTIVES

For each objective: roll 1D6 for **Archetype**, then 1D6 for **Variation**. Both objectives must have different Archetypes - re-roll if they match.

**Archetype (D6):** 1-2 Control · 3-4 Activate · 5-6 Destroy

### CONTROL - VARIATION (D6)

Setup: 3 Objectives on random Anchors.

#### 1-2 All Three, Any Turn

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

#### 3-4 Two Objectives, Two Turns

Control two or more Objectives at the end of two consecutive Turns.

#### 5-6 One Objective, Three Turns

Control one or more Objective at the end of three consecutive Turns. Remove controlled Objectives at end of each Turn.

### ACTIVATE - VARIATION (D6)

Activate (2ACT): Unit Controls an Objective to activate it. Remove from battlefield.

#### 1-2 Any Order

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

#### 3-4 In Order

Place only the first Objective at mission start. Each activation places the next.

#### 5-6 Search

Place 3 Search Objectives. On Activation roll 1D6: 1st = found on 1; 2nd = found on 1-2; 3rd = auto. No TO re-rolls. Finder carries item; can drop/pass for 1ACT. Carrier must extract to complete.

### DESTROY - VARIATION (D6)

Objectives on random Anchors. Can be targeted in combat.

#### 1-2 All Three

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

#### 3-4 One

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

#### 5-6 Two of Three

Place 3 Objectives. ARM 4 HIT 3. At end of each Turn, remaining Objectives regain 1 lost HIT. Destroy two of three. On each destroy, spawn one random NPC Unit (ignore quantities).

## DEPLOYMENTS (D6)

Roll at Mission start to determine where both squads deploy.

### 1 Standard Insertion

Player: within 4" of SW, S, or SE Anchors. NPC: within 4" of NW, N, or NE Anchors (split evenly), in Cover/out of sight.

### 2 Hot Drop

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

### 3 Flanked

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

### 4 Deep Strike

Player: within 4" of SE Anchor. NPC: within 4" of NW Anchor, in Cover/out of sight.

### 5 Overwatch

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

### 6 Encircled

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

## BATTLEFIELDS (D6)

Roll at Mission start. Skip for your first mission.

### 1 The Ruined City - Collapse

Start of each Turn after the first: roll a random Anchor. All terrain within 4" of it is removed; all Units within 4" take 2 Damage.

### 2 The Facility - Darkness

Start of each Turn after the first: select a random Anchor. Until end of Turn, Units within 4" cannot be targeted in Ranged Combat.

### 3 The Jungle - Miasmic Mist

Start of each Turn after the first: select a random Standing Unit from each Squad. That Unit moves 2" three times in random directions (no AoD). If blocked by a wall or obstacle, it takes 1 Melee Damage.

### 4 The Alien Hive - Noxious Gas

Start of each Turn after the first: select a random Anchor. All Units within 4" take 1 Damage.

### 5 The Cursed Temple - Haunting Spirits

Start of each Turn after the first: select a random Unit from each Squad. That Unit immediately attacks the closest Unit in Combat, Squadmate or enemy.

### 6 The Rift - Shifting Realities

Start of each Turn after the first: select one random Anchor, then roll 1D6. 1-3: All units within 4" move 2" directly toward it (no AoD). 4-6: All units within 4" move 2" directly away from it (no AoD).

## MISSION SCORING & END

### EXTRACTION

At the start of Turn 4, roll a random Anchor as the **Extraction Point**. If it is occupied by an Objective marker, re-roll until an unoccupied Anchor is selected.

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

Units that fail both conditions are left behind - treat as Taken Out for injury purposes.

### MISSION END

The mission ends when the Player Squad extracts or all Player Units are Taken Out.

If no Player Units extract, no Objectives are considered completed regardless of their state.

### MISSION POINTS

+1 MP per TL

+1 MP per TL if all NPC Units Taken Out

+1 MP per TL for each completed Objective if Squad extracts