

RUINSTARS - CORE RULES QUICK REF

DICE & ROLLS

1 CRITICAL	2-5 NORMAL	6 ALWAYS FAIL
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Success: Roll equal to or lower than the target stat.

Always fails: A roll of 6 is always a failure regardless of modifiers.

Critical: A roll of 1 is a critical success with bonus effects.

Re-rolls: Each die may only be re-rolled once. Result is final.

D3: Roll D6 ÷ 2 rounding up. (1-2 = 1, 3-4 = 2, 5-6 = 3)

ACTIONS

Each action costs listed ACT first time; +1 ACT each repeat in same activation.

ACTION	ACT	EFFECT
Move	1	Up to 6"
Dash	1	Up to 2", same rules as Move
Ranged Combat	1	Attack valid target in LoS & range
Melee Combat	1	Attack Adjacent target
Pick Up / Drop	1	Adjacent marker/token
Give	1	Pass token to Adjacent squadmate
Open/Close Door	1	Adjacent door
Mission Action	-	As defined in Mission Briefing

RANGED COMBAT

SELECT TARGET > **ROLL ATT** > **ROLL ARM SAVES**

Valid target must:

- Not be Adjacent to Attacker or Squadmates
- Be within weapon range (RNGx)
- Be in Line of Sight

Cannot attack if Adjacent to any enemy.

MODIFIER	EFFECT
Cover	Target may re-roll 1 Armor Save
High Ground	Attacker 4"+ higher; target loses Cover

Cover applies only if terrain is within 1" of target.

MOVEMENT & POSITIONING

RULE	DETAIL
Move	Up to 6" per action
Adjacent	Bases within 1", same elevation, no wall between
Control	Adjacent to item, not adjacent to any enemy
Climb Up	1" per inch of height + 1" to crest top
Climb Down	Same but vertical costs 2" less (min 0")
Range	Horizontal only - ignore vertical distance

Attack of Opportunity: When a unit moves out of Adjacency to an enemy, that enemy may make a free Melee attack.

Spend 2" of movement to reduce enemy ATT dice by 1. Max 1 AoO per unit per turn.

GAME CYCLE

MISSION START

SELECT MISSION > **SET UP** > **DEPLOY UNITS**

EACH TURN

START OF TURN > **ACTIVATE UNITS** > **END OF TURN**

ACTIVATIONS

Squads alternate activating one Unit until all Units are activated.

MISSION END

VICTORY > **EARN MP** > **APPLY INJURIES**

MP & Injury rules defined in your play mode.

TACTICAL ORDERS (TO)

Roll TO dice each turn. Each 1-3 = 1 TO. Unused TO are lost end of turn.

CONDITION	DICE
Leader Standing	5 dice
Leader Taken Out	3 dice
Per Unit Taken Out	+1 TO

SPEND TO TO:

- Perform a Unit's TO Skill
- Re-roll any one die
- Change a die result by ±1 (stackable)
- Perform an extra Basic or Mission Action

MELEE COMBAT

SELECT TARGET > **ROLL ATT** > **ROLL ARM SAVES**

Target must be Adjacent. Cover does not apply to Melee.

ROLL RESULT	EFFECT
ATT roll 1	Critical Strike - 2 Damage
ARM roll 1	Critical Save - blocks 1 dmg + returns 1 dmg to attacker (chainable)
SUPPORT	EFFECT
Attacker side	Per squadmate Adjacent to target: re-roll 1 ATT die
Defender side	Per squadmate Adjacent to target: re-roll 1 Save die

SQUAD BUILDING

Budget: 100 GP total (units + gear).

Size: 4-10 Units.

Leader: Exactly one per Squad.

Unique (*) Units and gear: max one per squad.

CO-OP MINI SQUADS

2P → 50 GP each · 3P → 34 GP each · 4P → 25 GP each

Only one Leader across all mini-squads.

WEAPON SPECIALS

CODE	NAME
*	Unique A Squad cannot include this Gear more than once.
2MC	Double Melee During each of its Activations, the second time this Unit performs the Melee Combat action with this weapon costs 1 less ACT.
2RC	Double Ranged During each of its Activations, the second time this Unit performs the Ranged Combat action with this weapon costs 1 less ACT.
ACCx	Accurate x Each time this Weapon is used in Ranged Combat, the Attacker may re-roll up to x of its Attack dice.
AUTx	Autohit x Each time this weapon is used in Combat, x of this Weapon's Attack dice is an automatic Strike without rolling it. You may still choose to roll that die.
BLS	Blast Each time the Unit uses this weapon, it fires against the target and any other Adjacent Units (including Squadmates) visible to the original target. Roll Attack dice once and apply the resulting strikes to each affected Unit.
BRUx	Brutal x Each time this weapon is used in Melee Combat, the Attacker may re-roll up to x of its Melee Combat attack dice.
CHRx	Chain Reaction x Each time this weapon is used in Combat, after resolving the Attack on the primary target, you may apply the same Attack roll's strikes on up to x other secondary targets Adjacent to the original target.
HIT	Hit Strikes This Weapon's ATT is equal to this Unit's remaining HIT.
HVY	Heavy This weapon penalizes the Unit's movement and firing actions: If the Unit performs a Move Action, its next combat action performed with this weapon costs 1 additional ACT. If the Unit uses this weapon in combat, its next Move Action costs 1 additional ACT. Units can perform a Dash Action with this weapon equipped without any penalties.
LIM	Limited Ammo This weapon can only be used once during each Mission.
NCV	No Cover Each time this Weapon is used in combat, targets do not benefit from Cover.
PBK	Point Blank This Ranged weapon can target an adjacent Enemy. Note using this weapon in this way is still a Ranged attack.
RLT	Relentless Each time this Weapon is used in combat, you may re-roll all die results of 6.
RNDx	Rending x Each time this weapon is used in combat, up to x Critical Strikes cause 3 Damage (instead of 2).
RNGx	Range x This weapon's maximum range for target selection is x.
SPR	Spread Each time this Weapon is used, the Unit may select multiple targets as long as each selected target is a valid target and is Adjacent to another selected target. If multiple targets are selected, distribute this weapon's Attack Dice between these selected targets and perform attacks accordingly. Allocate at least one Attack die to each selected Target.
STN	Stun Each time this Unit uses this weapon, if it rolls at least one Critical Strike, the target gets -1 ACT in its next Activation (minimum 1).