

6MM KINETIC

Surface Operations

Simple, customizable epic-scale kinetic warfare.

Prototype

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CONTENTS

1	INTRODUCTION	3
2	CORE MECHANICS	4
3	SETUP	5
4	GAME STRUCTURE	6
5	MOVEMENT	8
6	SHOOTING	9
	6.1 Melee	11
7	FORCE BUILDING	13
	7.1 Units	15
	7.2 Unit Traits	16
	7.3 Weapons	17
	7.4 Weapon Traits	18
	7.5 Upgrades	19
8	SCENARIOS	21
	8.1 Deployments	21
	8.2 Objectives	22
9	OPTIONAL RULES	24
	9.1 Secret Objectives	24
	9.2 Drafting	24
10	SAMPLE UNITS	26

1 INTRODUCTION

6mm Kinetic is a relatively simple, fast-playing 6mm combined-arms wargame. It's miniatures-agnostic, with fully customizable armies that don't add much complexity. It's easy and fun to build armies and scenarios from your favorite military sci-fi universes, and clash on the tabletop in city ruins or blasted wilderness in no time at all.

The Golden Rule: Fun comes first. If your group doesn't like a rule, ignore it or change it. If you'd like a new rule, add it. All players should agree to their understanding of a rule; if there is ever disagreement, a fair compromise should be reached, such as with a roll-off. The best solution is the one that lets you continue playing and still have fun.

Components

6mm Kinetic is usually played at 6mm scale. Armies are composed of units, which are attached to a single base. Each unit is an independent battlefield element, from large machines such as mechs or tanks to squad- or platoon-sized infantry elements. You can use 6mm miniatures, standees, tokens, or anything you like! It's likely that any scale up to 12mm will also work well, with some distance calculation adjustments.

You'll need a table at least 3 feet per side, and objects to represent terrain such as buildings and forests. Distances are measured in inches, so a tape measure or ruler is useful. Use common sense for distance calculations; for example, movement distances should account for going around intervening terrain features.

All dice rolls in the game use 12-sided dice (known as d12). These are easy to obtain online, and different colors can be useful for differentiating players or tracking values.

2 CORE MECHANICS

Rolls: Most rolls involve rolling some number of d12s, each attempting to meet or beat an X+ target number. Regardless of modifiers, rolls of 12 always succeed, and rolls of 1 always fail.

Weapon Profiles: Units can shoot using *Chain Fire* (shooting using general firepower plus one weapon effect), or *Weapon Fire* (pick a specific full weapon profile to fire).

Heat: After shooting, or when shot with Overheat weapons, units perform a Heat roll. If they fail, their shooting is disabled for their next activation.

Unit Stats

Class (Cl): Army value and presence of a unit. **Slots** are equal to base **Class**.

Advance (Ad): Basic movement at normal pace in inches.

Rush (Rs): Rapid movement at an accelerated pace, in inches.

Note: Advance/Rush can be represented like so: 12"/18".
Modifiers can appear in a similar manner: +2"/+2".

Firepower (Fp): The base medium-range *Chain Fire* attack dice of the unit.

Melee (Me): The base melee attack dice of the unit, be it impact or weaponry.

Combat (Cb): The shooting or melee skills of the unit. The unmodified target value when shooting needed to score hits.

Defense (Df): The evasion skills and armor deflection of the unit. The unmodified target value when targeted needed to cancel hits.

Armor (Am): The raw volume of armor covering the unit. Takes hits before structure. When depleted, damage proceeds to Structure.

Structure (St): The internal essential components of a unit. Any undefended hits applied to Structure each score a Critical Hit.

Weapons Stats

Range (Rg): The maximum range at which the weapon can target a unit.

Firepower (Fp): The number of attack dice rolled.

Heat (Ht): The number of heat dice added to the heat roll at the end of activation.

3 SETUP

Players construct forces of near equal Class before the game begins. For a starter game, it's recommended that new players each start with 20 Class per side, or roughly 4-5 units. Advanced games might include much larger forces, or even the optional Drafting mode (page 24).

The game is played on at least a 3' x 3' table for a basic small game, scaling up for larger-scale combined-arms scenarios. Take turns placing 5-15 pieces of cover, difficult, and dangerous terrain in the play area before rolling for deployment; alternatively, design your terrain placement for a specific narrative scenario!

Pick a scenario from the Scenarios section (page 21) to determine deployment zones and mission goals. For a starter game, it's recommended to play a simple Elimination scenario with either a Frontline or Corridor deployment.

Randomly determine a player to go first. Then, take turns placing units not in reserve in the designated player deployment zones according to your scenario. When a player runs out of units to place, the opposing player may place their remaining units how they see fit.

Reserves

When deploying armies, each player may hold up to 75% of their army's total point value in reserve.

Starting on the second round and at the beginning of the round, instead of activating a unit, a player may deploy up to 4 units they have in reserve. These units must be placed on a board edge within their deployment zone, and at least 16" away from any enemy units. These units may be activated as normal later this round.

If a unit has the Transport trait, it may enter the board from reserves carrying units that were also in reserves, with the carried units counting towards the 4 total units.

4 GAME STRUCTURE

Rounds

A game consists of a series of *rounds*. In each round, starting with the player who won the deployment roll-off, players alternate *activating* units. Round structure is as follows:

1. Roll-off for initiative.
2. Starting with the winner, optionally deploy up to 4 units from reserve.
3. Starting with the winner, activate units one by one.
4. When one player runs out of units, the other may activate their remaining units in any order.
5. Check objectives. If the game has not been won, process objectives.
6. If in Overtime, roll to see if the game continues.

Activation

Players alternate *activating* a unit and performing an action with it. Activation works like so:

1. Choose an unactivated unit to activate.
2. Choose an eligible action from the action list to execute, performing moving and/or shooting in any order.
3. If shooting was performed, roll against the Heat value of the profile.

Activated units must wait until next round to activate again. Use tokens or dice to track which units have already activated each round, and what bonuses or penalties those units have accrued.

The following are the possible unit *actions*:

Action	Notes
Hold	Unit may shift a maximum of 1" and shoot.
Advance	Unit moves up to its Advance value, and may shoot. -1 Combat, +1 Defense
Rush	Unit moves up to its Rush value, and may shoot. -2 Combat, +2 Defense
Charge	Unit moves up to its Advance value into base contact with an opposing model.

Action	Notes
Jump	A unit with Jump Jets moves up to its Advance value in any direction, including upwards, ignoring terrain, and may shoot. -3 Combat, -3 Defense
Command	A unit with Command moves up to its Advance value, and may roll to activate a Command ability. No bonus or penalty.

5 MOVEMENT

When a unit is activated to move, measure the movement distance from one point on the model, and move that point on the model that distance, accounting for any intervening terrain.

Terrain

Rough Terrain: For each 1" of movement through rough terrain, a unit uses 2" of movement against its available move value for the action.

Dangerous Terrain: Each time a unit enters or activates within dangerous terrain, roll a d12. On an 11+, that unit takes a hit.

Impassable Terrain: Units may not move through or under impassable terrain.

Water: Only units with Walker, Amphibious, or Hover may pass over or through water. Walker and Amphibious units do not generate Heat while in water, and so skip the Heat rolling step.

Garrisoning

Infantry units which move into base contact with a building may *garrison* inside of it. Before the infantry unit may take any hits from attackers, the building must first be destroyed. A garrisoned Infantry unit may shoot from inside the building.

Buildings have the following stats:

- Small building: 9+ Defense, 1 Structure
- Large building: 8+ Defense, 2 Structure
- Bunker: 7+ Defense, 3 Structure

A garrisoned Infantry unit may choose to ungarrison and move starting from any side of the building during its activation.

When a building is destroyed with a unit garrisoned inside of it, the unit performs a Dangerous Terrain roll, and if it survives, it may be placed adjacent to the building's footprint on any side.

6 SHOOTING

Shooting during Advance or Rush can happen at any point along its path of movement, but the Combat penalty applies as soon as the action type is chosen.

Shooting Procedure

1. Choose *Chain Fire* or *Weapon Fire*. Choose a target within the activating unit's firing arc and within the range of the weapon or 10" *Chain Fire* range.
2. Perform a Combat roll, rolling a number of d12s equal to the profile's Firepower stat, and apply relevant Combat modifiers. Values which meet or beat the attacking unit's Combat value are hits. Face values of 12 score Critical Hits.
3. The defending unit performs a Defense roll, rolling a number of d12s equal to the number of hits, and applying relevant Defense modifiers. Values which meet or beat the defender's Defense value cancel normal hits. Face values of 12 may cancel Critical Hits.
4. Apply hits. If any Critical Hits remain undefended, roll for each one on the Critical Hit table.
5. Perform a Heat roll based on the profile used to shoot.

Weapon Profiles

Units in 6mm Kinetic have a Firepower value that represents the medium-range strength of its typical weapon loadout. However, units can also be equipped with individual weapons with their own specialized profiles. You choose between these two when shooting:

Chain Fire: The unit shoots at a medium 10" range balancing fire from its full arsenal of weaponry. It uses its base Firepower stat and may add *one* of its equipped weapons' *Chain Fire* effect. Afterwards, the unit rolls Heat based on the weapon used for *Chain Fire*.

Weapon Fire: The unit shoots using a single weapon's profile. If the weapon has a *Heavy Armament* upgrade, it can be fired twice, and may choose separate targets for each shot. Afterward, it rolls for Heat for each shot according to the profile.

Heat

Weapon profiles have a Heat (Ht) value associated with them. When shooting, at the end of the unit's activation, it rolls that many dice, minus any Heat Sinks upgrades. If *any* of those dice roll a 1, its weapons are disabled and it cannot shoot on its next activation.

Some weapons have an Overheat[X] effect. In this case, if the attack successfully scores at least one hit, the target immediately makes a Heat roll with that many dice. If it fails, its weapons are disabled and it cannot shoot on its next activation.

Critical Hits

During shooting, each undefended die face of 12 confirms a Critical Hit. An attack can score only *one* Critical Hit; each result of 12 simply makes it more unlikely to defend. After hits are applied, roll *one* d12 and consult the following table:

Result	Type	Effect
1-4	Miss vitals	Nothing happens.
5-9	Component destroyed	Randomly select one of the target's slotted equipment (weapons or upgrades) to destroy. It cannot be used for the remainder of the game.
10-11	Motive hit	The first motive hit a unit takes removes the ability to Rush; the second removes Advance and Charge; further motive hits have no effect.
12	Ammo explosion/ Power plant hit/ Pilot kill	The unit is instantly destroyed.

When a unit has no remaining Armor points, *all* hits are critical hits. During defense, each die which rolls a result of 12 cancels a Critical Hit.

Other Definitions

Firing Arc: By default, units may only fire in a 180 degree arc in front of them, originating from the center of the unit's base. If a unit is firing any time before the end of its movement, draw the arc as though it is facing in the direction of movement.

Line of Sight (LoS): A target unit is in line of sight if the shooting unit and its weapons can see some portion of the target unit. Units may fire any or all of their weapons at enemy units within range and line-of-sight, each at a different target.

Light Cover: Units shooting at an enemy unit with less than half of its model obscured suffer -1 Combat.

Heavy Cover: Units shooting at an enemy unit with more than half of its model obscured suffer -2 Combat.

Melee

Units which Charge make base contact and initiate Melee combat.

The attacker and defender both make a Combat roll to attack with dice equal to their Melee (Me) + any melee weapon modifiers. Apply any traits and calculate hits.

If either combatant is destroyed, the survivor stays in place. However, if both survive, the defender must move away from the direction of attack 1". If it cannot, it takes 1 hit and moves laterally in a direction of least resistance.

7 FORCE BUILDING

Players should match up with roughly equal forces. In game terms, this means their **Class** values should be roughly equal. The **Class** of a force is simply the sum of the units' **Class** values. Within that framework, players should gear their force composition towards their scenario and opponent. Campaign gameplay can present exciting restrictions and guidelines for choosing the units in a force. Each unit has a number of equipment **Slots** equal to its base **Class**, plus optional extra slots from the Advanced designation; all slots *must* be filled for the unit to be valid.

To summarize:

- Unit **Slots** = Base Unit **Class** (+ optional **Advanced** Slots)
- Force **Class** = Sum of all unit **Class**

Alien Units

Advanced alien species can be represented using the Hover, Plasma Accelerator, Shields, and Transformer upgrades, among other combinations.

Swarm aliens might use melee weapons with the Tooth & Blade upgrade, ranged weapons with the Poison Sacs upgrade, or also feature Transformer units.

Advanced

Players might choose to identify particularly high-tech units as **Advanced** in technology, taking *one* the following:

- +1 Class, +1 Slot
- +2 Class, +2 Slot

Heroes

To represent particularly skilled or powerful people, a unit can be designated a **Hero**. When designated, that unit can take any combination of the following bonuses for a total of *three* bonuses:

- +1 Class, +1 Combat
- +1 Class, +1 Defense
- +1 Class, +1 to Command rolls

Command Assets

Being the commander of your force, hidden in a bunker or floating in close orbit, you have access to assets which can assist your force in achieving its objective. These assets are split into two categories: **Major** assets and **Minor** assets. Using these abilities requires **Command Points (CP)**. You earn 1 Command Point at the beginning of each round, plus 1 for each held objective, and 1 each time an enemy unit is destroyed.

Major Assets

Major assets are army-defining abilities which can change the course of battle. These cost 2 Command Points to use, and each player may only take *one* Major asset.

Asset	Description
Artillery Support	Target enemy unit takes an automatic hit with Blast[2]. This command order may indirectly target a unit not in LoS, but with a target number of 11+.
Dig In	Friendly Infantry units within 4" of this commander count as being in Heavy Cover until they use the Advance, Rush, or Charge action.
Focus Fire	One friendly unit within 4" of this commander gains +1 Combat the next time it activates.
Hold Fast	Friendly units within 4" of this commander gain +1 Defense until the next time they activate.
Sensor Lock	Target enemy unit within line of sight loses its Defense movement bonus.

Minor Assets

Minor assets are small favors against the odds that can add up over time. These cost 1 Command Point to use, and each player may use any of them any time they wish.

Asset	Description
Gambit	Reroll one die.
Repair Drone	Choose one for target unit: +1 Armor, repair one broken component, or restore mobility.

Units

Name	Cl	Ad	Rs	Fp	Me	Cb	Df	Ar	St	Traits
Light Walker	2	12"	18"	2	0	7+	7+	3	3	Walker, Amphibious
Medium Walker	3	10"	15"	3	1	7+	5+	5	5	Walker, Amphibious
Heavy Walker	4	8"	12"	4	2	7+	4+	7	7	Walker, Amphibious
Superheavy Walker	5	6"	9"	5	3	7+	4+	9	9	Slow, Walker, Amphibious
Light Transport	1	10"	15"	0	0	8+	9+	1	2	Transport[2]
Armored Transport	2	10"	15"	1	1	8+	9+	4	2	Transport[2]
Light Armor	2	10"	15"	2	0	8+	7+	4	2	—
Main Armor	3	8"	12"	2	1	8+	5+	5	3	—
Heavy Armor	4	6"	9"	3	2	8+	4+	6	4	Slow
Superheavy Armor	5	4"	6"	4	3	8+	4+	8	5	Slow
Transport VTOL	2	16"	24"	1	—	8+	7+	3	1	Flying, Transport[2]
Attack VTOL	2	16"	24"	2	—	8+	7+	3	2	Flying
Attack Jet	2	-	-	2	—	8+	7+	1	2	Fixed-Wing
Light Infantry Squad	1	3"	5"	1	0	8+	8+	1	2	Infantry
Heavy Infantry Squad	2	2"	3"	1	1	7+	9+	1	3	Infantry

Unit Traits

Name	Effect
Amphibious	This unit may pass through water but may only Advance. It does not have to make Heat rolls in water.
Fixed-Wing	This model doesn't interact physically with other models or terrain. When activated, you may rotate this model up to 45 degrees in either direction. Then, you must move it 12"-24" in a straight line. If a Fixed-Wing aircraft flies off the battlefield, its activation immediately ends; it may be placed back on any table edge at the beginning of a following round. Non-aircraft units count as being an extra 8" away and suffer -3 to Combat when shooting at Fixed-Wing aircraft.
Flying	Can move over obstacles and ignore terrain effects. Non-aircraft units shooting at Flying units count as being an extra 4" away and receive a -1 penalty to Combat.
Hover	Ignore terrain effects of water and difficult terrain.
Infantry	This unit may not shoot when using Rush; this unit also has a 360 degree firing arc. Enemy units firing on Infantry without the use of an Anti-Infantry trait may only attack using (1A, -1Cb). Infantry may also only equip weapons from the Infantry Weapons table.
Slow	This unit does not gain the normal Defense bonus or suffer the Combat penalty when moving.
Walker	This unit may ignore the effects of rough terrain.
Transport[X]	May transport units with total sum Class of up to X. Units may embark by moving into base contact with the transport, and may use any action to disembark. If a unit is inside a transport when it is destroyed, it makes a dangerous terrain test; surviving units must be placed within 2" of the transport before it is removed.

Weapons

Name	Profile	Chain Fire
Autocannon	20" Rg • 1 Fp • 0 Ht • Blast[2] • Shatter[2]	Blast[2], 1 Ht
Cluster Munitions	8" Rg • 1 Fp • 1 Ht • Anti-Infantry • Barrage[1]	Barrage[1], 1 Ht
Flak Cannon	16" Rg • 2 Fp • 1 Ht • Anti-Infantry • Anti-Air	Shatter[2], 0 Ht
Flamer	6" Rg • 2 Fp • 2 Ht • Overheat • Anti-Infantry	Overheat, 1 Ht
Howitzer	24" Rg • 1 Fp • 1 Ht • Indirect • Bombard[2"] • Blast[2]	—
Laser	16" Rg • 1 Fp • 2 Ht • Vaporize[9+]	Vaporize[10+], 1 Ht
Machine Gun	12" Rg • 2 Fp • 0 Ht • Anti-Infantry	+1 Fp, 0 Ht
Missiles	24" Rg • 2 Fp • 3 Ht • Deadzone[8"] • Barrage[1]	+2 Fp, 2 Ht
Particle Cannon	24" Rg • 1 Fp • 3 Ht • Pierce[1] • EMP[-2]	EMP[-1], 2 Ht
Railgun	24" Rg • 1 Fp • 1 Ht • Pierce[2] • Shatter[2]	Pierce[2], 1 Ht
Rocket Artillery	30" Rg • 3 Fp • 2 Ht • Indirect • Bombard[3"]	—
Rotary Autocannon	20" Rg • 3 Fp • 1 Ht • Barrage[2]	+2 Fp, 1 Ht
Blade	0" Rg • +2 Me • Pierce[2]	—
Hammer	0" Rg • +2 Me • Shatter[2]	—

Weapon Traits

Name	Effect
Anti-Air	Against Flying aircraft, this weapon doesn't count as being an extra 4" away and doesn't suffer -1 to Combat. Against Fixed-Wing aircraft, this weapon doesn't count as being an extra 8" away and only suffers -1 to Combat.
Anti-Infantry	Against a unit with the Infantry trait, this weapon does not suffer the -3 penalty, and is not subject to the 1 hit maximum.
Barrage[X]	May reroll X attack dice.
Blast[X]	Multiplies hits (before defense) by X.
Bombard[X"]	May target a location not in LoS, ignoring cover. The attack targets each unit within X" of that location, at -2 Combat.
Corrosion[X+]	Successful hits on an X+ are instead applied to Structure and deal critical hits.
Deadzone[X"]	Cannot be used to target enemy units within X".
EMP[-X]	A successful attack applies -X Combat to the target for its next activation.
Indirect	May target an enemy not in LoS, ignoring cover, at an additional -1 Combat.
Overheat[X]	Upon a successful attack, the target accrues X Heat dice.
Pierce[X]	Target suffers -X to Defense.
Shatter[X]	Multiplies hits (after defense) by X.
Vaporize[X]	A successful attack produces X extra hits.

Upgrades

Name	Effect
Anti-Missile System	After this unit Defends an attack from Rockets or Missiles and is still successfully hit, roll a die for each hit. For each 10+, cancel that hit.
Boosted Engine	If this unit has the Slow trait, remove it. It gains a permanent Advance/Rush bonus of: One Slot: +2"/+2" • Two Slots: +4"/+4"
Exo-Gear	Can only be equipped to Infantry. Grants +2"/+2" to movement, +1 Armor, and +2 Melee. This unit may "mount" vehicles, treating any friendly vehicle as having Transport exclusively for its own use, on top of any existing Transport trait.
Heat Sinks	One Slot: -1 die on Heat rolls. • Two Slots: -2 dice on Heat rolls.
Heavy Armament	Choose one weapon in another slot. It may be fired twice when fired using Weapon Fire, and may choose separate targets for each shot. It rolls Heat for both shots.
Hover Engine	A bulky turbofan or anti-gravity engine grants this unit the Hover trait.
Jump Jets	This unit may use the Jump action.
Neural Stabilizers	This unit receives -0/-1 to Combat during Advance/Rush instead of the normal penalty.
Plasma Accelerator	Choose one weapon in another slot that does not already possess a Vaporize[1] to its normal and <i>Chain Fire</i> profiles.
Poison Sacs	Choose one weapon in another slot that does not already possess a Corrosion trait. Add Corrosion[12+] to its normal and <i>Chain Fire</i> profiles.
Reactive Armor	While this unit still has remaining Armor points, Blast effects targeting it are nullified.
Reflective Armor	While this unit still has remaining Armor points, Vaporize effects targeting it are nullified.
Shields	When this unit activates, if it has 0 Armor, it permanently gains: One Slot: +1 Armor • Two Slots: +2 Armor.
Stealth Coating	Enemies suffer -2 to Combat when shooting at this unit.
Targeting Network	If a friendly unit is firing Missiles or Rockets, they may fire at a unit this model can see without suffering the -1 Combat penalty for Indirect.

Name	Effect
Tooth & Blade	This unit cannot Shoot, and can only engage in melee combat. It gains: One Slot: +1 Melee • Two Slots: +2 Melee
Transformer	Choose a profile of equivalent CI to the equipped unit. On activation, this unit may declare its transformation from one profile to the other, and then take its activation as that profile.
Transporter	One Slot: Transport[2] • Two Slots: Transport[4]
Turret	One chosen weapon in another slot on this unit has a 360 degree firing arc.
Up-Armored	This unit adds the Slow trait if it does not have it. After this unit Defends and is still successfully hit: One Slot: Roll a die. On a 10+, cancel one hit. Two Slots: Roll a die for each hit. For each 10+, cancel that hit.

8 SCENARIOS

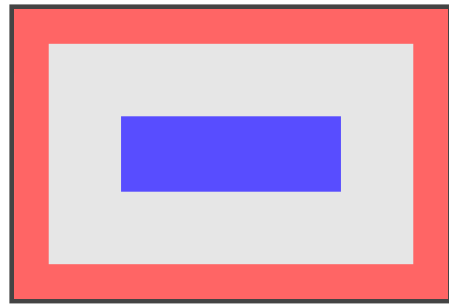
Deployments

Deployment zones are where forces initially deploy, and may continue to be deployed via Reserves. Rectangular deployment zones should be 4-8" wide. Diagonal zones should be 4-8" from corner to edge. Both players should determine and agree to the shape and width of the deployment zones before beginning. Or, create your own unique deployments!

Frontline



Pocket



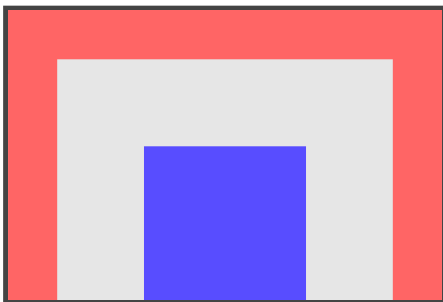
Corridor



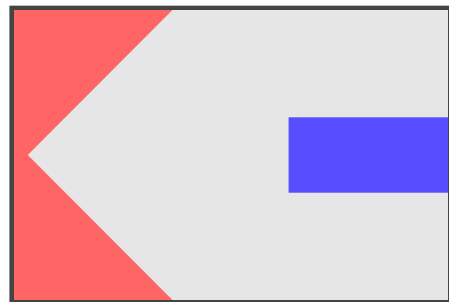
Confrontation



Bulge



Escort



Objectives

Game End & Overtime

Unless otherwise noted, a game proceeds for 6 rounds. At the end of the 6th round, Overtime begins. Roll a die. The game ends if the result is 12+. This threshold decreases by 1 each successive round.

Round 6: 12+	Round 7: 11+	Round 8: 10+	Round 9: 9+	...etc.
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Elimination

Rules: Every enemy unit destroyed rewards VP equal to its Class.

Victory: At game end, the player with the most VP wins. A tie results in a draw.

Domination

Setup: Beginning with the second player, take turns placing anywhere from 3 to 7 control points around the table, at least 12" apart from each other.

Rules: All control points start out neutral. Each control point can be occupied from a 1"-radius circle around it, although any part of a unit base may be touching the circle to count as occupying. If a round ends and a player has a unit occupying the control point uncontested (no enemy units also in the circle), that player scores 1 VP. If a point is contested, no VP is rewarded to either player. Control points must be occupied to reward VP; if a control point is ever abandoned and empty at the end of the round, it does not score VP for anyone.

Victory: At game end, the player with the most VP wins. A tie results in a draw.

King of the Hill

Setup: Choose either the center of the table or a significant feature near the center of the table. Place a control point on it.

Rules: As in Domination, uncontested control of this point at the end of the round scores the occupying player 1 VP.

Victory: At game end, the player with the most VP wins. A tie results in a draw.

Capture the Asset

Setup: Choose either the center of the table or a significant feature near the center of the table. Place an asset marker on it.

Rules: Like Domination control points, an asset has a 1" radius circle around it. A unit occupying that zone uncontested may pick it up at the end of its activation. Any hit to a unit carrying the asset causes it to immediately drop the asset. A unit carrying an asset may at most Advance for its move, and has the Slow trait as long as the asset is held.

Victory: If the unit carrying the asset is able to move past a table edge in its deployment zone during its activation, the controlling player wins.

Breakthrough/Escort

Setup: One player is the escorting player (offense), and the other player is stopping the escort (defense). The escorting player gets an Armored Transport unit, the VIU (Very Important Unit). This can represent a VIP, critical equipment, critical data, or any other scenario item of interest. The VIU does not cost the escorting player any Force class value. The VIU *must* be placed in and deployed from reserves.

Rules: The VIU has Slow, cannot attack, and *must* deploy (from reserves) on the *furthest possible* table edge from the enemy deployment zone. If the escorting player is ever able to move the VIU across the table edge in the enemy deployment zone that is the *furthest possible* from his own deployment zone, he wins.

Victory: If the VIU is ever destroyed or cannot reach the opposing table edge before the game ends from Overtime, the defender wins.

9 OPTIONAL RULES

Secret Objectives

d12	Secret Objective
1	Destroy the most valuable unit
2	Destroy the fastest unit
3	Move your slowest unit into the enemy deployment zone.

Drafting

This game mode allows players to field armies where they must adapt to what they can reasonably obtain.

First, the players build a list of possible units either exclusive to their faction, or available to both players. These unit loadouts cannot be changed once drafting begins. They then choose a Force Class, which will be the total Class sum for each force.

Then, roll to see which player chooses first (picker) and which player chooses second (banner). Execute the drafting process like so:

1. Each player rolls 3 dice.
2. The picker may pick up to two units with Class matching each of two face values, or one unit matching the sum of two face values. It must be possible to pick at least one unit; if not, reroll all 3 dice.
3. The banner may also pick up to two units matching two face values or one unit matching the sum of two. However, if up to two of a banner's face values or the sum of two values match any any of the picker's unit Class this round, they may spend those dice to negate those picks and return the units to the pool. The banner may use all three dice, but may pick using only up to two dice, and ban using only up to two dice.
4. The players then swap roles; the picker becomes the banner for the next round, and the banner becomes the picker. Begin again from 1.

Repeat until both forces reach the Force Class value. When very few Force Class points remain, any excess die values should be rerolled until a player can pick units which use all remaining Force Class points.

Any unit may be taken multiple times, except Hero units, which are unique and may only be picked once.

Scarcity Variant

In this variant, *all* units on the list are unique and may only be taken once! This works well if choosing to play from a pool of physical models. The force list should be based on the available models. Whenever a unit is picked from the pool, it cannot be picked again unless it is returned via a ban.

Unit loadouts still may not be changed once drafting begins.

10 SAMPLE UNITS

31st-Century Warfare in a Feudal Galaxy

Rabid Lion Mk II (Superheavy Walker, Advanced, 6 Class, 5+1 Slots)

- Railgun (Heavy Armament), Laser (Heavy Armament), Missiles, Jump Jets

Sledgehammer II (Superheavy Walker, Advanced, 6 Class, 5+1 Slots)

- Particle Cannon (Heavy Armament), Laser (Heavy Armament), Rockets, Heat Sinks

Voidstar (Superheavy Walker, 5 Class, 5 Slots)

- Railgun (Heavy Armament), Particle Cannon, Up-Armored, Heat Sinks

Rabid Lion (Heavy Walker, Advanced, 5 Class, 4+1 Slots)

- Laser (Heavy Armament), Missiles (Heavy Armament), Boosted Engine

Rabid Wolf (Heavy Walker, Advanced, 5 Class, 4+1 Slots)

- Missiles (Heavy Armament), Laser (Heavy Armament), Neural Stabilizer

Trebuchet (Heavy Walker, 4 Class, 4 Slots)

- Missiles (Heavy Armament), Laser, Jump Jets

Night Tiger (Medium Walker, Advanced, 4 Class, 3+1 Slots)

- Railgun, Laser, Boosted Engine, Jump Jets

Night Hawk (Medium Walker, Advanced, 4 Class, 3+1 Slots)

- Laser (Heavy Armament), Missiles, Boosted Engine

Legionnaire (Medium Walker, 3 Class, 3 Slots)

- Autocannon, Missiles, Up-Armored

Panther (Light Walker, Advanced, 3 Class, 2+1 Slots)

- Laser, Missiles, Heat Sinks

Hopper (Light Walker, 2 Class, 2 Slots)

- Machine Gun, Boosted Engine

Cinderfly (Light Walker, Advanced, 3 Class, 2+1 Slots)

- Laser, 2x Boosted Engine

Primordials (Heavy Infantry, Advanced, 3 Class, 2+1 Slots)

- Rockets, Exo-Gear, Jump Jets

George H.W. (Light Armor, 2 Class, 2 Slots)

- Rockets, Hover Engine

25th-Century Warfare in a Long-Lost Sector

Swarm Locusts (Light Infantry, 1 Class, 1 Slot)

- Tooth & Blade

Swarm Spitters (Heavy Infantry, 2 Class, 2 Slots)

- Autocannon (Poison Sacs)

Swarm Crusher (Heavy Armor, 4 Class, 4 Slots)

- 2x Tooth & Blade, Up-Armored, Reactive Armor

Alien Crusaders (Heavy Infantry, Advanced, 3 Class, 2+1 Slots)

- Tooth & Blade, Shields, Boosted Engine

Alien Lancer (Medium Walker, Advanced, 4 Class, 3+1 Slots)

- Particle Cannon (Plasma Accelerator, Turret), Shields

Alien Titan (Heavy Walker, 4 Class, 4 Slots)

- Laser (Heavy Armament), Heat Sinks, Shields

26th-Century Warfare on a Long-Lost Ringworld

Alien Prime Squad (Heavy Infantry, 2 Class, 2 Slots)

- Shields, Jump Jets

Alien Phantasm (Main Armor, 3 Class, 3 Slots)

- Howitzer (Plasma Accelerator), Hover Engine

Alien Screamer (Attack VTOL, 2 Class, 2 Slots)

- Howitzer (Plasma Accelerator)

Human Agema Squad (Heavy Infantry, Advanced Hero, 4 Class, 2+1 Slots)

- +1 Combat, Missiles, Shields, Exo-Gear

Human Beetle (Main Armor, 3 Class, 3 Slots)

- Autocannon (Turret), Machine Gun

Human Gladius Fighter-Bomber (Attack Jet, 2 Class, 2 Slots)

- Rotary Autocannon, Missiles

Warfare in a Galaxy Far Away

Pact Battle Bots (Light Infantry, 1 Class, 1 Slot)

Rockets

Pact Assault Tank Mk I (Main Armor, 3 Class, 3 Slots)

Laser, Machine Gun, Hover Engine

Pact Buzzard (Attack Jet, Advanced, 3 Class, 2+1 Slots)

Laser, Rockets, Transformer (Light Walker)

Republic Clone Soldiers (Light Infantry, 1 Class, 1 Slot)

Railgun

Republic All-Terrain Troop Carrier (Superheavy Walker, 5 Class, 5 Slots)

Railgun, Machine Gun (Turret), Up-Armored, Transporter

Republic Scimitar (Main Armor, 3 Class, 3 Slots)

Laser (Heavy Armament), Hover Engine

41st-Millennium Warfare in a Dark Galaxy

Imperial Marine Assaulters (Heavy Infantry, Advanced, 3 Class, 2+1 Slots)

Particle Cannon, Up-Armored, Reactive Armor

Imperial Boar (Armored Transport, 2 Class, 2 Slots)

Autocannon (Turret)

Imperial Juggernaut (Medium Walker, 3 Class, 3 Slots)

Railgun, Rockets, Up-Armored

Union Flamesworn (Light Infantry, 1 Class, 1 Slot)

Railgun

Union Shark (Main Armor, 3 Class, 3 Slots)

Railgun, Cluster Munitions, Hover Engine

Union Hurricane (Heavy Walker, 4 Class, 4 Slots)

Howitzer (Plasma Accelerator), Rockets, Missiles

6MM KINETIC – CHEAT SHEET

SETUP

Reserves: Hold up to 75% of force in reserve. At beginning of 2nd round and each round after, up to 4 may be deployed, including transports and their payload.

ROUND STRUCTURE

1. Roll-off for initiative.
2. Deploy ≤ 4 reserve units.
3. Alternate activating 1 unit each.
4. Player w/ leftover units activates them.
5. Check & process objectives.
6. $\geq$ Overtime, roll for game end.

TURN STRUCTURE

1. Activate unactivated unit.
2. Perform eligible action (movement, shooting).
3. Roll all accumulated Heat dice.

UNIT STATS

Class (CI): Unit value, base slots.

Advance (Ad): Base move speed.

Rush (Rs): Rapid move speed.

Firepower (Fp): *Chain Fire* attack dice.

Melee (Me): Melee attack dice.

Combat (Cb): Attacking to-hit value.

Defense (Df): Defending to-cancel value.

Armor (Am): Hit points before structure damage.

Structure (St): Hit points

before death, all hits taken are critical.

WEAPON STATS

Range (Rg): Maximum range of weapon.

Firepower (Fp): Number of attack dice.

Heat (Ht): Number of heat dice.

ACTIONS

Action	Notes
Hold	Shift up to 1", shoot.
Advance	Move up to Ad, shoot. -1 Cb, +1 Df
Rush	Move up to Rs, shoot. -2 Cb, +2 Df
Charge	Move up to Ad into base contact.
Jump	Move up to Ad any direction, ignore terrain, shoot. -3 Cb, -3 Df

Shooting

1. Pick *Chain Fire* or *Weapon Fire*.
2. Roll Fp + mods vs Cb.
12s Crit.
3. Roll hits + mods vs Df.
12s cancel Crits.
4. Apply hits. Apply Crits.
5. Roll for Heat.

Chain Fire: 10" Rg, unit Fp, add one weapon *Chain Fire* effect.

Weapon Fire: Fire one weapon profile, twice if it has Heavy Armament.

Heat: If any die rolls a 1, unit cannot shoot next activation.

Light Cover: <Half obscured, -1 Cb

Heavy Cover: >Half obscured, -2 Cb

Melee

1. Begins on charge into base contact.
2. Both roll Me + mods vs Cb.
3. Apply hits.
4. No winner: Defender move 1".

6MM KINETIC – CHEAT SHEET

Critical Hits

- etc.

Result	Type	Effect
1-4	Miss vitals	No effect.
5-9	Component destroyed	Randomly destroy equipment.
10-11	Motive hit	1st removes Rs 2nd removes Ad/Charge After, no effect.
12	Ammo/ Plant/ Pilot hit	Unit destroyed.

Terrain

Rough: 2" for each 1"

Dangerous: On enter or
activate, roll: 11+, take a hit.

Impassable: Cannot move
through.

Water: Hover may pass over.
Walker, Amphibious may pass
through and skip Heat rolls.

Garrisoning

Infantry may enter on base
contact, exit from any side.
Must be leveled before damage
to unit. If unit inside when
destroyed, Dangerous Terrain
roll.

Civilian bldg: 9+ Df, 1 St

Bunker: 7+ Df, 2 St

Overtime

End of round 6, begin game end
rolls at 12+:

- Round 6: 12+
- Round 7: 11+
- Round 8: 10+