VOIDRAIDER /// PLAYTEST 001 /// GM QUICK REFERENCE /// SESSION 2 RULINGS

CHECKPOINT BREACH

Rules v0.8.2 · 4 heroes · 45–60 min
LOCKED approved rule · PROV playtest assumption

/// SETUP

- Four heroes deploy at the entry.
- Security room: **3 Corporate Guards + 1 Security Sergeant** (7 TP). Place them when a hero first sees in (R10).
- Terminal behind a closed security door. Crates as partial/heavy cover.
- Mark the extraction point and the reinforcement entry point before play.

/// ROUND SEQUENCE [LOCKED]

1. Before round 1 the GM decides enemy awareness. **Heroes act first** unless the GM establishes an **ambush** (an enemy takes the first activation in round 1).
2. Alternate **individual miniatures**: one hero, then one enemy. No grouped activations.
3. When one side runs out, the other completes its remaining activations.
4. Start a new round. The GM chooses all enemy tactics; no AI or morale script.

/// ACTIONS [LOCKED]

Every miniature: 2 actions, at most 1 attack action.

Move · Attack · Interact · Cast · Hack · Use gear · card actions.

Offensive spells and offensive hacks are attacks. Utility hacks (door, alarm, archive) are not.

Operator: activates the Operator **OR** the drone, never both. The other still defends normally. No drone activation while the Operator is Downed.

/// MOVEMENT & RANGE

- A Move covers up to Speed squares (default 6). Two Moves if both actions are Moves.
- Diagonal squares cost 1 [PROV]
- Melee: target adjacent, including diagonally.
- Range = the larger of horizontal or vertical squares. No range penalty.
- Ranged attacks need line of sight; walls and closed doors block it. Ranged attack on an adjacent target only with **Compact** (Light Pistol).

/// TRACK FOR FEEDBACK

Archive attempts ☐☐☐☐☐☐
Rounds ☐☐☐☐☐☐☐☐
Katana attacks ☐☐☐☐
Time per round · hero damage · Command used

/// COMBAT DICE [LOCKED]

×3 skull · ×2 white · ×1 black

Attack: roll attack dice, count skulls. **Defense** is automatic: the target rolls its defense dice.

HEROES BLOCK ON WHITE	ENEMIES & DRONE BLOCK ON BLACK

Each unblocked skull = **1 damage**. No separate damage roll.

- Hero defense: 2 base + armor; **max 6 dice** including armor, cover and card bonuses.
- Attack bonuses: max **+3 dice** above weapon/spell base.
- Enemy defense printed on its card; max 6 dice [PROV]

/// COVER [LOCKED]

Partial +1 defense die · **Heavy** +2 · **Full** blocks direct ranged line of sight. Only the strongest cover applies.

/// SKILL CHECKS [PROV]

Roll D6 equal to the attribute; each **5–6** is a success. Meet or exceed: **Easy 1 · Standard 2 · Hard 3 · Extreme 4**. A failed check uses the action; the hero may retry.

/// DOWNED & HEALING

- Hero at 0 HP: **Downed**, cannot act. No automatic death.
- **Medkit**: 1 action, 1 use → restore 2 HP; may revive a Downed hero.
- **Repair Kit**: Operator adjacent to drone, 1 action, 1 use → restore 2 drone HP.
- Enemy at 0 HP: remove it.

/// NOT IN THIS PLAYTEST

No universal Brace · no opportunity attacks · no reactions except printed abilities (e.g. Combat Reflexes) · no ammo tracking or reloads · avoid draft status conditions.

/// ENEMIES

ENEMY	HP	MV	ATK	DEF	RNG	TP
Corporate Guard	2	6	3	2	8	1
Security Sergeant	4	6	4	3	14	4

Command (Sergeant): Free, once per round: **+1 attack die** to a Corporate Guard in its **line of sight**.

Sergeant power dice: attack 3 + 1 Black, defense 2 + 1 Blue. **Not Compact:** neither can shoot an adjacent hero; a Guard may **Rifle Butt** (1 die melee).

/// OBJECTIVES & HACKING

TASK	COST	CHECK	RESULT
Security door	1 action	Mind · 2	Open door
Disable alarm	1 action	Mind · 2	Prevent reinforcements
Download archive	1 action	Mind · 3	Data secured
Medkit	1 action + use	None	Restore 2 HP (self or adjacent); may revive Downed
Repair drone	1 action + use	None	Restore 2 drone HP (adjacent)

Checks roll Mind D6. Cipher's cyberdeck reaches the terminal/alarm **wirelessly within 8 squares and line of sight**; others need adjacency. The door can also be opened from its adjacent panel. Ghost Protocol: Cipher rerolls 1 failed hacking die per round.

/// ALARM & REINFORCEMENTS

The alarm **starts active**. If an **archive download fails while it's active**, **2 Corporate Guards** enter at the predetermined point at the **start of the next round**. Once only. Maximum opposition 9 TP. Disabling the alarm prevents this. Scenario-specific, not universal hacking.

/// VICTORY & DEFEAT

Win: archive downloaded **and** at least one conscious hero carrying it reaches extraction.

Defeat: all Downed → captured, or archive not out by **end of round 10**. No character death.

/// TABLE RULINGS IN FORCE

- **R1** anyone hacks adjacent · **R2** drone can't hack · **R3** reroll before defense · **R4** withdrawn
- **R8** no shooting through teammates (corners don't block) · **R9** Command needs line of sight
- **R10** place enemies when first seen; they act from the **next round** · **R11** unlock = 1 action, open = free
- **Power dice:** Mana Shield +1 Grey only (katana and armor are standard)
- **Settled:** corner lines don't block · move through teammates only · Medkit self/adjacent · Fireball hits allies · swap weapon free · archive stays with its downloader · doors stay open · carry Downed at half Speed, no attacking

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