

Rezolution™ Quick Start Rules

Welcome to 2175: events have been set in motion that are drawing the human race into their first major conflict for over a 100 years - and it could possibly be their last.

Welcome to the eve of war; here is a conflict that will rip galaxies apart and this is where it begins...

Take control of an elite group of operatives and discover the truth behind the lies. The covert corporate wars that having been waged for decades are about to boil over and divide mankind as never before, but in the end this will be the least of their worries!

These rules are provided as an introduction to the basic game-play of Rezolution™ and are not intended as a substitute or replacement for the main rulebook. For the full rules with examples as well as many advanced options, see the core rulebook *Rezolution: A Dark Tomorrow™*. It also contains complete force lists for the heroic CSO, the unscrupulous Ronin, the honorable forces of APAC and the terrifying Dravani! Packed with fiction, artwork, terrain and painting guides, as well as assignments for pitting your forces against each other and a complete campaign, there is also a beautiful full color section highlighting the models and artwork from the game. *Rezolution™: A Dark Tomorrow* is available from all good game and bookstores - are you prepared for the end?

Playing the Game

To play Rezolution™ you will need a number of Rezolution™ models and data cards, a flat playing surface (typically 4'X4') some pieces of terrain, (the CD-ROM with this starter set contains enough to get you started) a number of d6 and a friend with his own force of Rezolution™ figures.

Rolling the Dice

The most common types of dice rolls in Rezolution™ are Opposed rolls, Target Number rolls and Damage rolls. An Opposed roll is where both you and your opponent roll 2d6 and add the total score to an attribute. For example: *if you are trying to shoot a model, roll 2d6 and add your model's RCA for your total score; your opponent, trying to dodge, will roll 2d6 and add his SAG - the player with the higher score wins.* A Target Number is when a player rolls 2d6 and adds the appropriate attribute to try and equal or beat a designated Target Number. If a player rolls double 6, this is referred to as a Critical Success and certain additional effects may apply; likewise, if they roll double 1, this is termed as a Critical Failure.

The Data Card

A model's data card contains all of the pertinent information specific to that model so as to be able to use it in your Rezolution™ games.

A model's attributes are displayed on the front of the card in an abbreviated form.

MVE – how far the model can move on the game table in inches.

RCA – how good your model is at Ranged Combat Attacks. To attack, make an opposed roll and add your RCA score.

CCA – when models engage each other in Close Combat, they both make an opposed roll and add their CCA to determine the winner.

SAG – a model's Size and Agility. To defend against a ranged attack, make an opposed roll and add your SAG.

BDY – the Body attribute represents how strong and tough a model is. BDY is used in a number of different ways during play:

1. A model's BDY is used as the damage target number when an opponent has made a successful attack. The attacker has to roll equal or above the target's BDY to wound it.
2. In close combat, an additional d6 damage die is given for every point of your BDY over your opponent's BDY on a successful hit.

NRV – the Nerve attribute is used for all NRV and morale-based tests.

HAK – the Hack attribute enables certain models to influence electronic or robotic elements in the game as well as download data and attack other 'hackers' on the Grid.

CRFT – this attribute is used when a player attempts to use a Craft power in much the same way as a when a model uses their RCA or CCA attributes.

REP - a model's REP is used to determine order of play during the control phase.

The Game Round

A game round consists of the Control Phase and a number of alternating turns until every independent model or team has been activated. At the beginning of the Control Phase players roll 2d6 and add the highest REP on their crew to the total. The player who wins can go first or choose a model or team on his opponent's crew to activate first instead. During a player's turn, they may activate one independent model or one team; the model may move and then take an action such as ranged or close combat. An order can also be given at the beginning of a model's turn, but these are dealt with in detail in the Resolution: A Dark Tomorrow™ core rulebook. Once a player has finished activating his team or model, play passes to his opponent and so on until both players have activated all their models; a new round will then begin, starting again with the Control Phase.

Control Phase Order

1. Control roll.
2. Special effect rolls (poison, fire, etc).
3. Fatal damage rolls.
4. Rally models.
5. Compulsory movement.
6. Hardwired model activation.

Movement

A model may move up to their MVE in inches and carry out an action if it chooses; a model can run double its MVE in a turn, but may perform no other actions afterwards.

A model may charge another model to engage it in close combat - this can be up to a total distance of its MVE+4". Models that are in a team must stay within 3" of another member of its team, or they have to make a Morale test at the end of their team's movement action; if they fail, they become suppressed and take no further action that turn.

A model must finish its movement in the direction you want it to be facing as it can only attack from its front arc - this is 180° on the front of the model. Independent models may be grouped in a team with other independents, but then must obey team rules for the entire game. When a team is activated, all models in it must complete their movement, if any, before any other action can be carried out.

Combat

To attack a model using ranged combat, you must first have line of sight to that model – this means you must be able to trace a direct line from your model to the target, and it must be the nearest enemy target available. Friendly models do not block line of sight. A weapons range in inches is shown in this format 6/14" -2LR, the first number is its short range, while the second is long range. -2LR means the attacking model suffers a -2 modifier to their RCA score. The attacking player must then roll 2d6 and add its RCA attribute to make its total RCA score, while the defending player must roll 2d6 and add its SAG attribute. The attacker must roll equal or higher than the defender to successfully hit them. If the model is attacked from the rear arc, it does not get to add its SAG to its total score. A critical success while attacking means

each successful damage die is worth 2 blocks of damage; a critical failure means your gun is jammed and the model cannot use it for the rest of the game. A critical success for the defender means he has escaped unharmed, while a critical failure means he has automatically been hit and is considered prone if he survives.

If a model throws a grenade and misses, roll the Deviation Dice. The arrow is the direction it travels and the number is the distance in inches from the original target where it lands. Models may attempt to throw grenades at a certain specific target - this is a Target Number 10 test.

Cover is considered any terrain that does not block line of sight to a model. A model must be at least half-covered by the terrain and within 1" of it to gain the full benefits of cover. There are three different types of cover in Rezolution:

1. **Soft** - this includes terrain that makes the target more difficult to see, but does not affect the damage of the attack. For soft cover deduct -1 from the attacker's RCA score.
2. **Medium** - fences, crates, temporary barriers, etc. Reduce the attacker's RCA score by -1 and add +1 to the defender's armor.
3. **Hard** - walls, buildings, firmacrete pillars and bunkers. For hard cover deduct -1 from the attacker's RCA score and add +2 to the defender's armor.

If a model is further than 1" away from the terrain, but is still over 50% obscured from a model making a ranged attack at it, the attacker will suffer a -1 modifier to their RCA score.

In close combat, both players make opposed rolls and add their CCA; the winner is the model with the highest total. A model may engage an enemy in close combat by charging up to its MVE + 4", a model receives an additional 1d6 to its damage dice on the turn it charges. If both players score the same, combat is considered a draw that turn and there are no further effects.

If a model is attacked by a model in its rear arc, it does not get to add its CCA to its score for that first turn. If the attacker is successful, it counts as a critical success; a model must start in the defending model's rear arc to receive this bonus. A critical success means a model has automatically hit and the total number of damage successes is doubled, while a critical failure means your model has been hit and your opponent receives an additional 2d6 damage dice.

Hacking and Craft Powers

A model must be 'hardwired' to the Grid in order to use their HAK attribute - this means they must be in base contact with a Hard Point Terminal (HPT) (supplied in the terrain kit) or some other designated point on the game table. Hackers that are hardwired can attack each other even if they are on different sides of the table as long as they are connected to an HPT. Models may also attempt to use remote boards to hack things, although this is not as advantageous as being hardwired as they cannot add their HAK attribute to their roll, just the bonus from their board. Most non-intelligent systems have a designation - these are detailed in full in the core rulebook with all the options available to hackers such as hacking robots and aggressive systems. For the moment, consider all systems to be Neutral Target Number 10; a hacker has to access a system by equalling or beating its target number.

Models with Craft powers can use them in the action phase of their turn by making an opposed roll the same as for ranged or close combat, but in this case the attacker uses their CRFT attribute. Not only does their score have to equal or beat their opponents, but it must equal or beat the Craft power's target number to actually work! Telepathic Craft powers use an opposed roll against an opponent's NRV instead of their SAG.

Damage

Once you have hit your target, the next thing you need to do is attempt to damage it. Each weapon has a number of Damage dice - this is the total number of dice you roll when attempting to damage a model and each dice is treated individually and not added together. To damage a model, first subtract its Armor from the amount of dice you roll. For example: *if a model has Armor 2 and the weapon your model fired had a damage of 4d6, you would remove 2 dice leaving a 2d6 damage dice.* A model's Armor rating can be found on the top left-hand corner of its data card. Most weapons also have a P after Damage this stands for Penetration, a weapons penetration is subtracted from a models armor value. Once Penetration and Armor have been subtracted, roll the damage dice; each dice needs to equal or exceed the target model's BDY attribute. For every 6 you score, you can immediately roll an additional Damage dice, keep rolling 6s and keep adding Damage dice!

For every dice that succeeds in damaging the target, mark one block on its Damage Gauge (do not mark the original data card - either use a photocopy or keep it in a PVC sleeve and use a dry erase marker). When enough blocks are marked on its Damage Gauge, numbers will start appearing and you will need to roll a d6 and consult the table below - this is known as Fatal Damage. When all the blocks have been filled, the model is considered dead and removed from play.

Fatal Damage Chart	
1-2	Dead <i>Model is removed from play</i>
3-4	Stunned <i>The model is now stunned and prone. Roll again in the following control phase</i>
5-6	Can't Keep a Good Man Down <i>Apply any modifiers listed on your Damage Gauge to MVE, RCA, CCA and NRV</i>

A prone model cannot move and counts as Target Number 10 for models making ranged attacks at it further than 6" away; within 6" counts as Target Number 5. An enemy in base contact with a prone model may expend its action and kill it, no roll is necessary and the model is automatically removed from play.

Nerve

Certain situations may cause someone to lose their cool such as coming under enemy fire or being wounded in close combat. A model must make a Morale test at Target Number 10 and become suppressed - if it has been wounded by a ranged attack; when a team loses 25% or more of its current members in a round; when a team has lost 50% or more of its starting members; or when a crewmember with the Leadership skill dies within 6" of friendly crew model. When a model is suppressed it cannot move, but may otherwise operate as normal. If the model fails a second Morale test, it immediately becomes panicked and flees 2d6" towards the nearest friendly table edge. A model must also take a Morale test if it is wounded in close combat, but if it fails, it instantly becomes panicked and flees. When a model flees from close combat, its opponent may have a free close combat attack at them with a Target Number of 8; if it survives, it flees 2d6" as normal. Panicked models may attempt to rally during the control phase.



Welcome to the future of miniature gaming.