



These Fast Play rules are designed to give players a free taste of the Dark Horizon game system. To use, follow the Rules of Play, then consult the Setting Up section on the other side of this sheet. If you like this Fast Play scenario, consult our web page for another full color Fast Play scenario. You'll find us at <http://freeweb.pdq.net/apegame1>.

Rules of Play

Overview The game is broken into a number of turns. Each turn is broken into 15 impulses during which figures move, shoot, brawl and perform other operations. Each impulse represents one second of "real time".

Action Points All figures have a base number of action points per turn. These action points may be used for any listed action, including movement and weapon fire. At the beginning of the game, both players roll 2D6. The player with the highest result is the turnkeeper for the first turn, and also gains initiative for that turn (as described later). The turnkeeper tracks the current turn and impulse on the **Impulse Table**. At the beginning of each impulse, the turnkeeper announces which figures may move (those with 13 action points, those with eight action points or both.) After all of the acting figures have completed their actions, the turnkeeper moves the impulse counter to the next impulse and all appropriate figures move. At the end of the turn, the other player becomes the turnkeeper and the next turn begins. The new turnkeeper has initiative for the next turn. The **Action Summary Table** details the actions which figures can take, along with the number of action points each action requires.

Actions which require zero action points may be performed any time the figure has an action point available; they may be combined with other actions. For instance, a figure may snap fire (0

AP), then turn 180 degrees (1 AP) or turn 180 degrees, then snap fire. A zero action point action may only be performed once during an impulse.

Initiative When multiple figures have actions during the same impulse, initiative is used to decide who moves first. To determine action order, the turnkeeper (who has initiative throughout the turn) chooses one of his figures to perform the first action. Once an action is performed, the opposing player chooses one of his figures to perform an action. This procedure continues until all eligible figures have taken actions, or have passed their actions.

Movement Below is a description of each movement action:

Move 1 Square Straight Forward: Figure may move to the square directly in front, if that square is not occupied by another figure (passing figures is allowed in the full rules). The figure may make a 90 degree turn for free AFTER moving, to face either right or left of his original facing.

Move 1 Square Forward Diagonally: Figure may move into the square to the front right or front left. Figure must maintain its original facing after the move.

Figure may not move diagonally across a corner or between two other figures.



Example: In the first diagram above, the figure may not move directly into square B because of the corner. The figure must first move to square A, turn, then move into square B. This is best accomplished with a Move 1 Square Forward action, which includes a free 90-degree turn, then another Move 1 Square Forward, to square B.

In the second diagram, the figure cannot move diagonally to square A because he would need to cut between two adjacent figures.

Turn 90 Degrees: Figure may turn right or left to face a new direction.

Open/Close Door: The door must be in one of the figure's front three squares. A door requires the entire impulse to open or close. To represent this, do not move the door until the end of the impulse that it was opened or closed.

Weapon Fire Below is a description of the various actions pertaining to weapon fire:

Fire Weapon: Weapon fire resolution is described later. A figure may only take one fire action per impulse.

Snap Fire: A Snap Fire action allows the user to point and shoot, with little regard for accuracy. It cannot be used in the same impulse as a fire action.

Weapon Fire Summary

The summary below outlines the steps to follow when resolving weapon fire.

1. Attempt to establish a line of sight (LOS) to the target. If LOS cannot be established, weapon fire will not occur.
2. Roll to hit, using modifiers from the **Weapon Fire Mods Table**.
3. If the target is hit, reference the General Hits Locations table, and apply damage.

The rest of this section is a detailed description of weapon fire resolution.

Line of Sight (LOS) First, the player must choose a target. A valid target is an enemy which is in the figure's line of sight (LOS). LOS can be drawn to any of the squares **in front of** the figure. Obstacles such as other figures, or walls, block LOS. To determine if LOS to a target is blocked, stretch a string or rubber band between the center of the firing figure's square and the center of the target square. If the string passes through a square which contains an obstacle, then LOS is blocked. LOS is not blocked if it passes the corner of a single square. While not all LOS situations are

covered in these shortened rules, we think this is enough to get you up and playing!

Resolving Fire Refer now to the **Weapon Attribute Table**. The To-Hit Factor column in that table indicates the 2D6 roll required to hit the target with a given weapon. To resolve weapon fire, apply any modifiers from the **Weapon Fire Mods Table** and apply the result to a 2D6 roll. If the result is greater than or equal to the weapon's To-Hit Factor, the opponent is hit.

Resolving Damage After a successful hit, first, roll 2D6 and consult the **General Hit Locations Table** to determine what location was hit, then apply damage by marking off damage for that location. Also mark off the same number of points for Overall Damage. If all of the numbers for a given location are marked off, that location is no longer functional. Any future damage done to that location is ignored. If all of the Head or the Torso locations are marked off, or if all of the Overall Damage is marked off, the target figure is considered "ineffective" and is removed from play. If either of the legs has taken full damage, the figure is immobile, and cannot move from the current square for the rest of the game. The figure may still turn, however. If both of the arms has taken full damage, the figure may no longer fire a weapon, or choose an offense in close combat. Note that in the full game rules, damage allocation is more complex, and we allow for damage to be deflected by various armor types. Also note that there are more hit location tables, depending on type of weapon or close combat action used.

Firing Into Close Combat Figures may fire at enemy figures which are involved in close combat with other friendly figures. However, when doing this, there is a chance of hitting a friendly figure if the intended target is missed. When a shot misses an enemy figure in close combat, roll again to hit the friendly figure as normal, except with a -1 modifier.

Close Combat - When a figure moves next to an enemy figure, he may perform close combat actions if he is facing the opposing figure.

Initiating Close Combat - When opposing figures are adjacent and both are facing each other, they are considered engaged (isn't that sweet). Adjacent figures are not engaged if one figure is at the flank or behind the other.



Example: In the above diagram, the CorpGuard in square A is engaged with the agent, as both figures are adjacent, and facing each other. CorpGuard B is not engaged with the agent because the figures are not facing each other. CorpGuard B is flanking the agent and is not engaged.

Engaged figures are considered to be grappling, and may not perform weapon fire actions (they may perform any other actions, though). An exception occurs during the impulse which the adjacent move was made. Figures may not perform close combat actions during the impulse that the figures moved adjacent. More than two figures may be engaged if they are all adjacent and facing each other.

When one figure chooses to perform a close combat action, the figure he is attacking must use his action for that impulse on a close combat action. If the figure being attacked doesn't have an action that impulse or if he's already used his action, then that figure may only choose to defend. A figure attacked from one of the three rear squares may only choose a defense.

Close Combat Resolution - First, each player secretly write down (on a piece of scratch paper) one of the offenses or defenses from the **Close Combat Table**. Once both players have made their selections, both cards are revealed. If one player's selection is offensive and the other is defensive, check if the defense affects the offensive attack. If it does, the offense has no effect. If the defense does NOT affect the offense, then the attack is resolved (described below). If both players selected offensive cards, both attacks are resolved. The effects of both offensive cards are resolved simulta-

neously. This means that if an attack eliminates a figure, then the effects of that figure's attack still occur before the figure is removed from play. If both players selected defensive cards, neither takes damage, as both stand there looking silly in their defensive positions.

To resolve a successful offensive attack, the player rolls to determine hit location, then rolls 1D6. On a result of 1-4, 1 point of damage is applied to that location, otherwise 2 points are applied. Figures with servos add one damage to this result.

In the case of close combats where more than two figures are involved, each combat is resolved separately.

If a figure has lost both arms, it may not choose a hand offense.

Note that close combat in the full rules is resolved by players selecting from 24 cards, where each card contains either an offense or a defense.

Turning to Face the Opponent - If a figure is attacked from either the flank or from behind, she may, instead of choosing a defensive close combat, turn to face her opponent. This will leave her vulnerable for that impulse, but can also get her out of a sticky bind where she is getting attacked from behind.

CyberMods Table

Mod	Description
Servos	Arms and legs are imbued with extraordinary power. Model receives a +1 damage bonus in close combat.
TMA	Short for Twitch Muscle Augmentation, the TMA mod increases reflexes. Figures with the TMA mod get additional action points each turn.
Targeting Eye	A targeting eye gives the firing model a +2 bonus when performing a fire action. The targeting eye provides no close combat bonus.

TABLES

Impulse Key

Black=All Move
White=13AP Only
Gray=8AP Only

Impulse Table

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	

Close Combat Moves Table

Move	Offense-Defense	Notes
Swing	O	Slow Hand Offense
Chop	O	Fast Hand Offense
High Kick	O	Slow Foot Offense
Low Kick	O	Fast Foot Offense
Block	D	Roll 1D6 - Result: 1-3 Block Swing, 4-6 Block Chop
Sidestep	D	Roll 1D6 - Result: 1-3 Sidestep High Kick, 4-6 Sidestep Low Kick

Action	Cost
Movement Actions	
Move 1 Square Straight Forward	1
Move 1 Square Diagonally Forward	1
Open/Close Door	1/2
Turn 90 Degrees	1/2
Ranged Weapon Actions	
Fire Weapon	1/2
Snap Fire Weapon	0

Action Summary

Figure Stats Table

Figure	Action Points	CyberMods	Weapon
CorpGuards	8	none	SMG
Rif Skapper	13	Targeting Eye TMA	Shotgun
Lin So	8	Servos	SMG

General Hit Locations

Roll	Location
2	Head
3	Right Arm
4	Right Leg
5	Left Leg
6	Torso
7	Torso
8	Torso
9	Right Leg
10	Left Leg
11	Left Arm
12	Head

Weapon Attribute Table

Weapon	To-Hit Factor	Hits Per Fire	Damage Per Hit	Range
Shotgun	9	1	3	4
SMG	8	1D2+1	2	6

Weapon Fire Mods Table

Description	Add to Die Roll
Properly functioning targeting eye	+2
Snap Firing	-2
Firing very short range (1 or 2 squares)	+2
Firing range greater than range, but less than 2x range	-2
Firing greater or equal to 2x range	-3
Mod for hitting friendly model engaged in close combat if target missed	-1

Setting Up (in addition to the cut-out components above, you'll also need scratch paper and two 6 -sided dice to play.)

- 1 Separate game components from the rules and tables by cutting along the dotted line above. Be sure not to stray below the line, or you'll cut out part of the rules on the other side.
- 2 Cut out the 2 doors and each of the 5 figures. Fold each in half.
- 3 Mark off a sheet of scratch paper into 5 sections - one for each of the figures in the game. In each section, place a figure's name and areas to mark off damage for head (2 pts), left arm (3 pts), right arm (3 pts), torso (6 pts), left leg (4 pts) and right leg (4 pts). The number in parens is the amount of damage that location can sustain, unless the figure has the servo mod (i.e. Lin So), in which case the figure can sustain one more damage to each location. Each figure area should also have space for Overall Damage. Figures can take 10 points of Overall Damage before becoming "ineffective" and removed from the board. Figures with the servo mod can take 14 Overall Damage before being removed.
- 4 Place the 2 doors on the squares marked 'Door' on the map. Use a button to keep track of which impulse you're on.
- 5 Decide who will play CorpGuard and who will play the agents. Place the CorpGuard figures offboard by square A, and the agents offboard at square B.
- 6 Refer to the Figure Stats table below for info on mods for each figure, and how each figure is armed.
- 7 All figures begin the game offboard, but may begin moving on during the first impulse. The object of the game is for the agent player to have a figure standing in square C after impulse 15 of any turn. The game lasts 3 turns. If at the end of any turn an agent is in square C, the agent player wins, otherwise the CorpGuard player wins.

