is repeated in each Preparation Phase. If it crosses the battlefield edge, it counts as disabled.

Allied units can save units with Escape Markers. If an allied unit moves B2B with an escaping unit, the escaping unit restores 1 MP and loses the Escape Marker.

MOST IMPORTANT ACTIONS/REACTIONS:

Movement Action
AP (max. 2/Round)
Move your unit by its MOV in cm.

Countershot (reaction to movement in B2B)
2 RP (unlimited)
Make a ranged attack before the opposing unit moves in B2B with your unit. On the hit roll, the MMS increases by 1.

Close combat (CC) / ranged combat (RC)
1 AP (max. 2/Round each)

1. Determine the range (for RC) and measure it.
2. Hit roll: XD6 with difficulty CCS/MMS with X equal to the ATT (for CC) or ROF (for RC).
3. Block roll: XD6 with difficulty 5+ with X equal to the DEF of the defender.
4. Successful hit rolls minus successful block rolls yield the damage.
5. Wounds result from damage minus modifiers due to abilities, for instance.
6. Cross out wounds in the HP bar.

Retreat
1 RP and 3 MP (unlimited)
Move the unit that is in B2B with an opposing unit away using half the owned unit's MOV. The activation ends immediately after that.

Counterblow (reaction to close combat attack)
2 RP (unlimited)
If your unit still has at least 1 HP, make a close combat attack after the opposing unit has made its close combat attack. On the hit roll, the CCS increases by 1.

Dodge (reaction to close combat attack)
1 RP (unlimited)
Roll XD6 before your opponent's hit roll with X equal to the TEC with difficulty 4+. Each success reduces the opponent's ATT by 1.

Seek Shelter (reaction to ranged attack)
1 RP (unlimited)
The unit receives 1 Shelter Marker: Against ranged attacks, the unit receives +1DEF and the block roll is successful on a 4+. Against close combat attacks, its DEF is cut in half (rounded down). Only the action Get Up (1 AP) is possible. After that, the unit can operate as usual.

Cost of abilites:

Category	Description
Passive	Always in effect.
Anytime	May be used at any time.
X AP, RP, LP, MP	Cost in AP, RP, ...
MMS, CCS	Test with 1D6 against MMS/CCS.
X+	Test with 1D6 against X or higher.
S	Active as soon as the corresponding box in the HP or MP bar is crossed out
X/Round	Can be performed only X times per round.
X/Match	Can be performed only X times per match.
X Charges	Can be performed only X times per match. Charges can be refilled.
X/Success	Can be repeated as many times per round until it has been successfully performed X times.
LoS	Needs Line of Sight on target.
X cm	Range of ability

3 CLEANUP PHASE

Begins once all units have been activated in a round.

1. **Determine the victory points** that are given out in the Cleanup Phase.
2. **Deal with status effects.**
3. Unused **AP and RP of units** expire.
4. Units already in close combat can now **engage.**

After you have completed all the steps in the Cleanup Phase, the Preparation Phase of the next round begins.

End of game:
The game ends after 6 rounds or as soon as a player has no operational units left on the battlefield.

Victory Point Calculation:
Victory points by point cost of eliminated units + bonus (all opposing units disabled): 30 victory points + victory points from missions = total victory points. The player with the most victory points wins.

RAPTURE

Here you will find everything you need to get started in the world of Rapture.

Complete rulebook:

GRAVITY BAY®
CREATING UNIVERSES

BASICS

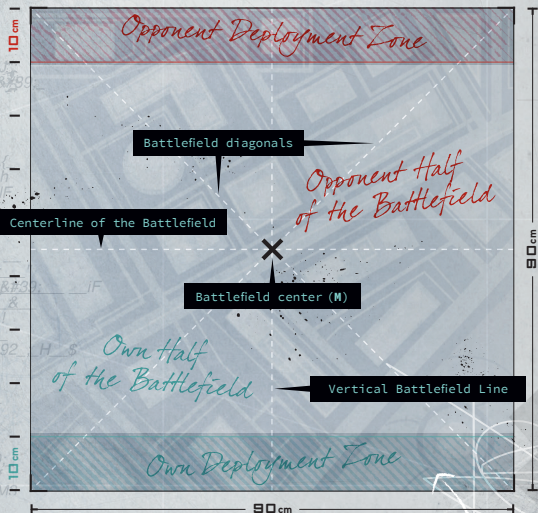**B2B:** Each model stands on a base. If two bases touch, this is called base-to-base (B2B).

Unit: A unit consists of one or more models. These are always activated as a whole.

Measuring: Ranges are always given in cm and measured horizontally from one front base edge to the other front base edge.

Measuring the movement range

GAME SETUP

SCHEMATIC VIEW OF A BATTLEFIELD

Opponent Deployment Zone

Opponent Half of the Battlefield

Battlefield diagonals

Centerline of the Battlefield

Battlefield center (M)

Own Half of the Battlefield

Vertical Battlefield Line

Own Deployment Zone

10 cm — 90 cm — 10 cm / 90 cm

Assemble your battlegroup: maximum 100 points.

1. **Measure the battlefield** (90x90 cm)

2. **Set up the terrain:** Roll 1D6, the player with the highest roll places the first terrain piece.

3. **Select a mission:** Each player chooses 3 mission cards, shuffles them, and draws the top card as his mission.

4. **Place the mission objectives**

5. **Deploy the battlegroups:** All players take turns placing 1 unit. The player with the most units begins.

PROFILE CARDS

CCS: Difficulty of the hit roll in close combat (4+ represents success with a roll of 4 or higher)

ATT: Number of dice rolled for the hit roll in close combat

TEC: Number of dice for dodging

DEF: Number of dice for the block roll

STEVE YANG — DRONE PILOT

INI: The combined INI of a player's units on the battlefield without Escape Markers make up the combat value. The player with the highest combat value receives the first activation of this round.

MOV: Movement range in cm

ROF: Number of dice rolled for the hit roll in ranged combat

MMS: Difficulty of the hit roll in ranged combat (see CCS)

Ranged weapon: Can execute ranged attacks; range specified in brackets.

AP (Action Points) / RP (Reaction Points): To pay for actions and reactions.

HP: Health points to cross out. All bonuses/penalties in the boxes come into effect as soon as they are crossed out. Once all HP are crossed out, the unit is removed from the battlefield as a casualty.

MP: Morale points to cross out. All bonuses/penalties in the boxes are effective once they are crossed out. Once all MP are crossed out, the unit begins to escape and receives an Escape Marker (if last MP has "*ESCAPE*").

Hero: Single model

Leader of a band

Apprentice of a band: Always stands in B2B with his leader and is moved together with him. Other actions can be performed by apprentices independently. If the leader is disabled, then all apprentices are also removed as a casualty.

Squad: Several models

GAMEPLAY

Rounds: A round consists of three phases:

1 PREPARATION PHASE

1. **Determine the victory points** that are given out in the Preparation Phase

2. **Establish formations** of squads and bands

3. **All units fill up their AP and RP**

4. **Perform escape movements**

5. **Roll for ascensions**

6. **Determine combat value** and activation order

2 ACTIVATION PHASE

Each player takes their turn activating a unit and performing actions. When all units have been activated, the Activation Phase ends. Activations may not be skipped. A unit may be activated only once per round. Units with Escape Markers may not be activated. If the range of an action is not sufficient, another action may be performed.

Escape and Rescue: If the last MP is crossed out and contains the Escape penalty, the unit receives an Escape Marker. It immediately flees in the direction of its own battlefield edge at the rate of its full MOV. This movement ▶

Overview of most frequent actions and reactions (for interactions with terrain see rulebook pages 57/58)

Action/Reaction	Type	Round Limit	Costs
Movement Action	Action	2/Round	1 AP
Countershot	Reaction	Unlimited	2 RP
Close Combat Attack	Action	2/Round	1 AP
Dodge	Reaction	Unlimited	1 RP
Counterblow	Reaction	Unlimited	2 RP
Retreat	Action	Unlimited	1 RP, 3 MP
Ranged Attack	Action	2/Round	1 AP
Seek Shelter	Reaction	Unlimited	1 RP
Extinguish Fire	Action	Unlimited	1 RP
Get Up	Action	Unlimited	1 AP
Ability	Action	See Ability	See Ability
Mission Ability	Action	See Mission Ability	See Mission Ability