

### 36" Standard: General Rules

**Map:** To-scale layout of the Objectives for the scenario, along with notation of what each Objective represents; each grid square represents 3" x 3" across the 36" x 36" game board

**Objectives:** List of what Objectives are required for the scenario, along with any essential details relevant to each

- ◆ **Terrain Feature** = 20mm Permanent Objective providing cover
- **Marker** = 20mm Permanent Objective; may be stood upon
- ▲ **Portable Objective** = token carried to secure; limit 1 per unit
- ⋮ **Zone (Size)** = defined area to secure; models must be completely within the area to secure it

**Scoring Units:** The units which may score Objectives

**Scoring Timing:** The time in game play during which the scenario is checked for scoring

- **End of Activation** = Score as each model's activation ends
- **END OF PULSE** = Score after each Pulse Round ends

**VPs:** The number of VPs gained when scoring Objectives

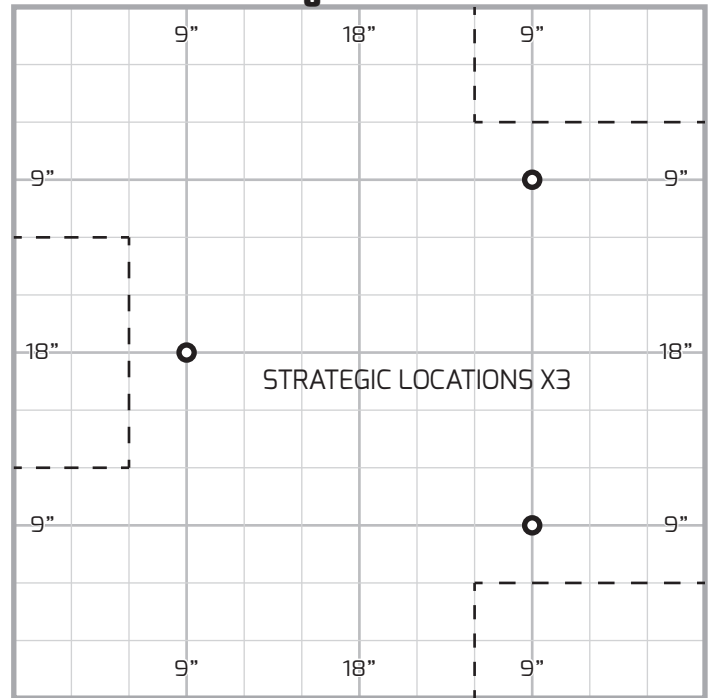
- **Escalating** = Gain VP equal to the current Pulse Round number
- **Distance** = Gain 1VP for Objectives closest to your side of the board, 2VP for Objectives in the middle of the board, and 3VP for Objectives farthest from your side of the board
- **Fixed (X)** = Gain a set amount (X) VP for an objective

**Special Rules:** Any additional rules applicable to the scenario; reroll if objective was affected in prior Pulse Round

- **TELEPORT (Objective)** = At the end of each player's turn, if they control an Objective, they may choose 1 unit with 3" of that Objective to place to the corresponding Objective with the same number; place the teleporting unit within 2" of that Objective; for Squads, position 1 model in the Squad first, then position the remaining models with 2" of that first model

**Stealth:** This ability applies at 6" rather than at 8"

### 36" Standard: Boiling Point



**Objectives:** Markers x3 (Strategic Locations)

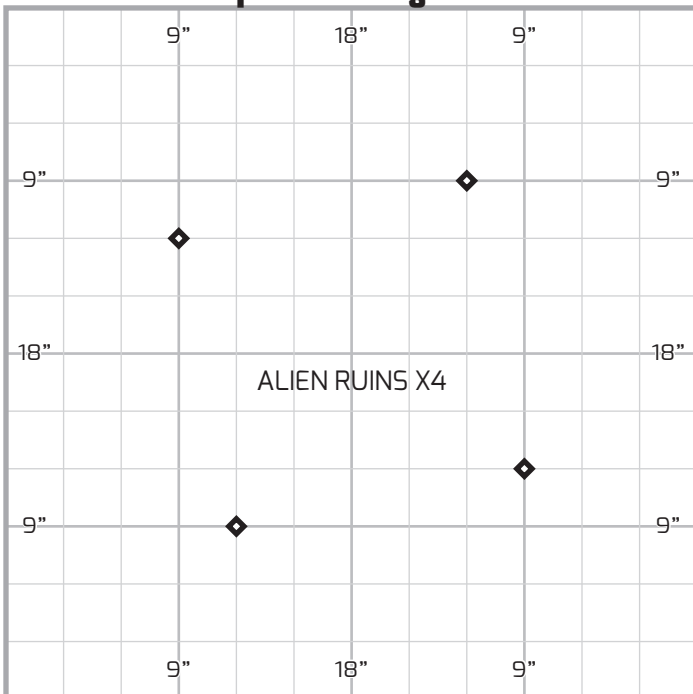
**Scoring Units:** ANY

**Scoring Timing:** End of Activation

**VPs:** Escalating

**Special Rules (Optional Three-Player Mode):** may play with three players using indicated Zones (12" x 6") instead of standard deployment area; gates may be placed within these Zones instead of placing them within 5" of your table edge

### 36" Standard: Apotheosis Agenda



**Objectives:** Terrain Features x4 (Alien Ruins)

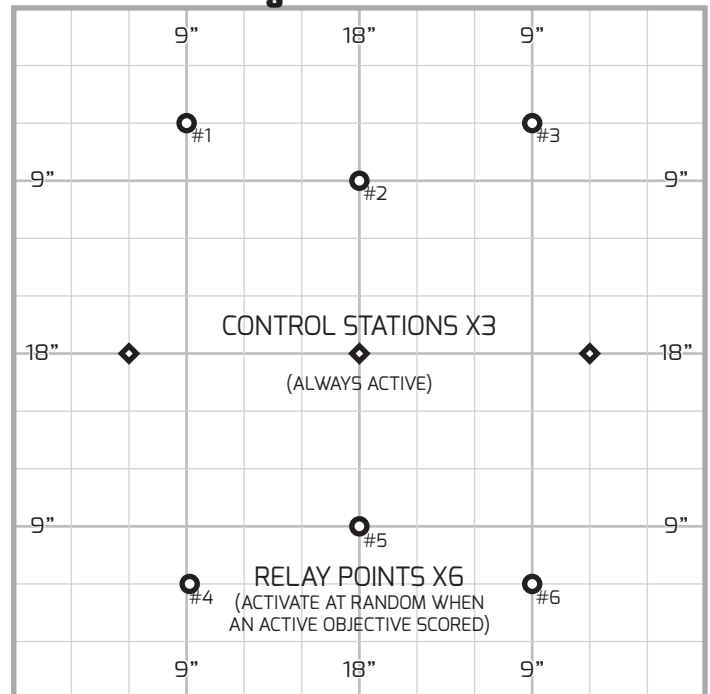
**Scoring Units:** Squad, Vehicle

**Scoring Timing:** End of Activation

**VPs:** Escalating

**Special Rules:** Increase Cypher card hand size by 1 for each objective you secure

### 36" Standard: Enigma's Gate



**Objectives:** Markers x6 (Relay Points; start each Pulse Round as *inactive*), Terrain Feature x3 (Control Stations, always ACTIVE)

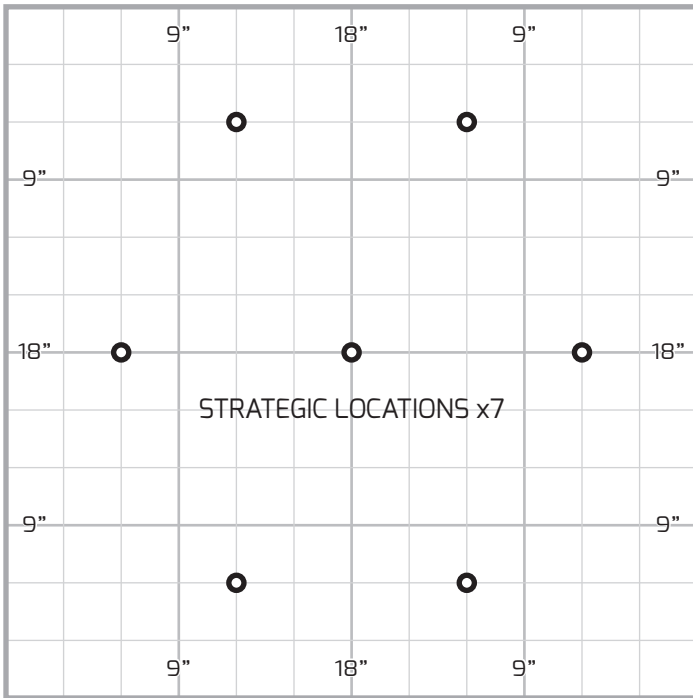
**Scoring Units:** Squad, Vehicle

**Scoring Timing:** End of Activation

**VPs:** Escalating

**Special Rules:** May only score ACTIVE Objectives; activate an *inactive* Objective at random when a player scores an Objective

### 36" Standard: First Patrol



**Objectives:** Markers x7 (Strategic Locations)

**Scoring Units:**

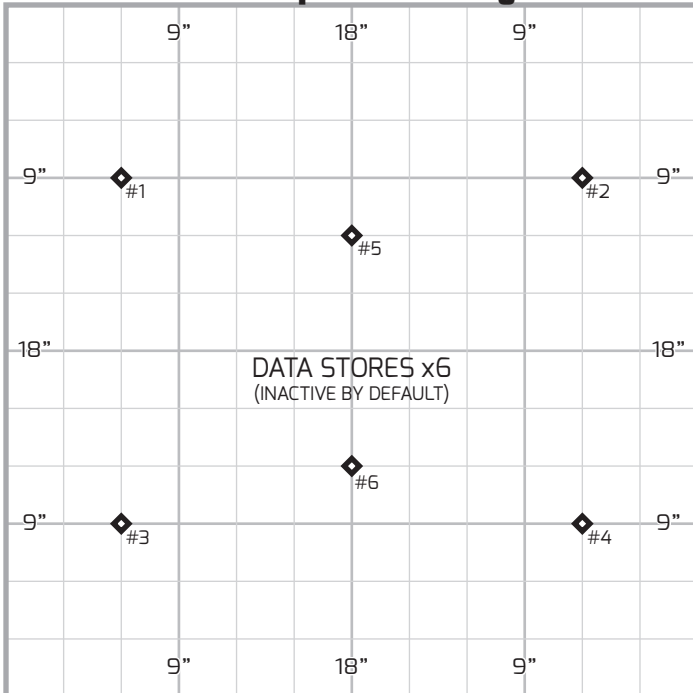
- Pulse 1 = Squad
- Pulse 2 = ANY
- Pulse 3 = Vehicle, Warjack

**Scoring Timing:** End of Activation

**VPs:** Distance

**Special Rules:** Can only deploy Solos and Squads until both players have a combined total VP of 10 or more

### 36" Standard: Necropolis Dreaming



**Objectives:** Terrain Features x6 (Data Stores)

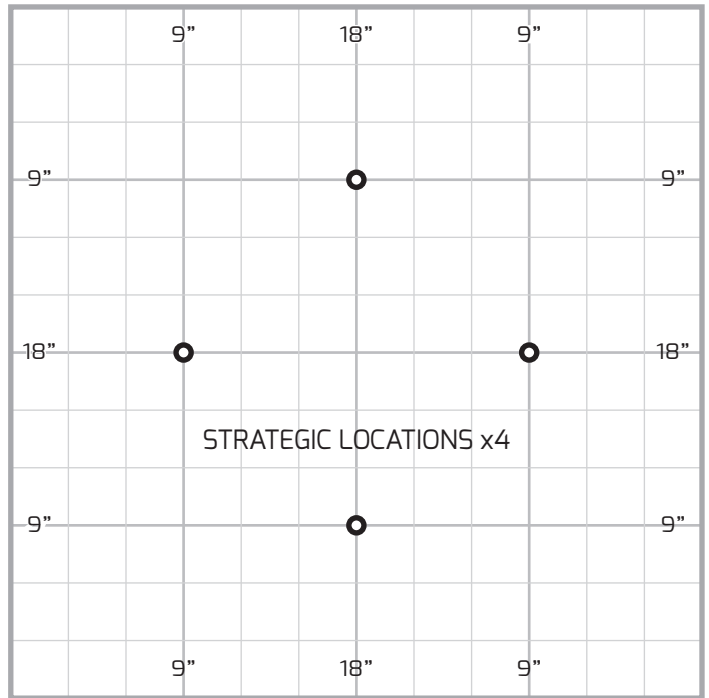
**Scoring Units:** Squad, Vehicle

**Scoring Timing:** End of Activation

**VPs:** Fixed (3)

**Special Rules:** May only score ACTIVE objectives; at start of each Pulse Round, randomly activate x2 Objectives; activate an inactive Objective at random when a player scores an inactive Objective; all objectives become inactive at end of Pulse Round

### 36" Standard: Moon Shadow



**Objectives:** Markers x4 (Strategic Locations)

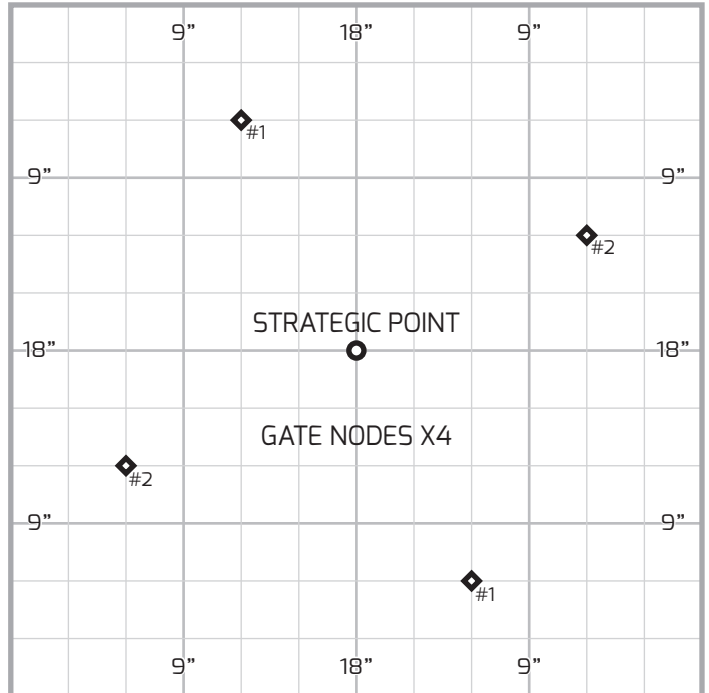
**Scoring Units:** Solo, Squad, Vehicle

**Scoring Timing:** End of Activation

**VPs:** Escalating

**Special Rules:** When making an attack, models without Revelator suffer -1 RAT per 5" of distance to their target

### 36" Standard: Unconventional Warfare



**Objectives:** Terrain Features x4 (Gate Nodes), Marker x1 (Strategic Point)

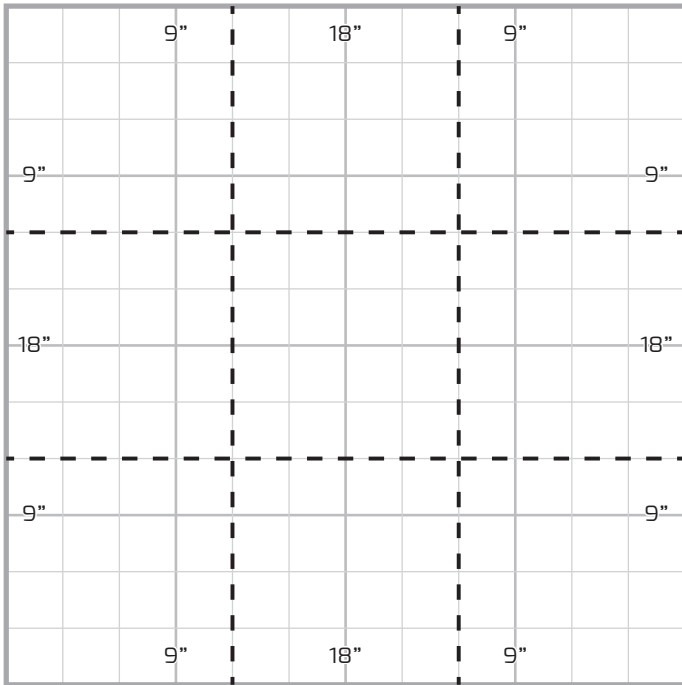
**Scoring Units:** Squad, Vehicle = ANY; Warjack = Strategic Point

**Scoring Timing:** End of Activation

**VPs:** Escalating

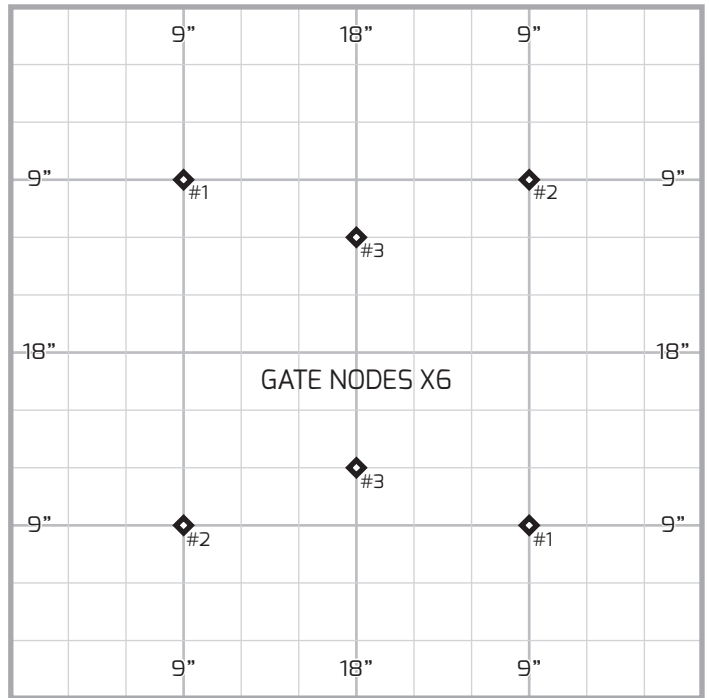
**Special Rules:** TELEPORT (Gate Nodes)

### 36" Standard: Absolute Pressure



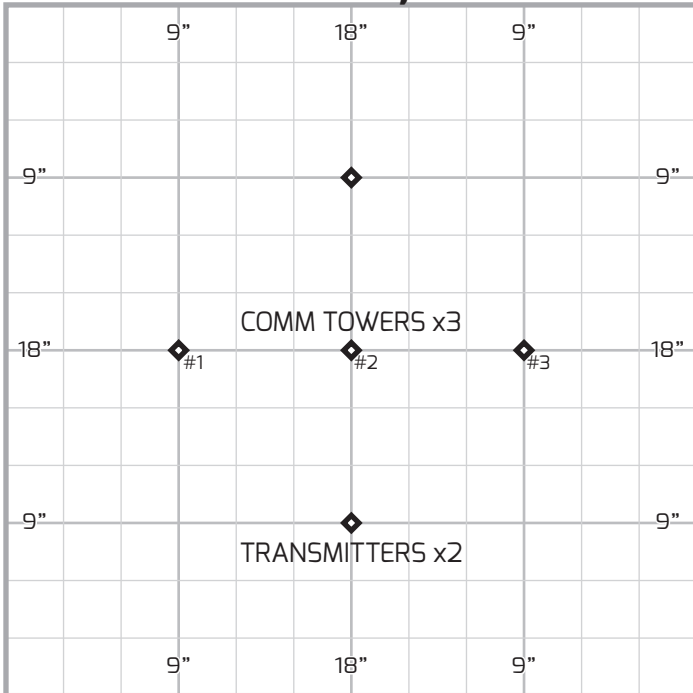
**Objectives:** Zones x9 (12" x "12")  
**Scoring Units:** ANY  
**Scoring Timing:** END OF PULSE  
**VPs:** Fixed (1)

### 36" Standard: Cat & Mouse



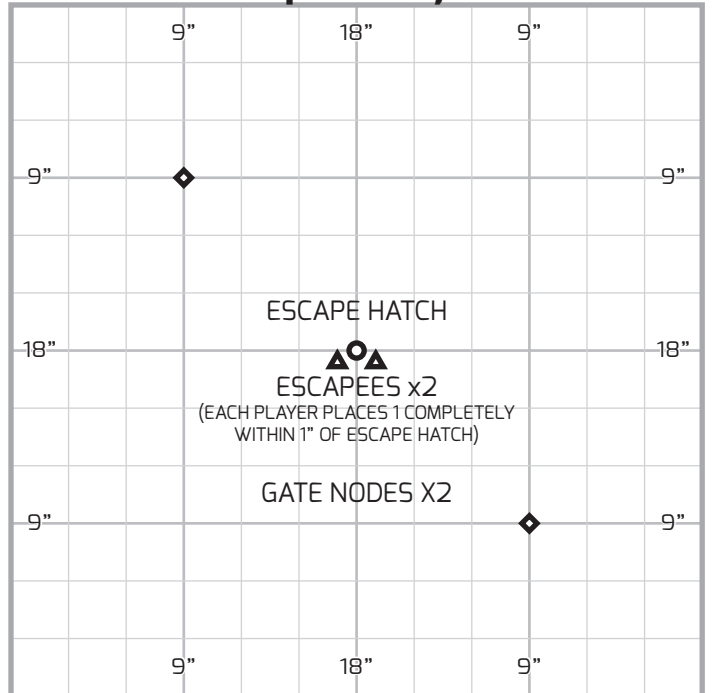
**Objectives:** Terrain Features x6 (Gate Nodes)  
**Scoring Units:** Squad, Vehicle  
**Scoring Timing:** END OF PULSE  
**VPs:** Escalating  
**Special Rules:** TELEPORT (Gate Nodes)

### 36" Standard: Chaos Theory



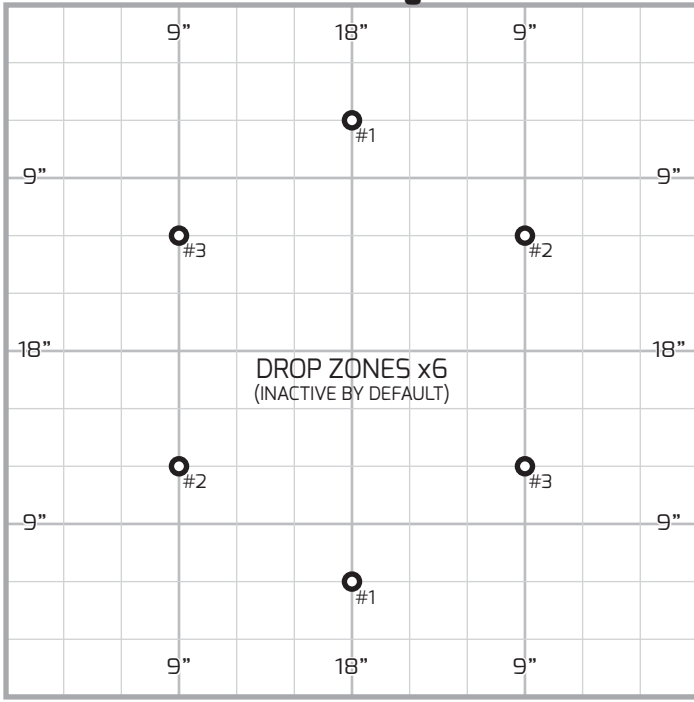
**Objectives:** Terrain Features x2 (Transmitters) +  
 Terrain Features x3 (Comm Towers)  
**Scoring Units:** Squad, Vehicle = ANY; Warjack = Comm Towers  
**Scoring Timing:** END OF PULSE  
**VPs:** Escalating  
**Special Rules:** At start of Pulse 2, randomly remove a Comm Tower Objective; at start of Pulse 3, randomly remove another Comm Tower Objective

### 36" Standard: Escape Velocity



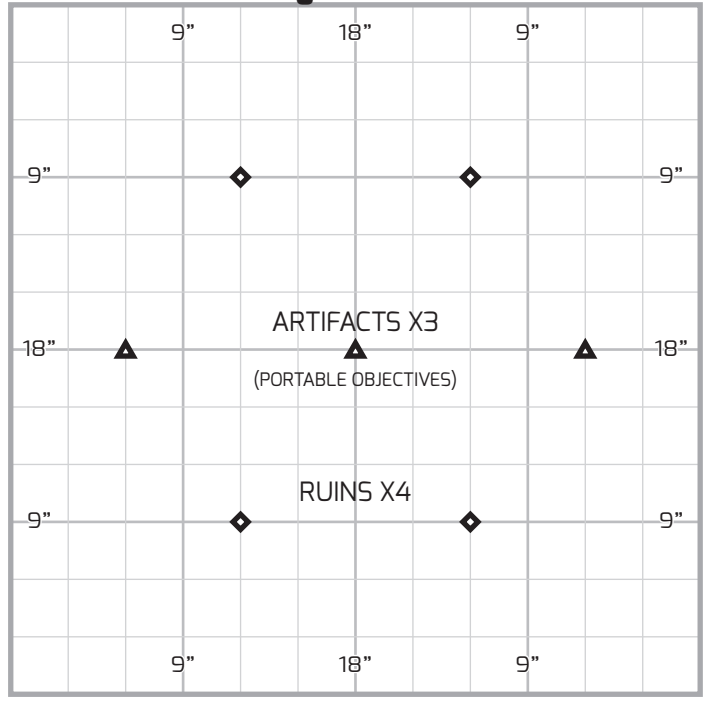
**Objectives:** Terrain Features x2 (Gate Nodes), Marker x1 (Escape Hatch), Portable Objectives x2 (Escapees)  
**Scoring Units:** Squad, Vehicle; also may carry Escapees  
**Scoring Timing:** Gate Nodes = END OF PULSE  
 · Escapee = End of Activation controlling Gate Node  
**VPs:** Gate Nodes = Escalating; Escapee = Fixed(3)  
**Special Rules:** Remove Escapee as scored, and active player places new Escapee completely within 1" of Escape Hatch

### 36" Standard: Orders of Magnitude



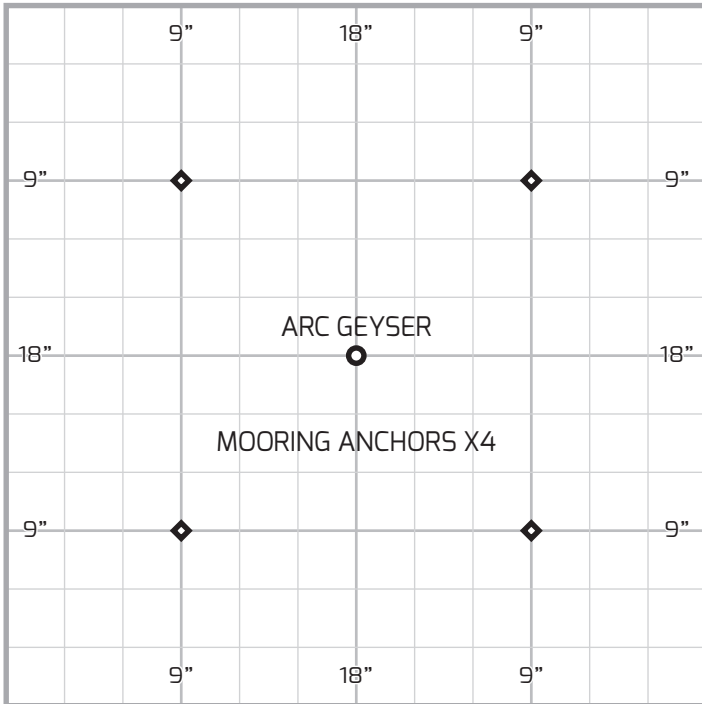
**Objectives:** Markers x6 (Drop Zones)  
**Scoring Units:** Squad, Vehicle = ANY;  
 Warjack = ACTIVE objectives only  
**Scoring Timing:** END OF PULSE  
**VPs:** ACTIVE = Fixed (3); *Inactive* = Fixed (1)  
**Special Rules:** At start of each Pulse Round, randomly activate a pair of Objectives

### 36" Standard: Strange Matter



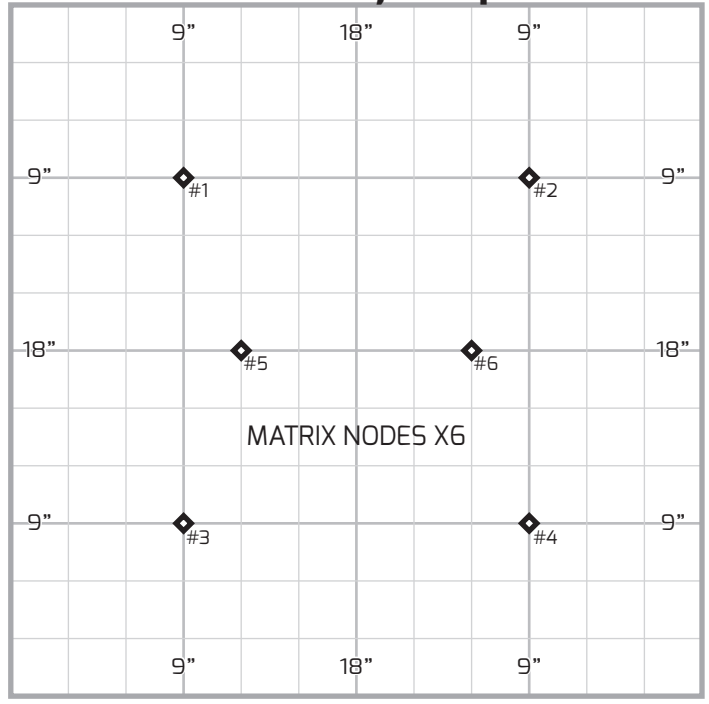
**Objectives:** Terrain Features x4 (Ruins), Portable Objectives x3 (Artifacts)  
**Scoring Units:** Solo, Squad; ANY may carry Artifacts  
**Scoring Timing:** END OF PULSE  
**VPs:** Escalating; +2 VP if scoring unit is also securing Artifact

### 36" Standard: Surface Tension



**Objectives:** Terrain Features x4 (Mooring Anchors), Marker x1 (Arc Geyser)  
**Scoring Units:** Squad, Vehicle = ANY; Warjack = Arc Geyser  
**Scoring Timing:** END OF PULSE  
**VPs:** *Distance*

### 36" Standard: Uncertainty Principle



**Objectives:** Terrain Features x6 (Matrix Nodes)  
**Scoring Units:** Squad, Vehicle  
**Scoring Timing:** END OF PULSE  
**VPs:** Escalating  
**Special Rules:** At start of Pulse 2, randomly remove x2 objectives; at start of Pulse 3, randomly remove x1 objective