

CONTAMINATION

THE APOCALYPTIC SURVIVAL GAME

QUICK START RULES

Welcome to 'Contamination: The Apocalyptic Survival Game'! This free rules sheet has been designed to give you a quick overview of the game with enough for you to get a taste for how it works. It is only the bare bones of the game however, and if you like what you see here then you should definitely consider buying the full rules where you will be able to add a huge range of depth and experience the true joy of 'open-world' play.

SET UP AND DEPLOYMENT

Contamination is played on a 3' by 3' playing area. Players divide six resource objective markers between them and disperse them around the playing area at least 9" from the edge and 4" away from each other (ideally at different levels). Players then roll off to choose which deployment area they would like and take turns placing their survivor crew. (We recommend using the demo mission: Playground Antics available for free at www.rkstudiosstore.co.uk.)

PRIORITY

Players roll off to determine who will go first and the player who wins the roll off will perform the actions of their first miniature. Players will then go back and forth activating their miniatures till all the miniatures for both players have been activated.

ACTIVATION

Each miniature can perform a number of actions. How many depends on the type of miniature. Bosses have 4 action points (AP), Survivors have 3AP, and Newbies have 2AP. 'Contamination' uses open-world game play and miniatures can use their AP to perform any action the players believe is possible or would be 'cool'. The basics are included below:

Move: Costs 1AP to perform and allows the miniature to move from one place to another within its movement stat value in inches (").

Jump: Costs 1AP and allows the miniature to jump a gap that is half their movement stat plus 1 in inches distance.

Climb: Costs 2AP and allows miniature to move vertically half their movement value.

Charge: Costs 2 AP and allows a miniature to move their movement value plus 1xD6 worth of inches to get into base to base contact with an opponent miniature and attack. (If the opponent is too far away they will stay where they are).

Shoot: Costs 1AP and allows the miniature to fire a shooting weapon if possible

Combat: Costs 1 AP and allows the miniature to hit another miniature if they are in base to base contact.

AP can also be banked (held in reserve pending an opponent action). Allowing miniatures to attack back in combat, move further away to prevent a combat from taking place, or shoot at a miniature as it moves past their line of sight (LOS) and is within range of the weapon. Players make all the activations for each of their miniatures, stating if any AP will be banked, alternating back and forth till both players have completed all the actions they wish or have run out of AP.

HOW TO SHOOT

Select a target that is within the maximum range of the weapon and that the miniature can see (line of sight - LOS). Next, roll 1xD6 and check the second number in the SHT value of the miniatures stat-line. If the number is the same or higher the shot has hit. The first number in the SHT stat tells you how many times you may use this action type.

HOW TO HIT IN COMBAT

When a miniature is in base to base or has charged an opponent miniature it may attack. If you are fighting multiple miniatures, select a target and roll 1xD6. Check the number rolled with the second number in the MLE value of the attacking miniatures stat-line. If the number is higher the opponent is hit. The first number in the MLE stat tells you how many times you may perform this action type.

HOW TO WOUND

After a hit has been made re-roll any dice that hit and add to it the strength value of the weapon being used (or nothing if unarmed) and compare the total to the T (toughness) of the opponent stat-line. If the number is higher the hit has been converted to a wound.

SAVING AGAINST WOUNDS

To prevent a miniature from taking wounds roll the same number of dice as the number of wounds the miniature has taken either by shooting or by combat and check the miniatures SV (save) value. If the number is the same or higher the save is made and the wound is discounted. If the number is lower the miniature takes a wound. If it is not possible to make the save or the miniature has no number in their SV stat, the hit is automatically a wound.

RUNNING AWAY

If a player miniature has lost half its wounds the owning player will need to test if the miniature runs away. Roll 2xD6 and compare to the miniature's VET (veterancy) value. If the total rolled is lower then the miniature will continue as normal but will re-test each time they take a wound from now on. If the total rolled is higher, then the miniature will immediately move away from the nearest enemy miniature, is reduced to a single AP and will need to re-test their VET value before they activate each turn as well as when ever they take a wound. They will not return to their normal AP and will continue to move back to the deployment edge until they have passed. A miniature that exits the table in this manner does not go into reserve and is counted as a casualty. Finally, a miniature that is fleeing like this can alternatively test against the VET value of their Boss if the Boss miniature is within 8". This is only possible if the Boss miniature is not fleeing itself.

INFECTED

After the players have finished activating. The non-player units - Infected will take their turn and the player who won priority for the turn will be the same one to perform their actions.

First the Infected are 'spawned' each turn from a designated spawn point or centrally from any of the table edges if not. D3 (roll 1xD6 and divide the number in half, rounding up) will arrive each turn.

Secondly, all Infected on the table will move directly towards the nearest combat or noise of gunfire if there are no player miniatures in LOS. If there are player miniatures in LOS and within potential charge rang, Infected will always charge.

Thirdly, Infected will always attack if in combat (and when they charge) and will attack the miniature that last attacked them if engaged with multiple player miniatures.

Finally, Infected will only perform 1 of the above. They cannot move so they have LOS to a player miniature and then charge, but they may charge in the next turn now they have seen them.

END PHASE

Once the players have finished their actions and the Infected phase has passed, the End Phase ties up the loose ends. Any miniature that is within 1" of a board edge or in the case of player miniatures their deployment edge are removed from the table. They aren't casualties and can come back as a reserve in the end phase of the next turn. Next, miniatures that are already in reserve are added to the table in the same manner as deployment; and finally the contamination level is checked.

CHECKING CONTAMINATION

Any player miniature that is within 3" of an Infected or another 'Source of Infection' can become contaminated. For each miniature that is at risk roll 1D3 and add 1 to the number for each infected or source of infection that is within range. Compare this total to the T value of the miniatures stat-line. If the number is lower the miniature is immune so far. If the number is higher the miniature is now contaminated.

Contaminated miniatures count as a source of infection for non-contaminated player miniatures and have their total AP halved for the rest of the game. They are still treated as player miniatures as far as Infected are concerned.

WINNING THE GAME

Games of 'Contamination' can be won by either removing all of the opponent players miniatures from play or by controlling the most resource markers. Resource markers count as controlled by the player who has the most number of miniatures within 3" of it (if these are Infected the resource cannot be controlled) or by moving it off the player's deployment table edge.

Miniatures that are tasked with picking up and moving a resource marker may only move half their movement and will drop the resource if they are engaged in combat or are removed as a casualty.

At the end of the game, players total up howmany resources are within their control and the person with the most resources wins the game.

These free rules are but the tip of the iceberg of what 'Contamination' offers you. If you've played this version and have enjoyed it or you would simply like to see more to it, then make sure that you buy a copy of the full rules. There you will find all you need to know about competative play, additional campaign rules, fighting in different lighting conditions, and of course how to generate you own crew of forgotten survivors as well as what special abilities or fatal flaws they might have. There is so much more that awaits you and you can check out all the details, downloads, and of course, pick up your copy at www.rkstudiostore.co.uk.

